DEVELOPMENT OF COMPUTER BASED PAI LEARNING MEDIA, MICROSOFT POWERPOINT AND INTERNET MEDIA

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Abstract

The urgency of learning media is to overcome the limitations of experience, to concretize abstract concepts, to overcome the limitations of space and time, to have direct interaction with the environment, to produce uniformity of observations, to instill true, concrete and realistic basic concepts, to arouse motivation and stimulate children to learn, to arouse the desires and interests of the teacher and provide an integral experience Classification of learning media, namely visual media, audio, audio visual, print, models, reality, computers in the learning process and multimedia. Computer-based learning media is the use of computers as a medium for conveying learning information, practice questions, feedback, and scores of students' answers. Computer-based learning media consists of: PowerPoint presentations, CD/DVD/ Interactive Learning Multimedia, learning videos and the internet. Computer-based learning supports curriculum implementation, helps efforts to increase interest in learning, and becomes a complement to learning resources. The presence of computer technology in learning only acts as a complement, addition (supplement) or tool for teachers.

Keywords: Learning Media, Computer, Internet.

A. Introduction

The current development of science and technology has penetrated various aspects of life. Many of them facilitate human work. Various kinds of application systems are created by humans to turn data into useful information. Advances in technology begins with the manufacture of computers. Computers have been used for business applications since the mid-1950's. Since then, hardware and software has made dramatic advances that have made it possible for individuals and organizations to enjoy the benefits of computer processing.

Along with the rapid development of science and technology, demands for the use of advanced technology are increasingly expanding to all aspects of life, especially in the world of education (Darojat, 2022; Faishol & Mashuri, 2022). In
In this case, the world of education is the main target for the use of new sophisticated media which is the result of advances in science and technology. The development of science and technology is increasingly encouraging renewal efforts in the use of technological results in the learning process. Teachers are required to be able to use the tools that can be provided by the school, and it is possible that these tools are in accordance with the developments and demands of the times in an effort to achieve the expected teaching goals. Teachers are also required to be able to develop skills in making learning media that will be used if the media is not yet available. For this reason, teachers must have sufficient knowledge and understanding of learning media.

Of the several learning media, there are learning media that are interesting and can trigger an increase in student reasoning, namely computer-based learning media. Basically, computer-based learning is a learning system that generates meaning by connecting academic content with a technological context. Computers are a type of media that can virtually provide an immediate response to student learning outcomes. More than that, computers have the ability to store and manipulate information according to needs. With computer-based learning, the learning process can be maximized properly to achieve learning goals (Arsyad, 2014).

Learning technology is closely related to efforts to solve human learning problems. Efforts to solve the problem is through learning technology. Computers are becoming an important technology in society in business activities, at school, at home, a lot of learning material can be delivered via computer, if students have the ability to use computers. This material is related to educational goals, therefore it must be presented in the curriculum in elementary and secondary schools. Thus religious education materials can be associated with the use of computer-based media technology. The computer is a type of media that can virtually provide an immediate response to a student’s learning outcomes. More than that, computers have the ability to store and manipulate information as needed. Current technological developments that are increasingly rapidly now have made it possible for computers to load and display various forms of media in them.

Currently, computer technology is no longer only used as a means of computing and word processing, but also as a multimedia learning tool that allows students to design and engineer a scientific concept.
B. Result and Discussion

1. Instructional Media

The word media is the plural form of the word medium. Medium can be defined as an intermediary or introduction to communication from the sender to the recipient (Heinich et al., 1989). Learning media according to Latuheru (1988: 14) learning media are all tools (auxiliaries) or objects used for teaching and learning activities, with the intention of conveying messages (information) learning from sources (teachers or other sources) to recipients (in this case students or learning citizens) (Latuheru, 1988). Based on this expert opinion, it can be concluded that learning media is a tool for conveying messages from the source to the recipient.

Below are several opinions about the notion of media, the NEA (National Education Association) states that media are forms of communication, both printed and audiovisual, as well as equipment. Media should be able to be manipulated, seen, heard and read. Furthermore, the American AECT (Association of Education and Communication Technology) argues that media is one of all the forms and channels that people use to convey messages/information.

According to Gagne media are various types of components in the students' environment that can motivate students to learn (Gagné, 2013). Meanwhile, Briggs argued that media is all physical devices that can present messages and stimulate students to learn, for example, books, films, tapes, film frames, and others (Briggs, 1991).

In the world of education Arief S. Sadiman stated that the media is anything that can be used to channel messages from the sender to the recipient so that it can stimulate the thoughts, feelings, interests and attention of students in such a way that the learning process occurs. As for Oemar Hamalik, an Indonesian education expert, he stated that media are tools, methods and techniques used in order to make communication and interests more effective between teachers and students in the process of education and learning in schools (Hamalik, 2014).

Meanwhile E. De Corte in WS. Winkel states that learning media is a non-personal that is used or provided by teaching staff who play an important role in the teaching and learning process, to achieve instructional goals.

2. Computer Based Media

Before knowing how to use computer-based learning media, we first know the meaning of a computer. A computer is a machine specifically designed to manipulate coded information, as well as an electronic machine that automatically performs simple and complex work and calculations (Kustandi & Sutjipto, 2011).

The advantages of computers in education include:
a. Students learn according to their ability and speed in understanding knowledge and information.

b. Helping students who have a slow learning speed (slow learner) to learn effectively.

c. Stimulating the effectiveness of learning for students who are faster (fast learners).

d. Attract students' attention because they are able to integrate color components, music and graphic animation.

The use of computers in education is usually known as computer-assisted learning (CAI: Computer Assisted Instruction), which is a system for delivering subject matter based on a micro-processor, the lessons are programmed and designed in that system. This system was developed in several formats, including drills and practice, tutorials, simulations, games and discovery. Computers have also been used to administer tests and manage school administration. Computers can accommodate students who are slow to accept lessons because they can provide a more effective climate in a more individual way, never forget, never get bored, very patient in carrying out instructions as desired by the program used (Laudon & Laudon, 2005).

Computers can also stimulate students to do exercises and carry out laboratory or simulation activities. This is because the availability of animated graphics, colors and music on computers can add realism. The computer's ability to record student activity while using an PAI learning program provides better opportunities for individual learning and the progress of each student can always be monitored. Media in learning has a function as a tool to clarify the message conveyed by the teacher. Media also functions for individual learning where the position of the media fully serves students' learning needs (media patterns).

3. Microsoft PowerPoint Based Media

Microsoft Power Point media or presentation media are used to clarify theoretical material, used in classical learning with a large study group of over 50 people. This media is quite effective because it uses projector media which has quite a large transmit power. The advantage of using this media is that it combines all media elements such as text, video, audio, animation, images, graphics into a unified presentation. So that it accommodates according to students' learning modalities. Use of presentation design tools such as Microsoft Power Point developed by Microsoft inc" Corel Presentation developed by Coral Inc“ to the latest software developments developed by Macromedia Inc, which develops various types of software to support these purposes.
Making learning media using this presentation media, especially using Microsoft Power Point, is by entering text, images, graphics, video and audio into the worksheet. And after everything is finished it can be displayed via a projector and can be presented to students (Kustandi & Sutjipto, 2011).

4. **Internet Based Media**

The internet stands for interconnection and networking, is a global information network, namely "the largest global network of computers, which enables people throughout the world to connect with each other". First launched by JCR Licklider from MIT (Massachusetts Institute Technology) in August 1962.

Utilizing the internet as a learning medium students can analyze information relevant to learning and carry out searches that are in accordance with real life. Students and teachers do not have to be physically present at school because students can study teaching materials and do learning assignments and exams by accessing a predetermined computer network online.

Internet use in learning:

a. The use of the internet as a learning medium conditions students to learn independently
b. Students can access online from various libraries, museums, databases and get primary sources about various historical events, biographies, recordings, reports and statistical data
c. Students can act as a researcher, become an analyst, not only as a consumer of information
d. Internet-based media has various types, namely, email, chat, video/teleconference, blogs, e-learning, web and others.

5. **PAI Learning Media Development Techniques**

As mentioned above, there are several learning media produced from computer media, so that learning does not only rely on a teacher explaining lessons in front of the class, because it is in front of the class. From the learning media above, we can find out the techniques for making learning media that have been mentioned, which include:

a. Making learning media with the use of presentation media.

Presentation media that is still popular in learning in schools is using the Microsoft Office Power Point application. Usually the use of this media has been used in almost all subjects in school. Making this media requires presentation design software or applications such as Microsoft Power Point which was developed by Microsoft Inc. Corel Presentation which was developed by Coral Inc" to the latest software developments developed by Macromedia Inc, which develops many types of software to support these needs.
Making Power Point as presentation material can be done easily, which can be done by opening the Powerpoint application, then writing the desired presentation text then coloring the text according to the background used, giving a background to the slide display, inserting images and videos using the insert technique, creating *hyperlinks* on presentation media as well as evaluating presentation media programs. As for the aesthetics, each slide must pay attention to the suitability of the material with images, audio and video. The color of the text with the background must also provide comfort to the eye, so that the text is not visible because of the background. The text on each slide should also be designed so that it is not too much and fills the slide sheet, shortened core text is easier to accept and remember. Therefore, making learning materials using PowerPoint media must pay attention to its usefulness and efficiency, so that this media is interesting and not boring.

b. Making learning media with the use of Interactive Multimedia CDs

This Interactive Multimedia CD, also known as Interactive CD, contains materials packaged on a CD or DVD and contains learning material which can be in the form of video tutorials, practice questions, the learning material delivered can be in the form of animation, video and sound. Besides being interactive, this media is also multimedia in nature because it contains elements of complete learning media. Making this media can be made using the Macromedia application or the like which has started to develop at this time.

Islamic Religious Education interactive learning multimedia was created to facilitate students' understanding in learning Islamic Religious Education learning, especially understanding the learning of prayer movements. The abstract concept of movement is visualized by a computer through animation created with Macromedia Flash MX. The resulting animation is combined with images, music and text. The combination of various media makes the program display more attractive. With an attractive appearance and abstract visualization of events, users will be more interested in studying the material in the program.

Like modeling learning materials in the form of questions, you can use text and animation types that can be combined into one layer. So students can point to and answer questions through this media. Second, making learning models with tutorials, namely by recording the material to be conveyed in the form of text, images and can also be made in the form of animations that can be made with certain applications on the computer. The making of this interactive learning media is expected to become an independent learning media, but because the narrative has not been combined with this program, this program still requires the teacher to explain a little about the program and its contents. Apart from that there
is no button to turn on and off the sound, so the sound can only be controlled through computer speakers (Arsyad, 2011).

c. Creating learning media using video tutorials

Making this media can be used by entering videos that have been recorded into the computer and can be provided by way of making or material that will be delivered to students. This video can be in the form of a video recording or by making an animated video that tells the method or explains the lesson material. Videos can be made yourself or you can also download them from video sharing sites on the internet. And to adjust the material, the video can go through an editing process using the video editing application program on the computer. As in PAI lessons, for example, slaughtering sacrificial animals, performing Umrah/Hajj, and so on.

d. Making learning media using the internet

In this case, it is not explained in making learning models using the internet. However, we will explain the use of the internet for learning at school, such as how to share learning material via the internet, such as creating a personal blog, namely one that is still offline or even includes an online blog that can be accessed by the wider public on the internet. In creating this learning model, you can use an offline internet application that uses certain software such as XAMPP or similar. Making this model is by installing the software that will be used, then entering the material in the columns or worksheets that are available and then it can be accessed using the software. In this media that can be included that can only be in the form of images, graphics, and text. Because this media is only able to display in the form of text or images only.

C. Conclusion

Learning media is anything that can be used to convey messages (learning materials) so that it can stimulate students’ attention, interest, thoughts and feelings in learning activities to achieve certain learning goals. In terms of the learning process as a communication process, the function of the media is to carry information from the source (teacher) to the recipient (student). An overview of the foundations for using learning media, including psychological, technological, empirical and philosophical foundations.

From the results of the discussion regarding the use of computer media as a medium for PAI learning, there are three findings, which are as follows: 1). In the use of PAI teacher computer media it is felt to be quite helpful in delivering the subject matter to be delivered. 2). Students will feel happier and less bored by using innovative and creative computer media. 3). It is felt that a teacher
understands computer programs that are increasingly developing nowadays, making it easier to convey lesson material using computer media without experiencing significant difficulties.

Computer media really helps students in developing cognitive, affective and psychomotor skills. Computer applications as a tool for the learning process provide several advantages, including: Computers allow students to learn according to their ability and speed in understanding the knowledge and information displayed. Besides having a number of advantages, computers as a means of interactive communication also have several weaknesses. The disadvantage is the high cost of procuring and developing computer programs, especially those designed specifically for learning purposes.

References


