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The correlations between the TikTok application and the student learning outcomes

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ABSTRACT

In this era, social media users are not only adults, children have also played social media, such as TikTok, which contains video content. The use of TikTok for children, especially elementary school students, can have positive and negative impacts. The tendency of students to play TikTok for a long time causes a decrease in enthusiasm for learning and focus on learning. However, TikTok can be a learning medium that can increase student motivation. This study aimed to determine the relationship of TikTok application in learning with student learning outcomes. The research method used was quantitative, with a sample of 30 fourth-grade students of SDN 06 Belantik, Siak Sri Indrapura Regency. Data were collected through a questionnaire with 20 questions covering the use of TikTok and Pancasila learning motivation. Furthermore, data was analyzed using descriptive, normality, and linearity tests with the help of SPSS to calculate the data. The calculation results show that the use of TikTok social media for student learning shows a positive correlation, meaning a good relationship exists between the TikTok application and student learning outcomes.

ABSTRAK

Di era sekarang ini pengguna sosial media tidak hanya orang dewasa saja, anak-anak pun sudah bermain sosial media, seperti TikTok yang berisi konten-konten video. Penggunaan TikTok untuk anak-anak terutama siswa Sekolah Dasar dapat mengakibatkan ampak poitif dan negatif. Kecendurungan siswa bermain TikTok dalam waktu yang lama menyebabkan turunnya semangat belajar dan fokus dalam belajar. Namun, TikTok dapat digunakan sebagai media pembelajaran untuk meningkatkan motivasi siswa. Tujuan dari penelitian ini untuk mengetahui hubungan aplikasi TikTok dalam pembelajaran dengan hasil belajar siswa. Metode penelitian yang digunakan yaitu kuantitatif dengan sampel penelitian terdiri dari 30 siswa kelas IV SDN 06 Belantik Kabupaten Siak Sri Indrapura. Data dikumpulkan melalui kuesioner dengan 20 pertanyaan mencakup penggunaan TikTok dan motivasi pembelajaran Pancasila. Selanjutnya, dilakukan analisis data menggunakan uji deskriptif, normalitas, dan linieritas dengan bantuan SPSS untuk menghitung data. Hasil perhitungan menunjukkan bahwa penggunaan media sosial TikTok untuk pembelajaran siswa menunjukkan korelasi positif, artinya terdapat hubungan yang baik antara aplikasi TikTok dengan hasil belajar siswa.

Kata Kunci: aplikasi TikTok; hasil belajar siswa; sosial media

INTRODUCTION

Improving the quality of individuals in a society is very dependent on education. Education functions as a foundation for progress, enabling a nation to progress in line with the demands of the modern era. When evaluating a country's success, one of the main factors is the distribution of educational attainment in society. Indonesia must pay great attention to the education sector as a developing country. Education is one of the weapons to eradicate ignorance and reduce poverty; as a means of prospering the lives of people from various walks of life and building the dignity of the state and nation, the government very much considers it an effort to improve the quality of education. Education is a fundamental human right and the most essential precondition for everybody. Teachers are like motors that move students in carrying out learning. Teacher teaching ability is considered a separate competence possessed by a teacher to achieve learning goals. However, students frequently require assistance to meet their learning objectives or exhibit the necessary behavioral changes. The success of achieving educational goals depends mainly on the student's learning experience and how that learning process occurs (Purnaningtyas & Sukartono, 2024).

Technological progress is a natural phenomenon that cannot be avoided and has become a primary need for modern society. Information technology in the era of globalization and modernization plays a significant role in various fields, including education. The success of an education program must be connected to the influence of multiple factors, one of which is the availability of adequate facilities and infrastructure. Sufficient facilities and infrastructure will support improving and developing the learning process following educational goals (Annisa, 2023). The rapid advancement of technology in modern times makes it easier for people to carry out all kinds of daily activities. Accessing the internet makes it easier for someone to find out about world developments and makes the world seem narrower. With smartphones that are easy to carry anywhere, anyone from the lower middle class to the upper class can access the internet to open social media applications with a smartphone at any time (Hidayati, 2022).

In the era of increasingly sophisticated globalization and innovation, digitalization is one of the basic needs of today's society. Technology currently occupies all lines of human life, including education. Globalization is a series of mixtures due to the collaboration of perspectives, products, and socio-cultural aspects. Globalization is characterized as a cycle that produces one world. There are many positive and negative consequences of globalization. In other words, globalization can be an opportunity and a challenge. The actual effect of globalization is increasingly refined innovation. Everything that is needed can be obtained easily. For example, cell phones are easily accessible with guaranteed quality and affordable prices. Even every day, there are always changes and additions to the latest version. Improvements in this period of globalization have increased rapidly with several developments and the latest technological innovations. With countless virtual entertainment that has soared with different versions and capabilities. So, people are curious and want to take advantage of various virtual entertainment services (Ibrahim, 2023).

In this era, technological developments have greatly influenced various areas of human life, including economics, socio-culture, and education. Education is inseparable from technology-based media or increasingly diverse applications with various sophisticated features. Using these media can support implementing an effective and efficient teaching and learning process. Using applications, especially social media, in learning, whether at or outside of school, will undoubtedly attract students' motivation to learn. However, there are also several applications whose influence still needs to be questioned because they only act as entertainment to dispel children's boredom due to the tight schedule given to students in the current curriculum (Seraji et al., 2023). The use of social media applications is massive among students, especially elementary school students, who have started to trend on Facebook, Twitter, Instagram, TikTok, and other social media applications. Giving students the freedom to have cell phones from parents makes

social media increasingly popular with students to communicate. Students often use social media and are very attached to their daily lives (Fajar & Machmud, 2020).

Due to the many obstacles that stand in the way, especially those related to the poor quality of education, achieving educational goals is a challenging endeavor in Indonesia. Creating a learning environment conducive to optimal learning must be facilitated by increasing the effectiveness of the educational process, which is one of the supporting aspects in schools. So that students stay energized, teachers must ensure that the material taught has essential meaning. On the other hand, students are often discouraged from growing as thinkers in the classroom. Instead, students are frequently asked to memorize material rather than fully understand it (Elvira, 2021). Those who play TikTok feel happiness and satisfaction because they can relax and release social pressure and tension. This does not rule out the possibility that it will have an impact, but it can still impact student learning progress.

An application is software that directly utilizes computer capabilities to perform a user's desired task (Malimbe et al., 2021). Many applications provide feature support for creating video content with exciting features on smartphones. Meanwhile, social media is a forum capable of creating various forms of communication and giving different kinds of information to all levels of society (Affandi & Wijayani, 2022). Along with technological developments and advances in social media platforms, companies are competing to update applications to follow developing trends. One social media platform that currently has many users is the TikTok application.

The TikTok application is a Chinese social network and music video platform launched in September 2016. This application allows users to create short music videos. Throughout 2018, TikTok was the most downloaded application, 45.8 million times. This number beat other popular applications such as WhatsApp, YouTube, Instagram, Facebook, and Messenger. Most of the TikTok application users in Indonesia are millennial children or what we know as Generation Z (Handy & Wijaya, 2020). The number of TikTok users in Indonesia has reached more than 10 million, and most users are students and school-age children (students). Therefore, we know that the TikTok application has become a favorite and is loved by millennials (Aji & Setiyadi, 2020).

TikTok has been recognized as the best application on the Play Store, owned by Google, and is one of the most entertaining applications. However, in the middle of the year, the Ministry of Communication and Information blocked access to the application for the past week because it contained content considered damaging, especially for children. TikTok is a social media application that allows users to create short videos with various visual effects and music. This app is top-rated among teenagers, and its use continues to increase worldwide. TikTok significantly impacts teenagers' self-confidence by making them feel more confident speaking in public, expressing themselves, and interacting socially with other people. This application is considered to increase creativity and reduce shyness in teenagers (Adawiyah, 2020).

TikTok's social media has continued to be popular since its launch in 2017, and it has been proven that around 1.5 billion people have downloaded it. The TikTok application has achieved various achievements, one of which is overtaking digital advertising revenue in its country, namely the revenue of Google China and Patio. From January to September 2019, it overtook Instagram and Facebook downloads in the third quarter. The TikTok application is a place to show your proud self-existence to others. Their curiosity makes them enjoy trying all the content on the TikTok application, which is around 15 seconds long. With various music effects, stickers, and other 3-dimensional images. They will be more comfortable playing with their gadgets or cellphones rather than sitting quietly studying and doing assignments (Chusna et al., 2020).

The problem was that students needed to understand the material provided by the teacher in the learning process. Interviews were also conducted with three students who stated that they experienced difficulties in understanding the material because the learning resources used were slides that they felt could have

been more interesting during the teaching and learning activities in the Design Work subject. For example, students can become lazy about studying because they often access content that is not for learning, such as imitating behavior from social media such as soap operas, Korean dramas, or other films (Putri et al., 2023).

By referring to the context previously mentioned, the author is interested in understanding the influence of the TikTok application on student learning achievement at SDN 06 Belantik, where this research aims to find out how the TikTok application influences student learning achievement. The urgency or importance of this research is to find out improvements that teachers can make to improve student learning outcomes, one of which is by paying attention to the choice of learning media so that it can increase student interest and activity, one way that can be done is by using learning videos through the platform TikTok can be an initial learning medium to provide information before group discussions are held.

LITERATURE REVIEW

Social Media

In the digital era, information technology continues to develop. This increasingly advanced technological development has been able to disrupt a person's behavior. It has been able to significantly change the way people act and think, including changing the way they live. Advances in information technology have encouraged the birth of various new media, such as digital technology connected to the same network. This new media can be used to channel information to recipients. New media also has the potential to influence the level and mindset of modern society (Abdullah & Alfatra, 2019). The new media in question is social media. Social media is one of the developments in information technology that is very helpful in meeting daily needs. Social media is a digital medium where social reality occurs, and the time-space of its users interacts. Social media is an internet service intended as an online community for people with similar activities and interests in specific fields or backgrounds (Kirana, 2021).

TikTok Application

TikTok is a platform that provides a variety of interesting special effects, allowing users to create short videos quickly and impressively. Users can share their work with friends or others, add music to support creativity, including free dancing, and much more, encouraging them to become talented content creators and innovate. TikTok, a platform from China for short videos, has been in the spotlight since its launch in early September 2016. Various factors, both internal and external, influence the use of TikTok. Internal factors include attitudes, feelings, individual characteristics, hopes, prejudices, focus, learning process, interests, physical condition, and motivation, while external factors include information, family background, education, knowledge, and social needs (Setiawan & Putri, 2022). In September 2016, the TikTok application, a social networking music video platform from China, was launched. This application allows users to create short music videos according to their wishes. In the first quarter of 2018, TikTok asserted its dominance by becoming the most downloaded application, reaching 45.8 million downloads. This achievement outperforms other popular applications such as YouTube, WhatsApp, Facebook Messenger, and Instagram (Devi, 2022).

Learning Outcomes

Learning outcomes are the achievement of educational goals for students participating in the teaching and learning process. Learning outcomes can also be interpreted as changes that cause humans to change their attitudes and behavior (Nuralan, 2022). Learning outcomes are the basis for measuring and reporting

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student academic achievements. They are the key to developing more effective learning designs that harmonize what students will learn and how they will learn assessed. As the final product of the learning process, learning outcomes show what students know and have developed (Hamna & BK, 2022).

Learning outcomes are students' abilities after they receive their learning experience, including cognitive, affective, and psychomotor aspects (Moko et al., 2022). Learning outcomes occur in individuals who learn, not only changes regarding knowledge but also to form skills and appreciation in the individual who learns (Sudirman et al., 2024). From the experts' opinions above, it can be concluded that student learning outcomes depend on changes in student learning outcomes in the form of individual students' knowledge, understanding, attitudes, and behavior. Meanwhile, differences in student learning outcomes are the key to developing more effective learning designs.

METHODS

The research method used in the selection is quantitative research using a correlation approach, using data in the form of numbers as a tool to gather information about what we want to know. **Figure 1** describes the design of this research.

Figure 1. Research Design
Source: Research, 2024

Information:
X　　　: TikTok Aplication
Y　　　: Learning Outcomes

Data and Data Sources

This research appears to have a small sample size: 30 students in class IV at SDN 06 Belantik. Further details are presented in **Table 1**.

Table 1. Research Population

No	Gender	Amount
1	Man	11
2	Woman	19
	Amount	30

Source: Research 2024

Data Collection Technique

The data collection technique is a questionnaire in the form of a list of written statements that respondents must answer or fill in according to their contents. A questionnaire collects information or researches issues that are usually of general interest to many people. As an instrument, the TikTok application scale questionnaire and learning outcomes were used, where each question was evaluated with a value of 1-4 and had four answer choices so that respondents stated their answers firmly. The TikTok application questionnaire consisted of 20 statements addressed to the research sample with two variables: the use of social media TikTok and motivation to learn Pancasila Education. Document instructions are used to collect information about the results of registration or reporting and written explanations, illustrations, or prints about what is required. Documentation guidelines help researchers obtain usable details in the form

of notes/documents that cannot be obtained using other techniques. Documentation in this research is in the form of student report cards taken from class IV teachers and photographs during research.

Data Analysis

The research instrument was tested using validity and reliability tests using SPSS for Windows version 24. The validity test of the questionnaire was used to test the respondents' responses and calculate the instrument's reliability. Descriptive statistical analyses, such as Mean, Median, Mode, and Standard Deviation, were used for analysis. Next, normality tests and linearity tests were used before hypothesis testing.

RESULTS AND DISCUSSION

TikTok Social Media

The following findings were obtained based on a descriptive examination of the TikTok social media data of 30 students.

Table 4. Descriptive Analysis of TikTok Social Media

	N	Minimum	Maximum	Mean	Std. Deviation
TikTok Aplication	30	55,00	78,00	70,5667	6,95147
Learning outcomes	30	70,00	100,00	88,1667	7,82165
Valid N (listwise)	30				

Source: Research 2024

Table 4 shows three categories of TikTok social media: low, medium, and high. **Table 5** below displays the classification of TikTok social media for students.

Table 5. Categorization of TikTok Social Media for Class IV Students at SDN 06 Belantik

Interval	Frequency	Percentage (%)	Information
X< 101,38	5	10,7 %	Low
101,38 < X < 122,34	18	64,3 %	Currently
X > 122,34	7	25,0 %	High
	30	100	

Source: Research, 2024

Based on **Table 5**, 10.7% of students who use TikTok for social media are in the low group, with an overall frequency of 5; 64.3% are in the moderate group, with an overall frequency of 18; and 25% are in the high group, with an overall frequency of 7. According to these statistics, fourth-grade students use the social media TikTok moderately to high frequency.

Student Learning Outcomes

Table 6. Descriptive Analysis of Student Learning Outcomes

	N	Minimum	Maximum	Mean	Std. Deviation
TikTok Aplication	30	55,00	78,00	70,5667	6,95147
Learning Outcomes	30	70,00	100,00	88,1667	7,82165
Valid N (listwise)	30				

Source: Research 2024

Next, three categories of student learning achievement were determined: low, medium, and high. **Table 7 below** describes the details of student learning outcomes:

Table 7. Categorization of Student Learning Outcomes

Interval	Frequency	Percentage (%)	Information
X < 37,69	3	10,7 %	Low
37,69 < X < 60,82	23	78,6 %	Currently
X > 60,82	4	10,7 %	High
	30	100	

Source: Research 2024

Based on **Table 7**, 3 children, or 10.7% of the total, are in the poor group regarding learning outcomes, while 23 students, or 78.6%, are in the medium category, and four students, or 10.7%, are in the high category. Category. Based on these figures, it can be seen that class IV students at SDN 06 Belantik have quite good learning outcomes, showing a high level of academic achievement.

The Relationship between TikTok Social Media and Student Learning Outcomes

By using this normality test, the distribution of items collected can be ascertained to ensure whether the research data is usually distributed or not. The research data in this study was not normally distributed if the sign value was less than 0.05 and was typically distributed if the sig value (p-value) was more significant than 0.05. This analysis was carried out using Kolmogorov-Smirnov calculations. The normality test of this research is produced in **Table 8**.

Table 8. Normality Test

	Kolmogorov-Smirnov[a]			Shapiro-Wilk		
	Statistic	df	Sig.	Statistic	df	Sig.
TikTok Aplication	,182	30	,013	,879	30	,003
Learning Outcomes	,176	30	,019	,936	30	,070

Source: Research 2024

The sign (p-value) of the TikTok social media variable is 0.003, and student learning outcomes are 0.671, based on the normality test summary table. This value is higher than the significance level (α) of 0.070, which shows that there is a normal distribution of data between the TikTok social media engagement variable and student learning objectives.

The linearity test's primary purpose is to determine whether the independent and dependent variables have a linear or nonlinear relationship. If the deviation from the linearity value is significant (p> 0.05), a linear relationship exists between the second variable and the linearity test. Conversely, if the linearity deviation value is smaller than 0.05, there is no linear relationship between the two variables. The linearity test results obtained are as follows.

Table 9. Linearity Test
ANOVA Table

			Sum of Squares	df	Mean Square	F	Sig.
Learning Outcomes	Between Groups	(Combined)	1426,250	18	79,236	2,505	,062
		Linearity	811,145	1	811,145	25,646	,000
		Deviation from Linearity	615,105	17	36,183	1,144	,420
TikTok Application	Within Groups		347,917	11	31,629		
	Total		1774,167	29			

Source: Research 2024

The reliability test results in **Table 9** show that student learning outcomes are 0.420, and the TikTok social media variable has a sig. (p-value) is 0.062. This value exceeds the significance level (α) set at 0.05. This shows that the information obtained from these two variables is linear.

The social media variable TikTok and the learning outcome variable have a normal distribution, according to the normality test results, and the linearity test shows that both variables are linear. Therefore, the test uses parameter statistics, specifically "Spear Rho is used as a non-parametric test to test hypotheses because the data is not normally distributed". The following table shows the findings of a correlation test carried out using SPSS software between student learning outcomes and the use of social media TikTok:

Table 10. Correlation Test

			TikTok Application	Learning Outcomes
Spearman's rho	TikTok Application	Correlation Coefficient	1,000	.644**
		Sig. (2-tailed)		,000
		N	30	30
	Learning Outcomes	Correlation Coefficient	.644**	1,000
		Sig. (2-tailed)	,000	
		N	30	30

Source: Research 2024

The results of the correlation test in **Table 10** show a p-value of 0.644 < (α=0.05), which indicates that there is a strong relationship between the learning outcomes of class IV students at SDN 06 Belantik, Siak Sri Indrapura Regency and TikTok social media.

Discussion

There are several approaches to assessing learning achievement: daily assessments, general tests, and final exams. Assessment findings are used to determine the degree of student learning achievement. As for the test results for the 2023/2024 academic year, of the 30 class IV students at SDN 06 Belantik, only 14 students (34.75%) could obtain a passing score. Meanwhile, the KKM has yet to be fulfilled by 17 additional students. This fact can be seen from the fourth-grade students at SDN 06 Belantik, who still achieve relatively low learning outcomes. Based on the findings of interviews with the class IV homeroom teacher, who explained that the learning objectives for class IV students were relatively simple. The cause is that students need help with focusing. This is evident from the learning evaluation from semester 1 to semester 2; for example, in semester 1, the score was 80, but in semester 2, it dropped to 75. After the teacher verified it with the student's parents, it turned out that some of them preferred playing on their cell phones rather than studying. Parents also admit that their children often use the TikTok application with incentives to maintain their enthusiasm for learning after playing on their cell phones for an extended time.

The presence of social media in education can help foster students' interest in learning if used correctly and appropriately, which can improve student learning achievement. However, in reality, students often misuse social media. The most used social media by students are Facebook, YouTube, Twitter, Instagram, and WhatsApp, and the one currently popular with the public and children is the social media TikTok. TikTok social media is a medium in the form of audio-visual media that can be heard and seen by millions of people; this social media is very much, including students. Students are delighted to use this TikTok social media because it is very much for them, including students (Anggraini & Aprido, 2022). In this era of rapid technology, it is essential to have a specific and creative learning process to attract students' interest in learning. Therefore, changes must encompass the target objects, forms, and contents of a learning media education program that makes learning more engaging and effective (Fatimah et al., 2021).

Video-based social media is currently popular among teenagers, namely the TikTok application on the Android or IOS cellphone system. On the TikTok application, there are a lot of music, educational videos, and other creative videos from its users that are made as enjoyable as possible so that they can educate other viewers (Aldhora & Apriatama, 2021).

TikTok can hypnotize its viewers with its videos. If the video is intriguing, it will be repeated. Therefore, many users of this TikTok social media are negligent in their work, scrolling TikTok more than their learning activities. That's what causes many TikTok users to become addicted to playing TikTok, and it can affect student learning outcomes because many TikTok users are schoolchildren or students. Students are expected to gain an understanding and acceptance of the teacher-led learning process from the TikTok application as an interactive learning tool. Interactive learning resources can convey information teachers cannot convey, making learning more successful and efficient. Using the TikTok application, educators can quickly develop interactive learning adapted to their students' needs, circumstances, and surroundings (Ramdani et al., 2021).

It is hoped that students will more easily understand the content of the lessons given by the teacher when using the TikTok application as a learning tool. Effective communication of learning materials by teachers can be facilitated through interactive learning technology. By using the TikTok application, educators can create a dynamic and fun learning environment that changes based on student needs and the surrounding environment because there are additional elements, such as internal and external factors of students, that influence learning achievement, the research findings show that there is a relationship between TikTok social media and the academic achievement of students in the medium category. Elements within students, such as talent, drive, curiosity, intelligence, and attention span. Meanwhile, external variables influencing students include the classroom environment, learning resources, parental involvement, educational media, and extracurricular activities.

Using social media TikTok can significantly improve students' speaking skills. With social media, TikTok students become more creative and active in learning. The help of media makes learning not boring quickly because of the various special effects, stickers, and exciting music (Santoso & Sukartiningsih, 2021). TikTok in Indonesia creates an excellent opportunity to take advantage of it. Audiovisually, TikTok is unique compared to other social media platforms. So, it is often used as a learning medium because apart from containing entertaining elements, it can also be a fun learning tool (Ramada et al., 2024).

On TikTok social media, users share information through videos, such as videos of sinking ships or other recordings. So, with this application, information will be conveyed very quickly to other users. Nasrullah stated that information becomes the identity of social media because social media allows other people to be creative in representing their identity, producing content, and interacting based on information. So, in essence, information influences the use of TikTok social media (Daniati et al., 2022). Social media aims to provide convenience in communicating and interacting so that it impacts its users, both positive and negative perceptions. TikTok is a new social media that allows users to create, share videos, and interact directly through comments and private chat. TikTok has advantages that students favor, such as displaying exciting content and providing a forum for students who desire to make videos according to their creativity (Anwar, 2022).

Social media can be utilized as a medium for learning and self-development by searching for information related to learning topics. One of the social media platforms that is widely used by students today is TikTok online media. There are lots of clients of this online media, especially students. Understudies love to use the online media TikTok because this web-based media can engage them when they run out of energy. The presence of online media provides entertainment for everyone to reduce fatigue or tiredness. They can even chuckle cheerfully when utilizing web-based media. One thing that makes them giggle with joy is the online media TikTok. Why is that? Through online media, TikTok, everyone, especially students, can see different recordings with various melodic articulations (Anwar, 2022).

CONCLUSION

Based on research findings and discourse, it can be concluded that for class IV participants at SDN 06 Belantik, there is a positive relationship between learning outcomes and TikTok social media (p=0.027). The majority of students moderately use social media TikTok and achieve sufficient learning achievement. According to researchers' assumptions, the TikTok application contains various videos, music, content, and images that are free to be accessed by anyone who has this application. The unlimited age limit for accessing this application causes undesirable things, such as children seeing bad actions from videos on the TikTok application and applying them to their friends. Therefore, supervision from parents and schools is necessary for using social media among children, such as the TikTok application. The researcher's hope for future researchers, if they want to carry out research with the same theme, is that they can be more innovative with the updated data obtained in a more updated year.

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