Development of PPKn Learning Media Based on Android

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Abstract. Pancasila and Citizenship Education or PPKn is one of the subjects given for elementary to higher education (PT), this provides teaching about how to be smart and good citizens (smart and good citizenship). PPKn subjects seem to be missing meaning when many of the students do not like the subject. One of the problems is the lack of available learning media that is able to attract students' interest in learning. On the other hand, the need for affordability and ease of access to life with technology is increasing, one of which is through the use of android applications. Concerning this problem, the development of PPT (learning media) based on android applications can be one of the choices of innovation and the best solution in the development of media and future learning resources. In addition to a more efficient use, learning media based on Android applications will also increase the ease of access to learning for students in the big data era of the Industrial Revolution 4.0.00. The study was conducted with the aim of (1) reviewing the steps for developing teaching materials and learning media for Android-based PPKn with ADDIE Model (2) reviewing the draft products for the development of Android-based PPKn (PPT) teaching and learning media. Methodologically this research will be conducted with research on the development of the ADDIE Model, which consists of five steps, namely: (1) Analyze, (2) Design, (3) Development, (4) Implementation and (5) Evaluation.

Keywords: Android, teaching materials, learning media, ADDIE model

INTRODUCTION

Study programs and departments of PPKn - FKIP University of Muhammadiyah Malang, in the field of education must be able to produce reliable and professional education personnel. Improving the quality of college graduates is carried out through quality learning activities. Studying in college which is a strategic choice for achieving competent individual goals, it turns out is still far from expectations [1]; [2]. So far, there are still quite a lot of learning in higher education that carry information from lecturers to students. Learning should focus on the educational process and not just transfer knowledge just like that [3]; [4]. Development aspects such as cooperation, respect for opinions, recognizing oneself and others and the like need to be grown in learning. Studying in college is not only required to have technical skills, but also has the power and mindset as well as a broad mental attitude, personality, wisdom and insight [5]; [6]. Learning in the 21st century as a century of learning, demands a change of learning paradigm. The change in paradigm is reflected in the change of view towards learning and teaching which emphasizes more on the social and constructivist dimensions. In the 21st century according to Butzin the appreciation for uniformity and conformity is unfair for today's learners [7]. Learners must learn to work on teams from different cultures and backgrounds, learn independently and know how to manage time, know how to solve problems, how to do multiple tasks and how to access information. One of the important subjects that experienced problems was the development of teaching materials, media and learning resources in the PPKn department. This course is said to be important, because it is a subject that provides knowledge and skills to students how to plan, implement and develop teaching materials, media and learning resources along with their problems in the field. The problems faced in this course lecture are the lack of innovation and variation in the development of media and learning resources, especially PPT for Android, which has become a demand in the digital era (smart phone).

The Research Entitled: Development of Android-Based PPT in Media Courses and Learning Resources in the PPKn - FKIP - UMM Department. It is an important step that needs to be followed up and implemented in the field to overcome the problem of the unavailability of teaching materials for the development of media, teaching materials and learning resources. Based on the background of the above problems, the main problems of this research can be formulated, namely as follows: (1) How are the steps for developing Android-based PPKn teaching and learning materials with the ADDIE Model, (2) How is the draft product of the development of PPKn (PPT) learning materials and media based on Android in the department of PPKn - FKIP UMM.

This study uses a development research approach accordingly. It is a process to develop and validate products that will be used in education and learning [8]; [9]; [10]; [11]. Development research is an effort to
develop and produce products in the form of material, media, tools and learning strategies, used to overcome the problems of learning in the classroom, laboratory and not to test the theory. A similar understanding is also stated by Borg & Gall (1983) who states that products that will be used in education [12]; [13]. Seel & Richey [14] ; [15] also provide an understanding of development as the process of translating design specifications into physical forms. Development or often referred to as development research, is done to bridge between research and educational practice [8].

Android is one of the most popular operating systems used by most smartphones today besides iOS (Apple's Inc). The operating system can be illustrated as a bridge between devices and users, so users can interact with their devices and run applications that are available on the device [22]; [23] dan Kautsar [24]. The results of this study are expected to provide benefits for researchers in the field of education, lecturers and students. To researchers in the field of education, it can provide information about research methods of development. For lecturers and students, the results of this development study can produce PPT-based media and learning resources for Android, which can be used as a source of learning and reference for learning innovations in lectures in PPKn study programs (Civic Law). For education practitioners, the results of research can be used as a reference for conducting development research.

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Learning Media are all things that contain information in the form of a message or model of movement to be conveyed to students. The usual media is also called software or software [32]–[35]; [36]. Novi [36] and Kautsar [37] mention "This media is diverse so that the use of media requires careful selection based on the characteristics of the media, teaching-learning methods and objectives to be achieved. The purpose of the selection and determination is of course so that the teaching and learning process becomes more effective and efficient". The media functions for the purpose of instruction where the information contained in the media must involve students both in mind or mentally and in the form of tangible activities so that learning can occur. Kautsar [37].

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**Method**

The research method uses the ADDIE Model development research model which is one of the systematic learning design models. Romiszowski [39]–[41] and Tegeh [12]; [16] suggest that at the design level of learning and development material, systematic as a procedural aspect the system approach has been realized in many methodological practices for the design and development of text, audiovisual material and android-based learning materials and computers. The choice of this model is based on the consideration that this model is developed systematically and rests on the theoretical foundation of learning design. This model is arranged in a programmed manner with sequences of systematic activities in efforts to solve learning problems related to learning resources that are in accordance with the needs and characteristics of the learners. This model consists of five steps, namely: (1) analyze, (2) design, (3) development, (4) implementation and (5) evaluation.

**Result**

The first problems, steps to Develop Android-Based Learning Materials and Media for PPKn Learning with ADDIE Model. The condition of learning activities and teaching lectures of PPKn learning media prior to the implementation of the development of android-based learning media in the classroom, students when the subject of the media and learning resources PPKn lecture hours in the afternoon is 15.00-17.30 WIB. When the PPKn media and learning resources were put in during the afternoon and evening lessons most students were sleepy, not concentrated and lack enthusiasm. This is as stated by the lecturer in the PPKn Learning Resources Media course as follows: "Students in the morning hours are still enthusiastic but when it comes to the afternoon hours. In the afternoon, the enthusiasm starts to fall, at noon each student starts to get sleepy, busy himself, and lack enthusiasm in learning". (R / DP / 29/10/2018).

The strategy that is usually carried out by the lecturer in the Learning Resources Media course of PPKn / Civic Law Study Program, to overcome this problem is by conducting activities that can stimulate students' enthusiasm in the learning process. The following is a summary of the results of interviews conducted by researchers with PPKn Lecturers: "To overcome students who are sleepy and not enthusiastic in the learning process, I usually invite students to make light
movements so they are not sleepy, but if it is not effective I will usually ask to do or provide interesting videos to students." (R / D / 27/10/2018).

The development of IT-based learning media in PPKn Study Program has been done, but it is not optimal because there are students who misuse IT facilities for negative activities, so that they have not been able to facilitate the development of IT-based media if using an Android cellphone, because it is feared misused. So, for the use of android in learning at the PPKn –FKIP UMM study program, it is permissible, but it needs assistance from lecturers or people who understand IT in its use so as not to be misused. The development of Android-based learning media products using "BENEKO EduApp" uses the type of development of the ADDIE method. ADDIE development consists of 5 interrelated phases, namely Analyze, Design, Develop, Implement, and Evaluate [12], [42]–[44]. The implementation of learning media development can be detailed, as follows: a) Analyze Stages, b) Stages of Design; c) Stage of Development; d) Implement Stages; and e) Evaluate Stage.

The second problem, it is to draft on Android-based PPKn (PPT) Teaching Materials and Learning Media Development Products in the PPKn - FKIP UMM Department. The draft of Android-based PPKn (PPT) Teaching Materials and Learning Media Development Products in the PPKn - FKIP UMM Department is carried out in the following stages. They are (a) Creating Microsoft Power Point Files, (b) Making a Button, (c) Saving a Powerpoint File with Ispiring Saving a Powerpoint File with Ispiring, (d) Making a Game, (e) How to Make a Quiz, (f) How to Make an Online Book Module, (g) How to create a web-based chat blog, and (h) How to Convert PPT to Android.

![Figure 1. The Beginning of the BENEKO EduApp Application Page](image)

**CONCLUSION**

This product-based research is one of the development research models that uses the ADDIE model (analysis, design, development, implementation and evaluation). The product produced is android application-based learning media in the Media Development and Learning Resources courses in the PPKn-FKIP UMM department. One model is the BENEKO Eduapp media. Media development is developed through five stages ADDIE (analysis, design, development, implementation and evaluation). Learning media components developed include learning video features that are used as PPKn learning media, digital book features to help students understand the material, quiz features for training and evaluation related to understanding the material that has been delivered, game features for refreshing students when they are bored in learning, finally the chat room feature is for sharing between teachers and students when it is difficult to understand the material. The media is designed using power point and then converted to an android application using the andrairad application, the design of the android application is attractive according to the character of the students.

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