APPLICATION OF INFORMATION TECHNOLOGY TO IMPROVE STUDENTS' LEARNING MOTIVATION IN PKN LEARNING IN ELEMENTARY SCHOOLS

Rista Damayanti Sinurat[1]
[1]Universitas Muhammadiyah Sumatera Utara
Email: [1]damayantisntrista@gmail.com

Abstract

This study aim for study the application of information technology to increase student learning motivation in civics (PKN) subjects in elementary schools. The background of this research is based on the low interest of students in civics learning, which is often considered monotonous and uninteresting. Using a literature review method, where the language sources are presented from articles, journals, and books. The results of this study indicate that the use of information technology such as learning videos, educational applications, and interactive media can make the learning process more enjoyable, contextual, and participatory. This has a positive impact on increasing student learning motivation and their understanding of civic values. The application of technology is very important to increase progress and innovation in learning. The application of information technology can also encourage renewal efforts in the use of technology results in the teaching and learning process and make it one of the learning media in schools, especially in Civics learning in elementary schools. However, the success of technology implementation depends heavily on the availability of facilities, teacher competence, and support from the school environment. Therefore, collaboration between teachers, schools, and parents is essential. Optimization role technology in civics learning. with this research, it is hoped that it will be able to provide motivation and increase student learning activities in the PKN learning process in elementary schools.

Keywords : Information technology, learning motivation, civics learning, elementary school

Introduction

In today's digital era, information technology (IT) has become an integral part of various aspects of life, including education. Technological developments have changed the way information is accessed. accessed, disseminated, and studied. Civics (PKN), as an important subject in the education curriculum, has also undergone a transformation with the integration of IT. IT-based PKN learning is expected to improve the quality of learning in a more interactive, engaging, and relevant way for students. Building national character through civics education is a necessity because it can shape a young generation that is intelligent and has good character. Convey the messages contained in the lesson. through verbal and non-verbal forms nonverbally to students. What is meant by the teacher as a facilitator is that an educator is required to be someone who can facilitate what students need in classroom learning, of course by using interesting and motivating learning media for students to achieve learning objectives. The teacher also decides how the learning outcomes are, which is the teacher's professional responsibility. With the existence of advanced information technology in today's era, such as smartphones and the internet, this situation can be utilized to open our eyes to the variety of learning in this world that can motivate students. The advancement of information technology has made learning more diverse and interesting for students to learn more. Given the importance of designing lessons that spark students' curiosity, teachers must remain imaginative and inventive in supporting student learning, ensuring they feel more confident in their understanding of the material. One tactic that can be used is the integration of digital technology into the educational process, which can capture students' attention and reduce their boredom. Through more dynamic student participation and faster and more efficient feedback, the use of digital technology as a learning medium not only improves the quality of learning but also makes the learning experience more enjoyable (Adila et al., 2024).

The rapid development of information technology has had a significant impact on various fields, including education. In today's digital era, the learning process is no longer limited to conventional methods but can be enriched through the use of interactive and engaging information technology. One of the subjects crucial for character development is Civics Education (PK N), which instills the values of nationality, democracy, and social responsibility from an early age. Technology plays a vital role in progress, providing all kinds of information with ease. With just a single touch, Some things can be done easily because of the role of technology which plays an important role in making all forms of work easier. Information technology has transformed various aspects of life; in fact, there's no single area that isn't directly affected by technology. Likewise, the teaching and learning process plays a crucial role in expanding the availability of lesson information for both teachers and students. It's hoped that this information technology will have a positive impact on education in Indonesia, thanks to the various conveniences it offers. However, in practice, Civics and National Education (PKN) learning at the elementary school level is often considered boring and uninteresting by students. This is due to the material being delivered in a monotonous and non-contextual manner. Therefore, innovations in the learning process are needed to increase student motivation, one of which is through implementation technology information . Use technology such as digital learning media, interactive videos, and educational applications can help present Civics and National Education material in a more interesting, visual, and easy-to-understand way. (Firmansyah & Saidah, 2016) revealed that learning media that can encourage students to respond, provide feedback, practice information and communication technology, remember what they have learned and encourage students to be active and enthusiastic in participating in learning are requirements for good learning media. Based on the opinion of (Pakpahan et al., 2020) good learning media will create students to be more interested in learning, can provide real learning experiences, and can help students learn according to their respective speeds. Thus, it is hoped that student motivation and participation in learning will increase, and citizenship values will be instilled more effectively. This study aims to examine how the application of information technology can improve student learning motivation in Civics and National Education (PKN) learning in elementary schools.

Research Methodology

This research uses the literature review method, namely research conducted by collecting and analyzing various relevant library sources to examine the application of information technology in increasing student learning motivation in Citizenship Education (PKN) learning in elementary schools. The data in this study were obtained from various sources such as books, scientific journals, articles, research reports, and educational policy documents that discuss the topics of educational technology, learning motivation, and learning. Civics at the level elementary schools. These sources were collected through searches in libraries, academic portals, and online databases.

Result & Discussion

One of One problem faced in the learning process is a lack of student motivation in following the assigned lessons. This occurs due to a lack of encouragement from teachers or the difficulty students have in finding something that can motivate them to participate in the learning process. Furthermore, learning motivation is a crucial factor that will influence student learning outcomes. This motivation can come from both external and internal sources. The students themselves. The application of information technology in the learning process is a strategic solution to increase student learning motivation, particularly in Civics (PKN), which is often considered less engaging. Technology provides teachers with the opportunity to present material in a more varied, interactive way, and in a way that aligns with the learning characteristics of elementary school students. Through media such as learning videos, interactive presentations, educational games, and digital quizzes, students can more easily understand abstract Civics concepts such as responsibilities, rights and obligations, and national values. The visual and audio displays of technological media have been shown to increase students' attention and interest in learning (Purmadi & Sa'di, 2021). Furthermore, by utilizing technology in learning, students can develop technological skills that are essential for their future. Skills such as digital literacy, digital creativity, and critical thinking will help students prepare to face the challenges of an increasingly digitally connected world (Gunawan & Mukhadis, 2017).

Sumantri & Rachman (2019) and Widiastuti & Nugroho (2022) emphasize importance improvement Teacher competency in integrating information technology into Civics learning. Required competencies include mastery of technology, IT-based learning design , and effective use of digital learning resources. Widiastuti & Nugroho (2022) developed IT-based Civics learning media in the form of interactive multimedia applications. Their research found that teacher training in using these media is essential to improve learning effectiveness. The training provided includes operating multimedia applications, learning strategies utilizing interactive features , and classroom management by integrating technology. Teachers need to have skills in operating various IT devices, utilizing digital learning resources, designing learning activities that utilize technology optimally, and managing classes well

in the context of IT-based learning. Without adequate competency, the use of IT in Civics learning will be less effective and will not achieve the desired goals. Motivation is a form of encouragement that transforms a person's internal energy into concrete activities to achieve specific goals. Experts agree that learning motivation is a crucial factor within a person. Students with high learning motivation will be diligent and diligent in achieving academic success (Abidin, 2018). Learning motivation is a student's habit in the learning process, driven by the desire to achieve maximum learning achievements or results. Motivation is said to be a mental drive that serves to direct, activate, channel, and motivate students . something action in demand man including action behavior in learning . There are several ways to grow a sense of motivation in students, including :

a. Successful in academics
b. Assuming that high grades are important
c. Have a feeling of satisfaction in learning
d. Looking for a learning technique that has little to no learning outcomes
e. Knowing your own position in class

With the rapid development of science and technology, especially information technology, this is due to the rapid development of information technology. This is because information technology is a place for the rapid development of global progress, as is the world of education, which is certainly experiencing quite rapid development. The development of science and information technology helps advance efforts to change and utilize technologies in teaching and learning efficiently. By utilizing information technology as part of the learning media available in schools, the implementation of IT- based learning media is expected to motivate and stimulate student activity in learning. The use of this learning media is intended for the communication and interaction process between teachers and students. IT learning media is demonstrated based on the ability of teachers to process and handle various types of information sources that have developed rapidly, including the use of internet media such as Google , YouTube, learning videos , television, and radio. Media serves as a tool that facilitates the achievement of a goal in learning. This is based on the belief that the learning and teaching process with the help of media can support student learning activities over a long period. (Muhamad et al., 2019) argue that the smoothness of a learning process is also influenced by the completeness of the school's facilities and infrastructure. Learning media that utilizes IT is certainly engaging and can foster better learning motivation than those without IT-based learning media. Students' learning motivation increases because they feel that learning is becoming more
fun and relevant to everyday life. Furthermore, the use of technology encourages active learning, where students are not merely listeners but also directly involved in the learning process. This aligns with the modern student-centered learning approach.

Technology is not only changing the way information is delivered but also influencing learning methods and student motivation. Education is a crucial foundation for human and societal development. Therefore, improving the quality of education is a top priority in many countries, including Indonesia. One of the biggest challenges in education is maintaining and enhancing student motivation. Motivation to learn is a key factor influencing student participation rates, academic success, and psychological well-being (Asmawi, 2019; Syerlita & Siagian, 2024). The use of technology in education offers various advantages, such as access to broader information, interactive learning methods, and the ability to tailor the learning process to individual student needs. With... With the use of technology, the learning process becomes more interesting and enjoyable, so that it can stimulate students' interest and motivation to study harder (Nuriyati, 2021). However, the application of technology in civics learning also faces challenges . Not all elementary schools have adequate technological facilities, and teachers' ability to integrate technology into their curriculum is limited. Learning styles still vary. Therefore, teacher training and support from schools and parents are crucial factors in ensuring the success of this implementation. Overall, information technology is not only a tool, but also a bridge to make civics learning more interesting, meaningful, and able to shape students' character from an early age.

Conclusion

As time goes by, new innovations are needed in the learning process to prevent students from getting bored. This requires teachers to continuously think creatively in presenting a fun learning process and motivating students to learn. As we know, motivation to learn is essential for all students to achieve. Based on the above, information technology plays a significant role in increasing students' motivation to learn Civics. The application of information technology is expected to improve student achievement in Civics learning in elementary schools. The application of information technology in civics learning in elementary schools has been proven to increase student motivation. Through the use of engaging and interactive digital learning media, students become more engaged, active, and enthusiastic in participating in the learning process. Technology also helps teachers deliver material more effectively, particularly in explaining abstract concepts related to national values and citizenship. However, the

successful implementation of information technology depends heavily on the availability of facilities and infrastructure, teachers' ability to manage technology, and support from the school community and parents. Therefore, collaborative efforts are needed to ensure optimal use of technology to support educational goals, particularly in shaping character and national awareness in students. since age early.

Refrences

Adila, Y., et al. (2024). The role of interactive media in PPKn learning on elementary school students' learning interests. *Journal of Educational Technology and Learning* (JTPP), 1(4), 761-767. Retrieved From https://jurnal.kopusindo.com/index.php./jtpp/index .

Asmawi, MN (2019). Islamic Education Policy in the Era of Globalization, Free Markets, and the Industrial Revolution 4.0. *Scolae: Journal of Pedagogy* , 1(2), 101-109. https://doi.org/10.56488/scolae.v1i2.17

Firmansyah, R., & Saidah, I. (2016). Designing Web-Based Learning as an ICT-Based Learning Media. *Informatics Journal* , 3(2). https://doi.org/10.31294/ji.v3i2.834

Gunawan, G., & Mukhadis, A. (2017). Teacher Effectiveness, Student Interest in Mathematics Learning with a Scientific Approach in Vocational High Schools. Technology and Vocational: Journal of Vocational Technology and its Teaching, 40(1), 41-50. https://doi.org/10.17977/um031v40i12017p041

Muhamad, H., Efendi, A., & Basori, B, (2019). The Influence of Technology-Based Learning Facilities on Student Learning Achievement. *Scientific Journal of Engineering Education and Vocational* , 12(1), 56. https://doi.org/10.20961/jiptek.v12i1.19118

Nuriyati, T. (2021). Using the Google Classroom application as a learning medium to increase learning motivation. *Kaisa: Journal of Education and Learning* , 1(2) 117-130. https://doi.org/10.56633/kaisa.v1i2.274

Pakpahan, AF, Ardiana, DPY, Mawati, AT, Wagiu, EB, Simarmata, J., Mansyur, MZ, ... Iskandar, A. (2020). Development of Learning Media. Kita Menulis Foundation.

Purmadi, A., & Sa'di, K. (2021). Development of a Moodle-Based Virtual Classroom to Facilitate Student Learning Effectiveness in Elementary Schools. *JINOTEP (Journal of Educational Innovation) And Learning Technology): Studies and Research in Learning Technology, (* 8)1, 11-19. https://doi.org/10.17977/um031v8i12021p011

Sumantri, MS, & Rachman, F. (2019). Utilization of information and communication technology in civics learning to develop 21st-century skills. Journal of Civic Education, 9(2), 88-97.

Syerlita, R., & Siagian, I. (2024). The Impact of the Development of the Industrial Revolution 4.0 on Education in the Current Era of Globalization. *Journal on Education,* 7(1), 3507-3515. https://doi.org/10.31004/joe.v7i1.6945

Widiastuti, E., & Nugroho, A. (2022). Development of civics learning media based on information and communication technology to increase students' learning interest. Journal of Civic Education, 12(1), 25-34.