UTILIZATION OF POWTOON TO IMPROVE STUDENT LEARNING OUTCOMES AT CITIZENSHIP EDUCATION COURSE

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Abstract

This literature review aims to show the subject of Citizenship Education is one of the compulsory subjects at university level, it shows if Citizenship Education has an important role in the effort to realize the goal of education in Indonesia. But in practice in the field, sometimes this subject is considered boring by the students so that the achievement of existing learning in Citizenship Education is not achieved optimally. What makes this subject boring is the use of lecture methods in lectures, civic education lecturers tend to often use lecture methods without accompanied by the use of other media. To overcome this, in lecturers lectures can use learning media that are able to attract interest and generate motivation from students. PowToon as a multimedia application can be used as a learning media, in addition to very easy to use this application also has a variety of interesting features in it. It is hoped that using PowToon as a learning medium can realize what is expected from civic education learning.

INTRODUCTION

In addressing the development of the era then every aspect needs to adjust in order to remain able to contribute positively, not least in the field of education. One of the general goals of the educational process is that learners are ready to live their lives in accordance with the preparations that have been prepared in the level of schooling, because that is if the aspect of education is not oriented to the future then the result of the process is not able to anticipate the rapid development of the era. What needs to be a concern in the educational process now is the advancement of technology and the tendency of today's learners using digital media based, because both of these factors then the learning process as part of education if not based on digital technology is quite difficult to be accepted by learners so that they feel the learning is tedious and unmotivated to learn it.

The current learning process can use instructional media based on information and communication technology, many applications have been developed and can be utilized as learning media such as PowToon. PowToon as one of the multimedia applications that can be used as a medium of learning has many advantages such as having a very interesting animated feature including handwritten animation and animated cartoons. PowToon simply created on the page powtoon.com then the results can be used offline in the form of multimedia. Hamalik in Arsyad [1] suggests that The use of learning media in teaching and learning process can arouse the desire of new interests, generate motivation and stimulation of learning activities even bring psychological influences on students. Then Rusman [6] says media in learning has a clear function that

is clarify, facilitate and create interesting messages that will be delivered by the teacher to learners so as to motivate learning and streamline the learning process. Based on the description of the opinion, it can be concluded that the media in the learning process has a role that is important enough for the material learned can be understood by learners and able to increase motivation and learning outcomes.

Learning Citizenship Education in college should be packed in such a way as to use appropriate learning resources including the use of interesting media learning in the delivery of the material, it is because most of the students nowdays generation who familiar with technological developments. The orientation of Citizenship Education into the future so that civic education learning can achieve the expected goal of realizing learners who have Pancasila identity and are able to appreciate diversity, and also have awareness about the rights and obligations of citizens, as well as capable of various active roles in every sphere of life including produce solutions from various state problems.

Various research on application-based learning media has been studied by many previous researchers, for example Wati [10] under the title Development of Multimedia Learning for Integrated Learning Course. The results showed that the developed multimedia is categorized as good with a score of 3.84 and made an increase of 23.26% on pre test results and post test. Furthermore, Wisnu [11] with Title of Interactive Media Development Based e-learning with Moddle Program in Wave Interference Material Lecture. The results of his research indicate if the resulting media is declared valid by the expert who became a validator and entered the good category at the time of trial.

METHODOLOGY

This study is a study of the concept or literature study that basing the analysis of data and the results on the data sources in the form of text. According to Sugiyono [9] literature study related to theoretical studies and other references related to values, cultures and norms that developed in the social situation under study, besides literature study is very important in doing research, this is because research will not be separated from Scientific literature.

RESULT AND DISCUSSION

The learning process that uses digital-based media in the current era is indeed very necessary, especially to accommodate the development of learners who are very familiar with the progress of technology and information. Smaldino (2007) in Suartama [7] argues that technology plays an important role in student education without exception. Utilizing and designing technology or media in particular can contribute greatly to effective learning to all students and can help them achieve their highest potential regardless of their innate abilities. In line with this Munadi (2013) in Sugeng [8] argued that interactive multimedia can be used in learning activities because it is quite effective in improving learning outcomes of learners. If the learning process is not able to develop and oriented with the development of learners then the results of the process will not be achieved maximally, learners will feel the learning is boring and not motivated to learn it so it can lead to low learning outcomes.

Such matters can occur especially in subjects / lessons that are very dense materials such as Citizenship Education, because of that need for practical and interactive learning media, Kurnisar [4] suggests with multimedia teaching materials students will

be interested to use it because it is more practical and able to be utilized interactively. Then, Raharjo in Rusman [6] reveals research results that show that teaching and learning activities will be effective and easy when assisted by visual means, where 11% of the learned through the sense of hearing, while 83% through the sense of sight. It is further stated that we can only remember 20% of what we hear, but can remember 50% of what is seen and heard. So to improve the learning outcomes then required a process that is able to maximize all the potential that exist in the learners who follow the process.

PPKn learning media developed using PowToon applications can improve learners' learning outcomes. Nurdiansyah [5] published the results of his research which showed an increase in students' understanding of the lecture material, as evidenced by the increase of the test result of 1.44 so that got N-Gain of 0.39 on the student test result after the learning process using PowToon media. This can happen because PPKn materials are presented in audio visual form and accompanied by interesting templates, drawings, videos and narratives so that the PPKn learning process can become more interactive and students are motivated to continue to understand the material than ever before.

PowToon is one application that can be used to create a quality multimedia and able to support the achievement of learning objectives. Walker & Hess (Arsyad, 2009) in Suartama [7] says that quality multimedia learning must meet the following criteria: (1) the quality of content and objectives, including: accuracy, importance, completeness, balance, attractiveness, and conformity with the student situation; (2) instructional qualities that include: providing learning opportunities, providing assistance to learn, motivating qualities, instructional flexibility, relationships with other teaching programs, the quality of tests and assessments, can impact students, can impact teachers and their learning; and (3) technical quality, including: legibility, ease of use, display quality / impressions, quality of student response handling, quality of program management, and documentation quality.

Hamalik [3] suggests if the use of learning media in the process of teaching and learning can generate motivation and stimulation of learning activities, and even affect the students psychologically. Then Gafur [2] suggests if in the delivery of the message used the center of attention, learning outcomes will increase. Based on that it can be concluded if good and interactive learning media is needed to generate motivation of learners and in the end will also be able to improve learning outcomes.

CONCLUSION

The above explanation concludes if the learning media have a close relationship with the learning outcomes and motivation of learners. The more qualified learning media, the motivation and learning outcomes will also increase. Learning media must also adapt to the development of communication and information technology so it is suitable for use by generations today. This is what is now applied in the learning of PPKn, with the hope that the learning objectives of PPKn can be achieved maximally and able to contribute to the nation and state.

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