



Digital Learning Media To Enhance Students' Learning Activities And Outcomes In Thematic Integrative Learning

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Abstract

In the 5.0 era, educators should be able to use technology to be more active and innovative. To accomplish this, educators can develop digital-based learning media. The purpose of this study is describing digital learning media application to enhance students' learning activities and outcomes in thematic integrative learning. The results of study is application of digital learning is very influential in active learning activities and learning outcomes. It is proven from the results of the percentage of student activity before using digital learning media which is 80% and after using digital learning media it becomes 95.7%. The learning outcomes of students showed an increase from an average score of 74 to 83 with details of students who reached passing grade 13 students to 19 students.

Keywords: Digital, Media, Learning Outcomes, Thematic

INTRODUCTION

Revolution 4.0 to 5.0 brings great emphasis on aspects of life. In education, the process of education puts humans under greater importance as intelligent and ethical creatures aided by the current technology. In its roles, teachers required to create an effective environment and increase the students' learning outcomes (Saude et al., 2022). In the 2003 national system of the education act stated that teachers are expert in planning and carrying out the learning process, assessing the results of learning and performing guidance and training. While teaching is educator's attempt to conduct the curriculum on learners, teaching involves components of purpose, materials, methods and tools of education. Teacher duties and roles are not only educational, teaching and training but also how teachers can read the class situation and the condition and condition of the student in receiving the lesson.

To increase teacher duties and roles in the teaching process and students' knowledge, teachers are expected to be able to create effective and manage classes. One step is improving the teacher's quality in selecting the right learning media. As an agent of change, teachers really must follow the dynamics of the developing times as well as the development of the learning media (Darnawati et al., 2019). The learning media is a container of material that will be presented to learners to support achieving the purpose of learning. The effective learning media can support learners' understanding (Juhaeni et al., 2021).

Learning processes are more effective when fed with the proper media. According to a Harsiwi & Arini (2020), the interactive learning media can improve the students' outcomes. In addition, students also respond favorably during the refining process. Furthermore, according to Jediut et al., (2022) digital learning media have benefits to improve the motivation of learners and as support tools during the learning process. During the learning process, students become more communicative. In thematic study, digital learning media have the positive effect on the learning

process. This is because digital learning media offers a various and enjoyable atmosphere for learning, and sets up a better support of informed (cognitive) concepts; remember, imagine, and apply (Anastasya et al., 2022).

Thematic learning is a comprehensive study model that links several subjects to one subject and aims to give meaningful students' learning experiences (Hidayah, 2015). A similar argument was presented by Majid (2014) that thematic learning enables learners to explore and discover whole, real, and meaningful concepts both individually and group. Thematic apply in elementary schools for students' characteristic who still see holistic, unable to sort out multiple disciplines concept (Rachmadtullah et al., 2019).

Materials in thematic learning are also designed by integrating three dimensions that include attitude, knowledge, and skill and combine the competence of several other strengthening basic subjects (Sari & Akbar, 2018). One feature of thematic learning is flexible (Aisyah et al., 2021). Integrative thematic learning is viewed as particularly suited to the physical and psychiatric development of children in elementary school (Kadir & Asrohah, 2015). With interactive thematic learning, students are believed to be able to develop both cognitive, affective, and comprehensive psychomotor (Mutiani et al., 2021) .

In the performance of teacher integrative thematic learning is required to be able to integrate several subjects on one subject using various media that can support and facilitate the learning process (Wahyuni et al., 2016). Digital learning media becomes one of the tools in the level of education. It is no exception to an elementary class. In this study, the teacher uses some digital learning media are video, interactive power point, kahoot, quizziz and wordwall. Digital media use of material, video and quizzes is expected to help learners in the learning process. These learning media use laptops, cell phones, and the Internet as support tools for operating them. Implementation will be held in V class because at the level of this class is deemed capable of learning and using the digital learning media.

Based on observations at SDN Kedungringin III the learning process conducted using lecture methods without using other media is making learners bored, busy, and not understand what is being said. In this regard, learners cannot literally picture material. The results of the study indicate that they are at 45% with a total of 19 students. According to the Suarni (2019) learning without using other media makes learners less active and bored.

Based on previous studies shows about using media digital in learning such as the use of videos in learning increases the results of learning participants with an average of 80,63 and makes learners more interactive (Busyaeri et al., 2016). Besides videos, similar learning media is the powtoon. Powtoon learning media makes learners more understand the learning materials (Awalia et al., 2019). According to Nissa & Renoningtyas (2021) the wordwall learning media is also able to make learners more active in the learning process. The interactive media power point has a positive effect on the learning process. The results show that the learning V class with a t-count of $2.366 > t\text{-table } 2,006$ (Putri & Nurafni, 2021). In addition to being an interactive learning media, quizizz and kahoot can also be used as assessment assessments. According to Nisa & Pahlevi (2021) instrument assessment using quizizz can increase student learning outcomes to 96%. It is also consistent with an assessment instrument using the kahoot over which learner responded highly positive and rose to 96% (Jannah & Pahlevi, 2020). From both instruments, kahoot is more on the point than quizizz (Muhammad Fathi Nur Fadly & Prima Mutia Sari, 2022).

Based on the reality above, the progress of digital media learning is fast and it is potential used in educational scope. The digital media learning benefiting in the education especially in the learning process will greatly assist teachers in delivering materials and achieving the purposes of learning. This led to the interest of researchers in conducting a study entitled Digital Learning Media to Enhance Students' Learning Activities and Outcomes in Thematic Integrative Learning. The purpose of this study is describing the effect digital learning media to enhance students' learning activities and outcomes in thematic learning.

METHOD

The research uses a descriptive qualitative. Descriptive research is a relook to find facts by

proper interpretations (Yuliani, 2018). Researchers can analyze by combining data of observations, interviews, and documentation (Nazir, 2005).

The data collection method in this research used questionnaire, documentation, and observation (Suharsimi, 2006). Quissionnaire is the question asked of teachers to know the activities of learners. The documentation in this study is used to acquire data in SDN Keduringin III Beji regarding the learning process. Observation techniques are used to collect data during the learning process such as the learning activity and the learning result.

The analysis technique in this study are data reduction analysis, data presentation and conclusion (Sugiyono, 2012). In the reduction of data, researchers summarized, choosing important things and focusing on research topics to provide a clear picture in the study. After a reduction of data, researchers perform the presentation of data. In the presentation of data, researchers describe by the narrative text. After the data presentation, researchers make a deduction. Conclusions are made to address problems in research.

RESULT AND DISCUSSION

Result

The learning media is the tool used in the learning process. In the era of society 5.0, technology is developing rapidly and the learning media is very significant. The using of media with proper can maximize effective learning processes and the purpose of learning is achieved (Soesana et al., 2022).

From the result of observations and interviews of the integrated thematic class V SDN Keduringin III have shown that teachers using lecture methods without using other media have bored, busy, and not understanding what is being presented. What the learner feels can happen at any time; therefore, educators must be creative and innovative in selecting learning media. With the right and varied media of learning can grow the students' motivation in learning process.

As a result of researchers' observations, the media used by teachers of the class V SDN Keduringin III on integrative thematic study using video media, interactive power point, kahoot, quizziz and wordwall. Using a variety of learning media, teachers may attract learners. According to Busyaeri et al., (2016) the video is proper learning media in learning process, like class, a small group and individual student. A video with few minutes' duration can provide more flexibility to a teacher and can direct student needs. According to Putri & Nurafni, 2021 interactive power point is media that can present the text of learning materials, as well as problems and images that can move or be interactive in the learning process. So the PowerPoint interactive media of learning develop interest, focus and activity of the student's roles in learning process. According to Muhammad Fathi Nur Fadly & Prima Mutia Sari (2022) kahoot and quizziz applications that can be held as the learning media and the assessment. In related with kahoot, quizziz and wordwall are applications for learning media, learning and evaluation (Aidah & Nurafni, 2022).

The result of the learning media use of teacher in class V SDN Keduringin III on integrated thematic learning can increase students' learning activities and learning outcomes. The first steps a teacher prepares before teaching select digital learning media are 1) the teacher assesses the student's needs by giving a questionnaire. It know the needs of students in thematic learning. 2) Formulate the purpose of learning. 3) Formulating chastisement materials according to students' needs. 4) Develop digitally assessment. An assessment is made according to the purpose of learning. The questions depend on 15 multiple choices and 10 essays. For the assessment, teacher choose kahoot, quizziz and wordwall 5) select a digital learning media that corresponds with the learning materials. The selected media digital learning is video and interactive PowerPoint.

Based on the observations, the activity of learners during the learning process looks very enjoyable This proves that digital learning media has a positive impact on learning activities of learners. That can be seen from the table below:

Table 1. *Student Activity Result*

No	Kind of Activity	Indicator Aspect	Before Pre-Test	After Post-Test
1	Visual	Pay attention to the teacher's lesson	2	3

2	Oral	Asking questions	3	3
		Work in group	3	3
3	Listening	Listening to conversations in group discussions	2	3
4	Metric	Problem Solving	2	2
5	Mental	Presenting group work	3	3
		Responding the question	2	3
6	Emotional	Appreciating and accepting opinions	3	3
Average			2.5	2.87

According to research, the average of students' activity before post-test is 2.5 with 80%, whereas the result of after post-test is 2.87 with 95.7% percentage. The results indicate that the student's learning an activity using digital learning media is more active in the learning process. Related with Juhaeni et al., (2021) that the digital learning media of storyline can increase the motivation and students' activity in elementary school. A storyline is software has similar features and fuctions like Microsoft PowerPoint with the e-learning system. In the other hand, according Sakdah et al., (2021) Kahoot can develop students' learning process of V class because learning easy to understand, interesting and fun. Linked with Saputra et al.,(2021) digital learning media can boost effective learning process.

Table 2. *Students' Learning Outcomes*

Students' No	KKM	Score	
		Pre-Test	Post Test
1	71	69	74
2	71	80	86
3	71	71	83
4	71	71	86
5	71	69	77
6	71	83	89
7	71	77	83
8	71	66	77
9	71	74	80
10	71	69	80
11	71	80	89
12	71	69	74
13	71	83	89
14	71	69	77
15	71	86	94
16	71	80	89
17	71	83	91
18	71	69	77
19	71	69	80
Score Max		86	94
Score Min		66	74
Average		74	83

According to the tests given, the students' learning outcomes is increasingly derived from pre-test and post-test tests. The questions depend on 15 multiple choices and 10 essays. The materials in the tests are subject 1 subtheme 3 (its environment and environment) and theme 2 subtheme 1 (how the body searches clean air). The pre-test results are averaged 74 with details of learners who reached 13 and who didn't reach 6. The results of post-test are average 83 with details of the participants reaching 19. The results of this study are consistent with the overall study Panjaitan et al., (2020) and Anisah et al., (2021) show that integrating digital learning media into learning process can increase students' interactive learning, motivation, learning result. Quizizz as

learning evaluations also have the positive impact of students' result (Zuhara et al., 2020). Wordwall as digital learning media also has a positive effect on learning processes and learning participants. That can be seen from the sig (2-tailed) regression test of 0.05 (Yanti et al., 2022). The result of learning learners using kahoot has a positive response of 92% with the average student pretest score 43.1 and the posttest 88.1 present an increase in value by 45. In the learning process, students appear to be enthusiastic and active (Damayanti & Dewi, 2021).

Discussion

This study investigates the effect of digital learning media on enhancing students' learning activities and outcomes. Based on the test results, digital learning has a positive effect on improving student activity and learning outcomes. Related to Saputra et al., (2021) digital learning media can boost the effective learning process. This is because the utilization and active use of interactive features in digital learning can increase students' activity and learning outcomes.

Furthermore, this study reveals that students agree with the use of digital learning aids in subject matter learning. Specifically, the increase in learning time for students with digital learning relatively improves learning outcomes.

According to Panjaitan et al., (2020) and Anisah et al., (2021) show that integrating digital learning media into the learning process can increase students' interactive learning, motivation, and learning outcomes.

Integrating digital learning into classroom instruction not only benefits students but also provides teachers with distinct advantages. Beyond fostering personal professionalism, teachers can witness students' recognition of their teaching efforts and dedication

CONCLUSION

Based on research, the application of varied media of digital learning makes learning more enjoyable. According to pretest and posttest results, digital learning media has positive impact on students' activity and students' outcome in learning process. The students' learning activity increase become 95,7% and the students' learning outcome fulfill the KKM with average 83. Further research is recommended to provide more potent digital learning media, up to date and fun at higher levels of education.

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