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The Effectiveness Of Using Lectora Inspire-Based Media On Class XI Craft Subjects At Muhammadiyah Sidrap Vocational High School

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ABSTRACT

Background. The population of this study were all grade XI students at SMKS Muhammadiyah

Purpose. The sample of this study used the totality sampling technique, namely taking samples as a whole, so that researchers took samples from the entire population of 31 people.

Method. This study uses quantitative methods with the type of experimental research that aims to determine the effectiveness of using Inspire Lectora-based media in Class XI Workshop Subjects at SMKS Muhammadiyah Sidrap.

Results. The results showed that the average posttest result was higher at 83%, while the pretest result was 50.8%. Based on the results of data analysis, it is concluded that the learning outcomes of students who use Lectora Inspire-based media in Craft learning are better than the learning outcomes of students who do not use Lectora Inspire-based media in class XI SMKS Muhammadiyah Sidrap.

Conclusion. This shows that the use of Lectora-based media in Class XI Workshop subjects at SMKS Muhammadiyah Sidrap is declared effective.

KEYWORDS

Influence, Kinemaster , Natural Science

INTRODUCTION

Today's challenges are getting higher so that it requires humans to have the ability in the field of Education is an integral part in the development of a country (Anna Pertiwi, 2022). Education is a conscious and planned effort to create a learning atmosphere and learning process so that students actively develop their potential to have religious spiritual strength, self-control, personality, intelligence, noble

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character and the skills needed by themselves, society, nation and state. (Usman et al., 2020) Along with current technological developments that have entered the 4.0 era, this requires the use of technology in supporting various human activities. The progress of science and technology has made it impossible to manage education in the traditional way (Nunuk Suryani, Achmad Setiawan, 2018) . Technology is a tool that is used to convey subject matter, not to change the existence of teachers in educating and teaching their students (Habib, Januarisman, Erwin; Ghufon 2016) . Teachers are the spearhead of education who are required to be able to carry out all learning processes (Gajah & Medan, 2023), starting from planning forms and concepts, implementing learning, evaluating and improving learning systems and methods. One of the most important components in the learning process is the use of learning media. (Zulkifli N, Handy Ferdiansyah 2021) The use of learning media is considered very important, if it can help achieve learning objectives. Therefore, the use of learning media is one of the responsibilities of educators which is considered important to attract student interest in learning, the presence of educators to direct/introduce learning activities, textbooks as sources of learning information and other media are also needed to increase student motivation as a form of learning activity.

The use of appropriate learning media is expected to improve student learning outcomes. In the selection of media, it must be considered in terms of its suitability for the material being taught and the condition of students which includes the ability and time they have. One of the successes of education is shown by the increasing student learning outcomes (Wastriami & Mudinillah, 2022). Media has now been widely used as a basis for learning because it is proven that media can complement and support educator interaction activities in learning activities, one of which is Lectora Inspire. Lectora Inspire is an effective program for making learning media.

Lectora Inspire is an application program that can be used to make presentations and learning media. The advantage of Lectora Inspire is that it is very user friendly or easy to use in making learning media. Based on the results of initial observations at SMK on Thursday 16 February 2023 SMKS Muhammadiyah Sidenreng Rappang already has several supporting facilities and infrastructure such as Labs and classes that have projectors/LCDs, but in the learning process the craft subject teachers have not optimized the use of technology as a learning medium. the use of media in learning can generate new desires and interests, increase motivation and stimulate learning activities, and even affect students psychologically (Astutik et al., 2016) .This phenomenon is the background for researchers to conduct research with the title "Effectiveness of Using Lectora Inspire -Based Media in Class XI Craft Subjects at SMKS Muhammadiyah Sidrap".

RESEARCH METHODS

This research uses quantitative research which aims to test the hypothesis from the data collected in accordance with previous theories and concepts (Wastriami & Mudinillah, 2022). According to Sugiyono (2018: 13) quantitative data is a research method that is based on positivist (concrete data) (Wu et al., 2019), research data is in the form of numbers that will be measured using statistics as a counting test tool, related to the problem under study to produce a conclusion. This type of research uses quasi experimental with one group pretest post test design. This study did not use a comparison class but used a pre-test so that the magnitude of the effect or effectiveness of using Lectora Inspire -based media can be known with certainty (Aldowah et al., 2019). The data obtained is used only to compare pretest and posttest results on the use of Lectora Inspire on Craft learning outcomes.

Lectora Inspire (independent variable) is a platform or software for creating learning media.

Learning outcomes (the dependent variable) are the results achieved by students after the learning process, which describes students' mastery of indicators about the material.

Population

Sugiyono (2018: 117) states that "Population is a generalized area consisting of objects or subjects that have certain qualities and characteristics set by researchers to study and then draw conclusions"

The population in this study were all students of class XI at SMKS Muhammadiyah Sidrap, totaling 31 students.

Table 3. 1 circumstances Population

Class	Man	Woman	Amount
XI TKJ	17	1	18
XI MULTIMEDIA	4	9	13
TOTAL	21	10	31

Muhammadiyah Sidrap Vocational School)

Sample

According to Sugiyono (2018: 131) the sample is part of the total and characteristics possessed by a population. Because the population is less than 100, the sampling technique used is totally sampling, namely by taking the sample as a whole. Sampling according to (Arikunto, 2010) if the subject is less than 100 then all are taken, if the subject is large or more than 100 people can be taken 10-15% or 20-25% or more. Therefore the researcher chose to take samples from the entire population because the population did not exceed 100, namely only 31 people.

Technique Data Collection

Observation

Observation is something technique or method data collection with stage observation to moderate activity _ going on. Method This will used in purposeful research _ For observe in a manner direct learning in the class.

Test

In collect outcome data Study students, researchers use test, test used _ in the form of multiple choice (multiple choice) as many as 30 questions, with a value of 1 point per question. Technique test used _ For measure results Study eye lesson crafts for student class XI SMKS Muhammadiyah Sidrap. There are 2 kinds test that will researcher do that is pretest (given before learning) with objective Forknow enhancement results Study student. after _ applied treatment (treatment) so done post-test (given after learning implemented) use Forknow results end Study student.

Documentation

Technique documentation used for get data about amount active students _ in the learning process teaching in class XI Muhammadiyah Vocational High School Sidrap.

questionnaire

The questionnaire is a data collection method that is carried out by asking the informant a series of questions or written statements and the person being interviewed fills out a questionnaire according to his own feelings (Solihudin JH 2018) .

Technique Data Analysis

In engineering This the collected data were analyzed using descriptive statistical techniques in the form of the mean . With formula

$$N = \frac{SP}{SM} \times 100$$

To find out whether or not the use of the Lectora Inspire application is effective for class XI student learning outcomes at SMKS Muhammadiyah Sidrap, the formula is used:

$$P = \frac{F}{N} \times 100$$

RESULTS AND DISCUSSION

The results of this research were carried out at Muhammadiyah Sidrap Vocational School, which is located at Jl. Hospital No. 12, Rappang, Panca Rijang District, Sidenreng Rappang Regency, South Sulawesi Province. This research was started from 25 May to 26 July 2023. The data obtained in this study were data collected from tests given to class XI students at SMKS Muhammadiyah Sidrap. From the results of the research conducted using documentation and multiple choice tests as data collection instruments based on Slavin indicators are learning quality, learning rate, incentives and time. In this discussion regarding the data obtained from the test results of class XI students at SMKS Muhammadiyah Sidrap with a total of 31 students who were determined as samples. Students will be given a test of 30 multiple choice questions. The test results will be totaled based on a predetermined formula. Assessment weight 1 with a total of 30 multiple choice question numbers that will produce the highest score of 70. For more details, see the following table:

Table of Scores and Scores of Craft Learning Outcomes in the Class XI Pretest at SMKS Muhammadiyah Sidrap.

From the table above, it is obtained an illustration that out of all students, no one gets a score of 100. The highest score obtained by students is 67, while the lowest score is 14. Table of Scores and Grade XI Craft Learning Outcomes in the Final Test (Posttest) of Muhammadiyah Sidrap Vocational High School

then compared to get the maximum score difference from the two tables which are analyzed using the following formula: Based on the results of the descriptive analysis test, it shows $35.2 < 83$, so it can be said that there is a significant difference between student learning outcomes in using learning media and not using learning media. so it can be concluded that there is effectiveness in using the Lectora Inspire Application for student learning outcomes in class XI Crafts Subjects at SMKS Muhammadiyah Sidrap. The level of learning can be said to be effective if students are ready to receive material using learning media that students consider to be new, namely the Lectora Inspire learning media. In the observation of this study, the selection of materials and the Lectora Inspire media used was adjusted to the students' ability to capture learning so that it was easy to understand because the material conveyed through the Lectora Inspire media was felt to be very easy for students to grasp. This can be seen from the questionnaire given, most students chose the answer YES rather than NO.

Lectora Inspire learning media is effectively used as a learning medium in improving student learning outcomes. Incentive Defined as the extent to which the teacher ensures that students are motivated to work to complete assignments or motivate students by providing good study habits in the form of providing encouragement while studying for students. This can be seen in the

questionnaire given where student responses about the Lectora Inspire media make it easier to obtain material. Time That is, students can complete learning according to the scheduled time allocation. The time that has been set for the class XI Craftsmanship learning process at SMKS Muhammadiyah Sidrap is carried out in 2 meetings, namely every Monday with an allotted time of 3x40 minutes. First do the opening and attendance of students. At the first meeting the material was delivered using the lecture method using book media, then followed by giving multiple choice questions or tests (PreTest). On the next day, learning is carried out by displaying Lectora Inspire learning media, then followed by giving multiple choice questions or tests (Posttest). This can also be seen from the questionnaire given where students can understand the material with brackets in the learning time that has been carried out.

CONCLUSION

Based on results study this, can pulled a number of conclusion as following: 1. Use of Smart Apps Creator in the learning process give influence to results learn science students class VII.A Madrasah Tsanawiyah Country 2 Sidrap. this _ Because with using Smart Apps Creator teachers and student can do the learning process teach with more easy and convey information to student with Good And interesting .2. Based on results study in accordance with test hypothesis through data analysis obtained average value ie $M_x = 85.47 > M_y = 70.84$. This means difference the average value show exists influence use of Smart Apps Creator against results learn science students class VII.A Madrasah Tsanawiyah Country 2 Sidrap. Results analysis with test end show that taught students _ using Smart Apps Creator has an impact positive compared with taught students _ with carry out learning conventional (book package). Preparation journal This finished blessing help and guidance from various party family, friends as well as father And Mother lecturer. By Because that, speech accept love on help and guidance from all party, so journal This can published.

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