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MEDIA BASED ON STUDENT PARTICIPATION IN LEARNING

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ABSTRACT

This research aims to explore the steps in developing an effective learning system design model. The method that is often used is the qualitative experimental method, namely a research method that aims to explain and predict what will happen to a variable if it is given certain treatment to other variables. The learning system guarantees learning activities by formulating class-oriented teaching and learning activities that emphasize the good use of technology and media to create active and meaningful learning for students. The purpose of writing this article is to explain the stages in the sure learning design model. The methods and media used in data collection focus on emphasizing teaching to students. The research results showed that the stages in the email learning system design model consisted of 6 (six) steps, namely: Analyzing Students, Stating Goals, Selecting Methods, Media and Materials, Utilizing Media and Materials, Requiring Student Participation, Evaluating and Revising.

***Keywords**: Media, Learning, Partisipasi*

INTRODUCTION

The application of learning system design aims to create successful learning, namely learning that is able to help students achieve the desired competencies. Forward several indicators that can be used (S. M. Sari et al., 2022). The initial stage that needs to be done to create a quality learning atmosphere is to design a learning system design that is student-centered,

attractive and effective in achieving learning objectives (Mardhatillah et al., 2019). Design of the learning system as a process according to (Andriani et al., 2019), is a systematic development of teaching that is used specifically learning theories to ensure the quality of learning. The statement means that the preparation of learning planning must be in accordance with the concept of education and learning adopted in the curriculum used (Ahadi et al., 2021).

From the above opinion, it can be concluded that learning design is the practice of preparing communication technology media and content to help transfer knowledge effectively between teachers and students(S. M. Sari et al., 2022). This knowledge transfer process is based on information from pedagogically tested learning theories and can occur only in students, guided by teachers, or in student learning communities. One of the developing learning system designs is the assurance learning system design model (Baharuddin & Hardianto, 2019). "The ASSURE model is a model that is a formulation for Teaching and Learning Activities (KBM) or also called a class-oriented model" Assure learning design is one of the learning planning procedures that can help how to plan, identify, determine goals, select methods and materials, and evaluate (Forest, 2017).

Book writes that there are a number of assumptions that can be used as a basis for the use of learning system design. According to Gagne (2001), these assumptions include the following:
1. Learning system design is carried out so that the learning process can achieve the objectives
Optimal. 2. The application of learning system design will help students achieve competencies or learning objectives. 3. Learning is a complex process involving several variables. In this case, John Carroll suggests five important variables that can affect the effectiveness of the learning process, namely: student euletan (z learner's perseverance), Time Allowed (Z Time Allowed), Quality of Instruction, Intelligence (Z aptitude), and Z Learner's Ability. 4. Learning system design models can be applied in various levels and educational units. Time Allowed (Z Time Allowed), Quality of Instruction, Intelligence (Z aptitude), and Z Learner's Ability. 4. Learning system design models can be applied in various levels and educational units (N. Sari & Surya, 2017).

METHODS

This study aims to explore the steps in developing an effective assure learning system design model. This study uses research proposed (Sujana, 2019), the method that is often used is a qualitative experimental method, which is a research method that aims to explain and predict what will happen to a variable when given a certain treatment of other variables. Conducting the analysis, researchers use the temathic analysis method, which is one of the data

analysis techniques that serves to identify and understand patterns that arise from the data analyzed This method is a very effective method if a study intends to explore in detail the qualitative data they have to find the relationship of patterns in a phenomenon and explain the extent to which a phenomenon occurs through the eyes of researchers. Thematic analysis is the basis or foundation for the benefit of analyzing in qualitative research.

RESULTS AND DISCUSSION

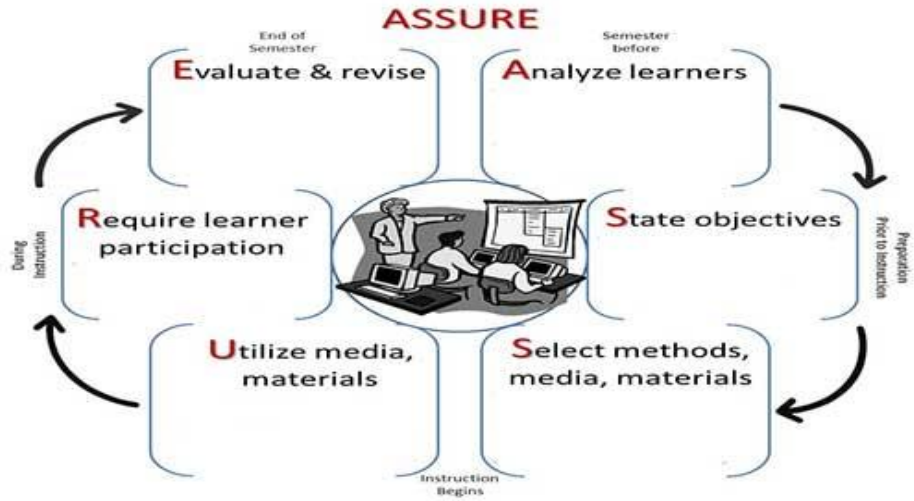
1. Learning Design

R. Benny (2009) That the learning process has a goal so that students can achieve competence as expected. To achieve this goal, the learning process needs to be designed systematically and systemically. The process of designing learning activities is called learning system design. Learning system design is an example of a form or pattern that is made to be used in learning as an effort to fulfill learning goals. Learning design emphasizes the process of designing learning implementations to help students learn.

Learning design as a process according to (Andriani et al., 2019), is the development of systematic teaching that is used specifically learning theories to ensure the quality of learning. It can be concluded that learning design has meaning from various perspectives, can be interpreted as a learning governance process, a system, and as a discipline. Learning design analyzes various research and theories about strategies and the process of developing and implementing learning. As a science, learning design is the science of creating specifications for the development, implementation, assessment, and management of situations that provide learning service facilities for various subjects in interacting components. As a system, learning design is the development of learning systems and their implementation systems including facilities and procedures to improve the quality of learning.

2. Assure Learning Design Model

The ASSURE model is a model that is a formulation for Teaching and Learning Activities (KBM) or also called a class-oriented model. This model consists of six activity steps, namely: Analyze Learners, States Objectives, Select Methods, Media, and Material, Utilize Media and materials, Require Learner Participation, Evaluate and Revise (Durkheim et al., 2018). The steps that need to be done in designing a learning system with the ASSURE model can be illustrated in the diagram as follows:



source : https://www.padamu.net/pembelajaran-model-assure

a. Analyze Learners

Learning media will be used properly and adapted to learning characteristics, the content of the lesson will be made media, media and the learning material it self (S. M. Sari et al., 2022). Heinich further stated that 2005 states that it is difficult to analyze all available student characteristics, but there are three important things that can be done to recognize students accordingly based on general characteristics, specific initial skills and learning styles (Baharuddin & Hardianto, 2019).

b. States Objectives

Stating objectives is the stage when determining learning objectives based on either books or curriculum (Haryadi & Ferdiansyah, 2021). Learning objectives will inform what children have learned from the teaching carried out. Sta
ting goals should focus on new knowledge, skills, and attitudes to learn (Darmadi, 2017).

c. Select Methods, Media, and Material

Heinich et al. (2005) stated that there are three important things in the selection of methods, materials and media, namely determining the method that is in accordance with the learning task, followed by choosing the appropriate

media to carry out the selected media, and the last step is to choose and or design the specified media

d. Utilize Media and materials

The selection of the right methods, media, and teaching materials will be able to optimize student learning outcomes and help students achieve competencies or learning goals. In choosing the methods, media, and teaching materials to be used, there are several choices that can be made, namely choosing existing media and teaching materials, modifying existing teaching materials, and producing new teaching materials.

e. Require Learner Participation

R.Benny (2009), the learning process requires active mental involvement of students with the material or substance being studied. Students who are actively involved in learning activities will easily learn the material. This means that students need to be involved in learning activities such as giving assessment triggers at the beginning of learning, being involved in solving problems, simulations, quizzes or presentations.

f. Evaluate and Revise

R.Benny (2009), after designing learning activities, the next step that needs to be done is evaluation. The evaluation stage in this model is carried out to assess the effectiveness of learning and also student learning outcomes. The evaluation process of all learning components needs to be carried out in order to obtain a complete picture of the quality of a learning program

CONCLUSIONS AND ADVICE

Conclusion
Based on the results of the discussion, it can be concluded:

1. Assure's learning design model can improve learning completeness.
2. Assure's learning design model can increase student interest in learning because it uses a variety of media according to student needs and learning styles.

Suggestion
Suggestions expected from the discussion:

1. Teachers should use methods and media that vary with use the Assure l learning design

2. Teachers should train students to actively participate in the learning process both with friends and with teachers

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