HISTORY LEARNING BASED ON WORDWALL APPLICATIONS TO IMPROVE STUDENT LEARNING RESULTS CLASS X IPS IN MA AS'ADIYAH KETAPANG

I Wayan Mertha[1], Mahfud[2]
Universitas 17 Agustus 1945 Banyuwangi
Email: mahfud@untag-banyuwangi.ac.id

ABSTRACT

The development of historical learning evaluation instruments is a development in the form of questions in Class X with the subject of History of Hindu-Buddhist influences in Indonesia, the sub-subject of learning Acculturation of Local Culture and Hindu-Buddhist which is validated by the validator before being tested on students. Testing questions to students was carried out using an evaluation tool in the form of a wordwall web application to improve student learning outcomes for class X social studies at MA As'adiyah Ketapang. The purpose of this research and development is to (1) measure the validity of the evaluation instrument for history learning based on the wordwall web application in class X IPS MA As'adiyah Ketapang students, (2) find out the increase in learning outcomes before and after using the wordwall web application-based learning evaluation instrument. , (3) knowing the student's response to the attractiveness of the wordwall web application-based learning evaluation tool. This type of research is Research and Development (RnD) with the ADDIE model consisting of Analysis, Design, Development, Implementation and Evaluation. The results showed that the learning evaluation instrument was feasible to use based on the assessment of material experts, it was obtained a score of 76% in the fairly good category, design experts, which amounted to 98% in the very good category, and history teachers, namely 81.3% in the good category. The results of the response to attractiveness in the trial showed an average result of 90% and in the field trial there was an increase in learning outcomes with the results of the N-Gain trial with results of 44% in the high category, 50% in the medium category and 18.6% in the low category.

Keywords*: History learning, Wordwall Web Application, Student Learning*.

1. INTRODUCTION

Humans cannot be separated from education. Education is very important for the life of every human being. Education is an effort to foster and develop the human personality, both spiritually and physically. According to Law no. 20 of 2003 concerning the National Education System in Article 1 it is stated that education is a conscious and planned effort to create a learning atmosphere and learning process so that students actively develop their potential to have religious spiritual strength, self-control, personality, intelligence, noble character, and good skills. needed by himself, society, nation and state.

Good education can be realized through a quality learning process. Quality learning must be carried out in all subjects including History Subjects. According to Sapriya (2009: 26) suggests that historical learning is a study that explains about humans in the past with all aspects of human activities such as politics, law, military, social, religious, creativity (such as those related to art, music, Islamic architecture), scientific and intellectual.

The learning process always involves various activities that need to be carried out by students to obtain good learning outcomes. Opportunities to carry out activities and gain learning outcomes will be determined by the approaches, media, models and methods that have been applied by teachers and students in the learning process.

Based on the results of observations made at MA As'adiyah Ketapang, it shows that there are problems related to learning history, namely (1)The ineffectiveness of the evaluation tools that have been used, in learning history students tend to work on questions in the LKS. (2) These

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limitations make students feel bored and make students interested in history lessons and the learning outcomes are relatively low; (3) Teachers have not used innovative evaluation tools, because teachers do not use technology so they still use print media, namely paper.

In response to this, alternative tools or instruments are needed that can improve student learning outcomes in history lessons. The development of science and technology (Science of Technology) which makes educators required to use media or innovative evaluation tools, one of which can use educational games. Like the opinion of Hamdayama (2016: 68) who said that the development of science and technology (science of technology and communication) should be used properly and correctly, one of which is used as a support in the learning process such as the use of games (games).

*Wordwall web application*can be used to create educational game learning evaluation tools such as quizzes, matchmaking, pairing, anagrams, word randomization, word search, grouping, and so on..Besides users can use it for online learning for daily tests and assignments, this media can also be used for offline evaluation.Some of the other advantages of wordwall are that it is free for basic options with a choice of several templates. As stated by Umayah (2021), namely:This application provides 18 templates that can be accessed for free and users can change activity templates from one activity to another easily.In addition, games that have been made can be sent directly via whatsapp, google classroom, or others via the link. The way of making it is very easy and playing it is also very easy and fun so that students can learn while playing.

In the results of Ainun Nuzula Ar-Rahmah's research (2021) entitled Development of Educational Game-Based Learning Evaluation Using the Wordwall.Net Platform for Class V Students of SDIT Al-Mishbah Sumobito Jombang which was developed is valid and very practical and suitable for use by teachers and students in the learning process .

Based on this explanation, the developer is interested in developing a history learning media entitled "History Learning Based on Wordwall Web Applications to Improve Learning Outcomes of Class X Social Studies Students at MA As'adiyah Ketapang, Banyuwangi Regency".

Based on the description of the background of the problem, several formulations of the problem can be drawn, namely:

1. How is the general condition of the school and studentsMA As'adiyah Ketapang at the time ofIndonesian History lesson?
2. How is the development of an evaluation instrument for learning history based on a wordwall web application to get a decent final product based on expert judgment and development trials?
3. How is the effect of using an evaluation instrument for history learning based on a wordwall web application on the learning outcomes of class X students? MA As'adiyah Ketapangin history?

2.RESEARCH METHOD

Researchers used research and development (R&D). The development model chosen by the researcher is using the ADDIE model (Analysis, Design, Development, Implementation, Evaluation) as a guide step in developing a product in the form of an evaluation tool for history learning based on a wordwall web application. Development research is an activity that produces a product or perfects a product and then examines the feasibility of the product.

The product trial is intended to collect data that is used as a basis for determining the resulting evaluation tool product. The data obtained from the trials are used to improve and refine the media produced. By testing the quality of the resulting product, it has really been tested empirically.

2.1. Test Design

The trial design was pretested manually and after being given treatment using an evaluation tool, students could do a posttest. Furthermore, the researchers distributed questionnaires to teachers and students as user validation of the evaluation tool. The results of the questionnaire will later be used as a reference for revisions at the final stage.

2.2. Test Subject

The subjects of this experiment were students of class X at MA As'adiyah Ketapang, which consisted of 16 students, 4 male students and 12 female students. Researchers chose this subject for the following reasons: (1) low student learning outcomes; (2) students are less motivated in the learning process; (3) teachers do not use various IT media in the learning process.

2.3. Type of Data

The type of data used by type in this study is qualitative data

2.4. Data Collection Instrument

The instruments used to collect data in this study were observation sheets and questionnaires.

2.5. Data analysis technique

Product Feasibility Analysis

The data resulting from the distribution of the questionnaire for the product feasibility test (product validation) will be analyzed using descriptive statistical analysis techniques. The analysis referred to by descriptive statistical techniques is that researchers describe the acquisition of data about the characteristics of each variable. Then the results of the analysis are used to revise the learning media products developed by the researchers. The researcher explained the results of product development in the form of an evaluation instrument for history learning based on a wordwall web application, testing the feasibility of the product to be implemented in a lesson in Indonesian History subjects. The following is the formula used to determine the feasibility of the product:

$$P = \frac{x}{\Sigma\text{xi}} \times 100\%$$

Information:

P = Searched score

X   = Total number of respondents' answers in all points

Σxi   = The total number of ideal values in points

100   = Constant Number

While the criteria for assessing the feasibility of the learning evaluation instrument product use the value principle as follows (Sudjana, 1990: 118):

Table 3.4 Product Eligibility Criteria

Percentage (%)	Product Eligibility Criteria
90-100	Very good, no revision needed
80-90	Ok, no revision needed
70-79	Good enough, no revision needed
60-69	Not good, need revision
<60	Not very good, all need revision

Test Analysis to Improve Learning Outcomes

The data that has been obtained from the results of the scores on the pretest and posttest can be calculated on average to compare the results between the scores before after applying the learning evaluation test using the wordwall web application. Data analysis of improving student learning outcomes in cognitive aspects can be carried out using a gain test using the following formula:

$$\text{N} - \text{gain} = \frac{Spost - Spre}{\text{Smaks} - \text{Spre}}$$

Information :

S post = Post-test score

S Pre = Pre-test Score

   S Max = Ideal Maximum Score

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After obtaining the results of N-gain, then it can be categorized or classified as follows:

Table 3.5 Category score N – gain

No.	Score	Classification
1.	N-gain > 0.70	Tall
2.	0.30 < N-gain < 0.70	Currently
3.	N-gain < 0.30	Low

(Source: Hake, 1999 in Rahmah (2021:58))

If the total product feasibility score is exactly 70, then the media developed is suitable for use in the learning process at school.

3. RESULTS AND DISCUSSION

3.1. Condition of Class X Students

Conditions of Class X Social Studies Students During History Learning

In this study, one class was used for research, namely class X IPS. Class X Social Sciences consists of 16 students, there are 4 male students and 12 female students. On average, the students here are very far from home to school, so they stay at the Salafiyah Syafiiyah Islamic Boarding School in Ketapang.

In the classroom there are general equipment including school inventory items. Various items in the classroom can come from purchases from the school, gifts from agencies outside the school, or from voluntary donations from parents or students.including:

1) Bench (student bench and teacher bench);
2) Desks (student desks and teacher desks);
3) Whiteboard;
4) Whiteboard Stationery (white board markers, ink and eraser);
5) President and Vice President Photo Frames;
6) Hygiene equipment
7) Class Displays (flower vases, paintings, picket schedules, etc.).

School learning has now started face-to-face (Offline). During face-to-face learning, the teacher explains to students using the lecture and question and answer method while the media used are also only blackboards and books. To evaluate student learning outcomes, educators provide questions or assignments that are already available in the LKS book, and during daily tests the educator gives question sheets for students to work on. So that it makes some students sleepy in class, talk to their friends and lack enthusiasm in participating in the evaluation of history learning.

3.2. Description of Research & Development Results

This research is research and development (Research and Development). According to Borg and Gall (1998) stated that "educational research and development (R&D) is a process used to develop and validate educational production". This means that educational research and development is a process or method used to validate and develop products (Sugiyono, 2019: 394).

Based on this explanation, the researchers tried to develop a learning evaluation instrument based on a wordwall web application for class X MA As'adiyah Ketapang, Banyuwangi Regency.

The research steps that researchers use is to use the ADDIE research method. The steps carried out include: stages of Analysis (Analysis), Design (Design), Develop (Development), Implementation (Implementation) and Evaluation (Evaluation).

The research begins with the Analysis stage. The purpose of this stage is to collect information that can be used as material for making products, in this case the resulting product is a learning evaluation instrument based on a wordwall web application. This information collection is in the form of needs analysis and curriculum analysis. The needs analysis of this wordwall-based evaluation instrument was carried out using a needs analysis questionnaire involving History teachers at the universityMA As'adiyah Ketapangand 16 students of class X IPS. The result of the analysis of the needs of teachers and students is that it requires an interesting and fun evaluation instrument. While the curriculum analysis was obtained from the observations, namely using the 2013 curriculum and for the syllabus and lesson plans it was adjusted to the curriculum.

Next is Design (Design). The purpose of this stage is to design the product to be developed. The development of an evaluation instrument based on a wordwall web application displays items based on IT and the type of design used is the type of quiz. What is needed in this development is a stable internet connection. The appearance on the website has been determined by the wordwall website, so researchers do not need to make the initial design of the website. Researchers can set the theme, time, randomization of questions, and also the leaderboard on the questions.

The next stage that researchers do is Develop (Development). The purpose of this stage is to produce a revised evaluation instrument based on input from material experts, design experts and history teachers. From the material expert validation test, the results obtained a score of 76% with a fairly good category and no need for revision. The design expert's assessment is 98% in the very good category and does not need revision. The validation by the history teacher is 81.3% with a good category and does not need revision. However, revisions are still made if there are inputs or suggestions in order to get better results.

From the validation assessment, it can be concluded that the expert's assessment has been feasible, and the research can be carried out to the next stage.

The next step is the implementation stage, namely the trial conducted in April 2022 inMA As'adiyah Ketapang, Banyuwangi Regency. The trial was conducted on 16 students of class X Social Sciences. At this stage, the results of user responses by students were 96% with a very good category. Based on the results of the assessment, it can be concluded that the students of class X showed a positive response to the developed learning evaluation instrument.

Improving learning outcomes is done by calculating the N-Gain value from the results of the pretest and posttest. In class X IPS there is an increase in learning outcomes with the results of the N-Gain trial with the results of 44% in the high category, 50% in the medium category and 18.6% in the low category. The average N-gain test result is 0.6 in the medium category.

Based on the results of the research, it can be concluded that the learning evaluation instrument based on the wordwall web application that has been developed is feasible to use based on the assessment of experts and this evaluation instrument has a positive effect and can improve the learning outcomes of students of class X IPS MA As'adiyah Ketapang, Banyuwangi Regency.

4. CONCLUSION

Based on the research that has been done, it can be concluded that:

1. An Evaluation Instrument Based on a Web Wordwall Application for class X IPS MA As'adiyah Ketapang Banyuwangi district can be developed using the ADDIE (Analysis, Design, Development, Implementation, Evaluation) model. The steps taken include: (1) Analysis consisting of an analysis of the needs of students and teachers and an analysis of the curriculum; (2) Design is the stage of designing the product to be developed in the form of

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questions and designs; (3) Development consists of validation of material experts, media experts and history teachers; (4) Implementation consists of validating user responses by students and testing student learning outcomes using evaluation instruments based on wordwall web applications; (5) Evaluation is the stage of evaluating the product from beginning to end.

2. Quality of Evaluation Instruments developed based on assessments by material experts, design experts, and history teachers. In the assessment of the material expert, it got a score of 76% (Quite good), the feasibility assessment by the media expert got a score of 98% (Very good) and the feasibility assessment by the history teacher 81.3% (Good). Based on this assessment, the learning evaluation instrument based on the wordwall web application developed has met the quality criteria of a good evaluation instrument and is suitable for use in learning Indonesian History on the Acculturation of Local Culture and Hindu-Buddhist materials.

3. The evaluation instrument developed has a positive effect on cognitive learning outcomes for students of class X IPS MA As'adiyah Ketapangkaten Banyuwangi, which is evidenced by a good response with a score of 96% (Very Good) and an increase in student learning outcomes using the results of the N-Gain trial with a result of 44% in the high category, 50% in the medium category and 18.6% in the low category. The average N-gain test result is 0.6 in the medium category.

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