DEVELOPMENT OF ANDROID APPLICATION LEARNING MEDIA USING ISPRING SUITE 9 TO INCREASE STUDENT LEARNING MOTIVATION

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Abstract: *The purpose of this research is to develop an android-based learning media in thematic for grade IV elementary schools in Cikalong 1 to increase learning motivation. This research uses the type of research and development, the development model used in this research is ADDIE. The ADDIE development model has five stages namely, analysis, design, development, implementation, and evaluation. The result of the research on the development of the developed learning media obtained an average value of the level validated by material experts and media experts which was 87,05% with the valid category. The results of the questionnaire response from the teacher and 20 students obtained practicality of 91,25% and the result of the student's response questionnaire obtained a percentage of 92,12% and the result of the student motivation test percentage of 93%, meaning that the android application media attract students attention and increase students learning motivation.*
Keyword: *Learning Media, Learning Motivation, Android*

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INTRODUCTION

The use of technology in the digital era has become a necessity in carrying out daily activities. Ninawati et al (2021) stated that "we have now entered the era of revolution 4.0 which is closely related to digitalization, so that all aspects of life are related to digital tools". The use of technology as a learning medium in the world of education can be used as a means and source of student learning, the existence of technology can create students armed with the ability to master the field of technology.

Tafonao (2018) explains that "learning media has an important role in supporting the quality of the teaching and learning process". So that the use of learning media is needed to attract students' attention, so that the learning process becomes fun.

The success of the learning process is influenced by several things, one of which is motivation. The learning process will not work optimally without motivation in students. Surharni & Purwanti (2018) states that "to achieve optimal learning outcomes, teachers are required to be creative in generating student learning motivation". Thus a teacher must be able to foster student learning motivation so that the learning process becomes meaningful.

The lack of creativity created by the teacher in the use of learning media will make students feel bored and bored and not focus. This effect on decreasing the level of student learning motivation. Therefore, teachers need to develop innovations in creating interesting and usable learning media and adapted to the situation and student learning needs.

An alternative solution that can be done to overcome these problems is by developing learning media in the form of PowerPoint using the iSpring suite 9 software. iSpring suite 9 is a tool that is integrated with Microsoft PowerPoint, the resulting files can be published and converted into HTML 5 form and can be run on operating devices. android system (Dasmo et al., 2020). The development of PowerPoint media using ispring suite 9 is in the form of interactive quizzes, learning designs are packaged in the form of games and the results of published files can be converted into android applications. Because some students are allowed to bring cell phones to contact their parents asking for a pick-up when they come home from school, with a note that when studying the cellphone is entrusted to the teacher, this is specifically for students who are constrained by the distance of their house is far from school, so researchers use Android to be used as a learning medium at school.

Based on previous research conducted by Monica Jualianti and Arwin (2021) with the title Development of Android-Based Learning Media Using Powerpoint ispring Suite 9 in Thematic Learning for Grade IV Elementary School. The results of this study indicate that the android-based learning media that was developed obtained an average level of validity with a valid category of 86.42%, the results of the validation of the practicality of teachers with a percentage of 100% with a very practical category and the practicality of students with a percentage of 94.87 % very practical category.

Based on the description above, the author conducted research entitled "Development of Learning Media Android Applications Using iSpring Suite 9 To Improve Student Learning Motivation". The purpose of this research is to develop learning media for android applications using iSpring suite 9 to increase students' learning motivation.

RESEARCH METHODOLOGY

The type of research used is development research. Sugiyono (2015) states that research and development methods or in English Research and Development are research methods that produce certain products or improve existing products and test the effectiveness of these products.

Research and development aim to produce products (Ariyanti et al., 2020) while according to Sugiyono (2015) says to be able to produce certain products that are used for needs analysis research and to test the effectiveness of the product so that it can function in the wider community, research is needed to test the effectiveness of the product.

The model used as a reference in developing the media is the ADDIE development model with procedures including the analysis stage, design stage, development stage, implementation stage, and evaluation stage (Julianti & Arwin, 2021).

The subjects in this study were all fourth-grade students of SDN Cikalong 1 Majalengka City, totaling 20 students. Research on the development of learning media for android applications using ispring suite 9 was carried out at SDN Cikalong.

The data collection instrument in this study used a questionnaire, the questionnaire used will be distributed to validators consisting of material experts and media experts. To assess and measure the level of validity of the developed media and provide suggestions or input to researchers related to the media, teacher response questionnaires and student response questionnaires were distributed to determine the level of feasibility and practicality of the media.

The data analysis technique in this development research uses qualitative data and quantitative data. Qualitative data is obtained from the results of material and media expert responses in the form of suggestions and input which will later be used as a reference as material for further product improvement. The media validity analysis and media experts were obtained from PGSD lecturers at the University of Majalengka with the criteria for having completed S2, as well as practitioners, namely fourth-grade teachers and school principals with minimum S2 criteria.

RESULT AND DISCUSSION

The development of this learning media is in the form of an android application which contains thematic material on theme 1, the beauty of togetherness, sub-theme 2, togetherness in the diversity of class IV, which has been validated by material experts and media experts. This product has also been tested on students and teachers. Here's the display of the Android application media product:

Figure 1. Front view of the android application

Figure 2. Learning options

Figure 3. Learning menu display

Figure 5. Material Display
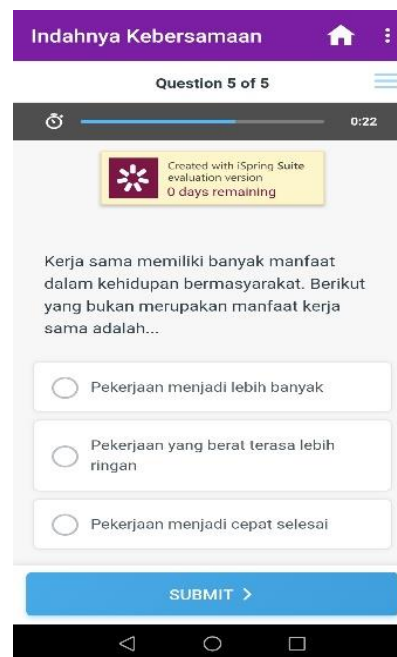

Figure 4. Display of Basic Competencies

Figure 6. Display of quiz contents

The results of the assessment of the android application media obtained an average percentage of 87.05% for the "Valid" category of validity with the feasibility included in "Very Eligible", after validating the product, then an assessment of the teacher's response was carried out by the principal of SDN Cikalong 1 and class IV teachers. SDN Cikalong 1, the average

value obtained from the teacher's assessment is 91.25% with the practicality category "Very Practical", then a limited trial is carried out to test the feasibility of the media to grade IV students, totaling 20 students. The results obtained are 92.12% in the "Very Good" category. Thus the android application media is proven to attract students' attention and interest in learning and is suitable for use as a learning medium.

Based on the results of the acquisition of quizzes or questions to test motivation after using the android application learning media, the overall average score of students was 93%, meaning that this learning media can make students enthusiastic about learning and increase student learning motivation. 13 of them got a perfect score with an answer score of 100 and 7 of them got a score of 80. The average cause of error in the answers lies in item number 4 regarding the name of the traditional Bakiak game area.

The learning media product that was developed contains material on theme 1, the beauty of togetherness, and sub-theme 2, togetherness in diversity, for fourth-grade students. The development of learning media using iSpring Suite 9 is packaged into a game so that the display of the subject matter can attract students' interest and attention during the learning process. In the procedure in this development, the researcher refers to the ADDIE model, which is the model developed by Robert Marie (Wulandari, 2020). The ADDIE stages include Analysis, Design, Development, Implementation, and Evaluation, this model is included in the procedural concept and is often used in the development stage in education such as in developing learning models, teaching materials, and learning media.

At the analysis stage, the researcher analyzes the needs related to the media needed in schools and conducts material analysis which includes competency standards, basic competencies, indicators, and learning objectives, so that researchers can adjust the media and learning materials in schools.

In the design stage, the researcher collects various types of backgrounds and backgrounds. The background source that the researcher took is Pinterest while the source for the background is youtube. After the background and background are collected, the researcher begins to proceed to the stage of reviewing the quiz questions for the evaluation section, the quizzes made in the application are adjusted to the material and learning objectives, then start designing the media.

In the development or development stage, the researcher conducts expert validation to material experts and media experts regarding the product being developed, suggestions and input from experts can be used as a reference for improving the product, so that the product developed can be even better.

In the implementation phase, the researcher conducted trials with students and teachers in schools related to media development to determine the feasibility of learning media in schools, the researchers distributed questionnaires to students to assess the media and distributed questionnaires to teachers to determine the teacher's response to the developed media.

The evaluation stage, evaluates the product by reviewing the results of assessments from experts, test results, and teacher responses. The results of the evaluation will determine the level of feasibility and practicality of the media. This is in line with the results of research by Maurisa & Rahayu (2021), and Larasati et all (2022) that the development of learning media for android applications using Ispring Suite 9 is feasible to be implemented in the learning process in elementary schools.

CONCLUSION

Based on the results of the development and discussion, it can be concluded that the process of developing learning media for android applications

using iSpring suite 9 using the ADDIE (Analysis, Design, Development, Implementation, and Evaluation) model, the results of which were validated by material and media experts, obtained an 87.05% level of validity "Valid" and the practicality value of 91.25% is very practical and the test results of 20 students get a percentage of 92.12% and the motivation test is 93% meaning that the use of android application media increases student learning motivation and can be used as a learning medium in schools.

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