



## Students' Perspective Toward *GERHANA* Application as a Media

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### **ABSTRACT**

*This study aims to develop an interactive learning media called Gerhana (Gerakan Pembaruan Islam Indonesia) for SKI subject in the form of an android application. This media is used to determine product feasibility and students' perspective responses to Gerhana media application. Quantitative research was conducted in this study. Research instruments for students are used to determine learning objectives, quality of material content, motivation, design, and use on media made by researchers. This instrument was given to XI MAN 9 JOMBANG class students as many as 30 students. student response questionnaires were analyzed quantitatively, then described or conclusions were drawn. Analyze the assessment of students using the Likert scale method. The results of this study were seen from the student response questionnaires with an average score of 80% with feasible criteria. Thus, it can be seen from the results of the user test that the student's perspective to the Gerhana media application (Gerakan Pembaruan Islam Indonesia) is feasible to use. This media can be used by teachers as a variety of learning media and hopefully can be applied in other subjects so that it can help practicality in the learning process. This research is able to facilitate students in the learning process by using Gerhana application as a media. Future researchers are expected to refine application-based learning media, because there are still many things that can be developed in application-based learning media.*

**Keywords:** *Media; Gerhana; Multimedia Application; Students' Perspective.*

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### **INTRODUCTION**

The use of media in learning has a close relationship with the quality of education (Susetyaningsih: 2019). The use of appropriate learning media can provide students with a more meaningful learning experience. The learning process will be more interesting and varied because innovations in learning have been made. Besides being interesting, innovations made by teachers can foster students' desire to learn more and the quality of teaching teachers can gradually improve (Alam: 2019). Learning media development is one form of utilizing technological developments. Interactive learning media is generally based on multimedia that uses a combination of text, images, animations that require the involvement of many senses in the learning process (Novitasari: 2016). Interactive learning media can be created with various applications. According to Septi Nurhidayah, Mohamad Nurkamal Fauzan, and Woro Isti Rahayu in a book entitled Implementation of Analytic Hierarchy Process (AHP) Method with PHP, Framework 7 is a performance framework used to develop desktop-based applications or web-based applications so that developing applications can be faster and neatly structured (Septi: 2020). Multimedia is the use of various types of media combined to deliver messages or information. When associated with learning, interactive multimedia is a means or tool used in learning that combines displays in the form of text, images, animations with structured so that it can cause a computer interaction with the user.

Response is usually defined as an image that remains in memory after we make an observation, response can be interpreted as a response, reaction and answer, while reaction is an activity in the form of protest action and so on, which arises as a result of a symptom or event and response or response to an action. After an interview with one of the SKI teachers at MAN 9 JOMBANG conducted on March 20, 2023, it was found that the media used by the teacher was limited to power points containing learning videos on certain materials. The teacher only uses the lecture method or direct explanation of the material.

The reason the teacher still uses the lecture method is because the material presented requires direct explanation from the teacher and has been embedded in students that SKI subjects are difficult. However, for material such as the Islamic Renewal Movement in Indonesia using the lecture method in learning is considered by the teacher to be less effective. This is because students' knowledge has not arrived if only explained through the lecture method. When learning material on the Islamic Renewal Movement in Indonesia, teachers usually use media in the form of power points containing learning videos on the material of the Islamic renewal movement in Indonesia. However, there are several obstacles including limited projectors in schools so that the use of media is not optimal, besides that some of the media used becomes less practical because students become confused to learn it. Utilization of other media can be needed to support learning, so that each student can use the media independently. Based on the description above, the researcher is interested in conducting a study on students' opinions about *Gerhana* media in Class XI SKI subjects. In this study, the material of the Islamic renewal movement in Indonesia. The material about the Islamic renewal movement in Indonesia is quoted from the book Nur Hadi I Noor Hidayah B.S.I Istirokhah with the title *Ayo Mengkaji Sejarah Kebudayaan Islam*.

## **METHOD**

Quantitative research was conducted in this study. Research instruments for students are used to determine learning objectives, quality of material content, motivation, design, and use of media made by researchers. This instrument was given to students of class XI of MAN 9 JOMBANG which consist of 30 students. Student response questionnaires were analyzed quantitatively, then described or conclusions were drawn. Analysis of student ratings using the Likert scale method.

Determining the feasibility value of each aspect in the questionnaire

$$\text{Likert Scale Formula} = \frac{\sum \text{Skor}}{S_{\text{max}}} \times 100\%$$

Description:

$S_{\text{max}}$  = Maximum Score

$\sum \text{skor}$  = Total Score

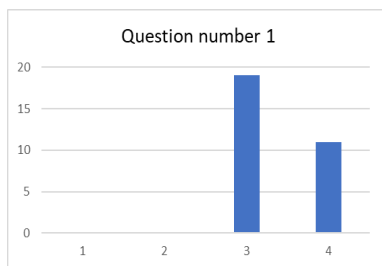
**Table 1.** Learning Media Feasibility Scale

<b>Feasibility Score of Learning Media</b>	<b>Criteria</b>
0 – 20%	Very Less Feasible
20,01% – 40%	Less Feasible
40,01% – 60%	Feasible Enough
60,01% – 80%	Feasible
80,01% – 100%	Very Feasible

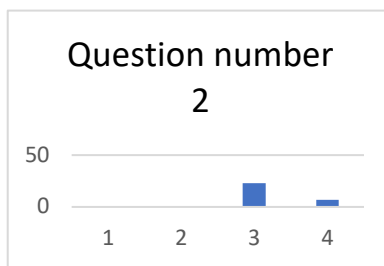
## **RESULT AND DISCUSSION**

### **Result**

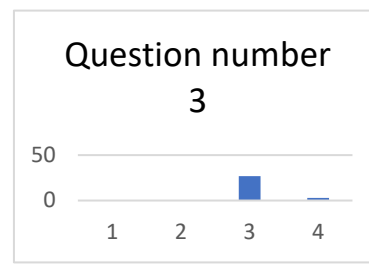
*Gerhana* application (*Gerakan Pembaruan Islam Indonesia*) as a media is made using the Framework 7 application as the main material, Visual Studio Code is used to edit and change the composition of photos, to graphic design, and assisted by Photoshop as another editing material. After that, it is collected in the form of a file and media creation is carried out. After the *Gerhana* application media is made and validated by two competent material experts and two media experts, then the *Gerhana* media is tested on students to find out the students' response to the media. Beta testing was carried out by conducting product trials with a total of 30 student respondents. Before conducting the trial, the researcher briefly explained the procedure for assessing the student response questionnaire and how to use the media. After that, respondents were asked to use the media on their respective smartphones. The next stage respondents were asked to fill out a student response questionnaire to provide an assessment of the media being tested. The graph data shows the results of the student response questionnaire selection, as follows:



**Figure 1.** Question 1

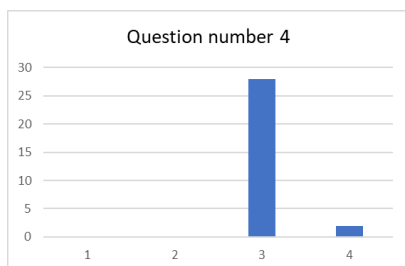


**Figure 2.** Question 2

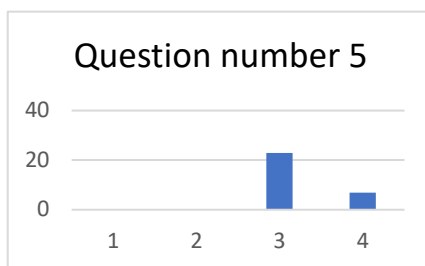


**Figure 3.** Question 3

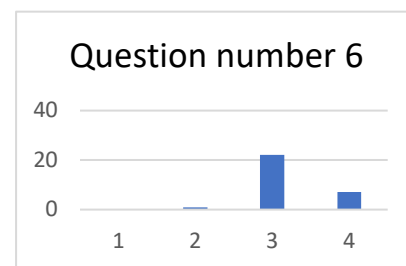
Question item number 1 is about the *Gerhana* media used in accordance with the subject matter. Based on the results of the graph above, 19 students chose the appropriate category, while 11 students chose very appropriate. Item number 2 is about the appearance of *Gerhana* media that attracts students' attention. Based on the results of the graph above, 23 students chose the appropriate category, while 7 students chose very appropriate. Item number 3 is about 'I find it easy to understand SKI subjects by using *Gerhana* media'. Based on the results of the graph above, 27 students chose the appropriate category, while 3 students chose very appropriate.



**Figure 4.** Question 4

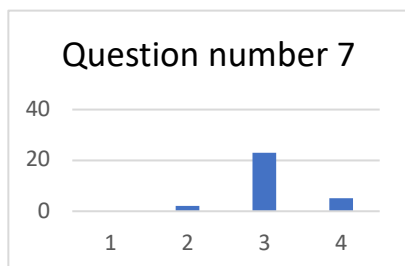


**Figure 5.** Question 5

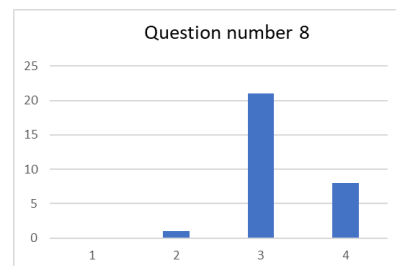


**Figure 6.** Question 6

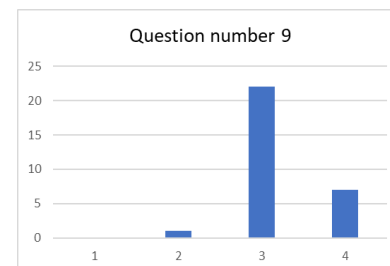
Question item number 4 is about, I like learning using this media because it is not boring'. Based on the results of the graph above, 28 students chose the appropriate category, while 2 students chose very appropriate. Item number 5 is about *Gerhana* media can increase learning motivation. Based on the results of the graph above, 23 students chose the appropriate category, while 7 students chose very appropriate. Item number 6, which is about the delivery of material in *Gerhana* media, is easy to understand. Based on the results of the graph above, those who chose the less suitable category were 1 student, 22 students were suitable, and 7 students were very suitable.



**Figure 7.** Question 7



**Figure 8.** Question 8



**Figure 9.** Question 9

Question item number 7 is about I find it easier to learn by using this learning media. Based on the results of the graph above, those who chose the category less suitable (2) were 2 students, suitable (3) were 23 students, and very suitable (4) were 5 students. Item number 8, namely regarding the presentation of material in this learning media, encourages me to be more active in learning. Based on the results of the graph above, 1 student chose the less suitable category, 21 students were suitable, and 8 students were very suitable. Item number 9 is about the example questions used in this learning media in accordance with the material. Based on the results of the graph above, those who chose the less suitable category were 1 student, 22 students were suitable, and 7 students were very suitable.



20	Student 20	4	3	3	3	3	3	3	3	3	3	3	31	78%
21	Student 21	3	3	3	3	3	3	3	3	3	3	3	30	75%
22	Student 22	3	3	3	3	3	3	3	3	3	3	3	30	75%
23	Student 23	3	3	3	3	3	3	3	3	3	3	3	30	75%
24	Student 24	3	4	3	4	3	4	3	3	3	4	4	34	85%
25	Student 25	3	3	3	4	4	4	3	3	3	3	3	33	83%
26	Student 26	3	3	3	3	3	3	3	4	4	4	4	33	83%
27	Student 27	3	3	3	3	3	3	3	3	3	4	4	31	78%
28	Student 28	3	3	3	3	4	4	4	4	4	3	3	35	88%
29	Student 29	4	4	4	3	3	3	2	3	3	3	3	32	80%
30	Student 30	3	3	3	3	3	3	4	4	3	3	3	32	80%
<b>Everage</b>													<b>32,07</b>	<b>80%</b>

Based on the results of the student response questionnaire, it can be seen that learning using interactive media assistance is very fun and not boring. It can be seen from the table above that the average score of the student response questionnaire assessment is 80% with decent criteria. The results of this analysis indicate that students' responses to the *Gerhana* learning media (*Gerakan Pembaruan Islam Indonesia*) are suitable for use.

## CONCLUSION

Learning media is everything that is used to convey messages from the sender to the recipient so that it can stimulate thoughts, feelings, attention in the learning process. Media has the function of increasing the ability of students to understand in absorbing material in the learning process. According to Wina Sanjaya, the function of learning media is one of the learning resources for students to obtain information provided by the teacher so that learning materials can increase and form knowledge for students. After the evaluation, this media is suitable for testing. *Gerhana* application (*Gerakan Pembaruan Islam Indonesia*) was tested on XI class students at MAN 9 JOMBANG. Student response is one of the most important factors for student success in learning that comes from within the students themselves. Student response in this media can be seen from the student response questionnaire given to students to find out student responses to the application of *Gerhana as a media* (*Gerakan Pembaruan Islam Indonesia*). The results of the student response questionnaire can be seen from the average score of 80% with decent criteria.

This media can be used by teachers as a variety of learning media and hopefully can be applied in other subjects so that it can help practicality in the learning process. This research is able to facilitate students in the learning process by using *Gerhana* application as a media (*Gerakan Pembaruan Islam Indonesia*). And for further research, researchers are expected to refine application-based learning media, because there are still many things that can be developed in application-based learning media. The implementation of further research should emphasize existing technology to continue to be better, because in the future there will be many new things about developments in technology and information.

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