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IMPLEMENTATION OF INTERACTIVE LEARNING MEDIA ON CITIZENSHIP EDUCATION LEARNING MOTIVATION IN THE DIGITAL ERA

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Abstract

This study aims to determine how students' learning motivation is in the subject of Citizenship Education. This study uses a literature review method or library study by searching for relevant research results from several previous journals such as from the Google Scholar indexer, Sinta, Basicedu, and so on. Data collection techniques in this study include collecting library data, reading, and recording and processing research materials. The results of this study indicate that implementing Interactive Learning Media in Citizenship Education subjects in the digital era can increase the motivation and enthusiasm for learning of students both at elementary and secondary school levels. In addition, the use of Interactive Learning Media makes learning easier for both teachers and students. The use of Interactive Learning Media helps teachers to create creative learning videos so that students do not get bored quickly and find it easier to understand the material presented.

Keywords : Interactive, motivation, Citizenship Education

Introduction

One of the most important and primary things in life is education. Education is an effort to create and develop a person's resources that deal with various problems due to increasing age and development of the times. Education has an important role in human life in various aspects. The purpose of education itself is to prepare humans to solve problems that exist in life in the present and in the future, and aims to improve existing social conditions (Faiz & Kurniawaty, 2022; Safitri et al., 2018; Sari et al., 2018 in Cahyaningsih et al., 2023). According to Pristiwanti, et al., (2022) Education is everything that affects the growth, change and condition of every human being. The changes that occur are everything related to the development of the potential of students, both in terms of knowledge and skills. Learning and teaching are interrelated with education. Learning is a process for someone to get a change in behavior, from previously not knowing to knowing. Learning is a teaching and learning activity carried out by a group of people, namely educators and students where there are several components in it such as learning objectives, learning media, learning methods, etc. According to Bararah (2022), the characteristics of a learning system are that there are a number of components, namely: objectives, teaching materials/materials, teaching methods, media, evaluation, students and teachers. In the learning process, teachers must have the ability to create a pleasant atmosphere, so that students do not feel bored and tired quickly. In addition, teachers must also be able to attract students' attention so that they are interested in what is being learned. Given the great responsibility borne by a teacher, a teacher must realize that he or she as an educator who is a field worker who directly carries out education and as the spearhead of educational success (Wulandari, et al., 2023). Hamalik (in Wahyuningtyas & Sulasmono, 2020) said that the use of teaching media in the learning process can arouse new desires and interests, arouse motivation and stimulation of learning activities, and even bring psychological influences to students. Derek Rowntree (in Wahyuningtyas & Sulasmono, 2020) explained that learning media functions to arouse learning motivation, repeat what has been learned, provide learning stimuli, activate student

responses, provide immediate feedback and encourage appropriate practice. So it can be concluded that learning media functions as an intermediary between teachers and students in the process of transferring knowledge so that students can more easily understand the material presented.

In today's modern digital era, one of the characteristics of competence is the rapid advancement of *society* 5.0 technology, which requires readiness to respond to every change that exists, especially in the field of education. Education can continue along with the rapid changes in technology and utilize technology as a modern means to improve the learning process. The use of this technology is expected to change the mindset of learning from teacher-centered to student-centered. In addition, technological developments also affect the use of interactive learning media (Salsabila, 2024). Interactive learning media is a multimedia device that allows teachers to convey messages and information to students. Active two-way communication occurs between multimedia and users (students) with the aim of facilitating the learning process. In the implementation of learning, one of the important subjects to learn is Civics. Civics is a formal lesson in the form of past history, socio-cultural developments, technological developments, social life procedures , and state regulations (Dewi, et al., 2022). In other words, civics learning studies community life and how to interact with people in the environment. Sari, et al (2020) said that Civic Education is an effort to equip students with basic knowledge and skills regarding the relationship between citizens and the state that is relied on by the nation and state. Based on Law No. 20 of 2003 article 37 paragraph 1 "Civic Education (PKn) is intended to shape students into humans who have a sense of nationality and love for the homeland". Civic education is very necessary to be given to all students, especially in elementary schools to equip students with the ability to think logically, analytically, systematically, critically, and creatively, as well as the ability to socialize. These abilities are needed so that students are able to develop their ability to obtain and manage information in dealing with a problem. By implementing interactive learning media in Civic Education learning, it is expected to raise students' motivation and enthusiasm for learning in the classroom so that it can improve student learning outcomes, especially in Civic Education learning. Something similar was said by Saida, et al. (2019), Interactive learning media can foster students' learning motivation from interactive or reciprocal activities from the media accessed. Interactive multimedia can attract students to be motivated to learn and have good learning habits, so that learning outcomes will improve.

Research Methodology

This study uses a literature review method or library study by searching for relevant research results from several previous journals such as from the Google Scholar indexer, Sinta, Basicedu, and so on. Thus, the information obtained from this library study can be used as a reference to support existing opinions. As stated by Febrita & Harni (2020) that the information obtained from the library study is used as a reference to strengthen previously existing arguments. The data used in this study is secondary data because the methodology used is a literature study. According to Febrita & Harni (2020) Secondary data is data obtained by the author to support primary data. However, because this study is a literature study, secondary data is the type of data that is prioritized (Febrita & Harni, 2020). The purpose of this new study is to examine how the implementation of interactive learning media can increase student learning motivation, especially in Civic Education subjects. Because this study did not conduct field research, the data collection technique in this study was only in the form of collecting library data, reading, and recording and processing research materials.

Result & Discussion

Based on the search results for published journals that are relevant to the problems discussed, the conclusions drawn can be seen in table 1 as follows:

Table 1. Review Documents

Writer	Title	Research methods	findings
The Last Supper (2024)	Implementation of Canva Application in Supporting Learning Interactive Citizenship Education Subjects for Students Junior High School 6 Semarang	Qualitative & descriptive research	The implementation of Canva-based interactive learning media at SMPN 6 Semarang has a positive impact on students, including students being able to understand the material easily, students being more enthusiastic about learning, giving students... express themselves as freely as possible, and can train students to be confident in presenting materials through learning media.

			The positive impact on students is in line with the journal made by Tri Wulandari and Adam M that "the learning process in schools by utilizing learning media will have a positive impact on students, both in terms of the learning process, student motivation and providing a good influence in terms of student psychology". Not only does it have a positive impact on students but it also has a positive impact on class VIII PKN teachers because it makes it easier for PKN teachers to deliver learning materials.
Mu'afifah, et al., (2024)	Development of Flipbook-Based Digital Comic Media in Civics Subjects to Increase Learning Motivation of Grade V MI/SD Students	R&D Method (Research & Development)	The research conducted using the R&D (Research and Development) method and the ADDIE learning design model resulted in significant media validity in the Civics subject for Class V at MINU Waru 1. Before using the media, student motivation was 53% in the "low" category, but after using the media it was ranked "high" with the category increasing to 76%, which indicates execution.
Princess & Marlina (2021)	Use Of Home-Based Learning Media E-Learning In Improving Learning Motivation Ppkn Class Xi Tkj Students	Qualitative & descriptive research	The use of E-Learning-based Home Learning media in increasing the motivation to learn civics for class XI TKJ students at SMK Negeri 1 Kragilan. Students are greatly helped in finding learning resources and understanding learning materials. E-Learning-based Home Learning media is very easy to access and its media features are varied so that students do not get bored in learning. Teachers can make creative learning videos according to the material presented, creative video displays that can be watched repeatedly are what teachers emphasize to students so that students will be easily motivated in learning.
Salsabila, et al., (2023)	The Influence of Wordwall Media on Students' Learning Motivation in Pancasila and Citizenship Education Subjects	quantitative	The results of the analysis test indicate that students show a very good response to learning motivation when using wordwall media. This result is in line with the results of the hypothesis test, which shows that the t-value of 7.847 is greater than 2.042, and with an R square value of 67.2%, which means that wordwall media has an effect on students' learning motivation in the Pancasila and Citizenship Education subjects.

Nurhidayati, et al., (2024)	The Influence of Learning Media Digital in Improving Learning Motivation in Educational Subjects Pancasila and Citizenship (PPKn) at SMP Negeri 12 Madiun City	Qualitative descriptive	Based on the results of the research analysis at SMP Negeri 12 Kota Madiun, it can be seen that digital learning has a significant effect on students' learning motivation. This result can be understood because, with Digital Learning, students are more enthusiastic and pay attention to the ongoing learning process. Through the delivery of digital media such as power points, images, video displays and online games, it can provide a new learning atmosphere for them. This atmosphere supports the realization of a fun, safe and interactive learning space. Student satisfaction with the learning design that we provide by involving digital media can increase their enthusiasm to pay attention and follow every learning activity that the teacher does.
Aryansyah, et al., (2024)	Efforts to Increase Learning Motivation by Using Educandy Media in PPKN Learning	Classroom action research (CAR)	The results of observations and pre-cycles show that students' learning motivation was initially only 56%. The success indicators applied were 85%. The results of Cycle 1 of the percentage diagram increased by 70%. Furthermore, in the cycle II stage, it increased again to 85% with a very good category. So it can be concluded that there is an increase in learning motivation after the implementation of learning using educandy media.
The Last Supper (2024)	Use of Interactive Learning Media Based on Wordwall In Improving Student Learning Motivation in PPKn Subjects at MA Al Ikhlash Padakembang Tasikmalaya	Qualitative approach	The research results stated that the use of wordwall significantly increased students' learning motivation. Students expressed that the interactive features of wordwall support learning to be more interesting and enjoyable, and help students to deepen the material more easily. Observations also showed an increase in student participation and involvement in learning activities. Qualitative data analysis revealed that the gamification and visualization elements provided by wordwall contributed greatly to increasing student interest and motivation.
The Last Supper (2019)	Utilization Of Ict Based Media "Kahoot" In Learning Ppkn To Improve Motivation Student Learning	Literature review	By utilizing Kahoot media, students will be more motivated because it is a challenge between students in the class. In addition, Kahoot media will help achieve the complete PPKn learning objectives, both cognitive, affective and psychomotor. The use of Kahoot makes the process easier for teachers because of the attractive appearance with various image effects, sounds and types of questions that make students feel that learning is fun, so that student learning motivation increases.

Abd. Azis Tata Pangarsa (2020)	Implementation Of Youtube Video Media In Ppkn Learning To Improve Learning Motivation Of Grade Vi Students Of Mi Miftahul Abror	Research and development (Research and Development)	The results of observations and interviews with students who expressed their happiness with the implementation of the learning strategy, this can be shown by the growth of a sense of togetherness and mutual cooperation in groups, the classroom atmosphere becomes more lively, and the courage to express opinions. From the results of the assessment, it can be proven that the implementation of YouTube video media in developing the learning motivation of class VI MI Miftahul Abror students has been successful, so that it can develop their talents, potential and achievements.
Khotimah, et al., (2023)	The Relationship Between The Implementation Of Ict-Based Media "Kahoot" And Students' Learning Motivation In Ppkn Subjects In Class X Of Sman 01 Palembang	Quantitative approach	Based on the results of the analysis and discussion, there is a significant influence on the relationship between the application of ICT-based media Kahoot on the learning motivation of class X students at SMAN 01 Palembang. This is evident from the results of the independent sample t-Test hypothesis test in the coefficients table, namely a significant value of 0.087> 0.05 HO is rejected and Ha is accepted. So it can be said that ICT-based media Kahoot on student learning motivation has a positive effect on the PPKn subject of Class X at SMAN 01 Palembang.

Conclusion

Based on the findings and previous research from several journals relevant to this discussion, it is concluded that implementing Interactive Learning Media in Citizenship Education subjects in the digital era can increase the motivation and enthusiasm for learning of students both at elementary and secondary school levels. In addition, the use of Interactive Learning Media makes learning easier for both teachers and students. The use of Interactive Learning Media helps teachers to create creative learning videos so that students do not get bored quickly and find it easier to understand the material presented.

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