

## Media Development PPKn Learning in The Form of an Android-Assisted Digital Pocket in Pancasila Material as Life Values for Students of State Primary School 106866 Cemara Tp.2023/2024.

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### ABSTRACT

This research was motivated by the lack of activeness of class IV students in PPKn learning because the learning media used was less interesting, resulting in a lack of active response from class IV students when learning was in progress. The aim of this research is to find out how to develop digital pocket book media in an effort to increase student learning activity and to find out the increase in the practicality of using digital pocket book learning media on the responses of students and teachers after using pocket book learning media for class IV students at SD. Negeri 106866 Cemara. With the development of smartphones, they should be put to good use, especially as learning media, which can improve the quality of education in Indonesia. The results of increasing student learning activity with the development of digital pocket book media have increased. This is known by the students' responses seen after using digital pocket book media compared to before using digital pocket book media. It is said that digital pocket book learning media can increase students' active learning at SD Negeri 106866 Cemara. The results of the practicality of digital pocket book learning media for teacher responses obtained a total score of 46 with a percentage of 83% with very practical criteria. Meanwhile, for student responses, a total score of 332 was obtained with a percentage of 88% with very practical criteria. So from the results of the practicality of the teacher and student responses above, it can be said that the assessment criteria are very practical as a learning medium for digital pocket books in class IV SD. Negeri 106866 Cemara.

### Introduction

Education is something very important in a person's life. The world of education will continue to change due to developments over time with the sophistication of the era of globalization that is technologically literate where people are required to behave according to existing norms and have good careers, so the mindset of educators changes from a rigid mindset to a more advanced one. As time goes by, of course science and technology are developing rapidly. This development is due to its easy and practical operation. With the development of smartphones, they should be put to good use, especially as learning media, which can improve the quality of education in Indonesia. Teaching and learning activities in schools by utilizing technology will of course increase the value of education in the academic field, especially in the subject of Citizenship Education which is considered a lesson that has many views regarding how we view the cultivation of Pancasila as a life value, which is explained in many writings in general. in printed books which is certainly boring for some students in getting the gist of the content of the reading. The causes of students being less active in learning are several factors involving students,

teachers, facilities and infrastructure or the learning methods used (Wildayanti, 2022). Problems that exist in the field, especially in learning Citizenship Education in the material Pancasila as a Value of Life for students at the 106866 Cemara State Elementary School in Dolok Stillul District, Serdang Bedagai Regency, North Sumatra Province. Having obstacles in achieving good learning. namely the lack of use of varied methods, causing learning to become monotonous which results in students not being active in learning. Students' activeness in the ongoing learning process in class can create a deep sense of satisfaction felt by educators, because active learning creates a pleasant classroom atmosphere and the transfer of knowledge is achieved well as expected. The author observes carefully that observations made using varied methods from various learning sources can increase the activeness of learning activities that are more interesting (Ahmadi, N. 2012). One learning method that can increase students' active learning in order to achieve learning goals effectively is by using the learning media "Digital pocket book". A digital pocket book is a combination of a regular book in printed form and a digital pocket book, which is displayed on a digital device and easy to carry anywhere as a learning resource. A digital pocket book is a tool used in the learning process which includes learning material or a number of information. taken from several combinations of pocket books and digital books which have the meaning of small, practical electronic books that contain all the information needed by readers and the general public (Mustari & Sari, 2017). Based on the results of the observations and background described above, the researcher will conduct research aimed at fourth grade students at SD. Negeri 106866 Cemara, especially in the Citizenship subject with the title "Development of Civics Learning Media in the Form of a Digital Pocket Book with the Help of Android in Pancasila Material as Life Values".

### Research Methodology

The type of research used in this research is R&D (Research and Development). This research and development method is a method used to produce a particular product by testing the practicality of the product which is carried out through a series of research using various specific methods in the process of developing educational devices. The procedures used in this digital pocket book learning media development model are adapted to the ADDIE development model (Tegeh & Kirna, 2013).



**Figure 1. Development Structure**

The level of feasibility of a digital pocket book can be calculated using the formula:

$$p = x \ 100\% \frac{f \text{ (jumlah yang didapat)}}{N \text{ (jumlah maksimum)}}$$

**Table 1. Media/Material/Language Percentage completion criteria**

Percentage	Information
1%-24%	Ineffective
25%- 49	Less effective
50%-74%	Effective enough
75%-100%	Effective

(Source: Sugiyono, 2015)

Research instruments are tools used as data collectors to obtain the data needed in a research so that the data is easier to process which results in quality research. (Patricia, 2021). The instruments used in this research are: Questionnaire Sheet. A questionnaire sheet is a data collection tool that contains questions or statements that must be filled in by research subjects (Savira & Suharsono, 2013). Questionnaires are used to measure the quality of the

learning media developed. This questionnaire is a technique for collecting data which is carried out by asking several questions or it can also be in the form of a written statement which is submitted directly to the respondent to fill in. This technique was carried out to determine the practicality of digital pocket book media as a means of delivering material to determine student responses based on media experts, material experts and language experts to determine the practicality of digital pocket book learning media based on teacher response questionnaires and student responses.

**Table 2. Media/Material/Language Practicality Criteria**

Score In Percent	Digital Pocket Book Media Practicality Category
81-100%	Very Practical
61-80%	Practical
41-60%	Quite Practical
21-40%	Impractical
0%-21%	Very Impractical

(Source: Wakhyudin, Permatasari, 2017)

**Analysis of student activity:**

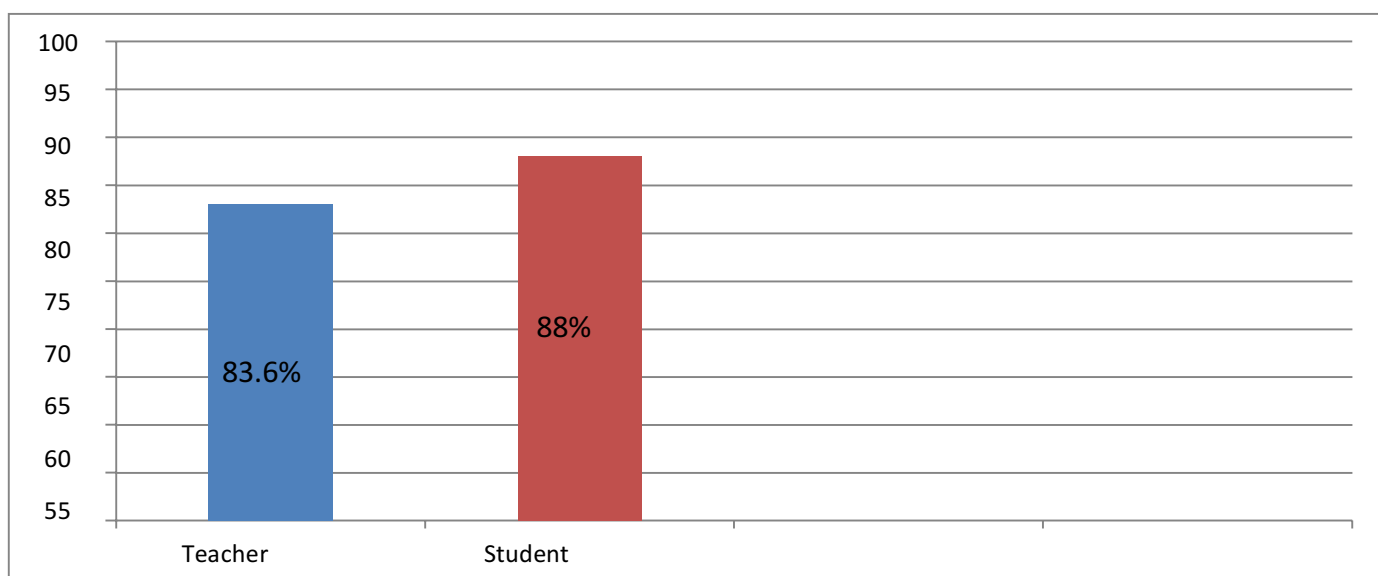
$$\text{Nilai} = \frac{\text{Perolehan Skor}}{\text{skor maksimum}} \times 100$$

## Results and Discussion

The type of this research is R&D (Research And Development) development which focuses on product development in the form of digital pocket book media in the material "Pancasila as Life Values". The results of the digital pocket book media product have been validated by lecturers and teachers who include material experts, media experts and language experts. After the product was declared practical in developing the learning media used, a small group trial was carried out, namely 15 class IV students at SD Negeri 106866 Cemara, Dolok Sagala Village, Dolok Masihul District, Serdang Bedagai Regency, North Sumatra Province. The following are the validation results and level of practicality by students and teachers at SD Negeri 106866 Cemara.

**Table 3. Interpretation of Eligibility Levels**

Validation Aspect	Percentage Earned	Interpretation
Media	81%	Very Worth It
Language	100%	Very Worth It
Material	92%	Very Worth It



**Figure 1:. Student and Teacher Response Graph**

With digital pocket book learning media, students at SD Negeri 106866 Cemara can adapt to the character of students. The digital pocket book media that is developed must be in accordance with students' way of thinking because digital pocket book media is able to respond to students' active learning in class. The teaching material used is digital pocket book learning media, which means an electronic book containing learning material in the form of an explanation regarding the cultivation of Pancasila values in life which includes pictures and explanations which are briefly explained but the learning objectives remain the same as printed books in general. This makes it easier for students to relate to research and development material using the R&D (Research and Development) model through the ADDIE design. Based on the explanation above, it can be concluded that the digital pocket book media has met the criteria of "Appropriate" and "Very Practical" to be used as a learning medium. In this way, it can be seen that the digital pocket book media has practical value in providing the goals and meaning of PPKn learning in the Pancasila as Life Values material as a learning medium in class IV of SD Negeri 106866 Cemara, Dolok Masihul Village, Serdang Bedagai Regency, North Sumatra Province. The results of the practicality of digital pocket book learning media for teacher responses obtained a total score of 46 with a percentage of 83% with very practical criteria. Meanwhile, for student responses, a total score of 332 was obtained with a percentage of 88% with very practical criteria. So, from the practicality results for the teacher and student responses above, it can be said that the assessment criteria are very practical as a digital pocket book learning medium in class IV SD. Negeri 106866 Cemara.

## Conclusion

The results of increasing student learning activity with the development of digital pocket book media have increased. This is known by the students' responses seen after using digital pocket book media compared to before using digital pocket book media. It is said that digital pocket book learning media can increase students' active learning at SD Negeri 106866 Cemara. The results of the practicality of digital pocket book learning media for teacher responses obtained a total score of 46 with a percentage of 83% with very practical criteria. Meanwhile, for student responses, a total score of 332 was obtained with a percentage of 88% with very practical criteria. So, from the practicality results for the teacher and student responses above, it can be said that the assessment criteria are very practical as a digital pocket book learning medium in class IV SD. Negeri 106866 Cemara. Based on the research and conclusions above, the suggestions that researchers can give are: (1) Development of digital pocket book learning media on the material of instilling Pancasila values in life at SD. Negeri 106866 Cemara can be used in the learning process, so that this digital pocket book learning media is even more useful (2) The researcher suggests that researchers for further development can develop digital pocket book media that is even more attractive in terms of appearance, so that students are more interested in learning (3) For future researchers in developing digital pocket book media to go deeper and expand the material in this digital pocket book media (4) Researchers hope that this digital pocket book media will not only be available in the material on Cultivating Pancasila Values in Life but also in other materials.

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