

The Relationship of Historical Learning Video Media With History Learning Results of Class XI Students at SMA Negeri 1 Central Lampung Rumbia 2019/2020 Academic Year

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ABSTRAK

Pendidikan merupakan hal penting dalam hidup. Pendidikan mutlak harus diberikan kepada setiap manusia. Oleh karena itu, guru dituntut untuk dapat merancang dan mengimplementasikan program pengalaman belajar dengan tepat agar siswa memperoleh pengetahuan yang lengkap sehingga proses pembelajaran menjadi bermakna bagi siswa. Rumusan masalah dalam penelitian ini adalah "Bagaimana hubungan media video dengan hasil belajar siswa pada mata pelajaran sejarah di kelas XI SMA N 1 Rumbia tahun pelajaran 2019/2020?" Tujuan penelitian ini adalah untuk mengetahui "bagaimana hubungan media video dengan hasil belajar siswa pada mata pelajaran sejarah kelas XI di SMA N 1 Rumbia tahun pelajaran 2019/2020?". Penelitian ini menggunakan desain penelitian Posttest-Only Control Design. Populasi dalam penelitian ini adalah siswa kelas XI IPS 2 dan XI IPS 4. Purposive sampling merupakan teknik yang digunakan untuk menentukan sampel dalam penelitian ini. Teknik ini dilakukan pada seluruh populasi, tetapi difokuskan pada sasaran. Teknik analisis data dalam penelitian ini adalah analisis data kuantitatif dengan cara analisis data menggunakan rumus Alpha.

Kata Kunci: Hubungan, Media Video, Hasil Belajar

ABSTRACT

Education is an important thing in life. Education absolutely must be given to every human being. Therefore, teachers are required to be able to design and implement learning experience programs appropriately so that students gain complete knowledge so that the learning process becomes meaningful for students. The formulation of the problem in this research is "How is the relationship between video media and student learning outcomes in history subjects in Class XI SMA N 1 Rumbia for the 2019/2020 academic year?" The purpose of this study was to find out "how is the relationship between video media and student learning outcomes in history subjects for class XI at SMA N 1 Rumbia for the 2019/2020 academic year?". This study used a Posttest-Only Control Design research design. The population in this study were students of class XI IPS 2 and XI IPS 4. Purposive sampling is a technique used to determine the sample in this study. This technique is carried out on the entire population, but focused on the target. The data analysis technique in this research is quantitative data analysis by means of data analysis using Alpha formula.

Keywords: Relationships, Video Media, Learning Outcomes

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I. INTRODUCTION

Education and knowledge in our country is constantly changing and growing. The demands of society are increasingly complex and competition is getting tougher, especially in the face of the era of globalization in which there is a process that encourages mankind to move from a way of life with a national perspective solely towards a way of life with a global insight that demands mankind to replace perceptual patterns and certain patterns of thinking, from purely national patterns to patterns that are global in nature. For this reason, it is necessary to prepare quality human resources, one of the efforts to improve human resources is through education. Education is one of the main factors for human resource development because education is believed to be able to increase human resources so that it can create productive humans who are able to advance their nation. Education in a broad sense contains the meaning of educating, guiding, teaching and training.

National education aims to develop the potential of students to become human beings who believe and have devotion to God Almighty, have noble character, are healthy, knowledgeable, capable, creative, independent and become democratic and responsible citizens. The aim of education that the Indonesian government wants to achieve is to educate the nation's life. Therefore, since the New Order, the government has expanded the opportunity to get education for all Indonesian people. This is in accordance with Article 31 paragraph 1 of the 1945 Constitution, which states that:

"Every citizen has the right to education" A teacher needs to be aware of the sound and content of the articles of the paragraph of the Basic Law, every student has the right to receive the same teaching. The teacher plays an important role in the educational process. One of the codes of ethics that a professional teacher must have is that he must be able to use learning tools or media. Learning outcomes are a measure of the level of understanding of students in understanding a material. It cannot be denied that every learning process occurs obstacles in the learning process, especially in history subjects. This is a problem that occurs in SMA Negeri 1 Rumbai where the method used in the teaching process is not precise so that it affects the low scores of students in history subjects. Therefore, to overcome this, one of them is to use learning media that is suitable with learning materials that can attract students' attention. The development of science and technology brings very significant changes to various dimensions of human life, both in economic, social, cultural and educational terms.

For this reason, the media as a tool in the teaching and learning process is a fact that cannot be denied. The existence of the media really helps the teacher's task in conveying messages from the learning materials that will be conveyed by the teacher to students. The teacher realizes that without the help of the media, the learning material is difficult for every student to understand, especially learning materials that are very complex and complicated. Media has an important role in achieving the learning process. Today's world can be said to be a world that lives using media. Learning activities are now moving forward along with technological advances, so that indirectly they have a good impact on progress in terms of delivery of material. In the beginning, the material was delivered using lectures, now the world of learning is moving forward and using a lot of media.

Educational media as a learning resource that can transmit messages can help overcome this. And along with the development of Information and Communication Technology (ICT), it requires the world of education to implement computer-based learning.

Learning history with the use of video as a learning medium is one of the writer's efforts in creating an interesting, fun, and active learning process. So that in the implementation of the teaching and learning process there is a strong interaction between teachers and students. Therefore, to realize an ideal learning process towards learning that is able to provide critical thinking patterns of students, increase reasoning power, and courage in expressing opinions democratically and scientifically. It takes an appropriate media to improve student learning outcomes. Learning history with the use of video as a learning medium is expected to improve the history learning outcomes of class XI students at SMA Negeri 1 Rumbia.

According to Sukardi (2008: 33) argues that a relationship is something that measures the degree of closeness (correlation) between two variables either that is clearly related in literature or a problem to be studied. Furthermore, Margono (2007: 134) argues that a relationship is a systematic description that describes one variable with one or more other variables as a hypothesis in systematic research about a phenomenon. While Sugiyono (2015: 59) relationship is a correlation that affects each other in this case called interactive relationship. So the relationship is the power between variable X and variable Y which are correlated.

Media comes from Latin, namely *Medius* literally means "middle, intermediary or introduction". In Arabic wasail, the media is an intermediary or messenger from the sender to the recipient of the message ". In the Indonesian Dictionary reveals that the media is a tool (means) of communication such as newspapers, magazines, radio, television, films, posters and banners ". Meanwhile, according to experts, among them: Heinich and friends put forward the term "media as an intermediary that delivers information between sources and receipts". Gerlach and Ely said that "media when it is understood in broad terms is human, material, or events that build conditions that enable students to acquire knowledge, skills or attitudes". In this sense, teachers, textbooks and the school environment are media.

From the description above, it can be concluded that what is meant by media is a tool or anything that can be used to transmit messages from sender to recipient in the learning process, so that learning can run effectively and efficiently. Media is also a tool used in order to streamline communication between students and teachers in the learning process.

Video media is anything that allows an audio signal to be combined with a moving image sequentially. Video programs can be used in learning programs because they can provide unexpected experiences to students. Video programs can be combined with animation and speed settings to demonstrate changes from time to time, (Daryanto, 2012: 87). Video can depict an object moving together with natural sound or sound as appropriate. Videos can present information, describe processes, explain complex concepts, teach skills, shorten or lengthen time and influence attitudes (Cecep Kustandi, 2011: 64).

Video is a technology for capturing, recording, processing, transmitting and rearranging moving images. Usually using celluloid film, electronic signals, or digital media. Video can also be said to be a combination of still images that are read sequentially at a time with a certain speed (Daryanto, 2015: 86).

Learning outcomes are all skills and the results achieved through the teaching and learning process in educational institutions or schools which are determined by numbers measured based on learning outcomes tests. scores obtained from test results regarding a number of specific subject matter. From the explanation above, the writer can conclude that learning outcomes are an effort achieved by students after participating in the learning process

which is marked by giving tests so that in the end they get results that are called learning outcomes.

Student learning outcomes are influenced by two main factors, namely factors from within the student and factors that come from outside the student or environmental factors. Factors from within students, especially regarding the abilities possessed by students. This factor is a very influential factor in student learning outcomes. Regarding the internal factors of students, apart from ability factors, there are also other factors, namely motivation, interests, attitudes, study habits, persistence, economic, social and economic conditions, for example, physical and psychological conditions. One of the dominant environmental factors affecting learning outcomes is the quality of teaching. The quality of teaching is whether the learning process is high or not effective in achieving instructional goals.

II. RESEARCH METHODS

This research is a quantitative research with descriptive survey research method. According to Sugiyono, the descriptive survey method is a method used to obtain data from certain populations that are scientific in nature, but researchers collect data by documenting student scores given by the teacher where the researcher does not provide treatment as in experiments (Sugiyono 2014: 12). Sukmadinata argues that the survey method is used to collect information in the form of opinions or opinions from a number of people on certain topics (Sukmadinata 2012: 54). This study aims to determine, explain and explain the influence of audio visual video media. The researcher wanted to examine the relationship between video media and student learning outcomes in class XI SMA N 1 Rumbia.

Population is a whole collection of elements that show certain characteristics that can be used to make conclusions (Anwar Sanusi, 2012: 87). According to Sugiyono, population is a generalization area consisting of objects or subjects that have certain qualities and characteristics that are applied by research to study and then draw conclusions (Sugiyono 2012: 117). From the explanation of the population above, in this study the population taken was all classes XI IPS 2 and XI IPS 4 SMA Negeri 1 Rumbia for the 2019/2020 academic year. The data obtained from preliminary research regarding the number of students in class XI IPS 2 and XI IPS 4 of SMA Negeri 1 Rumbia for the 2019/2020 academic year were 52.

The sampling technique used in this study is non-probability sampling, which is a sampling technique that does not provide equal opportunities for each element (member) of the population to be selected as members of the sample. Non probability sampling has several types, including purposive sampling. Purposive sampling is a technique used to determine the sample in this study. This technique is carried out on the entire population, but focused on the target. "Purposive sampling is a sample determination based on the consideration of certain criteria that have been made on an object.

According to Suharsimi Arikunto, variables are the object of research, or whatever is the point of attention of a research (Arikunto, 2013: 161). The variables in this study consisted of independent variables (independent variable) and dependent variable (dependent variable), as follows: the independent variable (independent variable) of this study is the effect of audio visual video media and the dependent variable (dependent variable) from this study. is the learning result of class XI students of SMA Negeri 1 Rumbia for the 2019/2020 academic year.

The notion of observation is a data collection technique, in which the researcher makes direct observations to the object of research to see closely the activities undertaken (Ridwan, 2004: 104). According to Sutrisno Hadi, observation is a complex process, namely the processes of observation and memory (Sutrisno Hadi in Sugiyono 2012: 303). In this study, the researcher used the observation technique to observe the results of the grade XI IPS 2 and XI IPS 4 grades.

III. RESULTS AND DISCUSSION

Research conducted by researchers includes research in the field of education. The research entitled "The Relationship of History Learning Video Media Against the History Learning Outcomes of Class XI Students at SMA Negeri 1 Rumbia Central Lampung for the 2019/2020 academic year. This research was conducted to determine whether or not video media was connected to the learning outcomes of class XI students of SMA Negeri 1 Rumbia Central Lampung for the 2019/2020 academic year.

The selection of research locations in SMA Negeri 1 Rumbia was carried out due to several considerations, the first consideration was that the researchers carried out the Professional Practice of Education at the school so that they had closeness to teachers and students at SMA Negeri 1 Rumbia, which could make it easier for researchers to obtain the necessary data. The second consideration is that the distance traveled from the researcher's house is not too far, so as to minimize research costs. The third consideration is related to the problem that is the background of the research, namely because the learning outcomes of students are still low, so that SMA Negeri 1 Rumbia was chosen as the research location by applying historical learning video media to improve student learning outcomes.

Test the validity of the instrument in this study using the Pearson product moment correlation formula with a significant level of 0.05 and the number of students or $n = 20$, so the r table is 0.444. The test criteria if $r_{count} > r_{table}$ then the item is declared valid. The calculation of the validity test of the research instrument was done manually. Based on the results of the test items consisting of 20 multiple choice questions per post test, it can be seen that all items are valid.

Student learning outcomes are a form of information about the development or success of students in carrying out learning activities at school. Learning outcomes can be influenced by many factors, including learning media, learning media is a tool that is used as an intermediary to convey messages, information, and learning materials to students, there are many kinds of learning media including video, video is a good tool for learning media for students because the process is not too complicated and can be easily accepted by students considering that at this time it is already dominant with the use of social media. Based on the results of learning that was carried out 3 times, it can be seen that the frequency of students who got a posttest score exceeding the KKM (75) at the first meeting was 18 students, at the second meeting there were 20 students, and at the third meeting there were 22 students. The average posttest value at each meeting increased, at the first meeting the average posttest value was 75.8, at the second meeting it was 76.5, and at the third meeting it was 79.3, after being accumulated, the average of 3 meetings was 78.5.

The results of the posttest conducted in the experimental class were 3 times and the average was sought, it can be seen that students who have high scores are 25 students, have sufficient ability as much as 1 student, and have low ability as many as 0 students. The results of the posttest that were carried out three times in the control class and the average search for it can be seen that students who have high abilities are 20 students, have enough abilities as many as 4 students, and have low abilities as many as 2 students. The results of value categorization can be seen in the following graph.

The data from the experimental class posttest results and the control class posttest data were then analyzed to see if there was any influence between video media on student learning outcomes using a simple linear regression formula. Based on the t value: it is known that the

tcount value is $2.129 > 2.064$ ttable, so it can be concluded that the Media Video variable (X) is related to the Learning Outcomes variable (Y) with a positive influence direction which means that H_0 is rejected and H_a is accepted. The use of Video Learning Media can be said to be effective and efficient in improving student learning outcomes.

IV. CONCLUSION

Based on the data analysis conducted by the researcher, it was concluded that there was a relationship between video media and student learning outcomes in the history subjects of Class XI SMA N 1 Rumbia for the 2019/2020 academic year. This can be proven through a simple linear regression test. Based on the t value: it is known that the t-count value is $2.129 > t$ table 2.064 , so it can be concluded that there is a relationship between video media and student learning outcomes in history class XI SMA N 1 Rumbia for the 2019/2020 academic year, which means that H_0 is rejected and H_a is accepted.

There is learning that can improve student learning outcomes, one of the media used is video media. After conducting the research, it is known that learning with learning media can improve student learning outcomes. Based on research conducted at SMA Negeri 1 Rumbia for the 2019/2020 academic year, the following suggestions can be made:

For teachers, video learning media can be used as a reference or alternative in historical learning activities to improve student learning outcomes. Students are required to be more courageous in expressing their opinions, mastering the material and being able to solve problems in learning activities. For schools, in order to complete reading material sources, so that the material is mastered more quickly by students.

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