

DEVELOPMENT OF INTERACTIVE GAME-BASED LEARNING MEDIA ON DIRECT & INDIRECT SENTENCE MATERIALS AT MADRASAH TSANAWIYAH AL-FALAK

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Abstract

Learning media is a tool that can help the teaching and learning process so that the meaning of the message conveyed becomes clearer and the goals of education or learning can be achieved effectively and efficiently. Learning outcomes are the results given to students in the form of an assessment after following the learning process by assessing knowledge, attitudes, skills in students with changes in behavior. Learning media serves as a source of learning for students to obtain messages and information provided by the teacher so that learning materials can be further improved and form knowledge for students. This study tries to provide answers about how successful the development of interactive game-based learning media at MTS AL-FALAK, Loji District is and discusses how it affects student learning outcomes in the effectiveness of the media's performance. Data analysis was carried out by compiling and discussing the results of interviews with the teacher, the results of observations or direct observations at the location and the results of the evaluation of available school data and literature studies as supporting data.

Keywords: Learning Media, Guidelines, Implementation, Student Learning Outcomes

INTRODUCTION

Education is an effort to prepare the younger generation to welcome and face the development of the times in the global era. Therefore, education must be carried out as best as possible so as to produce quality education and improve the quality of human resources. Technological developments have an impact on the field of education. The learning process is inseparable from media, methods, and learning outcomes. Media can be used as a means of providing educational materials delivered by teachers to students. Meanwhile, the learning method regulates the organization of teaching materials and delivery strategies. Furthermore, learning outcomes are measured effectively and efficiently to determine students' abilities and interests in the subject. The problem that is often faced by the world of education is the weak learning process.

In the process of teaching and learning activities, students learn more in theory. Learning in the classroom is more directed at the child's ability to understand the subject matter. Meanwhile, the theory that students learn is lacking in application in daily life. This causes students to lack a deeper understanding of the subject matter. In teaching and learning activities, the presence of teachers is expected to develop students' potential and creativity. So that students can have knowledge not only of theory, but can practice it for the future in the development of the times. Learning media is an important element in the learning process.

Learning media is a learning resource that can help teachers in enriching students' insights, with various types of learning media by teachers, it can be a material in providing knowledge to students. The use of learning media can foster students' interest in learning new things in the learning materials delivered by teachers so that they can be easily understood. Learning media that is interesting to students can be a stimulus for students in the learning process. The management of learning aids is needed in formal educational institutions. Learning media can be used as a tool in teaching and learning activities. As a teacher, you must be able to choose learning media that is appropriate and suitable for use so that the teaching goals set by the school are achieved. The lack of motivation of students to learn is due to the lack of creativity of teachers in teaching. In addition, the lack of learning media is also one of the factors that makes students' motivation to learn low. The low motivation of students in learning and the low interest of students to return to the lessons that have been learned also have an impact on their learning outcomes. Based on the results of observations made by researchers at MTS Al-Falak Class VII, the motivation shown by students during learning time that is out of place is that students prefer to make a fuss, talk to their friends rather than listen to the teacher, and there are even students who sleep when the teacher explains so that the learning conditions in the classroom are less conducive. In delivering lessons, learning media is needed.

This learning media is in the form of interactive multimedia games. This multimedia is useful as an introduction/intermediary of the teacher's message to the recipient of the message, namely the student. This learning media or multimedia learning is very necessary in stimulating students' thoughts, feelings, attention, interests and motivation to learn so that the teaching and learning process can run smoothly. This learning multimedia can also be used to increase motivation and teaching and learning interactions. From this description, it can be concluded that learning using multimedia computers is part of the learning method in schools that really helps students in improving learning activities. In the learning with interactive multimedia games planning, implementation and measurement, evaluation and review by the management has relevance.

LITERATURE REVIEW

Ruqiah Ganda Putri Panjaitan, Titin Titin, Neuwidia Nuzul Putri. INTERACTIVE MULTIMEDIA BASED ON EDUCATIONAL GAMES AS A LEARNING MEDIUM FOR RESPIRATORY SYSTEM MATERIAL IN CLASS XI HIGH SCHOOL The form of this research is research and development with a modified ADDIE development model. The stages in this study are analysis, design, development, and evaluation. To determine its validity, the media is validated by media experts and material experts using an instrument in the form of a media feasibility validation questionnaire. The aspects measured for media validity include general aspects, software engineering, visual communication,

and audio communication, while material validity includes learning and material aspects. Susilo Sudarsono. DEVELOPMENT OF INTERACTIVE GAME LEARNING MEDIA BASED ON WORDWALL WEB APPLICATION IN MATHEMATICS LESSONS FOR ODD-EVEN NUMBER MATERIAL GRADE II ELEMENTARY SCHOOL. This study is to find out the development of interactive game learning media based on the Wordwall web application in mathematics lessons on the concept of odd-even numbers for grade II elementary school.

The research uses the ADDIE method which has five stages of research, namely analysis, design, development, implementation, evaluation. 3. Muhammad Nur Arif, Meini Sondang Sumbawati, DEVELOPMENT OF INTERACTIVE EDUCATIONAL GAMES IN DIGITAL PHOTO COMPOSITION SUBJECTS

CLASS XI AT VOCATIONAL SCHOOL.NEGERI 1 SURABAYA. This study aims to find out the results of the development of interactive educational game learning media in the subject of digital photo composition, and to find out the feasibility of the educational game as a learning medium, as well as to find out the learning outcomes of students after using educational games. The research method used is research and development with the ADDIE (Analysis, Design, Development, Implement, Evaluate) model. The stages in this process are the stages of analysis, design, development, implementation and evaluation.

RESEARCH METHODS

The research method was collected from survey activities directly to the research location by collecting various types of data including Primary Data and Secondary Data.

Primary Data: obtained from the results of observation or direct observation at the project site and interviews with the school and teachers at MTS AL-FALAK School, especially for Indonesian teachers in Class VII.

Secondary Data: in the form of organizational structure, standards/procedures and regulations regarding the Education System and the location of research and literature studies used as supporting data in schools.

Research Stages

Development Research. The development research procedure consists of six stages, namely (1) Concept: This stage, begins with a survey to the location according to the covid health protocol to directly review the learning implementation process, and also formulates the research background, research problems and research objectives and then conducts a literature study that is used as material and guidelines for this research. (2) Design: The design of the media to be developed, which in this case is interactive game learning, includes the script and selection of software to be used in the creation of media, conducting interviews with teachers in the application of Indonesian learning at MTS AL-FALAK to get supporting information in this research, collecting data and documents regarding guidelines/standards applied at the learning location and conducting literature studies As supporting material, the data analysis method is carried out by compiling, discussing and evaluating data and interviews/observations about Indonesian learning in grade VII MTS AL-FALAK. Subsequently, a literature study was held which was used as supporting data. (3)

Collecting Materials: This stage is the collection of teaching materials that will be included in the learning game (4) Assembly: This stage is known as the product manufacturing stage. The products are made based on

on the script that has been designed at the design stage; (5) Test Drive and Distribution: At this stage after the product is finished being manufactured.

In this study, the problem was limited to:

1. Application of RPS Standards and Guidelines and Indonesian Syllabus for grade VII.
2. The effect of the application of Indonesian learning in the research location.
3. The location of the research is the place where learning takes place in the Multi-Storey Class of MTS AL-FALAK, Loji Village.
4. The research was conducted during the learning hours. The purpose of this study is to see the response to the learning outcomes developed and evaluate the implementation of Indonesian learning in grade VII at MTS AL-FALAK, Loji Village.

RESULTS AND DISCUSSION

Implementation of implementation in the development of Indonesian interactive game-based learning media for grade VII at MTS AL-FALAK, Loji Village

The implementation of Indonesian learning class VII at MTS AL-FALAK is located in the village of Loji, precisely on Jalan Pagentongan No. 14, RT. 01, RW 06, Bogor District, Bogor City, West Java.

The main goal for grade VII students at MTS AL-FALAK is to improve learning methods in Indonesian subjects in grade VII so that students in carrying out teaching and learning activities are more motivated, effective and efficient. The results of the discussion on the development of interactive game-based learning media regarding the discussion about increasing student learning motivation were carried out based on development procedures with the stages of Concept, Design, Collecting Materials, Assembly and Test Drive and Distribution. Concept; concept development is carried out by identifying materials, formulating knowledge achievements that will be achieved according to the goals so that the community can understand and apply efforts to increase student learning motivation in Indonesian subjects in grade VII with direct and indirect kamilat materials. Design; select and define the application to be used, namely Wordwall and develop materials to visualize the product workflow from start to finish. Collecting Materials; at this stage the activity carried out is the collection of materials or teaching materials that have been determined in the first stage, supporting aspects such as animated images, audio, or images. Assembly; compile a study material manuscript that is included in each topic. Here is a screenshot of a Wordwall-based learning video.

Test drive and distribution; to see the extent to which the product made can achieve the goals and objectives. To see this, an evaluation stage was carried out at the end of the activity. The learning steps applied to students regarding direct and indirect sentence material using this Wordwall are as follows:

Preparation Stage :

In the preparation stage, look for material about direct and indirect sentences, then fill in the answers on the Wordwall provided as a medium that will be used for the learning process.

Implementation Stage:

At this stage of implementation, this is carried out through the WhatsApp application

The group consists of grade VII students as an easy-to-use medium to send interactive game links and discussion stages between students and teachers about direct and indirect sentence materials found in Wordwall with use the Google Meet application to make the discussion run more effectively in the way it is delivered.

Evaluation Stage :

At this stage of evaluation, it is possible to conclude about the content of the material contained in the Wordwall that has been explained so that it can be practiced and learning more effectively.

CONCLUSIONS

Based on the discussion above, it can be concluded that Wordwall-based learning Interactive Games can help the learning process about Indonesian material in direct and indirect sentences at MTS AL-FALAK Loji Village. The use of these interactive games makes it easy for students to understand what is being conveyed. In addition, learning becomes fun because of the interesting animations or pictures. So that the learning process becomes effective and efficient. The learning steps generally consist of the preparation stage, the implementation stage, and the evaluation stage. And a big thank you to the supervisors and group colleagues who helped the reporting process of this scientific article, constructive input during the research. Finally, the author gives the greatest appreciation to the Group KKN group (Dr. Moch. Givi Efgivia, M. Kom).

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