

Android-Based Interactive Multimedia Development Integration of Poetry Text Material with Islamic Values

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Abstract

This thesis is a development research of Indonesian language education. This development research was carried out because of school problems, namely the learning media applied were not interesting and boring for students, as a result, students concern to focus on other things, such as chatting with friends or even being sleepy in the classroom and the applied learning media were not integrated to Islamic values. This research is aim to produce interactive multimedia products based on android integration of Poetry Text material with Islamic values that are efficient, effective, and attractive to be used by teachers and students of class X MIPA Matholi'ul Anwar Simo. This research and development are carried out by adapting and modifying the ADDIE development model through five stages, namely analysis, design, development, implementation, and evaluation. The results of this study are: (1) Android-based interactive multimedia products intregation of Poetry Text material with Islamic values get the percentage of efficiency values from media experts at 97.7% and material experts at 96.8% with excellent categories. If both values are averaged, the result is 97.25% with an excellent category. (2) an interactive multimedia product based on android integration of Poetry Text material with Islamic values gained an effectiveness value of 93.7% with an excellent category. (3) an interactive multimedia product based on android integration of Poetry Text material with Islamic values gets an attractive value of 86% with an excellent category

Keywords

Development, Learning media, Interactive multimedia, Android, Poetry text.

I. Introduction

One of the most important milestones determining the future of the nation is education. Education plays a vital role in building a nation's civilization. If the education system in a nation is weak, it will also be weak human resources. Moreover, in this sophisticated modern era, innovations in education need to be done by each teacher in order for education in Indonesia to be more colorful. According to The Great Dictionary of Bahasa Indonesia (KBBI edition V)(Kebudayaan, 2016), education is the process of changing the attitudes and behaviors of a person or group of people

in an effort to mature people through teaching and training efforts, processes, ways, and educational deeds. Meanwhile, according to Sujana (2019), education is a conscious effort that is carried out in a planned manner to realize the learning atmosphere and learning process so that learners actively develop their potential to have religious spiritual power, self-control, personality, intelligence, noble morals, as well as the necessary skills themselves and society and the demands of the development of the times. In the world of education, of course there are various kinds of learning for students to support their learning activities (Saputro et al., 2019).

The learning process in Indonesia is currently using the 2013 curriculum. Which in it there are lesson content that must be mastered by all students, one of which is Indonesian language lessons. Bahasa Indonesia Learning curriculum 2013 is currently text-based. That is, in the Indonesian language lessons, in addition to being presented theory and meteri also presented a lot of texts that must be studied by students. As well as the end result, students are expected to be able to compose / create the texts they have learned. (Agustina, 2017; Aji et al., 2017; Febriani, 2018).

The learning process of Poetry Text materials can not be separated by the learning resources used, such as textbooks, learning methods, learning models, learning media, approaches, etc (Maryatin, 2018; 2018; Fitriani, 2018). Without learning resources, the learning will take place to the maximum and can not implement the learning objectives. This is in line with the opinion of Yuningsih et al., (2019) who said that learning resources are very important to be utilized by students to learn materials and learning experiences so that learning objectives can be achieved. This is because the function of learning resources is to improve effectiveness, efficiency, ease and fun for the continuity of learning (Abdullah, 2012). Similarly, if the learning resources are applied in a monotonous way without any innovation from the teacher, it will make the learning atmosphere boring for students. So it will be able to influence the success rate of learners in capturing knowledge in learning. Therefore, innovative traits are needed for a teacher in order for classroom learning to be more enjoyable for students.

Along with the development of technology and information applications in the world of education, the more diverse and varied teaching materials that can be produced by teachers. Teachers are freer to create learning concepts that appeal to students. It's very different from the traditional learning process that only focuses on teachers. With a learning system that utilizes information technology through the internet, it is expected that students will feel an interesting, effective, and fun learning nuance.

Multimedia-based learning that will be developed by developers is android-based interactive multimedia. Munir (2015) said that interactive multimedia is a multimedia display designed by designers so that the display fulfills the function of informing messages and having interactivity to its users (users). With interactivity, users can engage in navigational content in the communication process. The concept of application, namely students are required to be active and independent during the learning. Developers provide apps for students that can be downloaded from the digital distribution service site. Then the students independently learn through the application from their respective android phones. Through multimedia-based learning, students are expected to be more fond and enthusiastic during the learning process (Wajdi et al., 2020; Setyawan et al., 2019).

The learning process that utilizes the sophistication of science and technology must also be balanced with IMTAQ. The role of IMTAQ in the midst of the sophistication of science and technology in the learning process is very important. Because if the above two aspects can be collaborated well then the character of the learner will be wellformed. Learners will be a generation that is not only strong-minded but also beautiful in morality. This is in line with the purpose of the 2013 curriculum, which is to prepare people to have the ability to live as individuals and citizens who are faithful, productive, creative, innovative, and affective and able to contribute to the lives of society, nation, state, and world civilization (Permendikbud No. 69 Of 2013 on The Basic Framework and Curriculum Structure of High School / Madrasah Aliyah). Therefore, in this study the developer wanted to integrate Indonesian language lessons of Poetry Text material with Multimedia-based Islamic values.

Learning poetry text material by integrating multimedia-based Islamic values is expected that students are able to be active, creative, and independent during the learning. Therefore, this development can be used as one of the supporting students' learning in order to get maximum learning results. And can be used by teachers as a new innovation in delivering learning so that the learning that takes place is very interesting and can arouse enthusiastic students in learning.

Poetry Text Material is an Indonesian language material class X SMA /MA semester 2. This material contains concepts. Materials and exercises related to the material are presented in a detailed and interesting way in an interactive multimedia application based on android so as to attract students in learning the material.

This development research aims to describe the efficiency, effectiveness, and attractiveness of interactive multimedia based on android integration of Poetry Text material with Islamic values in The Indonesian language learning of X-MIPA MA matholi'ul Anwar Simo class students.

2. Data collection

The development procedure in research development Research and Development (R&D) is adapting the ADDIE development model. ADDIE model is an abbreviation that refers to the main processes of the learning system development process, namely analysis (analysis), design (design), development (development), implementation (implementation), and evaluation (evaluation). The explanation is as follows.

2.1 Analysis

At the analysis stage, a developer must analyze the needs of learners, learning competencies, student characteristics, subject matter, and performance that can be displayed at the end of the learning.

2.2 Design (Design)

Designing learning is focused on three activities, namely the selection of materials that are in accordance with the characteristics of learners and competency guidance, applied learning strategies, and the form of assessment and evaluation used.

2.3 Development

Creating effective and efficient learning programs. At this stage produce prototype development products. Materials or development products must go through the design stage, namely the selection of materials in accordance with the characteristics of learners and competency demands, the learning strategies applied, and the forms and methods of assessment and evaluation used are realized in the form of prototypes.

2.4 Implementation

The results of the development are applied to the effectiveness, attractiveness, and efficiency of learning. Prototype development products need to be tested in real time in the field to get an idea of the level of efficiency, effectiveness, and attractiveness of learning.

2.5 Evaluation

Evaluate the products that have been developed, which includes formative and summative evaluations. Formative evaluation is done to collect data at each stage used for improvement and summative evaluation is done at the end of the program to know its influence on student outcomes and learning quality at large. In the evaluation stage can be done tests in accordance with learning standards.

The instrument used in this study is to use observation sheets as well as validation questionnaires for media experts, material experts, teachers, and students to know the level of efficiency, effectiveness, and attractiveness of interactive multimedia products based on android integration of Poetry Text material with Islamic values.

3. Data analysis

In the presentation of product trials, the presentation begins from the process of developing android-based interactive multimedia and product quality consisting of (1) efficiency level, (2) effectiveness level, and (3) product attractiveness level. As for the development process, researchers first make a design or *storyboard* as a reference in designing products. After creating the design, researchers began to create designs for the products to be developed. This developed product is made with supporting applications, namely *Microsoft PowerPoint 2019*, *iSpring Suit 9*, *Web2apk*, and *Adobe PhotoshopCC 2018*. The results are as follows.

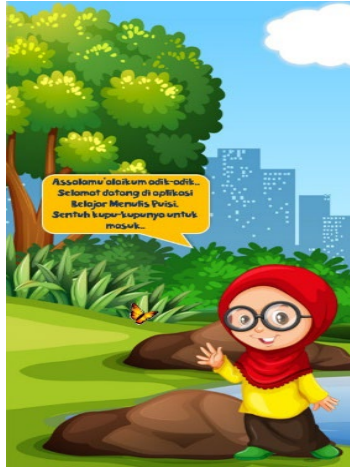


Figure 1. Opening View

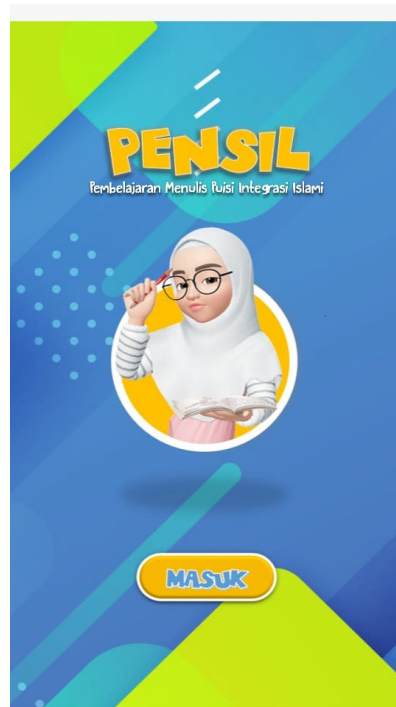


Figure 2. Home View

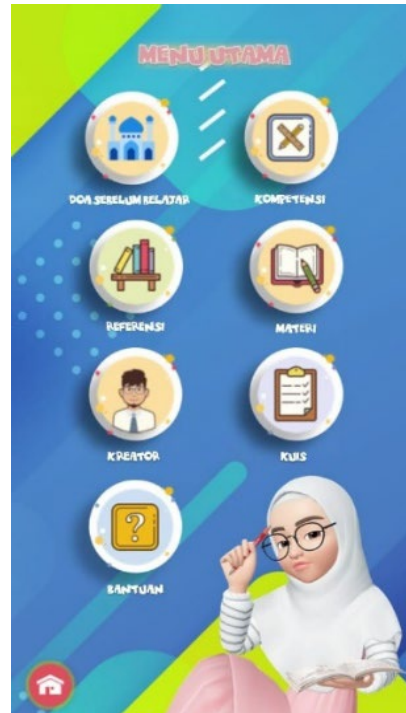


Figure 3. Main Menu View

To know the level of product efficiency, researchers must perform the product validation stage to the validator of media experts and material experts. After that, to find out the level of effectiveness of the product, researchers must ask the teacher for a questionnaire on the effectiveness of the product before the product is tested to students. After the product gets validation of effectiveness from the subject teacher, then the product will be immediately tested to students to be applied and assessed the level of attractiveness. The results of this study are as follows.

Tabel 1. Research Results

No	Tahan Uji Coba	Validator	Nilai Prosentase	Rata-Rata	Kualifikasi
1.	Tahap Validasi Ahli	Ahli Media	97,7%	97,25%	Sangat baik
		Ahli Materi	96,8%		
2.	Tahan Uji Keefektifan	Guru Bahasa Indonesia	93,7%	93,7%	Sangat baik
3.	Tahan Uji Kemenarikan	Siswa kelas X-MIPA	86%	86%	Sangat baik

Based on the table, it can be concluded that interactive multimedia products based on android integration of Poetry Text material with Islamic values can already be said to be an efficient, effective, and interesting product to apply. Furthermore, products can be applied in the learning process to support the learning process for teachers and students.

4. Study results, summary, and contribution

Based on the development research that has been done, it can be concluded that interactive multimedia products based on android integration of Poetry Text material with Islamic values that have been developed can already be said to be an efficient, effective, and interesting product. So it is worth to be used and utilized especially by teachers and students of X-MIPA MA Matholi'ul Anwar Simo class as well as teachers and high school students throughout Indonesia in general.

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Biographies

Tuti Kusniarti, has taught at FKIP Indonesian Language Study Program UMM since 1990 with the specification of teaching literature and teaching.

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Aruna Laila, born on September 26, 1978 in Paraman Ampalu, by profession as a lecturer in the field of Indonesian language and literature, as well as a researcher and book writer.