

Utilization Of The Shitsumon Education Application To Support Distance Learning at SDN Semplak 1 Bogor City

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Abstract. This study aims to benefit the Shitsumon Education application in supporting distance learning. This research uses descriptive qualitative method. The research was conducted in Class 3 SDN Semplak 1 Bogor City with a total of 28 students. Based on the results of the questionnaire, it can be seen that the Shitsumon Education Application can support students in learning because when taking the evaluation test there is no need to write on paper but directly in the application. From these results it can be seen that 1% strongly disagree, 2% disagree, most of the 41% agree and 20% strongly agree that this application is useful for them and motivates them. This shows the use of this learning media is very effective and effective. to maximize learning outcomes. Thus this Shitsumon Education application is an alternative application in learning activities.

Key Words: Application. Learning Support, Distance

I. INTRODUCTION

Currently in distance learning students can use shared communication devices. Communication devices include computers, laptops. cell phone or smartphone. Almost all people have it. In the online learning process, most of the devices used are android-based. [1] states that Android is an operating system for Linux-based mobile devices that includes an operating system, middleware and applications. Android provides an open platform for developers to create their applications. Developers have several options in making android-based applications. However, most developers use Eclipse as an IDE to design their applications [2]

An application is a subclass of computer software that utilizes the direct capabilities of a computer to perform a task the user wants. Usually compared to system software that integrates various computer capabilities, but does not directly apply these capabilities to perform a task that benefits the user [3] According to Jugiyanto (2005) that the application is the use in a computer, instructions (instructions) or statements (statements) that are arranged in such a way that the computer can process input into output. [4]

The Shitsumon Education application is an application that can be used as a distance learning medium. This application can be used without using a quota so that it is easy for students to use. The Shitsumon Education app is based on the AppsGeyser platform. AppsGeyser is an online (Web) based service that allows users to create Android Applications from the content of a Website, more precisely it may be called Launcher. Through Appsgeyser can easily distribute content

from Websites, Blogs and certain files that you want to share via Android Applications.

In addition to being able to distribute the Application freely, Appsgeyser also provides an option for applications to be published to Google Play if the application meets the requirements determined by Google. Appsgeyser has several advantages, including: 1. How to make apk files easier. 2. You don't have to know or deepen your knowledge of web/Java programming in order to become an apk file. 3. Can also include the back end in the apk file. 4. No need to search in the browser about the website. 5. Can be entered into the play store 6. Can be installed on an Android phone. [2] Appsgeyser has several drawbacks, including: 1. When opening it must be connected to the internet, if it is not connected then it cannot be run 2. If there is a redirect on the website to another website, then the file will execute in the apk file, not in the browser. [2]

The Shitsumon Education application is a quiz game created using an appgesyser and is expected to be used to support distance learning, especially those related to learning outcomes. Where with this Shuitsmun education application, teachers can more easily find out the results of students' learning abilities. The Shitsumon Education application is an interactive learning media, Interactive Media is the integration of digital media including a combination of electronic text, graphics, moving images, and sound, into a structured digital environment that allows people to interact with data for the right purpose.[5] With interactive media [6] that student learning outcomes are better than handout media.

With the Shitsumon Education Application, it is expected to be a new thing for students to be more enthusiastic in learning, not monotonous and also more focused. Likewise with teachers, along with the times, in the current era science and technology is very influential in all sectors, including education. Teachers have more choices in conducting teaching and learning activities. Thus this Shitsumon Education application is an alternative application in learning activities.

II. RESEARCH METHOD

The method in this study used a descriptive qualitative method [7] Descriptive research is research that aims to determine circumstances and conditions in which the results are described in the form of a research report.

Implementation of the Research for 12 months. The data collection techniques are 1. Making learning media by adopting the waterfall method proposed by [3] The waterfall method is a sequential software development process, where the process continues to flow from top to bottom (such as waterfalls) through the phases of Requirements (needs analysis), Design (design and modeling), Implementation (application), Verification (testing), and Maintenance (maintenance). Until the application can be realized in learning. 2. Distribute questionnaires to participants to find out student responses to the use of the Shitsumon education application. 3. Interviews were conducted with class teachers who were used as research subjects. . The research was conducted in Class 3 SDN Semplak 1 Bogor City with a total of 28 students.

III. RESULTS AND DISCUSSION

This research relates to the media created to make it easier to make evaluation tests or quiz games that will measure the level of student ability. [8] Learning media is a tool that can help the teaching and learning process so that the meaning of the message conveyed becomes clearer and the goals of education or learning can be achieved effectively and efficiently. [8] Learning media is needed so that learning becomes dynamic, interactive, and intensive.

Media Application Shitsumon Education is part of the alternative media that can support learning. Media Application Shitsumon Education is part of alternative media that can support learning. Media Applications Shitsumon Education media in the form of games or quizzes where students are expected to be challenged in learning.[9] The use of quiz-based learning applications can make it easier for teachers to make assessments in learning quickly, and minimize the error rate that occurs in the assessment. An attractive and not monotonous display, as well as easy navigation on quiz-based learning applications can also make students interested in completing learning faster.[10]

This research begins with the planning stage of making applications, testing applications, revising or improving applications, asking for expert judgment from the lecturers of learning media. After the media is suitable for use then research is carried out. In addition to learning media, a questionnaire instrument and an interview guide with teachers are also included so that in its implementation the level of usefulness can be measured.

Learning using quizzes is one of the internet-based learning methods that allows to know the level of mastery of each material and each participant online and can be stored in the application. The disadvantage of learning using quizzes is that it depends on the internet network at the place of learning. [11]

Tabel. 3.1 Student Response Questionnaire Results on the use of the Shitsumon Education Application.

| No | Question Description | STS | TS | S | SS |
|----|--|-----|----|-----|-----|
| 1 | Learning using the shitsumoneducation application helps me understand the general description of the material at the end of the lesson | 1 | | 12 | 15 |
| 2 | Learning using the ShitsumonEducation Application helps me understand the content of the material that has been delivered. | 2 | | 19 | 7 |
| 3 | I am more motivated to work on questions when using the Shitsumon Education Application | | | 18 | 10 |
| 4 | Working on questions through Shitsumon Education increased my curiosity about the material. | | 2 | 17 | 19 |
| 5 | Using the Shitsumon Education App increases my motivation to pay attention to learning | | 4 | 12 | 12 |
| 6 | I mean it when I work on questions using the Suitsumon Education Application | | | 15 | 13 |
| 7 | I like to answer questions using the Shitsumon Education Application because it will increase my knowledge regarding the material presented. | | 3 | 14 | 11 |
| 8 | Shitsumon Education application helps me to think critically | | 1 | 17 | 10 |
| 9 | Doing questions using Shitsumon Education helps me remember the material that has been conveyed | | | 20 | 8 |
| 10 | I feel challenged to work on questions through the Shitsumon Education Application. | | | 20 | 8 |
| | Total | 3 | 10 | 164 | 113 |
| | Prosentase | 1% | 3% | 41% | 20% |

Questionnaires are given to students after the student takes the evaluation test provided in the Shitsumon Education Application to see how useful the application is in learning. Based on the results of the questionnaire, it can be seen that the Shitsumon Education application can support students in

learning because when taking the evaluation test there is no need to write on paper but directly in the application. From these results, it can be seen that students expressed their opinions regarding the use of the Shitsumon Education application in supporting distance learning where 1% stated strongly disagree, 2% disagreed, mostly 41% agreed and 20% stated strongly agree that this application is useful for students. them and motivate them. The histogram can be seen as follows::

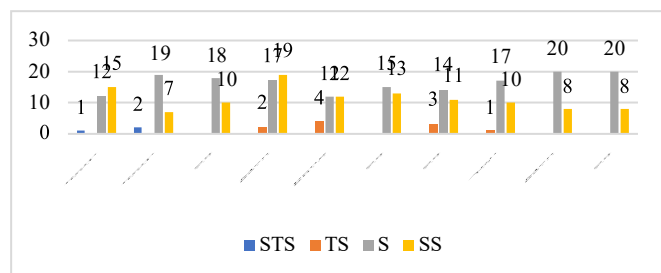


Figure 3.1

Histogram of Student Response Questionnaires who take evaluation tests on the Shitsumon Education Application

Based on the results of interviews related to the Shitsumon Education application to support distance learning, it was obtained according to a grade 3 teacher at SDN Semplak 1 named Mrs. Irna that this media is very helpful for teachers to provide various question banks that can be given and tested to students because the application is easy, filling out the questions/quizzes are anywhere and anytime, and the most important thing according to the child is that this application can be used even though it does not have an internet network or quota. This application helps students to always try to practice questions. [12] said the benefits when using the Quizizz application the teacher can set the time limit for doing assignments so that students are always on time for doing assignments. The use of the Quizizz application which has many interesting features and there is a duration of time working on questions that the teacher can set makes the online learning process more varied and efficient. the use of Quizizz learning media is able to evaluate students independently and students can be remedial directly. The teacher gives questions through the Quizizz application and gives correct answers when students answer wrong questions. Students can find out the right answer when answering the wrong question and the teacher gives the opportunity to repeat again

Based on the results of the research above, the Shitsumon Education application with the appgeyser platform is very useful to support distance learning. This opinion is in line with the results of relevant research, including: ([13] The development of educational science games media assisted by the AppsGeyser application based on the Problem Based Learning model to improve the environmental care character of fifth grade elementary school students that has been developed has met the valid, practical and effective criteria

with (1) the results of the media validity test, namely the media, material and language aspects scored in the very good category, the RPP validity test scored in the very good category, and the environmental care character validity test scored in the valid and very valid categories. (2) the results of the practicality test of learning media by teachers and students obtained scores in the very practical category. (3) the results of the effectiveness test in the form of learning outcomes, namely the cognitive, affective, and psychomotor domains each get a score of an average of 84, 83, and 85 in the very good category, and the results of the effectiveness test for the environmental care character of early students obtained an average value of 73.9 and 86.6 for the average value in the very effective category. Based on research results (Nurhayati, 2020) there is an increase in student activity in online learning through the educational game quiz media during the prevention of the spread of Covid-19.[14]

The results [15] of data processing and analysis of the data from the pre-test, post-test and questionnaires that have been carried out, regarding interactive multimedia learning based on the Appsgeysers Website, the following conclusions are obtained: a. The average pre-test results showing the initial ability of students in class V SD Muhammadiyah 2 full-dya education in thematic subjects is 69,96%. After going through teaching and learning activities with the interactive learning model based on the Website Appsgeysers multimedia, the average score of students increased to 82.90, up 18.49%. This shows the use of this learning media is very effective and to improve learning outcomes to the maximum. b. Judging from the indicators of mastery learning, interactive multimedia learning based on the Appsgeysers Website is very instrumental in increasing student interest, motivation and learning outcomes for a subject matter thoroughly which is better than conventional learning. c. Students are more enthusiastic when doing homework using gadgets, it is proven when homework is given conventionally (doing on questions) not all students do, but by using this android-based multimedia, almost all children do assignments before the time specified, meaning faster.

IV. CONCLUSION

The creation of the Shitsumon Education Application has been carried out well so as to produce a learning media product that is given the Shitsumon Education Application and can assist students in conducting evaluation tests.

Based on the results of questionnaires and interviews from teachers that the use of the Shitsumon Education Application in supporting distance learning is very meaningful because it makes it easier for students to do evaluations from a distance, and can provide exercises for students to be able to repeat their knowledge by answering questions.

From these results, it can be seen that students expressed their opinions regarding the use of the Shitsumon Education application in supporting distance learning where 1% stated

strongly disagree, 2% disagreed, mostly 41% agreed and 20% stated strongly agree that this application is useful for students. them and motivate them.

With the Shitsumon Education Application, it is expected to be a new thing for students to be more enthusiastic in learning, not monotonous and also more focused. Likewise with teachers, along with the times, in the current era science and technology is very influential in all sectors, including education. Teachers have more choices in conducting teaching and learning activities. Thus this Shitsumon Education application is an alternative application in learning activities.

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