



## THE USE OF TECHNOLOGY IN THE LEARNING OF CITIZENSHIP EDUCATION

**Susi Aslamyah Hasibuan<sup>1</sup>, Annisa Putri Sajidah<sup>2</sup>**

<sup>1,2</sup>Elementary School Teacher Education, Universitas Muhammadiyah Sumatera Utara

Email: <sup>1</sup> [susiaslamyah2@gmail.com](mailto:susiaslamyah2@gmail.com), <sup>2</sup> [putrisajidah2002@gmail.com](mailto:putrisajidah2002@gmail.com)

### Abstract

This study uses qualitative research which uses a journal literature approach in its research. Reviewing research results from various journals as references and references in this study. The development of education today is very fast, especially the development of digital education in Indonesia. Digital technology can be used as a tool to help students in the teaching and learning process in class, with this technology we can get everything quickly, such as finding teaching materials. In the learning process the teacher can convey learning material using media such as projectors, audio visual, educational game development, this is done in order to make it easier for students to absorb or receive material delivered by the teacher and the learning process is more effective. In the 21st century education, technology has become the main complement in every learning activity. Citizenship Education has a specific goal of instilling Pancasila ideological values in the midst of the globalization era for the younger generation. This research was conducted to instill the values of Pancasila ideology in the midst of the globalization era in the younger generation, so that the current younger generation does not fall into the negative effects of technological developments. The importance of technology in learning citizenship education is to make it easier for students to absorb the material presented by teacher and the learning process becomes more effective.

**Keywords :** Technology, learning, civics education

### Introduction

In the current era, technology has become an important knowledge tool that can be used by anyone because it can help people in various aspects, including children. Therefore, there are more and more challenges to civic education in schools, both from the elementary level to the high level. This is because education is developing very rapidly with technological developments. The current generation is known as the Z generation and the ALPHA generation. Because the two generations grew and developed with sophisticated technology. These two generations can be said to be residents of the future of digital technology.(Mokol et al., 2022). Advances in information technology make humans in dealing with other parties as if they are no longer limited by time and place. Whenever and wherever humans and technological devices can be in contact, get information, and disseminate information to others. According to Hamalik (1994: 12) educational media are tools, methods and techniques used in order to streamline communication and interaction between teachers and students in the process of education and teaching in schools. Learning media can enhance the learning process of students in teaching which in turn is expected to produce the learning process it achieves. Utilization of media is a tool that must exist if we want to facilitate work. Learning media is a tool or facility that is used in the learning process to make it easier for teaching staff to convey the material to be taught. Learning media can be in the form of pictures, modules, textbooks, technological tools and the like. Advances in the field of information technology pose challenges to the world of education, especially in the learning process at schools. In the Law on the National Education System No. 20 of 2003, the recognition has been realized that it is not the time to rely solely on conventional approaches in administering the national education system. The implementation of education is not only in a closed room with books and educators. The information technology revolution has changed the way humans work, starting from how to communicate, how to

coordinate, how to think, to how to learn and teach. The role of information technology in human activities today is so great. Information technology has become the main facilitator of various activities, including the world of education.

Education in Indonesia is facing a big problem with the increasingly widespread challenges of globalization in all aspects of life, education. According to Sutrisno and Moerdiono in Sutrisno (2018) it is necessary to have a reconstruction in the world of education to prepare prospective global citizens. Global citizenship is a form of developing basic human values in developing the rights and obligations of the state to carry out its duties. In addition, the use of technology in the education sector, one of which is Citizenship Education, can support educators to convey material clearly and in detail because of the use of the technology used. In addition to educators, students can also obtain information about Citizenship Education without any time and space limits. Currently, one of the technologies used by students is smartphones. That way, students can study independently by using smartphones. So that teachers also have to make more efforts to update teaching materials more broadly, especially in Citizenship Education. However, some obstacles during the learning process can occur at any time, Even though educators have made an effort to improve student learning development through creative and developing learning media, there are still obstacles that can occur when using learning media by utilizing technology. So, this research was conducted to find out where the obstacles are and find solutions to these obstacles.

### Research Methodology

This research technique uses a qualitative descriptive design, which is research based on descriptive data, namely in the form of spoken, written words from someone and looking for theoretical references that are relevant to the problems found. Some of the data we take from journals regarding students' interest in learning Civics. The collection of data and information used is a qualitative data collection technique which includes literature study. Meanwhile, the process of data analysis of data analysis techniques is in the form of content analysis to sort and select data and information contained in the various library materials studied.

### Result & Discussion

#### *Technology*

Etymologically, the word technology comes from two words, namely techn which means craft, and logia (logos) which means science or theory. Technology is the overall means of providing goods needed for the survival and convenience of human life. According to the Big Indonesian Dictionary (KBBI) is a scientific method to achieve practical goals and is included in applied science. (Castells, 2004) states that technology is a collection of tools, rules, and procedures that represent the application of scientific knowledge to certain tasks under conditions that allow repetition. Communication and information technology is the technology required to process information using electronic computers, communication devices and applications. software for converting, storing, protecting, processing, transmitting. E-learning is an educational system or concept that utilizes information technology in the teaching and learning process. Following are some definitions of E-learning from various sources: a) Learning is structured with the aim of using an electronic or computer system so that it can support the learning process (Michael, 2013:27). b) The process of distance learning by combining principles in the learning process with technology (Chandrawati, 2010). c) The learning system used as a means for the teaching and learning process is carried out without having to meet face to face directly between the teacher and students (Ardiansyah, 2013). There are many types of information and communication technology. According to (Sejati, N, D, R 2011), said that there are three kinds of scope of activities in the utilization of information and communication technology, namely; a) using information and communication technology as a media tool during the learning process, b) organizing or compiling school data and information using technology, c) using information and communication technology as an educational service that can be used by the community flexibly. But what is widely used in the world of education is still limited, usually those available in schools are personal computers, television, radio, projectors, and the internet. Personal computers and projectors are a design medium which in their use requires special design and is designed in such a way that it can be put to good use. The computer has the function of storing study material that can be used whenever needed. The function of personal computers continues to grow, including the various facilities in it. Apart from personal computers, other information and communication technology-based media use projectors. The use of a projector in this lesson is a material storage system that was deliberately created by the teacher to facilitate the delivery of teaching materials.(Rahmadhani et al., 2021). Information technology (IT) assists students in learning while also having an influential contribution in enriching the repertoire of knowledge providing maximum teaching facilities. Seeing this, technology is an alternative that can color learning and improve the quality of learning. Integrating information technology (IT) as an innovation in the learning

process of Pancasila and Citizenship Education needs to be done. Learning media that is loaded with technology facilitates the process of distributing information and knowledge. Media needs to be carefully designed so that it can help students to identify the material or concept of Pancasila and Citizenship Education as a whole.

### *Civic education*

Citizenship Education is the government's effort to prepare the nation's children in the development of citizens or national values, political sociology or political society, democracy, and participation in the political process to become good citizens.(Mokol et al., 2022). Citizenship Education is expected to be able to form the main personality of young citizens who are smart, good and reliable. To be able to form smart, good and reliable global citizens, it must have two characteristics, namely an attitude that cares about the condition of society and an attitude to be able to make positive changes. better. The caring attitude in question is how to develop the ability to care not only for the community environment but more emphasis on the context of global society. Advances in the field of information technology pose challenges to the world of education, especially in the learning process at schools. In the Law on the National Education System No. 20 of 2003, the recognition has been realized that it is not the time to rely solely on conventional approaches in administering the national education system. The implementation of education is not only in a closed room with books and educators. The information technology revolution has changed the way humans work, starting from how to communicate, how to coordinate, how to think, to how to learn and teach. The role of information technology in human activities today is so great. Information technology has become the main facilitator of various activities, including the world of education. Discussion results from the journal "Information and Communication Technology as One of the Utilizations of Citizenship Education Learning in Elementary Schools", namely the use of ICT-based learning media in Civics subjects as a means to facilitate the delivery of material for teachers using information and communication technology that is growing rapidly, such as computer with internet network, computer and LCD projector. The use of citizenship learning media becomes more fun and varied, and increases students' interest in understanding the material delivered by the teacher. Teachers can create their own media to be used as a tool in the teaching and learning process (Lestari, I., & Pratama,(Rahmadhani et al., 2021)

According to Hamalik in (Arsyad 2004), the use of learning media in the teaching and learning process can generate new desires and interests, generate motivation and stimulate learning activities and even cause psychological effects for students. Learning media is a means for teachers to make the teaching and learning process more fun and not boring and can increase learning motivation. Learning media based on information and communication technology attracts students' attention to the topic. Animated, moving, colorful, search the Internet for information that ICT-based media can provide. Animation as a learning medium Literature studies show that the use of animation as a learning medium has advantages in conveying complex information visually and interactively (Ega Safitri & Titin, 2021). Animation is able to visualize concepts that are difficult to understand in a form that is easier for students to digest. Through the use of motion, color and sound elements, animation can animate learning material and enrich students' learning experiences. The effect of animation on learning motivation shows that the use of animation as a technology-based learning medium can increase students' learning motivation and sound, animation can animate learning material and enrich the learning experience of students. The effect of animation on learning motivation shows that the use of animation as a technology-based learning medium can increase students' learning motivation and sound, animation can animate learning material and enrich the learning experience of students. The effect of animation on learning motivation shows that the use of animation as a technology-based learning medium can increase students' learning motivation(Melati et al., 2023). Interesting and interactive animations can arouse students' interest, spark curiosity, and create a fun learning experience. In addition, animation also provides variety in teaching methods, which can prevent boredom and monotony in learning (Farastuti, 2021). The use of animation as a technology-based learning medium has become a topic of interest to teachers and researchers in recent years. In the results of a review of literature studies, it was found that animation has great potential in increasing students' learning motivation (Sunami & Aslam, 2021). The role of the media is very important in the learning process (Putri, et al, 2021).

According to Nurdyansyah (2019) one of the functions of using media in the learning process is to increase the effectiveness and efficiency of learning, increase student enthusiasm for learning and increase student interest and motivation in learning. Learning media has many benefits in learning activities, including as a tool used to assist in realizing effective learning activities, conveying information in the learning process, improving the quality of learning and facilitating the thinking process (Sudirman, et al, 2021). According to Alfandi, et al, (2021) learning media is able to create learning that is interesting, fun, concrete, and easily understood by students who are able to stimulate students' interest and activeness in learning activities. The use of appropriate learning media can foster interest, curiosity, attention and enthusiasm of students in learning so that the learning process can run well.(UPA,

2023) The results of the discussion from the journal "Utilization of Information Technology (IT) in Strengthening Pancasila and Citizenship Education Goals in High School Students" Integrating information technology (IT) such as videos or short films, and e-books as digital literacy in learning Pancasila Education and Citizenship in grade 6 SD Muhammadiyah 26Tebing is able to strengthen students' citizenship knowledge, add insight into citizenship knowledge in solving citizenship problems critically. Citizenship traits can be developed such as attitudes and behavior of responsibility, cooperation, hard work, discipline, caring, anti-drug behavior, anti-corruption, caring for the environment that appear in the learning process referring to the core competencies of Civics subjects.(et al., 2020). The results of the discussion from the journal "interactive learning of citizenship education through mobile learning in the industrial era 4.0", namely Based on the research data above that the role of technology in learning Pancasila and Citizenship Education is very helpful in the PKN learning process to become a means of creation, innovation and self-development for independent and purposeful learning. Ttechnology is used as a means of learning resources. Many students are helped by the existence of technology in supporting learning, especially in independent learning. However, it cannot be separated from negative and positive influences. The use of smart phones as a technological tool that assists in the learning process should be used by bringing up materials and applications that support learning, browsing learning materials,(Gani & Saddam, 2020) Through the use of information and communication technology media in the PKN learning process, of course, it can improve students' abilities to participate in PKN learning activities at school. Because many students say that PKN subjects are boring subjects. For this reason, the use of information and communication and information technology media in teaching and learning activities is very necessary so that the actual PKN learning objectives can be achieved and can increase the activity of the learning process, especially in PKN lessons.(Agung, Eka Adnan, Oktarina. Harti, 2019). The purpose of citizenship education has been carried out by integrating information technology as a process of preparing good and intelligent citizens through teaching. As David Kerr (1992:2) has stated, Citizenship Education is the preparation of responsible young citizens, so that later they are able to take on the role of citizens. country. The formulation was carried out by PKN. in schools, in the form of teaching and learning how to build the competence of smart and good citizens.

## Conclusion

The use of technology in civic education learning has provided several significant benefits. Increasing engagement and participation: Technology, such as computers, the internet, and mobile devices, allows students to be more actively involved in learning. They can access digital resources, participate in online discussions, and share their thoughts through relevant platforms. They can research specific citizenship topics, explore breaking news and reports, and access relevant learning materials online. This helps students broaden their horizons on citizenship issues and acquire a richer knowledge. The use of animation can also increase student engagement, creativity, and personalized learning. However, challenges related to content quality and technical aspects need to be considered to ensure the effective implementation of animation in learning. There is an influence of interactive animated media on interest in learning PKN learning content in elementary schools.

## References

- Agung, Eka Adnan, Oktarina. Harti, B. (2019). Phinisi Integration Effectiveness Review. *Phinisi Integration Review*, 2(1), 249–258. <https://ojs.unm.ac.id/pir/article/view/19402/10255>
- Ardiansyah, Ivan. 2013. *Exploration of Communication Patterns in Discussions Using Moddle in Chemistry Learning Simulation Lectures*, Indonesian University of Education, Bandung-Indonesia.
- Gani, AA, & Saddam, S. (2020). Citizenship Education Interactive Learning Through Mobile Learning in the Industrial Age 4.0. *CIVICUS: Pancasila Education-Research-Service and Citizenship Education*, 8(1), 36. <https://doi.org/10.31764/civicus.v8i1.1849>
- Lestari, I., & Pratama, M, H. 2020. "Utilization of ICT as Learning Media and Learning Resources by ICT Teachers." *Journal of Informatics Education*. 4(2):95–102.
- Melati, E., Fayola, AD, Agus, IP, Hita, D., Muh, A., & Saputra, A. (2023). Utilization of Animation as a Technology-Based Learning Media to Increase Learning Motivation. 06(01), 732–741.
- Mokol, NA, Juni, F., Putri, K., Wulandari, MT, Waluyo, RA, & Suni, MH (2022). The Influence of Technological Developments in 21st Century Learning Citizenship Education in Indonesia. *National Seminar on Research and Service Results*, April, 1082–1088.
- Putri, NA, & Setiawan, H. (2021). The Effect of Think Talk Write Learning Model Assisted by Picture Media on Students' Narrative Text Writing Skills. *Journal of Classroom Action Research*, 4(1), 49-53
- Rahmadhani, DD, Putri, IC, Putri, DA, & Furnamasari, YF (2021). Information and Communication Technology as One of the Utilizations of Citizenship Education Learning in Elementary Schools. *Educative : Journal of*

- Educational Sciences, 3(6), 4904–4912. <https://doi.org/10.31004/edukatif.v3i6.1574>
- Sumaryati, S., Retnasari, L., & Winarti, T. (2020). Utilization of Information Technology (IT) in Strengthening Pancasila and Citizenship Educational Goals in High School Students. *Journal of Pancasila and Citizenship*, 5(2), 1–12. <https://doi.org/10.24269/jpk.v5.n2.2020.pp1-12>
- UPA, K. (2023). The Effect of Animation Interactive Media on Learning Interest in Students' Science Subjects. *Digilibadmin. Unismuh. Ac. Id*, 5(2). [https://digilibadmin.unismuh.ac.id/upload/19698-Full\\_Text.pdf](https://digilibadmin.unismuh.ac.id/upload/19698-Full_Text.pdf)