

## **UTILIZATION OF TECHNOLOGY-BASED LEARNING MEDIA IN IMPROVING STUDENTS' LEARNING INTEREST IN INDONESIAN LANGUAGE LESSONS IN GRADE I OF STATE ELEMENTARY SCHOOL 22 BANDA ACEH**

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### **Abstract**

This study aims to determine the form of use of digital learning media in increasing student interest in learning at SD Negeri 22 Banda Aceh. This type of research is qualitative research and a descriptive approach. The subjects of the study were students of class Ib of SD Negeri 22 Banda Aceh, while the data collection techniques used interview, observation, and documentation techniques. The results of this study indicate that: 1) The form of use of digital learning media in increasing student interest in learning at SD Negeri 22 Banda Aceh, namely in the form of power point, Canva design, and wordwall. 2) The implementation of learning by utilizing technology-based learning media provides very good things, especially in terms of utilizing more practical learning, more optimal use of time and easier and more varied use of materials. So that students are very enthusiastic in the learning process. (3) The use of information technology media has a positive impact on the learning process of students in increasing interest in learning in the learning process. In addition to being fun, it can also arouse motivation, enthusiasm in participating in learning at school. (4) From the results of interviews and observations conducted with students, by utilizing information technology-based learning media, there is an increase in student interest in learning, especially class Ib, students are very motivated in participating in learning. The enthusiasm that arises in students because the materials and media used are more interesting, more active, more effective and the learning is more varied.

**Keywords:** Media, learning, interests, technology

## **INTRODUCTION**

The increasing development of science and technology in the digital era greatly facilitates the effort to update by utilizing technological achievements in various fields, including education. The passage of time will encourage everyone to continue to advance without being left behind, and people among them will move towards a better education process. The digital era itself is described as a change in the situation where technology becomes the main reference for driving the development of educational science (Julita & Dheni Purnasari, 2022). Technology in education is a complex integrated process for analyzing and solving human learning or educational problems, educational technology is more than hardware (Julita & Dheni Purnasari, 2022). Technology that has spread to the field of education requires teachers to be able to use tools that support the smooth running of the teaching and learning process.

During the teaching and learning process, teachers must always be present to deliver learning materials with the help of media. Whatever media teachers use in the learning process, the benefits are great for students. Learning media can be introduced because students are motivated to learn, able to think critically, independently and competitively in learning. The selection of the right learning media by educators will be successful if they know the value, function, usefulness and benefits that can be achieved from the media. (Wijaya et al., 2021)

According to (Milawati, 2021) Learning media is anything that is used as an intermediary or link from the information provider, namely the teacher, to the information recipient or student, which aims to stimulate students to be motivated and able to follow the learning process in a complete and meaningful way. In addition, according to him, there are five components in the definition of learning media. (1) as an intermediary for messages or materials in the learning process. (2), as a learning resource. (3), as a tool to stimulate student motivation in learning. (4), as an effective tool to achieve complete and meaningful learning outcomes. Fifth, a tool to obtain and improve skills.

Learning media is a very important element in the learning process and is a learning resource that helps teachers improve students' insight in the teaching and learning process in the classroom. Teachers can deliver learning materials to students, make the material more interesting, increase students' interest in learning, enable students to learn critically and independently, and ensure that the material is delivered and received well by students, so that it can be implemented properly. The demands in the current digital era are that teachers must be increasingly creative and innovative in developing IT-based

learning media. IT-based learning media is also a learning media where technology plays an important role in taking, collecting, managing, storing, and presenting information/data using electronic computer tools that are useful for transferring knowledge in a creative way so that students are able to understand the material given through the learning media.

The use of IT-based learning media has brought many changes that have quite an impact on students. Both in terms of learning methods and learning atmosphere. The benefits of information technology in education can make students interested and active in learning, children can search for and obtain the knowledge they want easily. From IT, they can independently learn through videos, images and also sound recordings that they can get from information technology. Such as animated videos, E-books and others(Widianto, 2021).

Interest in learning is an individual's tendency to feel pleasure without any coercion that can result in the transfer of knowledge, skills, and attitudes. Students who are interested in learning are encouraged by their friends. Achieving general changes in knowledge and attitudes. Students' interest in learning will grow when teachers are able to prepare enjoyable learning.(Cibro & Sitompul, 2023). Enjoyable learning will make students have the desire to get the best grades.

One way to make learning as interesting as possible is by using digital learning media. All teachers must realize that the role of learning media in delivering learning is very important.(Tafonao, 2018). Digital learning media is a tool that can support the digital teaching and learning process so that the meaning of the message conveyed is better understood and the learning and teaching objectives are achieved effectively and efficiently. Some learning media that can be used are power point, animated videos, quizziz, and cnva, Wordwall, and so on. These media help teachers in designing a more interesting learning process.

The Indonesian Language subject is a mandatory content of the standard content of Elementary School education units. After taking this subject, it is expected to form students who have the following abilities (Indonesian Language graduate competency standards): (a) listening” namely “understanding oral discourse in the form of commands, explanations, instructions, messages, announcements, news, descriptions of various events and objects around and literary works in the form of fairy tales, poems, stories, dramas, pantuns and folk tales, (b) speaking namely using oral discourse to express thoughts, feelings, and information in introduction activities, greetings, (c) reading, namely using various types of reading to understand discourse in the form of instructions, long texts and various

literary works for children in the form of poems, fairy tales, pantuns, conversations, stories and dramas, and (d) writing, namely carrying out various types of writing activities to express thoughts, feelings, and information in the form of simple compositions, instructions, letters, and various literary works for children in the form of stories, poems and pantuns(Linggasari & Rochaendi, 2022)

## **METHOD**

The method used is descriptive research, namely a research method that aims to explain events that are currently taking place and also in the past.(Ardyan, 2023). Descriptive research studies problems, applicable procedures and certain situations that occur in society, including views, processes and influences of phenomena commonly referred to as field research. The research approach used is a qualitative approach. Qualitative research is research that uses a natural setting, with the intention of interpreting the phenomena that occur and is carried out by involving various things. In qualitative research, the methods usually used are interviews, observations, and use of documents.(Sugiyono, 2021). The population in this study were grade Ib students, the principal, and the homeroom teacher of grade I at SD Negeri 22 Banda Aceh.

## **DISCUSSION**

In the current era of globalization, there is a paradigm shift in the world of education. Education that is currently taking place faces at least two challenges. The first is about the readiness of students in the learning process and the second is the ability of teachers to face the challenges of current technological developments. The paradigm shift in learning occurs from the old (conventional) methods that use textbooks as references, little by little they have begun to be abandoned towards modern learning. Modern learning is learning that emphasizes students who are active in learning, teachers only as mediators or guides, educating and directing students so that their respective ideals can be achieved.

Teachers and students in the learning process are highly expected to utilize information technology-based learning media in order to increase interest in learning and generate new motivation for students. Generating interest and motivation in learning can stimulate learning activities and even bring positive psychological influences to students so that their intelligence or talents will be seen.

Based on the results of observations conducted in class Ib of SD Negeri 22 Banda Aceh, it is known that in conducting learning, teachers have utilized various multimedia, both print media and technology media. This can be seen when the teacher teaches Indonesian language subjects, the learning media used are technology-based media, starting from projectors, applying Canva, and playing activities using the web wordwall. At that time, students paid attention to the teacher when explaining and were interested in the illustrations displayed. Through the illustrations, the teacher also provided an opportunity for questions and answers which showed learning that focused on building search and development. Several students also actively answered when the teacher asked because the illustrations displayed were very relevant to everyday life.

In conducting learning, teachers are seen using interactive video media designed using Canva. Animated videos are needed to show the motion process of an object and are more effective in explaining learning materials. This is in accordance with the results of the study (Cibro & Sitompul, 2023) The use of animated video media is more effective than non-animated learning media in learning activities. The results are almost all students are happy and interested in participating in learning. At that time, students were asked to work directly on the board to arrange several words into simple sentences. Students' LKPD is done independently and compiled using Microsoft Word so that it is easier to share and access by students.

From the observation results, the teacher also encouraged students to be actively involved in playing activities using the wordwall application, namely mentioning letters according to the selected picture. The teacher gave students the opportunity to apply the use of technology media themselves by using the school chromebook. Students looked enthusiastic and active in the activity. The teacher's task here is only as a facilitator for the activities carried out by students.

Based on the results of interviews conducted with the principal and homeroom teachers Ia and Ic, the tendency to utilize learning media, both in class and outside the class, is currently very beneficial, its use in learning allows the learning process to take place individually by fostering students' interest in learning so that students will experience a more meaningful and meaningful process compared to conventional learning. Students' interest in learning is largely determined by the teacher's ability to carry out learning activities.



The use of information technology-based learning media used to increase students' interest in learning at SD Negeri 22 Banda Aceh, especially class Ib, from the results of interviews and observations as follows:

### 1. Computer/Laptop

The benefits of computers / laptops in the world of education, especially in learning as one of the tools / learning media that are very helpful in managing and manipulating so that it looks more interesting to be delivered during the learning process activities. Through the laptop / computer system, learning activities are carried out thoroughly, so teachers can train students continuously until they achieve completion in learning. Software in laptop / computer-based learning can be used as a system function. Individual learning, then

laptop / computer-based learning software can facilitate learning to individuals who use it. Speaker

## 2. LCD

The use of Liquid Crystal Display (LCD) in education can provide understanding and explanation to students in receiving lessons with focus and evenly. The media produced by LCD as a message deliverer (message) is audio, visual and audio visual which can be in the form of films, images assisted by sound / speakers as video media. The function of the computer / laptop device is to manage, design, display and manipulate learning materials.

## 3. Speaker

Speaker / sound is a loudspeaker media in the learning process so that the whole hears what is conveyed by the teacher. With audio media, voice / video messages, music and so on can be delivered. The benefit is that students (hearing) can listen clearly and evenly in the process of delivering the subject matter to be delivered by the teacher.

## 4. Various Software

The software used is, first, powerpoint which is designed using the canva application in such a way that it makes students interested in paying attention to learning. Second, wordwall, which is a website used to create various educational games about subject matter. Third, animated videos to make it easier for students to understand the material.

(Adawiyah et al., 2021)states that “interest is the tendency to remain interested and remain interested in an activity or content.” Having a great interest in something is a great advantage in achieving or achieving the desired goal. No exception when studying Indonesian language subjects. An educated student always pays maximum attention and tries as hard as possible to achieve his learning goals. Hobbies are important for good performance in activities. From a psychological point of view, attention not only adorns a person's behavior, but also encourages the person to do activities and participate in them spontaneously with full attention.

In carrying out Indonesian language learning, class Ib students appear to have a high interest in participating in all forms of activities designed by the teacher. This can be seen based on the results of direct observation. Among the indicators of interest shown by students are: (1) students have feelings of pleasure and liking for Indonesian language lessons; (2) Students have a sense of interest in following each step of the lesson; (3) student

involvement in realizing their desire to learn; (4) There is a concentration of attention; and (5) there is a willingness and activeness in learning activities. Interest in learning that is of interest can foster a sense of satisfaction and a feeling of pleasure. So it can be concluded that interest in learning can foster student attention in an activity, especially in learning accompanied by a feeling of pleasure that grows without coercion. This is in accordance with Djamarah's opinion in (Putri & Adirakasiwi, 2021) Indicators of student interest in learning are (1) feelings of pleasure, (2) student interest, (3) student involvement, (4) diligence and enthusiasm in doing assignments, (5) perseverance and discipline in learning.

## **CONCLUSION**

Based on the research objectives, it can be concluded that: 1) The form of using digital learning media in increasing students' interest in learning at SD Negeri 22 Banda Aceh, namely in the form of power point, Canva design, and wordwall. 2) The implementation of learning by utilizing technology-based learning media provides very good things, especially in terms of utilizing more practical learning, more optimal use of time and easier and more varied use of materials. So that students are very enthusiastic in the learning process. (3) The use of information technology media has a positive impact on the learning process of students in increasing interest in learning in the learning process. Besides being fun, it can also arouse motivation, enthusiasm in participating in learning at school. (4) From the results of interviews and observations conducted with students, by utilizing information technology-based learning media, there is an increase in students' interest in learning, especially class Ib, students are very motivated in participating in learning. The enthusiasm that arises in students because the materials and media used are more interesting, more active, effective and learning is more varied.

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## **APPENDIX**

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