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The Effect of Ispring Suite Learning Media on Student Achievement in Figh Subjects

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Abstract

This Research aim is knowing the properness of Ispringsuite based android system in Fiqh Material for The first grade in MTSN 14 Megaluh, Jombang. This research using Design Based Research in Brog and Gall Approach. The research Instrument is form as questionnaire validation of Material exprt, linguistic expert, IT expert, in other hands there is also questionnaire validation for students response. The assessment is conducted by classroom mean Score, Likert Scale. The result from the material expert is 81, 91% which claim as extemely proper, from the linguistic expert is 80,25%, which named by verry proper. Beside, the score from IT expert is 70.61% which state as proper category. And the score from the students is around 90%, Which state as extremely proper. In conclusion, Ispring suite Learning Media based Android System in Fiqh Material is Proper to use.

Keywords: media, ispring suite, learning achievement, fiqh subjects

INTRODUCTION

In the era of the industrial revolution 4.0, the development of digital technology is very rapid and developing in all lines of life. This is marked by the proliferation of operating systems that facilitate human performance and mobility. On the other hand, this is also a demand for all elements of life in developing their respective technologies. No exception in the education aspect, technology seems to be excellent in facilitating and assisting the teaching and learning process which is still synonymous with the lecture method and the

teacher's tendency to dominate the learning process in the classroom. In addition, the discussion method is used as a way to discuss one subject topic(Amarulloh, R., 2013)

In this era of globalization, the acceleration of the development of learning media in the field of education has also experienced a very significant quality improvement. Where in practice, information technology has become a demand in developing learning media.(Muhson, 2010)

The word media comes from Latin which is the plural of the word medium which literally means intermediary or introduction (zainati, 2017) Print media emerged after the invention of the printer by Johan Gutenberg (drs.daryanto) Gerlach & Ely (1971) said that the media, if understood in broad terms, are humans, materials, or events that build conditions that enable students to acquire knowledge, skills or attitudes in the sense of This includes teachers, books, texts, and the environment is a medium (Arsyad, 2020). This becomes very beneficial, because the availability of learning media will open up wide learning opportunities not only limited to students.(Amarulloh, et al, 2013)But over time. technological developments demand human creativity in procuring or creating an operating system that is strong, flexible, and also multifunctional. This is what is offered by Android, where Android is an operating system on Linux-based mobile devices. In addition. Android developers to be able to create creative applications that they want themselves.(Kuswanto, & Radiansyah, 2018)

iSpring Suite one platform that is very suitable to be used in the process of developing learning media based on Android. Microsoft Corporation is the most widely used presentation application program today.(Sukiman, 2012)

iSpring Suite is one of the tools that is integrated with Microsoft **PowerPoint** (Sasanan et al., 2017) Where the iSpring Suite was also created to make it easier for educational activists to create interesting learning media. This will greatly support the effectiveness of learning and most likely improve student achievement.(Martiningsih, Integration 2018) between Microsoft PowerPoint and iSpring Suite 8 software will produce interesting learning media.(Evi Damayanti, 2018)

Therefore, teaching and learning achievement is the result of continuous talent development efforts. (Eva & Siagian, 2012) To clarify the direction of this research, the researcher assessed the students' responses to the ispring suite learning media for figh subjects through a response questionnaire

conducted at MTSN 14 MEGALUH JOMBANG.

METHOD

I. Research design

In this research process, researchers use research and development methods or also known as R&D. In Saputro's research (2017) Sugiono explained that research and development methods are research methods used to produce a particular product, then test the effectiveness of the product. in the development of this R&D there are several research models.(Saputro, 2017) (Izzati & Sumarsih, 2017)

The Android-based learning media development model using the iSpring Suite adapts to the Thiagarajan development model. model consists of 4 stages of development, namely define, design, develop and disseminate. This research includes research that produces products to test the effectiveness of a product. Researchers carried out the development stages of research on the development of android-based learning media using the iSpring Suite to improve student achievement.(Hidayati & Hakim, 2012)

The first stage is the definition with the aim to determine and define the learning requirements. This stage is carried out by conducting an analysis stage on the principal, students, and teachers of figh subjects at MTSN 14 Megaluh. The second stage is design by designing learning devices. This step becomes the link that connects the definition and design stages. In this stage, the selection of media that is suitable for the purpose of delivering the subject matter is also carried out. In addition, at this stage the selection of the format is carried out. Format selection is done by reviewing the formats of existing tools that have been developed in developed countries.

The third stage is the development stage to produce revised learning tools based on expert input. Validation of the device by experts is followed by revision and then simulation, namely activities to operationalize the learning plan. This activity is carried out for the implementation of time matching devices and tool functions. The fourth stage is

deployment, which is the stage of using tools that have been developed on a wider scale. (Huda et al., 2019). The product resulting from this research is in the form of software or software. (Sutiasih & Saputri, 2019)

Research data were collected using a questionnaire response sheet. In this study, researchers are more likely to use a pattern of proof of student responses. The results of product trials seen from the average of each item of the questionnaire response assessment questions on the product were carried out by class VII AF students at MTSN 14 MEGALUH JOMBANG, presented in tabular form. There are 15 questions, the minimum score is 30 and the maximum score is 90. Class A has 13 respondents, Class B has 10 respondents, Class C has 9 respondents, Class D has 14 respondents, Class F has 11 respondent.

RESEARCH RESULTS

Research Result

1) Preliminary analysis

The initial analysis of this development research is to find and determine the basic problems faced in learning fiqh at MTsN 14 MEGALUH JOMBANG. In this case, the assessment includes the curriculum and the problems that exist in the field so that solutions are needed that are in accordance with the problems faced.

In the analysis phase of this research, the researcher made observations at the school to obtain the necessary information. The school used for research is MTsN 14 MEGALUH JOMBANG. The observation will start on March 5, 2021 in class VII AF.

Here are some results of class observations on figh subjects:

- a] The teaching materials used are worksheets which consist of a summary of the material and several practice questions.
- b] The teaching methods used in learning fiqh are lectures, discussions, and assignments.
- c] The presentation of the material presented by the teacher is delivered in a coherent and systematic manner.

- d] The learning media used were blackboards and markers.
- e] The process of learning fiqh emphasizes teacher centered, namely the teacher only explains through the lecture method in class and gives assignments in the form of questions.

2) Student analysis

Student analysis aims to determine the characteristics of students and determine the extent to which students' needs for learning media are analyzed through a needs questionnaire. Which gets the following results:

Table 1. Questionnaire of students' needs for media

needs for media				
No	Criteria	Average		
1.	Learning resources in the form of books / worksheets are considered sufficient	72.25		
2.	Enthusiastic during the lesson	73.94		
3.	Motivated during the lesson	75.24		
4.	Easy to understand course material	67.85		
5.	Having difficulty in learning subject matter that only comes from textbooks.	65.85		
6.	Requires learning media that can move to increase learning motivation	75.00		
7.	Requires colorful learning media to	61.85		

	increase enthusiasm for learning	
8.	Requires media that contains videos to increase learning motivation	81.62
9.	Requires learning media that can be accessed at any time to increase enthusiasm for learning	82.75
10.	Requires learning media that can present subject matter in an interesting way to increase learning motivation.	83.10

The results of the product trial were seen from the average of each item of the questionnaire response assessment questions on the product carried out by class VII AF students at **MTSN** 14 **MEGALUH** JOMBANG, presented in tabular form. There are 15 questions, the minimum score is 30 and the maximum score is 90. Class A has 13 respondents, Class B has 10 respondents, Class C has 9 respondents, Class D has 14 respondents, Class E has 14 respondents, and Class F has 11 respondent.

Table 2. Student responses to learning media

No	Aspect	Percentage		
1.	Attractive android	89.72%		
	application display			
2.	Colors, videos and	90%		
	pictures are fun to look			
	at			
3.	Easy to read and	89.72%		
	understand writing			

4.	Each slide is	89.72%
	interesting to look at	
5.	Easy-to-use navigation	89.45%
	buttons	
6.	Fiqh material is easy to	90.31%
	understand	
7.	Music is applied to	90.25%
	collect students'	
	enthusiasm for	
	learning	
8.	Learning media makes	89.38%
	learning materials easy	
	to remember	
9.	Quiz model is very	89.38%
	interesting	
10.	Questions in the media	89.34%
	add insight into fiqh	
11.	Previous material is	89.78%
	easily accessible	
12.	Learning media	88.87%
	increases the spirit of	
	learning	
13.	The android	89.39%
	application makes it	
	easy to learn fiqh	
14.	Media can relieve	89.77%
	students' boredom in	
	learning	
15.	This android	90.20%
	application is very	
	suitable for fiqh	
	learning media	
	Average	90%

From the overall score table, it can be concluded that the average value of the responses from all classes is 90%, which means that the android-based learning media with the use of the ispring suite is very feasible to use.

Discussion

Religious education is currently faced with the challenges of modernity which are increasingly complicated and massive. Education is also a conscious and planned effort for a learning atmosphere and learning process so that students actively develop their potential to have religious spiritual strength. There is an impression that the practice and process of Islamic education is sterile from the context of reality, which is an acute problem that occurs in almost all of the Islamic world. The problem of worldlyism is a manifestation of a dichotomous perspective on science, where there is religious knowledge on one side and general knowledge on the other. religious education in institutions, prioritizes the nuances of figivah which is oriented to right and wrong, rewardsin. Likewise in teaching. According to jalaludin rahmat, there are four characteristics that show figh as a diniyah paradigm: first single truth. At first, figh departed from one's understanding of the texts, namely the Qur'an and hadith. Then the companions and scholars of the salaf tried to understand and draw conclusions from both. Furthermore, the latest scholars analyze, process information from the friends and scholars, and produce fatwas that are in accordance with the conditions and situations of the times, both are absolute and divine sources, so there is no debate between the two. Third, piety is measured by loyalty to figh. In this position the level of diversity of people is measured by whether or not they are treated well. Furthermore, the latest scholars analyze, process information from the friends and scholars, and produce fatwas that are in accordance with the conditions and situations of the times, both are absolute and divine sources, so there is no dispute between the two. Third, piety is measured by loyalty to figh. In this position the level of diversity of people is measured by whether or not they are treated well. Furthermore, the latest scholars analyze, process information from the friends and

scholars, and produce fatwas that are in accordance with the conditions and situations of the times. both are absolute and divine sources, so there is no dispute between the two. Third, piety is measured by loyalty to fiqh. In this position the level of diversity of people is measured by whether or not they are treated well.(Hanafi, 2017)

In learning fiqh teachers are one of the success factors, therefore teachers need to have the knowledge and means in carrying out their duties besides teachers there are also several reasons that can affect the learning process, students' psychological conditions can also affect learning achievement. Therefore, a teacher needs to keep trying to understand students in the learning process, teachers need to understand the basic characteristics of students and student growth. (Mansir. F & Karim. A, 2020)

In fiqh subjects, especially in the Friday prayer chapter itself, there are several problems encountered in learning and practice. Friday prayer is a prayer that must be performed on Friday. The time is the same as the midday prayer. The total number of raka'at is two raka'at, before performing the prayer, the priest gives a sermon to the congregation as much as two sermons. (tri okta angraini)

In the process of this research, there are steps taken to improve learning media design products through Microsoft Power point iSpring Suite. These stages include considering the quality of the design and the of the display with suitability psychological development of adjusting the content of the material with references so that the material packaged in the learning media becomes effective and easy to understand. In addition, there are also improvements added by the validator, which in its assessment provides suggestions to replace the column with an icon display. Meanwhile, linguists and material experts suggest to adjust the writing of the correct standard language and not to mix the writing styles of other languages.

The result of defining in the process of learning fiqh is through observations made by researchers. The results of the needs in the design stage (design) were obtained through interviews with figh subject teachers, school principals, and students. Conducted at MTSN 14 Megaluh Jombang. Interviews with teachers of fiqh subjects showed that the media that had been used so far turned out to be enthusiastic about students taking lessons, due to the limited time for face-to-face online lessons. While online, students are only given a YouTube video link as a review of the subject matter. Interviews with students or students showed problems in the application of less creative methods, namely by reading the worksheets and listening to the teacher's lectures which resulted in boredom in attending fiqh lessons.

Research data were collected using validation sheets of material experts, linguists, and media experts. Then analyzed using a Likert scale. In this study, researchers are more likely to use a pattern of proving the validity of which conclusions are drawn from the results of the validation. The validation of fiqh learning media by using the ispring suite on Friday prayer material was examined by three experts, consisting of material experts, linguists, and media experts. After being validated by all experts, the researcher revised the improvement for the learning media.

CONCLUSION

Based on the previous description, it can be concluded that the effect of the ispring suite learning media on student achievement in figh subjects is feasible to use. This is done by considering the quality of the design and the suitability of the display with psychological development of students, adjusting the content of the material with references so that the material packaged in the learning media becomes effective and easy to understand. As for the feasibility and effectiveness of this learning media, it has received very good recognition. Where it can be proven by the results of the average calculation and analysis of the influence of learning media that get a fantastic response from students.

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