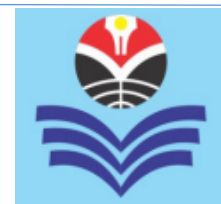




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Use of Digital Learning Media Based on Learning in P2MB Implementation

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ABSTRACT

This article discusses digital-based learning for early childhood. This study aims to provide learning knowledge to teachers regarding how to create digital-based learning media, especially e-learning on the web, namely learning apps. This type of research is a descriptive qualitative research with PAUD teacher Nurul Iman as respondents. Based on the research, researchers found that teachers can be creative in making learning media through learning apps with various themes. Current digital developments make it easier for humans to carry out various activities. Learning using learning apps can add experience and insight for teachers. As well as making it easier for teachers to give assignments to children that can be used anywhere and anytime, children can reuse them when they want to learn while playing.

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1. INTRODUCTION

The Sustainable Community Empowerment Program (P2MB) is one of the MBKM - Mandiri programs developed at the university level, especially at the Indonesian University of Education. With that, this program aims to provide opportunities for students to gain learning experience through service learning programs for the community so that they can develop leadership and 21st century skills, namely critical thinking, creativity, communication and collaboration. Apart from that, activities at P2MB are designed to accommodate the Ministry's three MBKM programs, namely the Village Development Program (Thematic KKN), Humanitarian Program and National Defense Program. Which has particular benefits for students in achieving Graduate Learning Outcomes (CPL) through off-campus activities. And the P2MB program can be used as a means to train leadership skills, and students can apply the knowledge they have collaboratively with the village government and community elements to develop the village.

Currently, the world of education is experiencing changes, one of which is how media is used in the learning process. Media is a tool that is believed to be able to support the learning process so that learning objectives are achieved well. The use of media as a learning tool for alpha generation students is one of the keys to successful learning because the alpha generation is a generation that is closely related to technology (Mitia Arizka Wardani et al., 2021). Digital technology is really needed, especially in the use of media in the learning process. Media is an important aspect that supports teachers to provide knowledge and knowledge through more creative and innovative teaching media tools.

The use of media is a link that can lead to better student understanding, especially learning material that is abstract and requires illustrations so that student understanding can be clear, especially if the material is presented to lower grade students (Adawiyah et al., 2022). The use of learning media should be mandatory for a teacher. Because with the existence of learning media, it is hoped that students will become more enthusiastic about the ongoing learning. Not only that, learning media can strengthen teaching and learning activities that are more enjoyable (Ratnawati & Werdiningsih, 2020). In this way, reciprocity between teachers and students runs consistently. There are often many types of learning media depending on the teacher's creativity in making them. If it feels burdensome to a teacher, the teacher can buy it or make learning media from used items that are no longer used. One of them is interactive learning media (Meidawati, 2019). Interactive learning media is a digital service (multimedia) that can be utilized by teachers for students by presenting interesting learning content containing text, moving images, games, video, audio and others (Ratnawati & Werdiningsih, 2020).

Through the Sustainable Community Empowerment Program (P2MB) at PAUD Nurul Iman, P2MB students have the opportunity to share knowledge in introducing, creating and using digital-based interactive learning media, one of which is LearningApps. LearningApps is a website that can be used by teachers, students, and even the general public for various fun and educational activities. Apart from that, LearningApps can also be adjusted to suit the user's creativity and the needs of the learning material to be delivered. The system from LearningApps is easy to use and has a simple menu. There are templates available on LearningApps. If you really want to be creative or make different materials, you can easily make your own (Firmansyah, 2020). Basically, LearningApps comes from abroad so you will often find German and English. But there is no need to worry that the English used is quite simple because the target of this website is young students from preschool, kindergarten and elementary school levels (Liwis et al., 2017).

Based on the statement above, the use of learning media plays an important role for students in understanding and absorbing the material presented by the teacher. Thus, observations are needed to describe the extent to which teachers know about the use of LearningApps as an interactive learning medium at the PAUD level in stimulating aspects of early childhood development.

2. METHODS

The activities carried out are in the form of community service regarding the introduction, creation and use of digital-based interactive learning media using LearningApps for PAUD teachers using descriptive qualitative methods. The aim of this activity is to help teachers at PAUD Nurul Iman in creating new innovations in the field of learning media via the web which can be accessed anywhere, anytime and is free of charge. Apart from that, to make the teaching and learning atmosphere more varied and attract children's interest. This program was implemented at PAUD Nurul Iman, Karangmulya Village, Plumbon District, Cirebon Regency with a target of 5 PAUD teachers. The process of implementing this program consists of several steps which include: Preparation, Implementation and Evaluation stages.

Before implementation, to find out the existing problems, the first thing that must be done is a discussion with the school and all teachers. The results of the discussion obtained were the use of technology-based learning media by utilizing applications or also through the Learning Apps website as a forum for learning and assignments so that they can be delivered well to children at home online and at school offline through direct supervision by the teacher. Starting with making RPPM and RPPH first according to the theme that will be made. In terms of use, not many teachers know the usefulness and uses of the application, so there is a need for assistance in carrying out learning activities using the Learning Apps application.

The following are the program stages:



FIGURE 1.

2.1 Preparation phase

When the activity is to be carried out, of course there are several things that must be prepared in advance, namely:

- a. Coordinating with the school regarding plans for implementing the Sustainable Community Empowerment Program (P2MB) with the theme of building villages in the education sector in educating teachers in creating interactive learning media packaged through the Learning Apps application for children aged 4-6 years at PAUD Nurul Iman Karangmulya.
- b. Make permits with the school and P2MB field supervisors regarding implementation planning.
- c. Collecting data with appropriate case studies to determine what needs to be improved at PAUD Nurul Iman, especially in terms of interactive learning media
- d. Prepare equipment for program implementation.
- e. Conduct outreach to schools regarding the implementation schedule for the introduction, creation and use of learning media using the Learning Apps application.

2.2 Implementation Stage

This stage is the stage of using the Learning Apps application as an interactive learning medium. In this activity, educators are taught how to learn using the Learning Apps application to make learning simpler and able to be used practically because it can be adjusted to suit needs.

- Introducing the Learning Apps application/web.site as the main core in arranging or planning learning for children aged 4-6 years.
- Introduce several other features such as matching pictures, counting, arranging words, and so on.
- Teaching how to access and create several templates in the Learning Apps feature so that each teacher is able to be creative and innovate according to their creativity.
- Then the educators are given instructions first to develop the digital learning concept that will be created.
- After the concept design is complete, the teacher enters learning materials in the form of images or text into the Learning Apps application which has been designed and created based on learning themes and sub-themes in accordance with the RPPM and RPPH.
- This activity is carried out only once in the Nurul Iman PAUD teacher's room. This activity was carried out from the introduction of Web LearningApps first by one of the UPI Purwakarta Campus students who was implementing P2MB at PAUD Nurul Iman.

2.3 Evaluation Stage

At this evaluation stage, it was carried out by looking at the ability of the teachers at PAUD Nurul Iman to what extent they understood the use of the LearningApps application for digital-based interactive learning media. Meanwhile, the final report of this activity explains how the activities were implemented and the results of activities that have been carried out in the field.

3. RESULTS AND DISCUSSION

3.1 Learningapps introduction process

Based on the results of observations using LearningApps media with teachers at PAUD Nurul Iman which was carried out on May 5 2023. It can be seen that the teachers there were very enthusiastic about learning using the interactive learningapps media. Because this website provides various kinds of learning methods that can be adapted to the needs of teachers in e-learning, especially in web form it provides a more real understanding because in terms of content and existing media it can facilitate understanding for students and students at PAUD Nurul Iman.

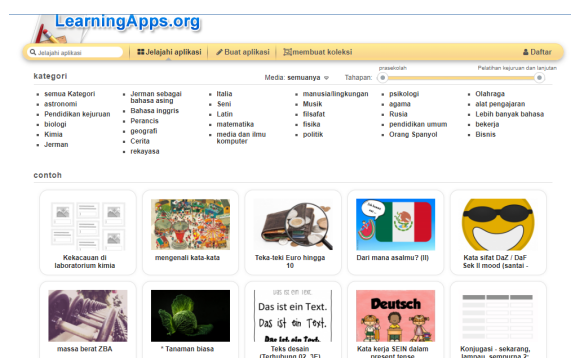


FIGURE 1. LearningApps view

3.2 Learningapps introduction process

In the first experiment, 1 teacher tried to access the link <https://LearningApps.org/> to see how the LearningApps website looked. On this website, users can choose a template according to the learning needs that will be delivered to early childhood students and students that have been provided on the website without having to create it first.

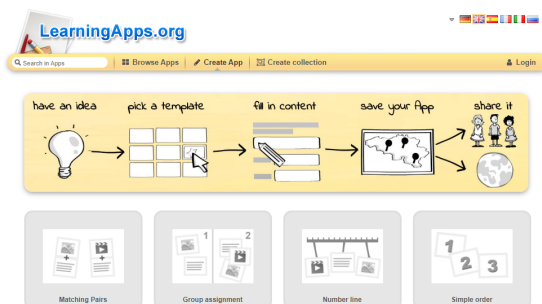


FIGURE 2. Theme Selection Display

In the second experiment, the teacher was directed to fill in the material according to the theme in the template that had been chosen. First, fill in the title of the learning media, second, write command sentences or instructions. Third, choose a background image for the display of learning media. Furthermore, it is adjusted to the teacher's creativity.

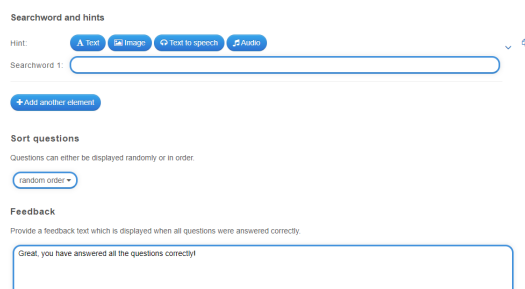


FIGURE 3. Learning Media Creation Display



FIGURE 4. Display of the results of creating learning media according to the theme

Based on activities that have been carried out regarding the introduction, creation and use of LearningApps for teachers at PAUD Nurul Iman. There were several obstacles found during this activity. Like being hampered by a slow network. ICT capabilities are limited and teachers' understanding of how to operate digital devices is not yet optimal and the availability of digital devices is also inadequate.

From the teacher's statement, LearningApps makes it easy for teachers to provide learning media that is based on thought processes as well as fun and comfort which allows children to actively explore technology. Teachers can re-implement the programs that have been carried

out in creating learningApps for children. and the teacher's enthusiasm is very high, the teacher has a high enough interest in learning to complete creating several types of mediausing LearningApps. It is not surprising that LearningApps can be applied or implemented in PAUD. As an interactive learning media and also a support for improving students' learning. Teachers need to provide learning media, so that learning takes place there is interaction between the teacher and students. Then, the existence of learning media creates an active and fun class atmosphere.

The learning process using interactive media has characteristics. According to (Sutirman, 2013; Septiyani et al., 2021) the use of interactive media LearningApps makes it easier for teachers to deliver material. Apart from that, the learning process by utilizing media provides a learning transformation that is appropriate to current conditions. The innovations implemented by teachers provide an enjoyable learning process for students. The advantage of learning media according to (Rusman, 2012: Septiyani et al., 2021) is that it allows users to study material anywhere and at any time independently.

Thus, learning by utilizing media as a means of delivering learning material provides practical solutions that are in accordance with the conditions of 21st century learning which prioritizes technology as a tool.

4. CONCLUSION

It can be concluded that teachers can be creative in creating learning media through LearningApps with various themes. And PAUD teacher Nurul Iman can optimize interactive digital-based learning media to support the learning process, namely the introduction, creation and use of LearningApps digital media through the Sustainable Community Empowerment Program (P2MB). In addition, an interactive educational environment encourages children to explore, be creative, and develop interest in learning. As well as making it easier for teachers to carry out a series of activities to produce innovative learning media to provide new knowledge and skills about the use of technology. So that teachers can create a fun digital learning environment for young children at PAUD Nurul Iman.

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