

# THE INFLUENCE OF THE USE OF DIGITAL MEDIA ON THE COMPETENCE OF HIGH-CLASS STUDENTS

Nur Afriani<sup>1\*</sup>, Siti Mayang Sari<sup>2</sup>, Lili Kasmini<sup>3</sup>

Education Quality Assurance, Bina Bangsa University Getsempena, Indonesia Banda Aceh, 23114

\*nurafruanur@gmail.com

## ABSTRACT

New technology in the world of education creates opportunities for educators or teachers to take advantage of technology to support teaching and learning processes and activities in the classroom and outside the classroom. Development of learning media in the digital era is often referred to as digital learning media, digital learning media is a combination of the use of technology in the form of software to channel information/knowledge to students so that students receive knowledge, skills, and attitudes more easily, without being constrained by space and time and in accordance with the realities of the field. The use of software to create digital learning media that is online or offline has been widely carried out in Indonesia, especially at SDN Lamleuot to improve learning outcomes and student competence in certain subjects. However, no research focuses on analyzing the effect of using digital learning media, especially at SDN Lamleuot. Therefore the purpose of writing this article is to explain the influence of the use of digital media on the competence of high school students at SDN Lamleuot. The method used is descriptive qualitative. In this study, the researcher relied on the researcher's observation to collect data through direct observation in the field. In the sense that researchers do not participate in these activities, then the observations are passive participatory observations (passive participation). SDN Lamleuot students were used as research subjects. The research data is a learning process based on image media. My research concludes that using digital media makes it easier for teachers to teach and students to understand their lessons more quickly.

Keywords: *Digital media, student competence*

## 1. INTRODUCTION

The progress of a nation is mainly facilitated by education. The educational standard of a nation can be used to measure its progress. The world of education is also required to be able to produce output that is in accordance with needs. The demand for the quality of human resources continues to increase along with the times. Instilling noble, and educational life values is the goal of Indonesian education.

Currently, various learning media make it easier for educators to convey information during the learning process. However, teachers must be careful when choosing media according to the subject matter being taught. Students' interest in learning is expected to grow due to the use of appropriate media in the learning process. In general, children are more interested in using visual media such as maps, charts, diagrams, posters, and comics. The researcher discusses this title because there are a lot of opportunities to use digital media in the teaching-learning process. However, no research focuses on analyzing the effect of using digital learning media, especially at SDN Lamleuot. Therefore the purpose of writing this article is to explain the

influence of the use of digital media on the competence of high school students at SDN Lamleuot.

## 2. LITERATURE REVIEW

### 2.1 Digital Media

Media is a communication tool that can be used in educational activities. Using digital media is better to help students with the learning process. Media can be interpreted broadly as individuals, objects, or events that enable students to gain knowledge and skills if the media is a source of learning. Learning media, which is also known as educational media, develops and changes along with advances in learning technology (Karo-Karo & Rohani, 2018). Learning media are tools, methods, and techniques used to make communication and interaction more effective between teachers and students in the process of education and teaching in schools. Meanwhile, learning media is an effective auxiliary tool that can be used by teachers to achieve the desired goals (Arsyad, 2017).

online media, also known as digital media, is media that is presented online on the internet. The definition of online media in general, namely all types or formats of media that can only be accessed via the internet contains text, photos, video, and sound. In this general sense, online media can also be interpreted as a means of online communication. With this general understanding of online media, email, mailing lists (mailing lists), websites, blogs, Whatsapp, and social media fall into the category of online media (Raharja & Natari, 2021).

Student competence is an ability possessed by students in the cognitive domain, namely everything related to thinking activities, the affective domain, which is related to values and attitudes, and the psychomotor domain, which is skills (Muslich, 2019). One form of the education system that can improve student competence is a school-based management system that gives full rights or autonomy to schools to manage schools according to the conditions, environment and needs of the place where the school is located (Zakir, 2012).

## 3. METHODS

The method used is descriptive qualitative. In this study, researchers relied on observations or observations of researchers to collect data through direct observation in the field. In the sense that researchers did not participate in these activities, then the observations were passive participatory observations (passive participation). High-grade students at SDN Lamleuot were used

as the subject of this study. The research data is a learning process of changing the shape of objects based on image media.

#### 4. RESULTS & DISCUSSION

Education is a human effort to shape one's personality in accordance with the values of society. Education is the culmination of expanding one's knowledge to maximize one's potential for a decent life and avoid backwardness, comfort, and poverty. Human welfare can be improved by education. As a result, the education system of a nation becomes very important. Education is the most important strategy for the welfare of a nation (Suraya, 2013).

The use of teaching materials is one indicator of the success of learning. Students can learn and develop character values through character education. The learning media used in this research process is digital media with learning materials about

To achieve successful and effective learning objectives, teachers must have a deep understanding of educational and teaching media during the learning process. as well as when selecting the media to be used as a learning tool. The selection and use of appropriate and good media during the learning process can help smooth, effective and efficient achievement of learning objectives, overcome the use of conventional methods, and animate the learning process.

According to Irwansyah, online media, also known as digital media, is media that is presented online on the internet. The definition of online media in general, namely all types or formats of media that can only be accessed via the internet contains text, photos, video, and sound. In this general sense, online media can also be interpreted as a means of online communication. With this general understanding of online media, email, mailing lists (mailing lists), websites, blogs, Whatsapp, and social media fall into the category of online media (Raharja & Natari, 2021).

According to Munadi, video is a medium for conveying messages, including audio-visual media or listening media. Audio-visual media can be divided into two types: first, equipped with sound and image function equipment in one unit, called pure audio-visual media; and second, audio-visual media is not pure. Motion film, television, and video are included in the first type, while slides, opaque, OHP and other visual equipment with sound are included in the second type (Purwati, 2015).

Using digital media increases the competence of high school students at SDN Lamleuot gives an important role based on digital media so that students can more effectively absorb the knowledge conveyed by their teachers. Digital media that is being researched at SDN Lamleuot is by carrying out a learning process about how to graft using video media. The learning process for changing the shape of objects based on image media at SDN Lamleuot is as follows:

##### 1. Planning

The learning plan for changing the shape of objects based on image media at SDN Lamleuot is as follows: a. Study the material and decide on the material to be taught; b. Making learning tools, such as Learning Implementation Plans (RPP); c. Prepare media images in the form of posters containing teaching aids and material information that will be used for the learning process.

##### 2. Implementation

The implementation of learning to change the shape of objects based on image media at SDN Lamleuot is as follows: a. Teacher and students shake hands before entering class; b. The teacher started the lesson by greeting the students and c. Teachers and students read prayers before the learning process begins; d. The teacher provides learning objectives; e. The teacher explains the material about grafting methods; f. The teacher shows a video that pleases about the steps in making a conversation; g. After the learning process, teachers and students carry out the way of conversation around the school; h. After the discussion process, the teacher forms a group and the teacher gives the LKPD assignment to determine whether or not the indicators of learning outcomes have been achieved; i. Students in each group presented the results of the worksheet they had done; j. The teacher improves students' responses to indicators that have not been achieved and improve students' responses to task indicators given until the indicators are reached; k. At each meeting, the teacher records all events that are considered important, such as the activeness of students in learning and their activities; l. Teachers reward students who are very active and provide guidance to students who are lazy to learn; m. Closing the lesson and providing motivation.

##### 3. Observation

the observation of learning changes in the shape of objects based on image media at SDN Lamleuot picture is found: a. Students who pay attention to the teacher's instructions are rated very highly; b. Students are very enthusiastic while doing direct practice in the field about how to make grafts; c. Students who answered questions and provided answers to questions were rated very highly; d. Students who actively seek solutions to problems are rated very highly; e. Students who actively seek solutions to problems are rated very highly; f. Students' ability to read and complete assignments were rated high; g. Students' response to the material is considered high; h. Teachers use digital media that arouse students' interest and motivation to generate enthusiasm and activeness in students. As illustrated above because the teacher uses video media that attracts the interest and motivation of students.

##### 4. Reflection

During learning activities, students show interest and enthusiasm in the learning process. The seriousness of students responding to the material shows this. When the teacher monitors students during the delivery of material and students have very high activity and enthusiasm. The positive attitude that students have in responding or responding to the material presented. The following factors contribute to an increase in students' learning motivation, which is determined by the observations made by other teachers and the responses and suggestions made regarding this teaching model: a. The class structure is improved through the formation of tutors who can guide students so that each individual can be motivated to learn; b. There is outdoor learning that can increase interest in the material being taught; c. Students who have difficulty understanding the material receive guidance from the teacher; d. Teachers praise students who excel and provide guidance to lazy students; e. Facilitate students in

absorbing the material presented by using interesting media images.

Based on the results of the qualitative analysis, it can be seen that learning to change the shape of objects based on digital media at SDN Lamleuot using video media can increase student competence. To increase student competence by using digital media, teachers must implement the following: a) Perception and inspiring students to learn; b. Teachers must identify and assist in solving student problems; c. For students to better understand the material, the teacher must help and direct them to use visual aids; d. The teacher must show that students who actively learn about changes in the shape of objects become intelligent; e. Students need to be given an overview by their teachers about how useful learning is for the future; f. Students who are actively involved in their education deserve to be rewarded with praise from their teachers.

Using digital media has the potential to increase the competence of Lamleuot Elementary School students. The effects of the use of digital media at SDN Lamleuot in accordance with the observations that have been made to improve the competence of class students at SDN Lamleuot are as follows: a. The use of digital learning media can increase students' learning motivation; b. Can increase the independence of learner learning; c. Eliminating space and time constraints; d. Clarify information; e. Can reduce unnecessary costs.

From some of the positive influences obtained from the use of digital learning media, there are still a few obstacles, including not all schools having adequate facilities and infrastructure to support the learning process using digital learning media. So that not all schools can practice learning using digital learning media to the fullest.



Figure 1. Preparing students for study



Figure 2. Observation before starting the lesson



Figure 3. Students give opinions on the result of Observations



Figure 4. Start to introduce digital media to student



Figure 5. Asking the student about the extent of understanding of the use of digital media



Figure 6. Example of digital media



## 5. CONCLUSION

Digital media, also known as online media, is media that is presented online on the internet. The definition of online media in general, namely all types or formats of media that can only be accessed via the internet contains text, photos, video, and sound. In this general sense, online media can also be interpreted as a means of online communication. With this general understanding of online media, email, mailing lists (mailing lists), websites, blogs, Whatsapp, and social media fall into the category of online media. With this digital media, the impact is to increase the competence of class students at SDN Lamleuot. The effects of the use of digital media at SDN Lamleuot in accordance with the observations that have been made to improve the competence of class students at SDN Lamleuot are as follows: 1) The use of digital learning media can increase students' learning motivation;

2) Can improve student learning independence; 3) Eliminate space and time constraints; 4) Clarify information; 5) Can reduce unnecessary costs. From some of the positive influences obtained from the use of digital learning media, there are still a few obstacles, including not all schools having adequate facilities and infrastructure to support the learning process using digital learning media. So that not all schools can practice learning using digital learning media to the fullest.

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