

The Effectiveness of Audiovisual Media on Learning Outcomes of Batik Motif Material Semarang

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Abstract

Based on the results of observation and documentation, the arts learning outcomes of the batik patterns topic were still very low. This happened because of the learning models used were not effective. The research objective was to determine the effectiveness of the discovery learning model on the arts learning outcomes of the Semarang batik patterns topic for fifth grade students at Bina Amal Islamic-integrated Elementary School Semarang. This research was a quasi experimental research design with quantitative methods. The sampling technique used purposive sampling. This research was conducted in four meetings in each class. The data collection technique in this study used test techniques. The learning outcomes test used pretest and posttest in the form of multiple choices. The data analysis technique used in this research was preliminary data analysis including normality test and homogeneity test, the final data analysis used independent sample t-test and n gain. The results of this study indicated that the application of the discovery learning model was effective to be applied on Semarang batik patterns in the fifth grade at Bina Amal Islamic-integrated Elementary School Semarang. This was indicated by the results of the t-test obtained $t_{count} > t_{table} (2,645 > 2)$.

Keywords: Effectiveness, SBdP Learning Outcomes, Semarang Batik, Audiovisual Media

1. INTRODUCTION

Education is an aspect of life as a benchmark for the development of the nation depending on the next generations. According to the Republic of Indonesia Law No

20 of 2003 concerning the National Education System Article 1 paragraph 1 education is a conscious and planned effort to create a learning atmosphere and learning process so that students actively develop their potential to have religious spiritual strength, self-control, self-personality, intelligence, noble character and skills needed in society, nation and state. According to the Law of the Republic of Indonesia Number 20 of 2003 concerning the National Education System, the curriculum is a set of plans and regulations regarding the objectives, content, and learning materials used as guidelines for the implementation of learning activities to achieve educational goals.

Pre research conducted by researchers, shows that the problems that affect SBdP learning outcomes are that teachers have not utilized student-centered learning media, so students have not been actively involved in the learning process. Method used Teachers tend to lecture and have not provided opportunities for students to find their own material concepts. From the documentation at SD IT Bina Amal Semarang, it shows that the learning outcomes of SD IT Bina Amal students

include Abdullah's class, Khudzaifah's class, Zaid's class and Ubay's class with a KKM of 70. 55%) whose score is below the KKM (Minimum Completeness Criteria) that has been determined, the remaining 55 students (45%) are above the KKM.

The research that supports this research is the research conducted by Sri Suriawati and Mundilarto in 2019 with the title SETS Approach-Based Audiovisual Media For Improving The Students' Critical Thinking Skills, the results of this study state that there is an increase in critical thinking in students who apply audiovisual media. While the research conducted by Fahmil Haris, et al in 2018 with the title "Development of Audiovisual Media-Based Motor Learning Model for Elementary School Students in Kuranji Padang District". Based on the results of the analysis, it turns out that the learning media is able to improve the learning outcomes of SDN students in Kuranji Padang District. The formulation of the problem in this research is "Is audiovisual media more effective in learning activities of Semarang batik motifs for fifth grade students of SD IT Bina Amal?" This study aims to test the effectiveness of SBdP learning outcomes for Semarang batik motifs using audiovisual media for fifth grade students of SD IT Bina Amal Semarang.

2. RESEARCH METHODS

This research approach is quantitative method with experimental research type. The research design is a quasi-experimental design in the form of a nonequivalent control group design. The population of this study was all fifth grade students of SD IT Bina Amal Semarang in the 2019/2020 school year. The sampling technique used was purposive sampling so that the sample of this study was Abdullah's class as the experimental class and Khudzaifah's class as the control class.

The instrument used is a question of pretest and posttest. This study consists of two variables, namely the discover, model *learning* (X) and the SBdP learning outcomes of class V students as the dependent variable (Y). The learning outcomes used in this study are students' cognitive learning outcomes. This research was conducted in 4 meetings in each research class. Data collection techniques in this study include test techniques (interviews, observation, and documentation). The data analysis techniques used are: (1) initial data analysis includes normality test and homogeneity test; (2) final data analysis includes hypothesis testing and n-gain test.

3. RESEARCH RESULT AND DISCUSSION

Initial data analysis

The initial data analysis aims to determine the initial conditions of the experimental and control classes under homogeneous conditions or not.

Pretest value normality test

The normality test in this study was analyzed by Kolmogorov Smirnov with the help of ms.excel. The results of the normality test in the experimental class and control class are 0.1521 and 0.0258, respectively, which means that the assumption of normality can be met because the sig value is > 0.05 .

Pretest Value Homogeneity Test

Homogeneity test analyzed using the Bartlett test with the help of Microsoft Excel. The results of the homogeneity test showed a significance value of 0.531. This means that the data has met the assumption of homogeneity or has the same variance because the sig value is > 0.05 .

Results of Final Data Analysis of Posttest Value Normality Test

The results of the normality test in the experimental class and control class are 0.1498 and 0.0794 respectively, which means that the assumption of normality can be met because the sig value is > 0.05 .

Test of Homogeneity of Posttest Values

The results of the homogeneity test showed a sig value of 1.88. This means that the data meet the assumption of homogeneity or have the same variance because the sig value is > 0.05 .

Hypothesis testing

Hypothesis test was calculated using independent sample t-test. The hypothesis is that if $t_{count} > t_{table}$ then H_0 rejected, but if the value of $t_{count} < t_{table}$ then H_0 accepted.

Table 1. Test t-test

Class	(x)	(n)	t_{count}	t_{table}
Experiment	70.89	29		
Control	61.70	29	2,645	2,004

The result of the calculation is H_0 is rejected and H_a is accepted, then the experimental class learning achievement is higher than the control class.

N-Gain Test

The N-Gain test is needed to test the average increase between the pretest and posttest scores in the experimental class and the control class. The results of the N-Gain test calculations are presented in table 4 below.

Table 2. The results of the n-gain . test calculation

Class	Average value		Mark n- gain	Criteria
	Pretest	Posttest		
	t	t		
Control	49.65	63.79	0.289	Low
Experiment	54.13	70.34	0.345	Currently

Based on this analysis, it was concluded that the average increase in learning outcomes in the experimental class was higher than that of the control class.

DISCUSSION

Audiovisual media is media in the form of images and sound. Audiovisual media according to Azhar (2011:45) is a type of media used in learning that involves hearing and seeing as well as activities. Meanwhile, according to Daryanto (2010: 85) audiovisual media are images and sounds that are displayed to attract students' interest. Djamarah (2010:124) reveals that

audiovisual media are media that have sound and image elements.

Thus it can be concluded, audiovisual media is a learning media that involves the senses of sight and hearing simultaneously. The effectiveness of audiovisual media is also shown by the increase in learning outcomes obtained by experimental students which are higher than the control class. Based on the N-Gain test, the average criterion was obtained, namely (0.345) in the experimental class, while in the control class the criteria were low (0.289). The posttest score in the experimental class was higher than the posttest result in the control class. Therefore, SBdP learning applies the media model audiovisual in motive material batik Semarang.

This study begins with test questions in classes other than control and experiment, after testing the questions to make pretest and posttest questions. The research was carried out at SD IT Bina Amal Semarang in Abdullah's fifth grade as an experimental class and Khudzaifah's class as a control class.

Experimental class with audiovisual media, the method used is the method of lectures, observations, and assignments. Experimental learning begins with greetings from the teacher and reading a prayer, then students are given a video about Semarang batik motifs. After that the teacher gave a little explanation about the video. Students are asked to observe the video presented by the teacher, then identify the problem from the video. After that, students were given an assignment in the form of working on evaluation questions about the meaning and characteristics of the Semarang batik motif. Then at the last meeting the students were asked to make a work in the form of drawing a Semarang batik motif that they had seen. Students may combine motifs with one another. When finished, students are asked to collect on the teacher, then the teacher responds by evaluating the results of student work. The teacher concludes the subject matter carried out. The learning activity ended with the teacher giving a moral message and praying.

The application of the learning model in the control class is the direct learning model. The methods used in the control class are lectures and assignments. Learning in the control class begins with greetings from the teacher and a prayer, then the teacher conveys the learning objectives and explains the material about Semarang batik motifs. After that, the students were given the task to answer the evaluation questions. Then draw the Semarang batik motifs that they have seen, then the students collect the results of their work. The teacher responds to the students' work by giving grades and ending the lesson with a moral message and praying.

What supports this research is the

research conducted by Sri Suriawati and Mundilarto in 2019 with the title SETS Approach-Based Audiovisual Media For Improving The Students' Critical Thinking Skills, the results of the study state that there is an increase in critical thinking in students who apply audiovisual media. While research conducted by Fahmil Haris, et al in 2018 with the title "Development of Audiovisual Media-Based Motor Learning Model for Elementary School Students in Kuranji Padang District". Based on the results of the analysis, it turns out that the learning media is able to improve the learning outcomes of SDN students in Kuranji Padang District.

4. CONCLUSION

Based on this research, audiovisual media is more effective on SBdP learning outcomes for fifth grade students at SD IT Bina Amal Semarang. This is supported by the results of the n-gain test for the experimental class obtaining 0.345 (medium) for the control class obtaining 0.248 (low).

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