



## STRENGTHENING CITIZENSHIP EDUCATION LEARNING THROUGH DIGITALIZATION OF LEARNING MEDIA

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### Abstract

The digitalization of learning media in the world of education is increasingly visible. The goal this research is to analyze the strengthening of citizenship education learning. Through digitalization media learning. This study use method study literature review, with use analysis data which nature inductive. Results study show that digitalization media learning as a strengthening in education citizenship done between other: empowering himself as citizen which independent, active, critical, and responsible for participate in a way effective and efficient in various activity public, political and government on all levels (regional and national); understand how citizens carry out role, right, and not quite enough answers penalty for participate in life public on all levels (area and national): understand, live it, and apply mark-mark kindness character, democracy, right basic man, and nationalism in life social, hang and state. With thus implications from results study this innovation learning in education citizenship very needed as wrong one effort strengthen and reach competence citizenship, as well as as downstream development science education citizenship which can adapt with development and need learning in era digitalization media learning.

**Keywords :** Education Citizenship, Media Learning, Media Digital

### Introduction

Education plays an important role in making the nation's life more intelligent, therefore every individual involved in education is required to play a maximum role in order to improve the quality of education in Indonesia (Umiarso, 2011: 25). To overcome the problem This requires learning media that can create classroom conditions that are conducive able to develop the attitudes, knowledge, character and skills of students. As the theory put forward in the learning process there are three domains, namely cognitive, affective and psychomotor. (Suprijono, 2009). The world of education certainly uses learning media which is a channel or a bridge from the learning message delivered by the resource person to the message recipient (Sullipani Sulkopani, et al: 2019), Humans often use media in their daily lives. public, which especially lots used in process activity study teach. The existence of media that is used for make it easier delivery information, so that information which delivered by the information provider can be well received by the information recipient media is a tool that conveys or delivers learning messages. Learning media includes physical tools that are used to convey content. teaching materials consisting of books, tape recorders, cassettes, rideo cameras, video recorders, film, slide (picture photo frame, images, graphics, television, and computer (Hasnida, 2014: 24). The use of digital-based learning can of course be applied to various sciences. education, which in the learning process requires the role of a teacher or educators who support the digital-based learning process to run smoothly according to learning objectives. The Indonesian government has implemented various policies to press distribution virus corona wrong the only one social distancing, physical distancing, even restrictions social scale large (PSBB). Policy the impact on various field specifically education in Indonesia. Efforts to improve the quality of education during the current pandemic cannot be separated from the

process of improving and updating the learning media used throughout the process learning. The function of media in learning has a very important role. The role media in learning activities is to achieve the effectiveness and efficiency of goals learning. Usage media learning in process learning between other: arouse new desires and interests; increase motivation and stimulation learning activities, and can influence the psychology of students.

The use of learning media that are oriented towards learning will greatly increase vitality process learning, and on moment which the same transfer information and content learning. In addition to inspiring student motivation and interest, learning media can also help student improve understanding they, display data in a way interesting and reliable. Media is an intermediary for delivering messages from the sender to the recipient (Arsyad, 2011; Sadirman, et. al, 2014). Opinion from for expert to imply matter which the same, namely media is anything that can be used to send all messages from sender to recipient so that can stimulate mind, feeling, attention students, interest and attention, so that the learning process can take place. The definition of learning media is a combination of materials and tools or a combination of efaury and burdare (Sadiman, et. al, 2014:4). Miftah (2013) has the opinion that learning media is anything (can be in the form of tools, materials, or conditions) used as communication intermediaries in activities. learning. According to camp and dayton in his book Azhar Arsyad (2011: 9) state that media learning can fulfil. three function main if media That used. For individuals, groups, or large groups of listeners, namely (a) motivating mine action; (b) convey information, and (c) giving instructions. Spiritual (2019:9) own opinion related fangsi media learner between other: convey information in process study teach, complete and enrich information in activity study teach, push motivation study, add variation in presentation material; add to cart understanding real about a knowledge; allows students to choose learning activities according to their abilities, talents and his interests; easy to digest and long-lasting in absorbing messages (the information is very imprint and not easily forgotten). Media learning give interest participant educate in understand material learning for develop knowledge which has owned by him. According to camp and Dayton (1998) put forward several research results that point to positive impacts of the use of learning media in class is as follows: delivery of lessons becomes more standard; learning can be more interesting; learning becomes more interactive, time learning can be shorter; the quality of learning outcomes can be improved if there is integration inside it; learning can given any time and wherepur, can increase attitude positive participant educate; role teacher can changed toward which more positive. Learning media is a teaching aid that influences the learning climate, learning conditions, and learning environments that are conditioned and developed by teachers, Meanwhile, more specifically, the benefits of learning media according to Rohani (2019: 22) are: (a) The delivery of learning material can be uniform; (b) With the help of the media learning, different interpretations between teachers can be avoided and can reduce the occurrence of information gaps between students wherever they are; (c) Learning process become clearer and more interesting. Media can display information through sound, images, movement and color, both naturally and manipulated, thus helping teachers to create a learning atmosphere that is more lively, not monotonous and not boring; (d) The learning process becomes more interactive. With media, two-way communication will occur. direction in a way active, while without media teachers tend to talk one way.

Digitalization of learning media can also be developed in educational learning. Learning Citizenship education provides insight life social public, nation and state. In Indonesia Education Citizenship is an effort to improve the abilities of participants educate to internalize, understand and be able to implement the values of Pancasila as a basis for behavior in social, national and state life, then will be born a citizen who has responsibility and can also be relied upon. Challenge in development technology and information on era modern this no limit teachers in developing learning media, it is precisely with this development that teachers can easily provide learning materials and carry out assessments. and also measurement of participant creativity educate. Civic education as a curricular program is a vehicle/vehicle that will lead individual citizens to achieve the goal of becoming Indonesian people who own flavor nationality and love land water. In general macro- national education citizenship is one component of education to realize the commitment nation and have Indonesian citizenship. To develop the three components of citizenship education, various types of methods, media and learning techniques. The ability to use various method, media and technique learning will influential to success study student, good success in cognitive land, affective, and psychomotor. With thus this study analyze how is it strengthening learning education citizenship through digitalization media learning, which can continuous with the achievement of learning objectives, learning indicators, and in a way comprehensive towards the increase education competency citizenship.

## Research Methodology

The method used is the literature review method. The literature review method is a research method that is carried out by collecting, reading, understanding, analyzing, evaluating, comparing, and describing sources or

references that are relevant to the research topic. The results are then concluded in narrative form. Literature reviews can make it easier for readers to get sources or references without having to read many journals or articles. Literature review is a systematic, explicit and reproducible method for identifying, evaluating and synthesizing research works and ideas produced by researchers and practitioners.

## Result & Discussion

In general animation is a process turn on/move object dead or in other words, an object is given encouragement, strength, spirit and emotion to become life or only impressive life. Animation can interpreted as picture which load objects that appear to be alive, caused by the collection of images changing regularly and alternately displayed (Munir, 2017:179). Basically, animation is a collection of objects which moved in such a way in a certain order. Animation is an audio-visual medium with elements of movement and sound that can be used as a teaching aid. The ability of animation to control space and time can condition students to roam anywhere, even if limited by space class (Uno & Lamatenggo, 2011:135). Multimedia animation can help students in understand material learning which given and capable increase experience learners learning. Animation is a harmonious collaboration between art and technology. (Kusumawati, 2016). According to Dutreuve, et. al (2008) animation is defined as a series of changing images. with fast which displayed on screen computer which represent illusion movement. According to Lee, et. al (2017) animation learning is picture move which used for facilitate learning. Animation is a sequence of frames that when played with sufficient speed can present moving images smoothly like a film or video. Media animation containing gathering picture Which processed such that appearance so that produce movement And equipped with audio so that impressive life as well as keep learning messages (Purnama, 2013:81). Animation is an audio-visual media that provides a display in the form of moving images that allow. to show phenomenon abstract becomes visible.

The medical use of animation has benefits, advantages and disadvantages in the process. its use. Benefit animation in media according to Munir (2017:180) is: showing objects with ideas (e.g. the effect of gravity on an object); explaining difficult concepts (e.g. absorption of food into the bloodstream or how electrons move to produce electric current); explaining abstract concepts into concrete (for example explain voltage anus back and forth come back with help. animation graphic sine moving); clearly shows a step. procedural (e.g. how to paint) an equilateral triangle with the help of a compass); indicates a dangerous object if done in a way directly (eg. see the process of volcanic eruption). The advantage of using animated media in learning is that it is easy for students to accept. various levels of society and can persist in being in our minds in term time which very long (Kusumawati, 2016). Profit other is film animation able to enrich the experience and competence of students in various teaching materials (Harrison and Hummel, 2010:21-22). Bogies and disclose Hit (2008:43) The advantage of using animated media is that it can increase interest, understanding, and group work skills. Another opinion by Agina (2003:1-4) explains The advantages of using animated media in learning activities can increase quality of the learning process and outcomes. Kamilah (2020) revealed the advantages of animated media is able to attract the attention of students, make students feel enthusiastic, the process stimulation and stimulation which is effective. Cartoon is depiction in form painting or caricature about person, idea or situations designed to influence public opinion. although there are a number of cartoons that serve to make people smile, just like cartoons that published in newspapers (Sudjana & Rival, 2010), Darmawan, et. al (2006:1) stated that cartoon is processing material silent become picture move which more interesting, interactive, and no drab for all person. Cartoon beneficial for activity learning because can explain order contents in order logical and contain meaning easy, interesting, and fast read by students.

## Conclusion

Strengthening civic education by promoting, warak, character, attitude or daily habits that reflect good citizens, for example attitudes religious, tolerant, honest, fair, democratic, value difference, honor law, honor right person other, own spirit nationality which strong, own flavor solidarity social, and etc, can in a way real life in public. Recommendation study this is digitalization media learning in the era pandemic, can strengthen achievement of citizenship education competencies, namely by aligning concrete visualization forms in learning. So that it can develop the power imagination child.

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