

The Effect of ClassPoint Learning Media as Interactive and Fun Learning

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Abstract

The era of the industrial revolution, which was all technological, made all aspects continue to innovate so that they remained optimal, especially in the world of education. The current educational challenge is that there is still a lack of more interactive learning media using ICT, so that educators or teachers must be more extra in mastering technology in the manufacture and development of learning media. This study aims to develop learning media using classpoints that are easier on learning materials taught by each educator. With the same explanation as the previous ppt media with this feature there are many things to develop, especially in questions that the teacher can directly make on slides with various types of answers. The research model used applies ADDIE (Analysis, Design, Development, Implementation, and Evaluation) with a quantitative descriptive approach using interviews and questionnaires. A total of 36 students were the subjects in this study. With the results of the study showing that students answered above the range > 60% to 100%, it means that students agree to strongly agree that classpoint learning media is fun and interactive and easy to use.

Keywords: *Classpoint Application, Students, Learning Media, Interactive, Fun*

INTRODUCTION

The world of education is currently growing so as to create various designs to improve quality and quantity with various media by utilizing existing technology. The learning process demanded by the independent curriculum in the 21st century is a learner-centered learning process with four skill concepts or 4C concepts consisting of critical thinking, creativity, collaboration, and communication. (Erna., etc, 2018). As a characteristic of the era of globalization, science and technology are developing very fast and are increasingly sophisticated, with an increasingly broad role, teachers who have character are needed. A nation whose people are not ready will almost certainly fall due to the enormity of natural changes and the rapid progress of science and technology itself. Learning is done to improve human resources so that humans can behave according to the norms in society (Darim, 2020; Sumarsono et al., 2019)

To be able to play a meaningful role in the era of globalization in the 21st century, every citizen is required to have the ability to answer the demands of the times. 21st century learning is a learning transition in which the developed curriculum guides schools to change the learning approach from teacher-centered to student-centered, whose meaning is centered on student development. This is in accordance with the demands of the future where students must have thinking and learning skills. These skills include problem solving skills, critical thinking, collaboration, and communication skills. (kemdikbud.go.id) so there is a need for continuous innovation by utilizing technology, in this case using powerpoint using the classpoint feature, in which the media has been updated more completely and is more engrossed in interactive learning. Several previous studies have revealed that the feasibility of developing interactive

quiz variety learning media products can increase student learning interest. This can be proven by the questionnaire of students' interest in the learning media that was developed (Safira, 2022). Other research also reveals that interactive quiz learning media is included in the very good category, so it is very feasible to be developed and taught to students. (Syaputra, 2021).

Many learning media are made using various applications that require teachers to have an understanding and skills of Information and Communication Technology (ICT). By understanding ICT, it can make it easier for teachers to create various media, such as: Making learning videos from Kinemaster, Filmora, and so on. And also make interactive learning media from Microsoft PowerPoint integrated with Classpoint. (Andika Putra, 2023) various efforts have been made to improve education so that it is more effective and efficient in developing learning strategies that are continuously being carried out, one of which is with innovations for more active learning so that learning is more optimal. In this case the use of classpoint learning media. Using classpoint, teaching and learning activities can be more interactive and fun. Teachers can directly ask questions on the presentation slides with various types of answers. Interestingly, student answers can be stored in the application. Not only questions about subject matter that can be conveyed, but reflections to ice breaking can also be done on the application (Wuri Elsawati, 2022). This form of application certainly makes it easier for teachers to make the evaluation process more interesting and interactive (Rosi et al., 2022).

RESEARCH METHODS

This research uses descriptive quantitative research to analyze students' views on the use of Classpoint as an interactive learning medium applying ADDIE (Analysis, Design, Development, Implementation, and Evaluation) to determine the development of the media used, including the quality and effectiveness of the learning media used. The quality and effectiveness of the media were tested by means of validation using a Likert scale. The data was tested using an instrument consisting of 15 questions spread across aspects of learning media, interactive and fun.

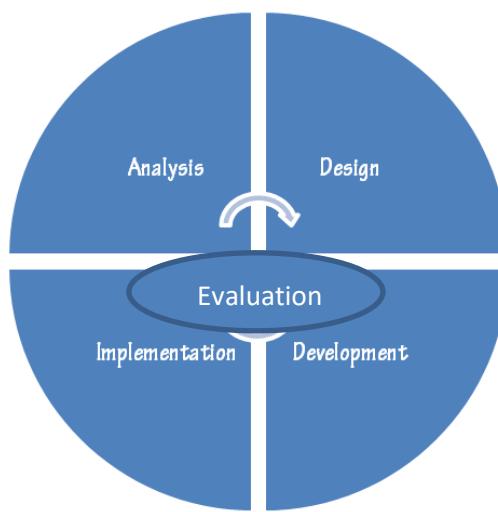


Figure 1. ADDIE method

In Figure 1 above the method of analysis, in this case the ability of students or students, both assignments, and their needs, then the next stage is objective design, making learning formats and activities in the next stage of learning development by making the development of the teaching materials used. Then enter the next stage, namely the implementation of training on the use of media, observing any changes that occur in learning media using classpoint, and the next stage, namely evaluating knowledge, behavior and results obtained by using classpoint media. Assessments that will be given by students about the media used are interactive and fun by giving assessments with weights according to table 1.

Table 1. Likert Scale Instrument

No	Scale	Score
1	Strongly agree (SS)	5
2	Agree (S)	4
3	Neither agree (KS)	3
4	Disagree (TS)	2
5	Strongly disagree (STS)	1

Sumber : (Sugiyono, 2018)

RESULTS AND DISCUSSION

Results

Learning media that continues to be developed by innovating is a new invention where the appearance is so complete and the use is very easy and creates a more interactive and fun learning atmosphere. The initial appearance if we open power point then at the top there is the writing Inknoe ClassPoint. As in picture 2

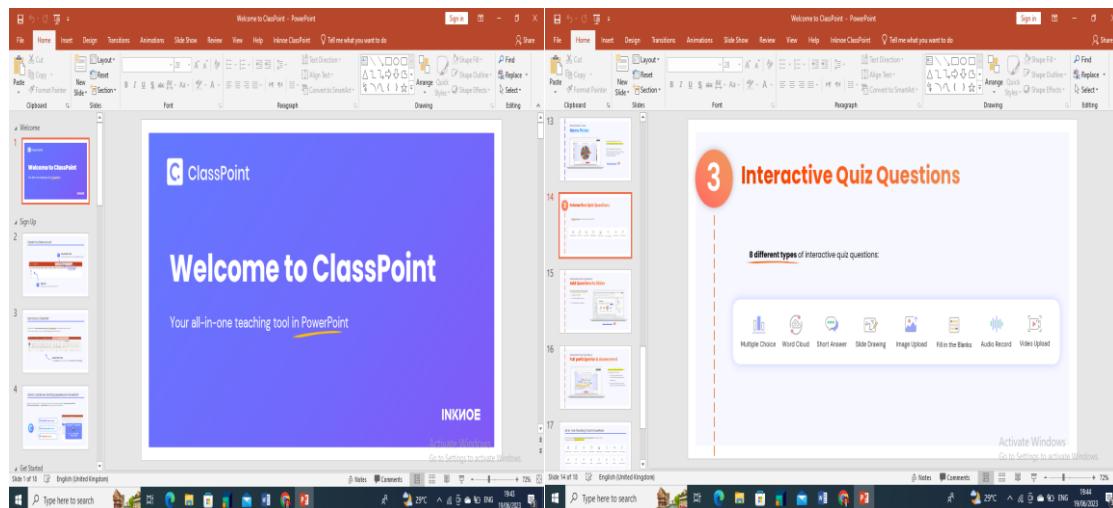


Figure 2. Classpoint display

In Figure 2, the classpoint display is the same as PowerPoint, it's just that there are additional features in PowerPoint as an innovation in learning media where we download the application by searching for classpoint on Google search, then we select or type it for free through the site <https://id.classpoint.io/> and will automatically be installed on the ppt that we

have. This means that it is no longer difficult to use Classpoint because they are used to presenting material using the PowerPoint application.

Discussion

Research that has been done by giving a questionnaire to 36 respondents in this case class X TKJ students gave positive results. with these questions as many as 15 questions that are interactive and fun as learning media.

Table 2. Gender

Characteristics of Respondents (Class X SMK Students)		Amount	Percentage
Gender	Male	16	44
	Female	20	56

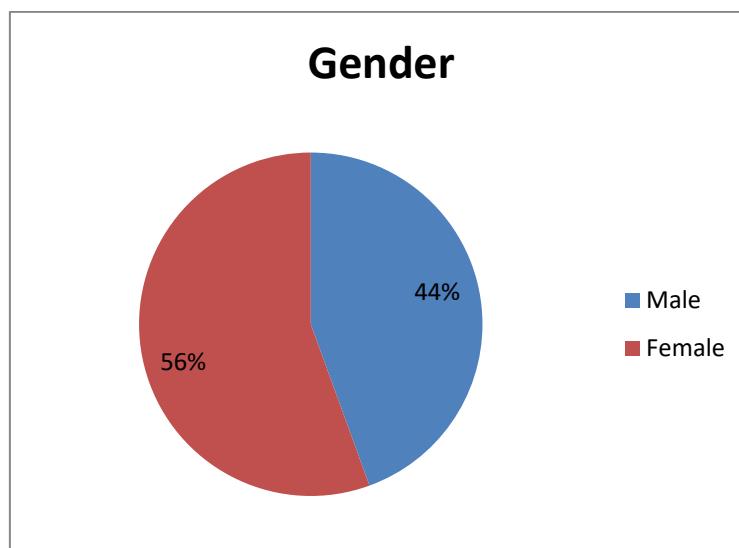


Figure 3. Gender

Based on table 2 and figure 3 for the characteristics of the research subjects used, namely students/I class X TKJ with data obtained as many as 16 female students and 20 male students with a percentage of 56% female and 44% male.

$$\text{Percentage of Respondents} = \frac{\text{The number of respondents' answers}}{\text{Total score}} \times 100\%$$

No	Percentage Intervals	Criteria
1	75%-100%	Strongly agree
2	60%-79%	Agree
3	40%-59%	Neither agree
4	20%-39%	Disagree
5	0%-19%	Strongly disagree

(Sumber: Kurniawan 2021)

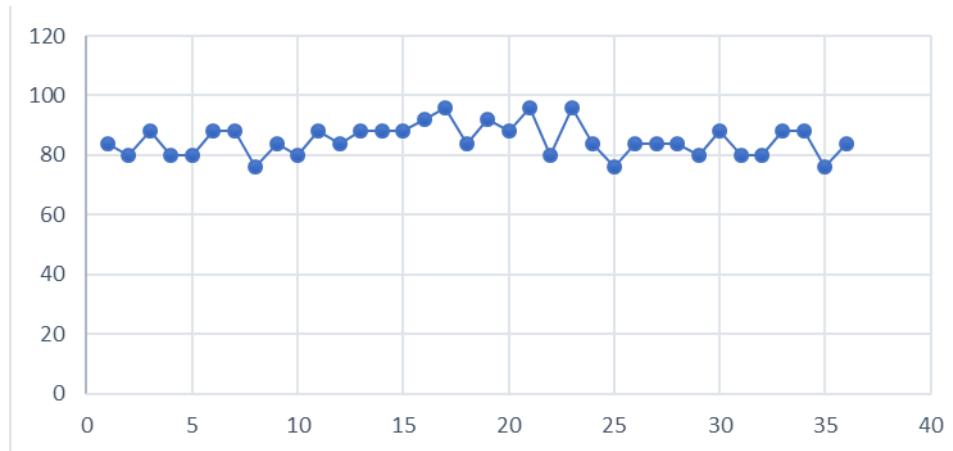


Figure 4. Respondent Percentage Graph for Learning Media

Based on Figure 4, of the 36 respondents who answered the questionnaire with the percentage above $> 75\%$, which means they strongly agree with the use of learning media using classpoint in teaching and learning activities, with 3 respondents answering the lowest percentage of 76%, namely respondents 8, 25 and 35. So This media is very suitable for use in learning.

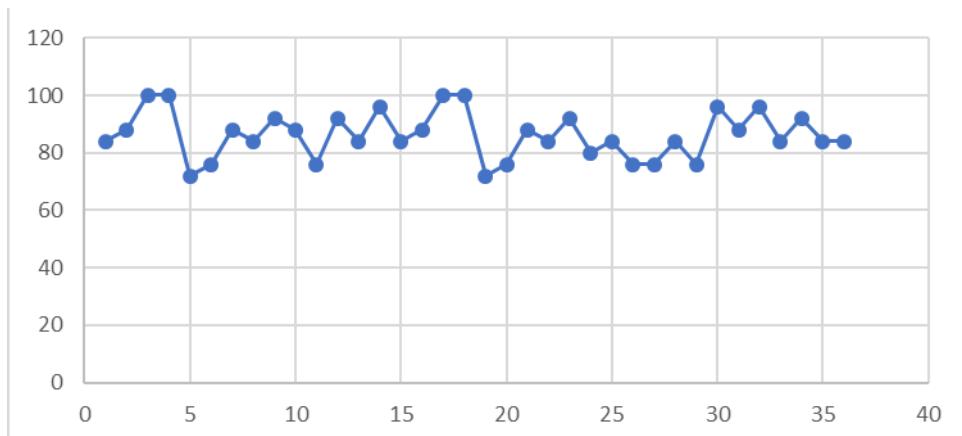


Figure 5. Graph of Percentage of Respondents For Fun

Based on figure 5, it can be seen for the graph in classpoint percentage as a fun medium in learning that of the 36 respondents who answered the questionnaire with the percentage above $> 60\%$, which means that respondents with answers agree to strongly agree with the use of learning media using classpoint in teaching and learning activities with media which is very fun and enjoyable in the learning process which is carried out with students being able to directly discuss, answer quizzes and ice breaking activities can also be carried out.

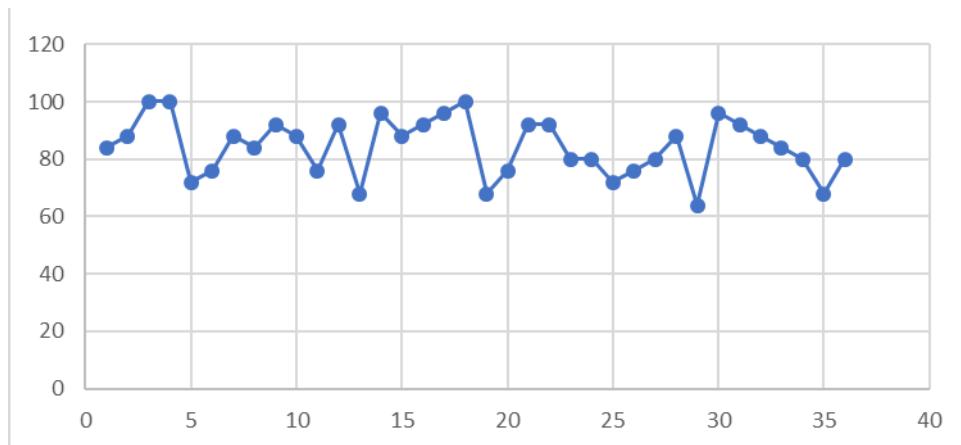


Figure 6. Graph of Percentage of Respondents for Interactive

Based on figure 6 it can be seen for the graph in classpoint percentage as an interactive medium in learning that out of 36 respondents with a total of 16 male respondents and 20 female respondents who were conducted in class X TKJ answered a questionnaire with a percentage above $> 60\%$, which means respondents with answers agree to strongly agree the use of learning media using classpoint in teaching and learning activities with very interactive media in the learning process carried out with students directly discussing, answering quizzes and ice breaking activities can also be carried out.

CONCLUSION

In the research that has been done on the use of classpoint learning media as a fun and interactive medium with another advantage is that classpoint presentation media has features that allow students to ask questions and answers with a variety of interesting views, including the form of multiple choices, word cloud, short answer, slide drawing, image upload and whiteboard background, from the percentage obtained by respondents the answer is above the range $> 60\%$, meaning that the answers agree to strongly agree students if learning uses classpoint.

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