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THE IMPACT OF LEARNING MEDIA ON STUDENTS' DEVELOPMENT IN LEARNING

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Abstract

Learning media are tools and materials used by teachers to facilitate and support the process of learning activities in the classroom. The purpose of learning media is to increase student involvement in the learning process. Interesting and varied learning media can increase student participation in the learning process. Using learning media can also increase understanding of the lessons being taught. Apart from that, it can also strengthen a child's memory by providing a picture-like display via audio-visual, sometimes students can understand it more quickly. Encourage students to work together in groups to understand the material. The aim is for the implementation of teaching and learning to be more effective and to attract students' attention in the learning process, so that students become more active in learning. This is clearly a teacher's observation in designing activities for classroom learning. Learning media consists of print media or books, audiovisual media, visual reality (VR) and augmented reality (AR) media, online and e-learning media, teaching aids and models. The research method used is the literature method with library data collection methods, reading and taking notes, as well as managing writing materials. The impact of learning media on students' development in learning is that it can increase the effectiveness of learning, learning media can help students understand the material better and faster. Learning media also increases learning experiences, learning media can make learning more interesting and fun for students. As a learning medium, it certainly provides better accessibility, learning media can be accessed from anywhere and at any time, so that students can learn flexibly. Learning media can increase learning motivation, learning media can motivate students to learn in a more interactive and interesting way.

Keywords : Learning Media, Students

Introduction

Teaching and learning activities now cannot be far from technology or using learning media. Especially with the rapid changes in the learning process due to technology. As stated by Marno (2009:21), rapid changes in information technology and technology in learning are not an obstacle for teachers as the origin of learning and the main role in education, but for students, so that teachers are desired by students in their class. By using learning media in the teaching and learning process it becomes more effective and interesting. The term learning media consists of two words, "media" and "learning". Linguistically, the term media comes from Latin, namely mediaus, which means intermediary. In English media is the plural form of the word mediaum which means introduction and channel. Meanwhile, in Arabic, the synonym for the word media is wasa'il which means advice or way. Learning media is a tool to simplify the teaching and learning process. (Zed, 2008). Based on the combination of the two words above, it can be understood that the scope of learning media contains: materials, tools and channels used to support and facilitate learning activities in the classroom. The limitations of the meaning of learning media can, among other things, be understood from the following experts. Learning media is one of the origins of learning to help teachers increase students' knowledge.

1. According to Anita (2012: 5), learning media is each student, teaching materials, tools or events that can create an atmosphere for students to receive knowledge, skills and student behavior.
2. According to Sanjaya (2012: 57), learning media is an intermediary from the source of information to the bond between students and other students, students with the origin of learning and students with learning.

The purpose of learning media is to increase student involvement in the learning process. Interesting and varied learning media can increase student participation in the learning process. Using learning media can also increase understanding of the lessons being taught. Apart from that, it can also strengthen a child's memory by providing a picture-like display via audio-visual, sometimes students can understand it more quickly. Encourage students to work together in groups to understand the material. The aim is for the implementation of teaching and learning to be more effective and to attract students' attention in the learning process, so that students become more active in learning. This is clearly a teacher's observation in designing activities for classroom learning.(Arsyad, 2002). Examples of learning media include the following:

1. Books or printed media

The first learning media are books or print media. Before there were other more sophisticated learning media like now, books were the only learning media and learning source. Classic learning media books that are still used today. The book provides a structured explanation and can be obtained easily. Learning media using books usually only uses the lecture method and then working on questions.

2. Audiovisual Media

The second learning media is audiovisual media. Audiovisual media is learning media in which there are sounds that are heard using the ear and images that are seen with the eye. Audiovisual media consists of audio media, visual media and multimedia media. Audio media consists of voice recordings and audio lectures which are used to convey information or learning orally. Video media such as animation, short films, visual presentations or PPT. Examples of multimedia media include videos, images and text.

3. Interactive Media

The third learning media is interactive media. Included in interactive media are: educational applications (learning applications, such as teachers' rooms), simulations (learning exercises), educational games (games combined with learning), and software for learning. Using interactive media in learning can make students more actively involved and students gain direct experience from learning.

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5. Visual Reality (VR) and Augmented Reality (AR) Media

The fourth media is visual reality (VR) and augmented reality (AR). VR and AR media are learning media in 3D or 3 dimensions. How to use VR and AR media with VR headsets and AR devices. Using this learning media can increase and strengthen students' imagination. If students have imagination they can imagine the learning we mean just by mentioning the characteristics of the learning we mean. VR and AR media train students' imagination, memory, and students' thinking patterns.

6. Online Media and E-Learning

The fifth learning media is online media and e-learning. Online and e-learning media were used during the pandemic where students studied from home or studied online. Online media and e-learning consist of online learning videos, online courses, discussion forums and zoom meetings. This learning media carries out the teaching and learning process for teachers and students virtually using zoom or online. Online media and e-learning make it very easy for students who go to school far from home.

7. Props and models

The sixth learning media is props and models. Props and models such as physical models or experimental tools are used to help students describe or show the form or example of learning they want to demonstrate and understand learning concepts through practical experience. For example, human organs such as the human heart, kidneys and lungs. Show students how human organs look, so that students know what the human heart, kidneys and lungs look like.

Research Methodology

The research method used is the literature method. According to Zed (2008:201), the literature method is a series of activities related to library data collection methods, reading and taking notes, as well as managing writing materials. The data collection method is by collecting journals that have been published into national and international online journals and also from online books. In collecting data, journals and books are filtered based on the topic to be discussed. After the journals and books are collected, then analyze the abstracts and read the data from all the journals and books to further clarify the contents of the journals and books. Then record important parts of the contents of journals and books. Using methods of collecting library data, reading and taking notes, and processing research materials can make it easier for us to carry out research.

Result & Discussion

In this section, we will describe the results of the research and discuss the impact of learning media on student development. The discussion consists of a discussion regarding the impact or influence of learning media on students' development in learning and research results regarding the impact of learning media on students' development in learning. The results of the research method used show the impact of learning media. The impact of learning media on students' development in learning certainly has positive and negative impacts. The impact of learning media on students' development in learning is that it can increase the effectiveness of learning, learning media can help students understand the material better and faster. Learning media also increases learning experiences, learning media can make learning more interesting and fun for students. As a learning medium, it certainly provides better accessibility, learning media can be accessed from anywhere and at any time, so that students can learn flexibly. Learning media can increase learning motivation, learning media can motivate students to learn in a more interactive and interesting way. Learning media helps students learn lessons, makes it easier for students to carry out learning, and provides learning media that is in accordance with existing competencies. Learning media shows an increase in changes in student development in the teaching and learning process. Using learning media effectively and efficiently and in accordance with learning objectives will provide many benefits as stated by Kemp and Dayton (2016: 15) regarding the benefits of learning media: 1) delivery of material can be equalized, 2) the learning process becomes clearer and more interesting, 3) the learning process becomes more interactive, 4) efficiency in time and energy, 5) improves the quality of learning outcomes of students, 6) media allows the learning process to be carried out anywhere and at any time, 7) media can foster positive attitudes in students towards the material and the learning process, and 8) changing the teacher's role in a more positive and useful direction.

Conclusion

From this explanation it can be concluded that learning media can have an impact on students' development in learning. Learning media provides development of learning in class. Learning media can also attract and interest students in learning, by attracting students' motivation, activity and creativity, they can increase their desire to learn. Learning media really helps teachers in the learning process in presenting learning material that will be taught in a way that is easier to understand. Classroom learning becomes effective and efficient. Learning media can be used anytime and anywhere, making it easier to carry out learning. Teachers can achieve the desired results with learning media.

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