The Influence Of Classpoint-Based Interactive Media On Research Learning Outcomes In Elementary Schools

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Abstract : Education plays an important role in producing human resources. Superior human resources are obtained through quality education. Contribution to the progress of a country can also be made from these quality human resources. The purpose of this study was to determine the effect of classpoint-based interactive media on science learning outcomes for 6th grade students of SD Negeri 1 Purwokerto Kulon. This study uses a quantitative method based on the One Group Design pre-experimental design technique and uses a similar research sample. The main population of this study were 11 students in grade six at SD Negeri 1 Purwokerto Kulon. The tool used is in the form of assessment questions to measure student learning outcomes and to view student learning outcomes using Classpoint-based PowerPoint interactive learning media. The results obtained from the research show that learning activities using classpoint-based PowerPoint interactive learning media improve students' learning outcomes in science subjects.

Keywords: learning outcomes; instructional Media; classpoint; interactive power point

1. Introduction

Technology plays an important role in our world of education today. Technology has developed as a tool that helps research and find the latest information in the world of education. Current technological developments have a positive impact on everyone who uses them. Educators use technology to support online and offline learning.

Article 20 of the Republic of Indonesia National Education System Law of 2003 states that education is a conscious and planned effort to create an environment and learning process so that students can actively realize their potential in terms of religious spiritual strength, self-control, personality and intelligence [1]. At the same time they develop higher character and skills needed for a nation and state society.

Teachers need to have the skills and confidence to use this technology efficiently and effectively. An interactive teaching and learning atmosphere facilitates more active

communication between things. Media is a tool that functions to convey knowledge by utilizing technology and information. Therefore, this media is used as a tool that is made as attractive as possible so that it is easy to understand[2].

At elementary school age, a real learning environment is needed that helps students understand abstract or directly visible learning material. The Microsoft PowerPoint-based learning environment is real learning because it can display abstract material in concrete form through videos or pictures. Microsoft PowerPoint is a multimedia-based program that can help organize presentation material in the form of slides to make the material easier. This software can be used to convey material in the form of photos, videos and audio using creative animations that can attract the attention of readers or listeners[3]. This media also has interesting features so that it can be used as a medium that is able to integrate various student learning styles, both video, visual and verbal learning styles[4].

The use of PowerPoint in learning is considered appropriate for collaborating learning with technology in a simple way, moreover various research results show an increase in learning outcomes after using media. Users can customize PowerPoint to better engage their audience with shapes, colors and sounds[5]. Technology helps students access a lot of information such as classpoint-based PowerPoint media that can be applied in class. ClassPoint includes various tools to create interesting lesson materials and can increase interaction between students and subjects[6].

In the past, online learning systems caused students to lose the ability to focus on teaching and learning progress, subject progress and student learning outcomes, especially science subjects.

The use of PowerPoint-based media in science learning can involve students when they receive instructions from the teacher rather than using the media. By using PowerPoint-based learning media students can immediately see how the teacher transcribes learning material so that it makes it easier for students to understand learning material[7]. Classpoint is a technology system that enables teachers to integrate PowerPoint into their learning tools so that students can study effectively. This facility has a positive impact on students who want to practice using computers and laptops so they can use them efficiently. So they no longer have the problem of always being up to date[8].

The results showed that the use of PowerPoint application-based interactive media had an effect on learning interest and learning ability as well as scientific attitude. Further studies[9]. Interactive electronic media are said to be more effective in carrying out the learning process. Then for further research shows that the effective use of interactive learning media in the educational process can increase student learning interest and affect learning outcomes that require attention and active participation and improve learning outcomes[9].

Lack of mastery of technology by teachers and students, inadequate infrastructure facilities, as a separate problem. The lack of providing an understanding of student activities related to an inadequate understanding of material concepts in direct learning leads to a decrease in the quality of education and is closely related to the efficiency achieved[10]. Meaningful learning is learning that students need, so that students can be directly involved in learning. Learning occurs according to learning objectives, teachers must be able to develop reasoning abilities, thinking skills and students' self-perceptions about learning. Understanding the meaning of learning outcomes must begin with the learning concept itself.

The research results of Nico Dwi Kurniawa, Ika Yatri related to Interactive Quiz Using the Classpoint Application on the material The Beauty of Diversity in My Country Application of Classpoint Presentation Media to Improve Student Learning Outcomes at Cipayung 03 Pagi Elementary School, East Jakarta, namely low student learning outcomes because teachers provide subject matter still using procedures lectures and media that are limited to quizzes. One component that supports teaching and learning activities is interactive digital technology-based learning quizzes, namely using the classpoint application. However, in its use, this application is still not used to being used properly by educators and students because it still uses conventional interactive quiz media and limited facilities and infrastructure. The results of the research analysis and discussion can be concluded that interactive quiz media using classpoint is a media that is very feasible to use because it can improve student learning outcomes [11].

The results of interviews with class teachers stated that "interest and low motivation in the students themselves so that they greatly affect student learning outcomes, so that innovation related to learning carried out by the teacher can be expected", so that problems and difficulties are felt so that they can be resolved immediately. An interactive learning environment is needed to solve this problem. A learning environment that anyone can use easily. Therefore, researchers are interested in research related to an interactive learning environment so that it can be used in class VI science learning.

The difference between this research and previous research is that in this study the researcher asked questions about the content of the material and video exercises on PowerPoint via slides so that there is no similarity with other interactive PowerPoint. The purpose of this study was to demonstrate the successful use of the classpoint-based Interactive Learning Media Cutpoints application on science learning outcomes in Grade 6 SD Negeri 1 Purwokarto Kulon.

2. Research Methods

The research method used in this study is the pre-experimental research method. The research design used was the One Group Pretest-Posttest Design. Arikunto: says that the one group pretest-posttest design is a research activity that includes pretest pretest and posttest posttreatment. In this research, the researcher will choose one class in an elementary school as the research subject[12]. The research was conducted in elementary school classes for the 2022/2023 academic year. The research location is located at SD Negeri 1 Purwokerto Kulon where there are 11 grade 6 elementary school students. Before implementing ClassPoint-based interactive media, a pretest will be carried out to measure the level of students' initial understanding of the material to be studied. After that, ClassPoint-based interactive media will be applied in the learning process. After a certain period, a posttest will be carried out to measure student learning outcomes after using interactive media. The data obtained will be analyzed using appropriate statistical methods, such as paired t tests.

3. Results and Discussion

Quantitative data for this study were obtained from the pre-test and post-test to determine the learning outcomes of science students. At the pretest stage, the researcher will measure students' initial understanding of the material to be studied. This aims to obtain

comparative data before implementing ClassPoint-based interactive media. After that, interactive media will be applied in the learning process. This media will help increase student engagement, increase learning motivation, and facilitate interaction between students and teachers.

After a certain period of using interactive media, a posttest will be carried out to measure student learning outcomes. Posttest result data will be compared with pretest result data to see if there is a significant increase in student learning outcomes after using ClassPoint-based interactive media[13].

In the discussion, it will be explained in detail about the analysis of the data obtained from this study. The results of the paired t test will be used to see a significant difference between the pretest and posttest results. If there is a significant difference, this indicates that the use of ClassPoint-based interactive media has a positive effect on student learning outcomes in elementary schools[14].

4. Conclusion

Based on the research results, it can be concluded that the use of ClassPoint-based interactive media has a significant positive effect on student learning outcomes in elementary schools. This interactive media helps increase students' understanding of subject matter and facilitates a more interactive and interesting learning process.

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