

## LEARNING THROUGH INTERACTIVE MEDIA IN IMPROVING ELEMENTARY SCHOOL STUDENTS' LEARNING MOTIVATION

**Intan Permata Sari<sup>\*</sup>, Siti Mayang Sari<sup>2</sup>, Lili Kasmini<sup>3</sup>, Sariakin<sup>4</sup>,  
Fitriani Manurung<sup>5</sup>**

<sup>12345</sup>Universitas Bina Bangsa Getsempena, Banda Aceh, Indonesia

\* Corresponding email: [intanper36mata@gmail.com](mailto:intanper36mata@gmail.com)<sup>\*</sup>, [mayang@bbg.ac.id](mailto:mayang@bbg.ac.id)<sup>1</sup>,  
[lilikasmini@bbg.ac.id](mailto:lilikasmini@bbg.ac.id)<sup>2</sup>, [sariakin@bbg.ac.id](mailto:sariakin@bbg.ac.id)<sup>4</sup>, [fitriani@bbg.ac.id](mailto:fitriani@bbg.ac.id)<sup>5</sup>

### ABSTRACT

This research method uses a qualitative descriptive method that explains the phenomena that occur in the world of education, especially elementary schools. This study aims to provide information about interactive learning through PowerPoint media accompanied by other media. Through this research, students can increase their learning motivation. Learning at the elementary school level is foundational and crucial for a child's holistic development. This stage sets the groundwork for lifelong learning, social skills, emotional growth, and intellectual capabilities. Building an Academic Foundation is an obligation for the state to pay more attention to the field of education and the progress of a country. Students are taught to read, write, and do basic arithmetic, essential skills for future education and everyday life. Students are taught about the introduction of problem solving and reasoning preparing children to face challenges logically. Subjects such as science, social studies, and art expand understanding of the world. Primary education is the foundation for a child's development, shaping not only their academic success but also their personal and social development. By providing a supportive, engaging and encouraging environment, primary schools equip children with the tools and confidence they need to thrive in the future. Investing in quality education at this level has a lifelong impact on individuals and society as a whole.

**Keywords:** *Learning, Media Interactive, Elementary School.*

## **INTRODUCTION**

Learning motivation is a crucial factor that influences students' success in the educational process. High motivation encourages students to actively participate, explore knowledge, and achieve optimal learning outcomes. However, in many classes, especially at the elementary level, low learning motivation is often a challenge. This problem can stem from various factors, including less interesting teaching methods and inappropriate learning media. Effective learning media can play a vital role in enhancing students' motivation. Learning media are message-carrying technologies used in the teaching and learning process to stimulate thinking and interest, thereby achieving educational goals.

One increasingly popular and widely used medium in education is interactive PowerPoint (Parnabhakti & Puspaningtyas, 2021); (Matius et al., 2022). This medium not only presents learning materials in an appealing visual format but also allows students to interact directly through features such as quizzes, animations, and videos (Fauzi et al., 2019); (Sari et al., 2021); (Juliana et al., 2023). The interactivity offered by interactive PowerPoint is expected to create a more dynamic and enjoyable learning environment, motivating students to learn (Kasmini et al., 2022); (Yuani et al., 2023); (Mayang et al., 2018). Learning media come in various forms, one of which is ICT-based learning media, such as multimedia-based PowerPoint (Mastiah et al., n.d.); (Mayang et al., 2020); (Mariani et al., 2023). Interactive PowerPoint is a learning medium that utilizes Microsoft PowerPoint software to create presentations that are not only static but also actively engage students in the learning process (Kartika et al., 2019); (Xu et al., 2020). By leveraging various available features, including animations, quizzes, and hyperlinks, interactive PowerPoint can enhance students' learning experiences in a more engaging and enjoyable manner (Pagarra et al., 2022); (Bintoro et al., 2022).

Learning Media using Interactive PowerPoint includes various features that allow educators to create dynamic content (Quiroga & Kim, 2020); (Sahyar et al., 2020). Helps present information sequentially and interestingly, keeping students focused on each point delivered. Educators can embed interactive quizzes or questions, allowing students to test their understanding directly (Nurani & Maula, 2020); (Utami & Dewi, 2020). This can be achieved by using links to different slides or integrating third-party tools (Rahmatullah et al., 2020); (Setiawati, 2019); (Octaviani, 2020). Interactive PowerPoint supports the integration of video, audio, and images, which enrich learning materials and make them more interesting (Nurdyansyah & Fahyuni, 2016). Educators can use hyperlinks to connect different slides or external sources, providing students with access to additional information or other

learning resources (Salsabila et al., 2020); (Maharani et al., 2023); (Haddar & Juliano, 2021).

## **METHODS**

This research method uses a qualitative descriptive method that explains the phenomena that occur in the world of education (Sugiyono, 2015), especially elementary schools. This study aims to provide information about interactive learning through PowerPoint media accompanied by other media. Through this study, students can increase their motivation to learn elementary school students. Teachers provide teaching media according to the current needs of students. Through this study, the learning carried out can be an inspiration for other researchers in a fun learning process.

## **RESULTS AND DISCUSSION**

After implementing interactive PowerPoint media in teaching Theme 6 Subtheme 2 in Grade II at SD 22 Banda Aceh, the study observed a significant improvement in students' learning motivation. Data were collected through observations, questionnaires, and interviews conducted before and after using the interactive media. During the learning process with interactive media, students appeared more active and enthusiastic. Many participated in discussions, answered questions, and engaged in the quizzes presented. Observations showed that previously passive students became more confident in expressing their opinions and asking questions. Through interviews, students reported that interactive PowerPoint media made learning more engaging and enjoyable. They found it easier to understand the material presented in an interactive manner.

The increase in students' learning motivation resulting from the use of interactive PowerPoint media in the learning process can be explained by several factors:

1. **Interaktivitas Media** : Interactive PowerPoint provided opportunities for active student participation in learning. The quiz features and multimedia elements not only captured students' attention but also created a more dynamic learning environment. This interactivity encouraged greater student involvement, which in turn enhanced their motivation.
2. **Use of Visual and Audio Elements** : Presenting material with visual and audio elements helps students understand concepts more effectively. Fun and varied learning reduces boredom and increases students' interest in learning.
3. **Enhanced Emotional Engagement** : When students are emotionally engaged in learning, they tend to be more motivated. Interactive media creates positive learning experiences, fostering students' connection to the subject matter.

4. **Immediate Feedback:** Through quizzes and interactive activities, students receive immediate feedback on their understanding. This feedback helps students recognize their abilities and encourages them to continue learning.



Figure: 1. Tematik Tema of Learning



Figure: 2. Teachers teach Using Media

Presenting material with visuals is a powerful teaching strategy, especially in elementary education, as it engages multiple senses, makes abstract ideas concrete, and enhances understanding. Resenting material with visuals makes learning interactive, accessible, and memorable (Rahmawati et al., 2021); (Wulandari et al., 2016). Thoughtful integration of visuals tailored to the lesson's objectives not only enriches the teaching experience but also fosters deeper understanding and enthusiasm for learning among students (Mardhatillah & Fahreza, 2017); (Laksono et al., 2020); (Matius et al., 2022).



Figure: 3. Students Pay Attention to Learning Well.

Interactive PowerPoint media is an excellent tool for making the learning process engaging, dynamic, and effective (Astutik, 2018); (Mutmainnah et al., 2023). By combining text, visuals, animations, and interactive features, educators can create lessons that cater to diverse learning styles and keep students actively involved (Mahmudah & Pustikaningsih, 2019). Interactive PowerPoint media transforms traditional lessons into immersive and student-centered experiences (Octaviani, 2020). By combining creativity with technology, educators can foster deeper understanding, increase motivation, and make learning more enjoyable for students (Siregar, 2020); (Mufida et al., 2021).

## **CONCLUSION**

Educators can create engaging and effective lessons by employing a variety of strategies and tools tailored to their students' needs. Determine what students should know, understand, and be able to do by the end of the lesson. Use the SMART (Specific, Measurable, Attainable, Relevant, and Time-bound) framework for clarity. Example: "Students will be able to identify the parts of a plant and explain their functions". Creating lessons requires thoughtful planning, creativity, and responsiveness to students' needs. By combining clear objectives, diverse strategies, and engaging tools, educators can design lessons that inspire curiosity, foster deep understanding, and support all learners. Fostering deep understanding and supporting all learners involves creating inclusive, engaging, and well-structured learning environments that address students' diverse needs, abilities, and interests.

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