

The Effect of The Use of Audio Types of Learning Media on Students' Learning Motivation in Social Studies Subjects

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ABSTRAK

Pendidikan merupakan hal penting dalam kehidupan. Pendidikan membantu manusia dapat mencapai cita-cita yang diinginkan. Pendidikan mutlak harus diberikan kepada setiap manusia. Pendidikan sebagai sebuah aktivitas tidak lepas dari fungsi dan tujuan. Pendidikan juga dapat membuat bangsa kita menjadi lebih maju karena ada kegiatan yang dapat meningkatkan kemampuan manusia baik dari pengetahuan atau kemampuan lain yang tidak bisa didapat dari pendidikan. Untuk mencapai itu semua dibutuhkan penggunaan media yang tepat dalam pembelajaran, sehingga tujuan dalam pembelajaran dapat tercapai. Salah satu media pembelajaran yang berhasil dikembangkan untuk memberi pengaruh positif dan signifikan terhadap motivasi belajar siswa seperti Penggunaan Media Belajar Jenis Audio. Rumusan masalah dalam penelitian ini adalah "Apakah ada Pengaruh yang Positif dan Signifikan Penggunaan Media Belajar Jenis Audio Terhadap Motivasi Belajar Siswa Pada Mata Pelajaran IPS di Kelas VII SMP Negeri 17 Bandar Lampung Tahun Ajaran 2019/2020." Tujuan penelitian ini adalah Untuk mengetahui pengaruh yang positif dan signifikan tentang Penggunaan Media Belajar Jenis Audio Terhadap Motivasi Belajar Siswa Pada Mata Pelajaran IPS di Kelas VII SMP Negeri 17 Bandar Lampung Tahun Ajaran 2019/2020. Penelitian menggunakan desain penelitian *Posttest-Only Control Design*. Populasi dalam penelitian ini adalah seluruh kelas VII di SMP Negeri 17 Bandar Lampung pada tahun ajaran 2019/2020. Sampel dipilih secara Random menggunakan teknik *Random*. Teknik analisis data dalam penelitian ini adalah analisis data kuantitatif dengan dilakukan uji analisis data dengan rumus Theta. Berdasarkan analisis data secara kuantitatif dengan menggunakan rumus Theta dapat ditarik kesimpulan bahwa "Ada pengaruh positif dan signifikan yang cukup berarti atau sedang yaitu 0,41 dari penggunaan media belajar jenis audio terhadap motivasi belajar siswa pada mata pelajaran IPS kelas VII SMP N 17 Bandar Lampung Tahun Ajaran 2019/2020.

Kata Kunci: Pengaruh, Model, Audio, Motivasi Belajar

ABSTRACT

Education is an important thing in life. Education helps humans to achieve their desired goals. Education absolutely must be given to every human being. Education as an activity cannot be separated from its function and purpose. Education can also make our nation more advanced because there are activities that can improve human abilities both from knowledge or other abilities that cannot be obtained from education. To achieve this all requires the use of appropriate media in learning, so that learning objectives can be achieved. One of the learning media that has been successfully developed to have a positive and significant impact on student motivation is the use of audio learning media. The formulation of the problem in this research is "Is there a Positive and Significant Effect of Using Learning Media Types of Audio on Student Motivation in Social Studies Subjects in Class VII of SMP Negeri 17 Bandar Lampung in the 2019/2020 Academic Year." The purpose of this study was to determine the positive and significant influence of the use of audio-type learning media on student learning motivation in social studies subjects in class VII SMP Negeri 17 Bandar Lampung for the 2019/2020 academic year. This

study used a Posttest-Only Control Design research design. The population in this study were all seventh grade students at SMP Negeri 17 Bandar Lampung in the 2019/2020 school year. Samples were selected randomly using the Random technique. The data analysis technique in this research is quantitative data analysis by means of data analysis with the Theta formula. Based on quantitative data analysis using the Theta formula, it can be concluded that "There is a positive and significant influence which is quite significant or moderate, namely 0.41 from the use of audio-type learning media on student learning motivation in social studies subjects for class VII SMP N 17 Bandar Lampung in the academic year. 2019/2020.

Keyword: Influence, Model, Audio, Learning Motivation

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I. INTRODUCTION

Education is an important thing in life. Education helps humans to achieve their desired goals. Education absolutely must be given to every human being. This is related to what Abdul Kadir (2012: 81) said. Education as an activity cannot be separated from its function and purpose. Education can also make our nation more advanced because there are activities that can improve human abilities both from knowledge or other abilities that cannot be obtained from education. According to Crow and Crow, in Tirtarahardja, Umar and S.L. La Sulo (2005: 40) says that education is a process that contains various kinds of activities that are suitable for individuals for their social life and help carry on customs and culture and social institutions from generation to generation. In reality, the world of education is currently facing two major problems, namely the low quality of education and the inadequate learning system in schools. The education crisis that has hit the Indonesian nation at this time has raised concerns for parents and schools that have been trusted as educational institutions.

According to Abdul Kadir (2012: 59) The educational process is an activity to mobilize all components of education by educators aimed at achieving educational goals. How the education process is carried out greatly determines the quality results of the achievement of educational goals. The main objective of education is to improve the quality of human resources and produce an educated generation. The quality of education can be improved in various ways, namely the use of effective curricula, appropriate learning methods and learning strategies that can attract students' interest in learning.

Motivation is needed by students in order to increase students' enthusiasm for learning in following the learning process. With a high enthusiasm for learning, students will be able to easily accept the material that will be taught by the teacher so that students can master the material well, if a student is always excited about receiving the subject matter, the understanding of the material presented by the teacher will be quickly absorbed.

According to Ahmad Rohani (2010: 01) the main duties and responsibilities of a teacher are to manage teaching more effectively, dynamically, efficiently and positively, which is marked by awareness and active involvement between the two teaching subjects, namely the teacher as the initial initiator and the director and mentor. , while students as experiencing and being actively involved in obtaining self-change in teaching.

The importance of audio in the learning process is very necessary so that students get better knowledge in learning with audio. Because in the previous teaching and learning activities students only used audio media several times and with grades that were not good or did not reach the KKM (Minimum Completeness Criteria), the material in the audio program should be able to motivate students so that students are interested in listening to it until it's finished. In connection with this, the element of motivating students needs to be considered, of course, so that students are not bored and happy to listen to it until the program is finished.

Influence is the power that exists or arises from something, both people and objects and so on which is powerful or powerful and influences others (Poerwardarminta, 1987: 731). Humans have the urge to move themselves towards positive goals (Sardiman, 2010: 108). The impulse that is meant is what shows that a person does activities because it is driven by the presence of factors, biological needs, instincts, and perhaps other psychological elements as well as the influence of human cultural development (Sardiman, 2010: 77). Based on the concept of influence above, it can be explained that influence is something that arises in humans due to the urge to change something for the better. So the effect seen in this study is how the influence of the use of learning media types of audio as learning support on student learning motivation.

Yudhi Munadi (2008: 8) expresses the meaning of the media, including: The word media comes from Latin, namely *medius* which literally means 'middle' 'introduction' or 'intermediary'. In Arabic, the media is called 'wasail', the plural form of 'wasilah', which is a synonym for *al-watsh* which means also middle. The word 'middle' itself means being between two sides, so it is called *ga* as an 'intermediary' (*wasilah*) or the one who mediates between the two sides. Because its position is in the middle, it can also be called an introduction or *liaison*, which is the one who delivers or connects or channels something from one side to another.

Meanwhile, according to Harjanto (2010: 246-247), there are several interpretations of the meaning of teaching media, while another party states that, "teaching media refers to equipment that has complex parts such as television and films". Unlike the case, as expressed by Marshall McLuhan, "Media is a human extension that allows it to influence other people who do not have direct contact with him". Another opinion states that there are two formulations of the media, namely in a narrow sense and in a broad sense. Heinich (1996), said. In the book *Communication Technology & Learning Information*, by B. Uno, the media comes from Latin which means between. This meaning can be interpreted as a means of communication used to carry information from a source to the recipient. A number of experts make restrictions on the media, including those stated by the American Association of Education and Communication Technology (AECT). AECT revealed, media are all forms and channels used to transmit messages or information. When associated with learning activities, the media can be interpreted as a communication tool used in the learning process to carry information from teachers to students. From the opinions of the experts above, it can be explained that learning media is anything that is used, such as a tool as an introduction or an intermediary for delivering subject matter to students.

According to Hamalik (1986) in Azhar Arsyad, the use of instructional media in the teaching and learning process can generate new desires and interests, generate motivation and stimulation of learning activities, and even bring psychological influences on students. The use of instructional media at the learning orientation stage will greatly assist the effectiveness of the learning process and the delivery of messages and lesson content at that time. In addition to arousing student motivation and interest, instructional media can also help students improve understanding, present data attractively, making it easier to interpret data, and condense information. So basically the media is very useful in teaching and learning activities. Because in addition to making it easier for teachers, the media can also provide a stimulus for

students to learn happily and happily. In addition, to foster students' interest or desire in learning, so that students can get satisfactory results from their learning efforts.

Yudhi Munadi (2013) states that: Audio or hearing is a tool for listening. Hearing is an automatic physiological process of receiving auditory stimuli (aural stimuli). It is at this stage that physical disturbances in a person's hearing aids can cause difficulty in the listening process. Hearing is a process in which sound waves enter through the outer ear canal connected to the eardrum (eardrum) in the middle of the ear and cause vibrations which then stimulate nerve infusion and infusion to the brain. So audio or hearing is the process of entering sound waves into the ear canal and through other processes so that the sound reaches the nerves of the brain, and gives rise to an understanding of the sound that came earlier.

Audio media is a tool that is used with hearing bias only. This media helps students to think well, foster memory and sharpen hearing. In the learning process, the media is taught to students in the form of messages. The message conveyed is written in audio symbols, both verbal and non-verbal. Therefore the learning process can be well structured. This media is an inexpensive and affordable form of learning. The material presented is adjusted to the ability level of students. Audio can provide messages that attract and motivate students. From the opinion of the experts above, it can be explained that audio media is an aid that can only be heard which causes vibrations that stimulate inflections to the brain.

These various media can be used to assist the learning process. The audio media of sound recording of fairy tales reading is a listening learning media that is applied by playing the sound recording of fairy tales using a laptop and speakers to clarify the sound. With the reading of fairy tales through audio media, students will be motivated to listen because they can increase their knowledge, understand real human life, provide new experiences, and foster a love for listening to voices through media and through teacher explanations. This shows that the learning media used in learning can improve student learning outcomes. In accordance with the opinion of Sujana and Rivai about the benefits of media (in Arsyad, 2004: 24).

Motivation comes from the word motive, which is the driving force within a person to carry out certain activities to fulfill certain goals. Motivation can be both a goal and a tool in learning. Motivation refers to the process of movement, including situations that encourage someone to do something that arises from within the individual. According to Sumadi Suryabrata motivation is a condition that exists in a person that encourages him to carry out certain activities in order to achieve a goal (in Djaali, 2012: 101).

The notion of learning is a business process carried out by individuals to obtain a change in behavior as a whole as a result of the experience gained thanks to the interaction between individuals and their environment (Hamzah B. Uno, 2008: 22). Basically, learning is doing to change the behavior and actions experienced by someone. The learning process carried out by social studies subject teachers in general is still carrying out simple learning. The role of a teacher in the learning process has a close relationship in student learning activity. The learning process like that will make students feel bored so that student motivation to learn decreases. There needs to be an innovation in carrying out the learning process by social studies subject teachers. This innovation can be in the form of the application of Audio Media which more attracts students' attention in carrying out the learning process with Audio Media so that students can better understand by listening to something related to the material being taught, the use of Audio Media so that students are motivated in class learning, students listen through sound later will be provided by the teacher that the students will listen to.

II. RESEARCH METHODS

According to Sugiyono (2012: 3) the research method is a scientific way to obtain data with specific purposes and uses. In conducting this research, researchers used experimental methods. The experimental method can be interpreted as a research method used to find the effect of certain treatments on others under controlled conditions (Sugiono, 2012: 107). The implementation of this study itself aims to investigate the effect of using audio media on increasing student learning motivation which can be seen through the emergence or absence of differences between observations of teaching and learning activities in class and student answers to motivation questionnaires after the use of audio media.

The design used in this study was Posttest-Only Control Design, where in this study design there were two groups, each of which was randomly selected (R), the first group was given treatment (X) and the group. The definition of population according to Margono is "All data that concern us within a scope and time we specify" (Margono 2010: 118). According to Sugiyono, "Population is a generalization area consisting of: objects or subjects that have certain qualities and characteristics that are determined by researchers to be studied and then draw conclusions. So population is not only defined as people, but also objects and other natural objects "(Sugiyono 2012: 117).

III. RESULTS AND DISCUSSION

The research was conducted at SMPN 17 Bandar Lampung, in class VII 7 and VII 5 as the research sample. Class VII 5 as the experimental class and class VII 7 as the control class. The implementation of this research is divided into two stages, namely the preliminary research stage and the research stage. Preliminary research was carried out using observation and interview techniques. The application of the use of audio media in the experimental class, namely class VII 5 at SMPN 17 Bandar Lampung, was carried out three times with material about Indonesian Society in the Praaksara Period, divided by several sub materials for each meeting.

Students are given the opportunity to read learning materials to deepen understanding. Researchers provide opportunities for students to ask or answer questions in order to stimulate student activeness and curiosity about the material being studied. Then the students start listening to the audio set by the teacher which transitions the points of the material. In the middle of learning, the teacher stops the audio and asks the meaning explained to the randomly selected student. So that students will be active in learning where they will deliver the material they know and explain it in their own style. After that the teacher provides further explanation about the material that is presented again in order to straighten out the aims and objectives in learning.

Before the data is used in analytical calculations, the data must be clarified into several categories to help further calculations, in this case the researcher clarifies the data into three categories, namely low, medium and high.

Audio or hearing is a tool for listening. Hearing is an automatic physiological process of receiving auditory stimuli (aural stimuli). It is at this stage that physical disturbances in a person's hearing aids can cause difficulty in the listening process. Hearing is a process in which sound waves enter through the outer ear canal and connect to the eardrum in the middle of the ear and cause vibrations which then stimulate nerve infusion and infusion to the brain. So audio or hearing is the process of entering sound waves into the ear canal and through other processes so that the sound reaches the nerves of the brain, and gives rise to an understanding of the incoming sound, "audio media is media that can only be heard, or media. which only has sound elements, such as radio and sound recording. " So audio media is a medium that can

only be heard and cannot be seen, because it only has sound elements. This media is not suitable for people who are deaf or have hearing impairments.

Audio media help students to think well, foster memory and sharpen hearing. In the learning process, the media is taught to students in the form of messages. The message conveyed is written in audio symbols, both verbal and non-verbal. The material presented is adjusted to the ability level of students. Audio can provide messages that attract and motivate students. then it can be explained that the audio media is a tool that can only be heard which causes vibrations that stimulate inflections to the brain. These vibrations can stimulate motivation. Thus student interest is increasing.

Audio media is used as a medium that helps channel messages to achieve teaching goals. To improve students' ability in listening activities, teachers can apply teaching methods and use media in accordance with the characteristics of their students. For example, by adjusting to the conditions that exist at this time. the use of media is adjusted to the development of science and technology in the era of globalization. The use of media by paying attention to the development of science and technology requires students to be able to listen to various information quickly and accurately, either through various media, radio, television, internet or through face to face directly.

The use of Audio Media was carried out by SMPN 17 Bandar Lampung by using a random sample, so that not all students were studied, but those who had been selected through the lottery technique, in the control class there was no treatment, as in the experimental class if the experimental class used Audio Media, in the control class the researcher doing learning like the previous teacher did.

The motivation questionnaire used includes six indicators of learning motivation, namely the existence of desire and desire to succeed, 2. The existence of encouragement and need in learning, 3. The existence of hopes and aspirations for the future, 4. The existence of appreciation in learning, 5. The existence of interesting activities in learning, 6. The existence of a conducive learning environment, allowing a student to learn well. Each of these indicators is represented in each item of the statement given after the learning process is complete.

Based on the results of the prerequisite test, namely the normality test and the homogeneity test, the data were normally distributed and homogeneous, with the results of the experimental class normality test, namely the amount of count (10.37) <table (11.070) at the 5% real level, which indicates that the experimental class group came from from a population that is normally distributed and the results of the control class normality test are count (8.85) <table (11.070) at a significant level of 5%, indicating that the control class group comes from a normally distributed population.

After doing the normality and homogeneity test, the next step is to categorize the student learning motivation data into several categories. As for this study, the researchers categorized the student learning motivation data into three categories, namely high, medium and low, this categorization was carried out based on the final score obtained from each class. into the high category, 13 students in the medium category and 0 students in the low category. Meanwhile, the results of the control class categorization above obtained that there were 6 students in the high category, 21 students in the medium category and 3 students in the low category.

After data collection is done, then the calculation of the hypothesis is carried out, it is known that the correlation coefficient of the theta has a value of 0.41. The correlation value shows the size of the effect of the use of audio media on the learning motivation of seventh grade students of SMPN 17 Bandar Lampung. The correlation value obtained if interpreted into the correlation table is in the moderate or moderate category which means it has a positive value. The positive value here is that the audio type media is used to influence learning

motivation in social studies subjects, or the more often this learning technique is used, the more it will affect student learning motivation

IV. CONCLUSION

Based on the results of research and discussion of the use of audio media on student learning motivation in social studies subjects at SMPN17 Bandar Lampung, it was concluded that "There is a positive and significant effect of the use of audio learning media on student learning motivation in social studies subjects at SMPN17 Bandar Lampung in the academic year. 2019/2020 ". This is obtained because the results of the correlation coefficient value of 0.41 using the Theta formula, when entered into the correlation coefficient table are included in the meaningful or moderate category which means that they have a positive value, the positive value in question is that this learning technique is good for influencing student's motivation to study. The result of the F test obtained is that Fcount has a significance of 4.8 because, Fcount is greater than Ftable 1.70. Based on research, researchers used.

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