THE ANALYSIS OF STUDENTS ' RESPONSE TO THE DEVELOPMENT OF MEDIA-BASED ANDROID ON SUBJECTS NAHWU

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Abstract

In previous studies, researchers have been developing a learning media which is used for increasing the achievement of students on the subjects nahwu with the utilization of powerpoint and ispring suite, but researchers do not yet know how the response of the students of class VIII MTsN 3 Jombang as a research subject. This study aims to determine how the response of students after the development of interactive learning media based on android. This research uses descriptive method with data collection in the form of a closed questionnaire, calculated with the scale linkert then analyzed according to the needs of researchers. The results of the questionnaire responses of students towards learning media shows the results of percentage with very good category.

Keywords: response of the students, learning media, nahwu

Introduction

The state of this pandemic demands of teachers and students more open with the development of technology, especially as a means of learning in education. One of the efforts to use technology is to develop a learning media. Use of media in learning is highly recommended to improve the quality of learning.[1] Plus online learning brings new problems, namely the need for media learning interesting and can summarize the content of the material with complete, and easily accessible by students. Learning Media in the form of an app on android and can be accessed anytime, will facilitate the learning process of the students. Thus the achievement of student learning be increased.

In a previous study, researchers have developed learning media based on android with the utilization of powerpoint and ispring suite with a subject of research is the students of class VIII MTsN 3 Jombang on subjects nahwu. Media that are developed in the form of applications that can be applied on your android smartphone. The Media has been tested kevalidannya and rated a very good assessment of the three experts, namely matter experts, language experts and media experts. But not yet measured the response of students towards learning media such.

The response of the students is the social reactions in responding to something the stimulation of other people's behavior, the more interesting a medium of learning, then students will be more happy and finally the science of easily absorbed during the learning process.[2] As educators it is important to know the response of the students in learning. From the response of students that educators are expected to understand the way of thinking and karakterisktiknya so as to direct the student to be better.

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[1] Nana Sudjana dan Ahmad Rivai, *Media Pengajaran*, 9 ed. (jakarta: Sinar Baru Algensindo Offset, 2010).

[2] Anak Agung Putri Maharani dan Luh Ketut Sri Widhiasih, "Respon Siswa Terhadap Umpan Balik Guru Saat Pelajaran Bahasa Inggris Di Sd Saraswati 5 Denpasar," *Journal of Chemical Information and Modeling* 53, no. 9 (2016): 1689–1699.

Based on the background above, the researcher interested to conduct research on the analysis of students ' response to the learning media based on android with the utilization of powerpoint and ispring suite on the subjects nahwu that researchers have developed.

Method

This study use approach is descriptive qualitative research. The goal of the descriptive approach to this is that the goal of researchers is to see a systematic description of the students ' response to the learning media can be done. The Data collected in this study using the technique of the questionnaire. Data analysis the questionnaire was calculated using the Likert scale and then analyzed in accordance with the needs of the researcher.

assessment	description	score
SS	Strongly agree	5
S	Agree	4
KS	disagree	3
TS	disagree	2
STS	Strongly disagree	1

Furthermore, all of the data from the questionnaire assessment of students is carried out on the calculation of each statement using the following formula.

$$P = \frac{the\ total\ score\ of\ the\ results\ of\ data\ collection}{total\ score\ criterion} \times 100\%$$

Ket: p = percentage per item statement

Based on the calculation that has been done, then the score numbers into a category. These categories are very good, good, enough, less and very less as in the table below.

No	Interval score (%)	category
1	80-100	Very good
2	61-80	good
3	41-60	enough
4	21-40	less
5	0-20	Very less

Result and Discussion

The Beta test is done by testing the products in this research is the learning media based on android with the utilization of powerpoint and ispring suite to the respondents. Respondents who referred to at this stage is the eighth grade students at MTsN 3 Jombang a total of 45 respondents.

Before doing pengujicobaan, researchers first briefly describe the procedure of judging questionnaire responses and how to use the media. After that respondents were asked to use the media with smartphone respectively. The next stage respondents were asked to fill questionnaire to provide a valuation, the suggestions and criticism of the media tested. From the results of the questionnaire responses of students to the media, the data obtained are as follows.

No.	Kriteria	Rata-rata	Present ase (%)
1.	Sumber belajar berupa media pembelajaran "NAASIK" membantu saya dalam memahami pelajaran Nahwu	4,13	82,6
2.	Saya merasa antusias selama mengikuti pelajaran Nahwu dengan menggunakan media pembelajaran "NAASIK"	3,75	75
3.	Saya termotivasi selama mengikuti pelajaran Nahwu dengan menggunakan media pembelajaran "NAASIK"	3,91	78,2
4.	Materi pelajaran Nahwu menjadi mudah dipahami	4,15	90
5.	Kesulitan dalam pelajaran Nahwu Teratasi dengan adanya media pembelajaran NAASIK	3,93	78,6
6.	Media pembelajaran "NAASIK" dapat bergerak untuk meningkatkan motivasi belajar saya	3,95	79
7.	Media pembelajaran "NAASIK" berwarna-warnidan membantu saya untuk meningkatkan antusias belajar	4,11	82,2
8.	Media pembelajaran "NAASIK" berisi video untuk meningkatkan motivasi belajar saya	3,95	79
9.	Media pembelajaran "NAASIK" dapat diakses kapanpun untuk meningkatkan antusias belajar saya	4,04	80,8
10.	Media pembelajaran "NAASIK" dapat menyajikan materi pelajaran secara menarik untuk meningkatkan motivasi belajar saya	3,95	79
11.	Penampilan (tulisan, gambar, warna) media pembelajaran "NAASIK" menyenangkan sehingga	3,97	79.4

	membuat saya berminat untuk menggunakan aplikasi tersebut		
12.	Bahasa yang digunakan di dalam aplikasi jelas sehingga saya tidak kesulitan untuk memahami aplikasi tersebut	3,93	78,6
13.	Aplikasi "NAASIK" membantu saya dalam memahami materi Ilmu Nahwu yang sebelumnya sulit untuk saya fahami	4,02	80,4
14.	Materi yang diberikan susuai dengan tingkat kemampuan saya	3,97	79,4
15.	Aplikasi "NAASIK" layak untuk dijadikan bahan ajar untuk menunjang siswa dalam memahami ilmu nahwu	4,31	82,6

Based on the results of student questionnaire responses, it can be known that learning to use the help of interactive media is fun. It can be seen from the results of the student response is positive students on each of the indicators contained in the questionnaire.

The response in this study is measured in 2 indicator that the understanding and enthusiastic. Understanding response can be see from table 3 on the number 1, 4, 5, 13, 14 with the percentage of the overall above 75%, which means that the learning media based on android with the utilization of powerpoint and ispring suite it can improve students ' understanding. A second response seen from the enthusiasm of the students to the learning media, the enthusiastic response can be seen in table 3 on the number 2, 3, 6, 7, 8, 9, 10, 11, 12, 15 with a percentage of the overall above 70%, this indicates that the learning media based on android is very fun and have an impact on the improvement of enthusiastic learning and motivation to learn, which ultimately have an impact on improving student achievement.

Conclusion

Based on the explanation of the results and discussion above, it can be concluded that the learning media at the moment is one of the keys to improving the quality of learning. Based on the questionnaire responses of students to the media, researchers have developed can also be some of the conclusions are:

1. Media pembelajaran "NAASIK" can improve the understanding of students on the subjects nahwu.
2. Media pembelajaran "NAASIK" can increase the enthusiasm and motivation of the students on the subjects of teaching.

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