

International Journal of Students Education



Page 293-301

ISSN 2988-1765

Vol 3 No 1 2024

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IMPROVING STUDENTS' LEARNING OUTCOMES AND MEMORY IN CITIZENSHIP LEARNING WITH THE ROLE PLAYING LEARNING MODEL

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Abstract

This study aims to determine the improvement of learning outcomes and students' memory through the application of the Role Playing learning model. Education is very important for students, with education students are able to master knowledge and skills that will be useful in society. Then the second is to see how effective this Role Playing Learning Model is when applied in teaching and learning activities. The data sources in this study come from journals with appropriate research topics and have been published. The author searches for articles contained in online journals and searches through Google Scholar. The author took 13 appropriate journals and analyzed them to describe the core of the selected literature in order to conclude whether the Role Playing method is able to improve students' learning outcomes and memory or not. The research method used in this article is a systematic literature review, where the author traces published articles related to the title or topic of research that the researcher has determined. The author has traced 13 articles and it can be seen that this Role Playing Learning Model can improve learning outcomes and students' memory.

Keywords : Citizenship, learning models, role playing, learning outcomes

Introduction

Education is a process where humans gain knowledge or teaching, even experience through the teaching and learning process. Education can be obtained anywhere, both formal and non-formal institutions. The process of transferring knowledge through education can also be done by anyone, not necessarily between teachers and students. Through this education, someone will have the provisions to be able to solve and resolve problems in their lives. Education is very important for students, with education students are able to master knowledge and skills that will be useful in society. Students are expected to be able to apply their knowledge and skills in the future to build the nation, so that students are not left behind by science and technology which are currently developing rapidly according to the demands of the times. (Ernani, 2016). Education is never far from the word learning. Learning is a process where someone who initially did not know becomes knowledgeable. This learning process is very dependent on how teachers provide learning to their students. Sukardjo and Ukim Komaruddin (2009) stated that there are several factors that influence student learning outcomes, including: (1) teacher factors, (2) learning materials and media, (3) learning objectives, (4) teaching methods, (5) instruments. From this opinion, the teaching method is also one of the determinants of success in learning. Unfortunately, there are still many teachers who do not understand the various teaching methods that can be applied in their classes, so that teachers often only use conventional methods of repeated lectures that make the class feel monotonous and less enjoyable. Moreover, in learning Citizenship which almost entirely only contains theory.

This is a mandatory homework for teachers so that students are more interested in citizenship lessons. Civics lessons are often boring subjects for students so that many students are sleepy and unfocused when this subject is taking place, this makes civics lessons feel less effective because after the lesson is finished, many students immediately forget the material they have just learned. Failure in the teaching and learning process can be caused

by educators who feel monotonous when teaching so that students feel bored when they are in class, and not infrequently there are students who fall asleep and do not listen to the material being delivered by the educator. In fact, student participation in learning activities is very important because learning is a two-way process of knowledge transformation between teachers and students. With two-way learning, the learning atmosphere in the classroom becomes more lively and the material digested by students can be maximized. Participation is a strength that society has that can overcome problems including overcoming learning problems in the field of education. There are many learning models that can be applied by educators so that the classroom atmosphere they bring is more enjoyable and does not make their students feel bored, one model that can be applied is the Role Playing learning model. (Rachman & Fitra, 2020).

Research Methodology

This study uses the Systematic Literature Review research type. Systematic Literature Review is a research method to understand a large collection of information through various sources. Lusiana and Suryani (in Nisvu, et al., 2023) explain that the systematic Literature Review is a research methodology that aims to collect and evaluate research related to the focus of the topic being studied. This type of research aims to identify, conduct studies, conduct evaluations, and interpret all research related to the topic of phenomena with questions that are the focus of the research (Hariyati in Nisvu, et al., 2023). The data sources in this study come from journals with appropriate research topics and have been published. The author searches for articles contained in online journals and searches through Google Scholar. The author took 13 appropriate journals and analyzed them to describe the core of the selected literature in order to conclude whether the Role Playing method is able to improve students' learning outcomes and memory or not.

Result & Discussion

Based on the results of the researcher's search of 13 published national journals regarding the role playing learning model on student learning outcomes, the conclusions can be seen in table 1 as follows.

Table 1. Document Review

Writer	Title	Research methods	Findings
T Heru Nurgiansyah et al., (2021)	Role Playing in Pancasila and Citizenship Education Learning	Qualitative Descriptive	The advantages of this learning model are: (1) students are in control of learning/dominant, (2) the material obtained is easy to remember because students are directly involved in it, (3) it is able to attract students' interest in learning, student participation, student motivation, and increase understanding of the contents of the material. However, this model has disadvantages, including: (1) it requires a long time to simulate the material and can even be more than 1 meeting, (2) it places great importance on students' creativity and high reasoning skills so that some students become down and do not want to be involved in learning, (3) not all subjects and not all subjects can use this learning model.
Mulya Yusnarti., et al	The Influence of Role	Experiment	Based on the research that has

(2021)	Playing Learning Model on Elementary School Students' Learning Outcomes		been conducted on the influence of the Role Playing Learning Model on the learning achievement of students of SD Negeri 01 Dompu in the 2020/2021 Academic Year, after being analyzed, the following conclusions can be drawn: 1) There is a significant influence on student learning outcomes in the use of the Role Playing Learning Model on learning outcomes, 2) With the results of the t-test, the t-count value was obtained at 10.181 and the t-table value was 1.677 with a significant figure of 0.05, which means that the Role Playing learning model has an effect on learning outcomes so that the hypothesis is accepted.
Agus Yulianto., et al (2020)	The Influence of Role Playing Models on Students' Self-Confidence in Junior High School Mathematics Learning	Quantitative Experiments	The results of the study showed a difference in student self-confidence between the experimental class that was given the Role Playing Learning Model treatment and the control class that did not receive treatment. From the results of the questionnaire distributed to students, it showed an increase in self-confidence in learning. This is evidenced by students' confidence in their abilities which is shown by an optimistic attitude and no hesitation in doing something. These results indicate that the Role Playing model has an effect on students' self-confidence in carrying out learning.
The Last Supper (2018)	Improving Civic Education Learning by Applying the Role Playing Method for Class II Students of SDN 003 Bangkinang City	Qualitative Classroom Approach Research (PTK)	Based on the data, research results, and discussions on efforts made to improve students' civics learning outcomes using the Role Playing method, the following conclusions can be drawn: 1. The form of the plan is carried out based on field studies/initial reflections

			<p>and in accordance with the learning steps of the Role Playing method. In addition, planning media and tools that are in accordance with the material so that students can be motivated when learning.</p> <ol style="list-style-type: none"> 2. Civics learning using the Role Playing method is student-centered learning, so it can develop students' affective and psychomotor skills. 3. Civics learning using the Role Playing method can improve the learning outcomes of class II students of SDN 003 Bangkinang City. This can be seen from the average value obtained in cycle I, which was 65.3% and increased in cycle II to 84.3%. This is evidence of the implementation of research conducted at SDN 003 Bangkinang City.
Sutria Aminah Kasanah., et al (2019)	The Effectiveness of Role Playing Learning Model Assisted by Multiply Cards Media on Student Learning Outcomes	Quantitative Experiments	Based on research data, students who participate in learning using the Role Playing learning model assisted by Multiply Cards media become more enthusiastic in participating in the learning process because it is interspersed with games so that students who participate in learning using the Role Playing learning model assisted by Multiply Cards have higher learning outcomes compared to when using conventional learning models.
Mulya Yusnarti., et al (2021)	The Influence of Role Playing Learning Model on Elementary School Students' Learning Outcomes	Experiment	Based on the research that has been conducted on the influence of the Role Playing Learning Model on the learning achievement of students of SD Negeri 01 Dompu in the 2020/2021 Academic Year, after being analyzed, the following

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Agus Yulianto., et al (2020)	The Influence of Role Playing Models on Students' Self-Confidence in Junior High School Mathematics Learning	Quantitative Experiments	<p>The results of the study showed a difference in student self-confidence between the experimental class that was given the Role Playing Learning Model treatment and the control class that did not receive treatment. From the results of the questionnaire distributed to students, it showed an increase in self-confidence in learning. This is evidenced by students' confidence in their abilities which is shown by an optimistic attitude and no hesitation in doing something. These results indicate that the Role Playing model has an effect on students' self-confidence in carrying out learning.</p>
The Last Supper (2018)	Improving Civic Education Learning by Applying the Role Playing Method for Class II Students of SDN 003 Bangkinang City	Qualitative Classroom Approach Research (PTK)	<p>Based on the data, research results, and discussions on efforts made to improve students' civics learning outcomes using the Role Playing method, the following conclusions can be drawn:</p> <p>4. The form of the plan is carried out based on field studies/initial reflections and in accordance with the learning steps of the Role Playing method. In addition, planning media and tools that are in accordance with the material so that students can be motivated when</p>

			<p>learning.</p> <p>5. Civics learning using the Role Playing method is student-centered learning, so it can develop students' affective and psychomotor skills.</p> <p>6. Civics learning using the Role Playing method can improve the learning outcomes of class II students of SDN 003 Bangkinang City. This can be seen from the average value obtained in cycle I, which was 65.3% and increased in cycle II to 84.3%. This is evidence of the implementation of research conducted at SDN 003 Bangkinang City.</p>
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Agus Yulianto., et al (2020)	The Influence of Role Playing Models on Students' Self-Confidence in Junior High School Mathematics Learning	Quantitative Experiments	The results of the study showed a difference in student self-confidence between the experimental class that was given the Role Playing Learning Model treatment and the control class that did not receive treatment. From the results of the questionnaire distributed to students, it showed an increase in self-confidence in learning. This is evidenced by students' confidence in their abilities which is shown by an optimistic attitude and no hesitation in doing something. These results indicate that the Role Playing model has an effect on students' self-confidence in carrying out learning.
Nike Amelia Agustin., et al (2022)	Analysis of the Use of Role Playing Learning Methods in Improving Learning Outcomes of Grade V in Elementary Schools	Systematic Literature Review	Based on the results of the study, it can be concluded that the use of the Role Playing method can be applied in class V with different main materials such as drama, interviews, and main materials of stories. In addition, the Role Playing method used in learning Indonesian can be said to have been completed through two cycles in each study. Therefore, it can also be concluded that the application of the Role Playing method can improve learning outcomes that are able to make students achieve the maximum completion value that has been determined by each school.
The Last Airbender (2020)	Integration of Role Playing Learning Model with Multimedia in Improving Students' Social Participation Skills	Quasi-experimental method with a quantitative approach	Based on the results of data analysis, it shows that the average gain value between the experimental class and the control class is different, this

			indicates the influence of the application of the integration of the Role Playing model with multimedia in learning. So the hypothesis can be accepted that there is a difference in social participation skills between students who receive learning using the integration of the Multimedia Role Playing learning model and students who receive conventional lecture learning.
Nisvu Nanda Saputra., et al (2023)	Role Play Game Based Learning Media	Qualitative and Quantitative Methods with the ADDIE approach (Analysis, Design, Development, Implementation, Evaluation)	RPG-based learning media is valid based on the validation results by experts. Media experts obtained a score of 4.62 with the criteria of "very good". While the validation of material experts obtained a score of 4.62 with the criteria of "very good". The validation results carried out by mathematics education experts obtained a score of 4.12 with the criteria of "good". RPG-based learning media is declared practical based on the assessment results by students and teachers. The results of the practicality that has been carried out by students in limited tests obtained a value of 3.22 with the criteria of "good", while the results of the practicality that has been carried out by students in large class tests obtained a value of 3.19 with the criteria of "good". The results of the practicality that has been carried out by teachers in wider scale tests also obtained a value of 4.55 with the criteria of "very good"

Role Playing model is a learning model that was initiated to produce students who participate directly. This model is one of many interactive learning models. This model is usually used in Indonesian language subjects because art Role Playing means playing a role. Role playing is played more in drama material. However, the update of this article shows that this Role Playing learning model can be used in Civic Education subjects which of course are adjusted to the teaching materials. The use of learning models and media can penetrate space and time which means that flexibility and flexibility in learning activities can be optimal (Nurgiansyah, 2019). The Role Playing Model is a model that in its application is able to make students active, independent, make students have a pleasant personality, and is able to create good cooperation between teachers or other students (Maisuardi, 2021). So, it can

be concluded that the Role Playing learning model is a learning model where students play the role of someone else and try to be as similar as possible to the person they are playing. The Role Playing learning model can also be used in various subjects, and is suitable for application in various levels of education.

Conclusion

Based on the results of the study using the Systematic Literature Review method, it can be concluded that the role playing learning model can improve students' learning outcomes and memory in citizenship subjects. So, it can be concluded that the Role Playing learning model is a learning model where students play the role of someone else and try to be as similar as possible to the person they are playing. The Role Playing learning model can also be used in various subjects, and is suitable for application in various levels of education.

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