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Application Interactive Learning Media in Macromedia Flash 8 to Improve Learning Outcomes of Fiqh Lesson

Agus Budiman, Nuzul Salis Alamin, Riza Ashari, Putri Hilmiyah Fahirah Absentik

Learning Outcomes is best part of learning process. Optimal learning outcomes the facile from good learning process. The one of important components in the teaching and learning process in the learning media. Learning media program that can be benefited is the application of Macromedia Flash 8 based...

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Amhiro Puji Asmarini, Hadi Cahyono, Prihna Sinta Utami

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Taufik Rizki Sista, Wahyu Putranto, Abu Darda

The aims of this research is to discover the influence of religiosity toward resilient ability of student class one experiment in Gontor main campus. The research hypothesis assumed that the class I intensive students at the Pondok Modern Darussalam Gontor Ponorogo have a high level of religiosity, so...

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Kohesivity of Pancasila Village Based on Local Wisdom Values (Phenomenologi Studies at Balun Village, Lamongan Indonesia)

Timu Cahyo Nugroho

Balun Village, Turi District, Lamongan Regency, has a predicate as Pancasila village. The predicate is given not without reason, because balun village can be said as a miniature of diversity from Indonesia. In this village there are at least three religious communities, namely Islam, Christianity and...

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Application Interactive Learning Media in Macromedia Flash 8 to Improve Learning Outcomes of Fiqh Lesson

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Absantik⁴

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ABSTRACT

Learning Outcomes is best part of learning process. Optimal learning outcomes the facile from good learning process. The one of important components in the teaching and learning process is the learning media. Learning media program that can be benefited is the application of Macromedia Flash 8 based in media. Application Macromedia Flash 8 program Improve learning outcomes and active learning Fiqh Lesson in VIII G class at Madrasah Tsanawiyah Arrahmaniyah Depok. The purpose of the research is (1) Improve active learning student with practice media interactive Fiqh Lesson the subject Fasting from student class VIII G Madrasah Tsanawiyah Arrahmaniyah (2) Know the learning outcomes with application Media Interactive (Macromedia Flash 8) Fiqh lesson the subject Fasting from student class VIII G Madrasah Tsanawiyah Arrahmaniyah. Class Action Research is qualitative descriptive research. Method of collecting data is test, observation and documentation. And subject research class VIII G 26 student in each cycle. Class Action Research was carried out in 2 cycle consisted 4 stages. Namely, planning, implementation, observation and reflection. As for the result of this study indicate (1) Increased learning activeness with application interactive media Macromedia Flash 8 to improve student in efective learning 87% cyle 1 and 88% cycle 2.(2) Learning with application Macromedia Flash 8 the real improve, 73% cycle 1 and 79% cycle 2. Therefore, the research hopes that teacher of fiqh lesson to will be good attention to method learning that will be applied to a lesson to create conducive and effective teaching and learning.

Keywords: *Learning Outcomes, Macromedia Flash 8, Madrasah Tsanawiyah.*

1. INTRODUCTION

Learning success is the hope of every teacher and religion. Building in a way and means of learning. Factors of the teacher's ability and learning interactivity are factors of success for the teachers to plan and implement learning effectiveness factors that give an idea about the success of a person in achieving his goals or the level of achieving the goal's factors of it, and achieving goal's in improving knowledge and skill of the learning activity [1]

Learning is complex, which can be seen from two topics (teachers and student). For student, effectiveness of learning facing the student effectivity in fiqh learning.

The learning activity is an internal school of student that cannot be observed, but which can be understood by the teacher [2]. Learning behavior is students response to the teacher work in learning. Learning is a change in the behavior of student, whether in the aspect of knowledge or attitude and skills as a result of their success the teacher to learn [3].

Heinich said that media interactive by Azhar Arsyad are a medium that carries a message or information. Learning aids are video's, guide books, multimedia, and more. Then the means of learning is a multimedia application used in the learning activity, to direct messages, and it can stimulate the choice of student, their

feelings, interest and readiness so that the learning activity is aims to supervise [4].

In the result of the preliminary research on school and the results of interview with class VIII G Madrasah Tsanawiyah Arrahmaniyah Depok, 26 student 70% of the students who know the meaning of the fiqh learning. Also, students do not focus on the lesson because the teacher only teaches with lecture method.

Good learning activities are those that can make student focus on the material being explained. Student focus relates to the material in an entertaining way when it is presented. Then the applicated Macromedia Flash 8 learning module can coordinate student need's in implementing and understanding the meaning of fiqh. Multimedia interactive learning can include a variety of educational media so that student do not feel bored and can take more lesson.

2. METHOD

This research is a classroom action research using qualitative descriptive interactive media in the form of a *Macromedia Flash 8* application which is arranged systematically in an effort to solve learning problems related to learning media that are in accordance with the characteristics of students.

Learning media in the learning process of interactive media *Macromedia flash 8* uses 3 data collection method, namely: (1) test method, to determine the effectiveness of student learning using interactive media of *Macromedia Flash 8* class VIII G Madrasah Tsanawiyah Arrahmaniyah Depok in 2x cycle. (2) the method of observation, which is to determine the success of student in the learning process by using interactive media *Macromedia Flash 8* in class VIII G student of Madrasah Tsanawiyah Arrahmaniyah Depok. (3) Documentation method, used for data collection to describe a report on the use of interactive media.

The research on the use of interactive media *Macromedia Flash 8* implementation in 2 cycles with 4 stages. (1) planning, interactive media dealing and parameters during process of learning. (2) implementation, in this stage the teacher evaluated step in the planning that consist on the introduction, presentation and conclusion. (3) observation, at this stage the researcher evaluates by observation and notes the educational process activities and student cooperation during education. (4) reflection, the researcher writted was result of the observation, evaluates the observation, analyzes the learning outcome, deficiencies, and improved the role after it [5].

3. RESULT AND DISCUSSION

3.1. Learning Media

3.1.1. Understanding of Learning Media

Learning media is as everything can be used to channel message, stimulate of thinking, feelings of attention and hoping student to encourage the learning process. Forms of learning media used to improve the learning experience to become more concrete. Learning by using learning media is not just about using the symbol verbal [6]. As Sumiati and Asra et al (in Gagne and Briggs) syphaty the importance of learning media as to stimulate the learning process variated type of media have advantages to understand the different type of learning media and value of learning and good concept of classifying learning media based on the valuated each classifying [7].

3.2. Macromedia Flash 8

Macromedia Flash is a program presented to design and programmers who intend to design animation for web creation, presentation for business and learning process to interactive game creation and specific [8] Macromedia Flash 8 is application animation program used by animators to professional produce [9]. In animation programs, macromedia flash 8 is the most flexible animation creation, as interactive animation, games, company profile, presentation, movie and other animated display.

3.3. Learning Outcomes

Evaluation of Learning Outcomes by Taksonomi S. Bloom Behaviour of learning outcomes classified in 3 areas, namely [7]:

3.3.1 Cognitive

Conduct related to thinking, knowing and problem solving. Skills related to knowledge, remembering and understanding only lower level of thinking process, while a evaluate and create need to higher level of thinking process.

3.3.2 Affective

Affective domains related to attitude, values, interest, appreciation and social. Simple level of affective be receiving, responding, valuing, organization, characterization by a value complex.

3.3.3 Pshycomotor

Pshycomotor domains objective related to skills that are manual or cycle. This domains have simple level and

complex be perception, set, mechanism, guided respons, complex overt respons, adaptation, organization.

This research was conducted in class VIII G Madrasah Tsanawiyah Arrahmaniyah Depok. The subjects in this study were all student of class VIII G 26 student. As for the use of interactive learning media Macromedia Flash 8 which consists of 4 stages, namely

: (1) planning, the first activity is implementation by research in planning procedures and those who cimpile a teaching implementation plan. Therefore, the researcher can write the question as best as possible so that the question become quality and effective and suitable for student. (2) implementation, namely preparing teachers to be partners instructional media developer and prepare student to take part in learning.

(3) observation, in this research, direct observation of attitude and the student response to accept education take a place in a new way, and the observation is made by writting phenomena and a direct eye from the research. (4) reflection, the teacher analyzes the data on the result of observation, the problem in the teaching and learning activity, the deficiencies of the teaching activity, the learning outcomes and their results, to be an inference in the presentation of the data and information.

3.4. Learning Effectiveness

As for the result of this study indicate increased learning activeness with media interactive Macromedia Flash 8 for the first round, the researcher saw that student activity had reached 87% in the second round, and had risen to 88% as the researcher.

Tabel 1. the results of the learning effectiveness data test

No.	Cycle	amount
1	cycle 1	87%
2	cycle 2	88%

3.5. Learning Outcomes

After the researcher held the research in the first round and the percentage of result student in the first cycle was 73% and the cycle 2 79% and the result got to what the researcher.

Tabel 2. The results of the learning outcomes

No.	Cycle	amount
1	cycle 1	73%
2	cycle 2	79%

Therefore, the research hopes that teacher of fiqh lesson Madrasah Tsanawiyah Arrahmaniyah Depok to

will be good attention to method learning that will be applied to a lesson to create conducive and effective teaching and learning.

4. CONCLUSION

Macromedia Flash 8 based learning tools application. Learning outcomes can be improved by student from class VIII G Madrasah Tsanawiyah Arrahmaniyah Depok, because Macromedia Flash 8 is a new media applicated in the school for student interested and excited to learn the lesson of fiqh. (1) Improving the learning activity by using the interactive multimedia Macromedia Flash 8 the lesson of fiqh subject fasting. The student class VIII G Madrasah Tsanawiyah Arrahmaniyah Depok of 26 student. For the learning effectiveness the first cycle 87% and the session cycle 2 88% which leads to an increase in learning activity in the first cycle to the 1%, (2) Learning outcomes in the fiqh lesson, subject fasting. The student of the VIII G Madrasah Tsanawiyah Arrahmaniyah Depok of 26 student. For the learning outcomes the first cycle 73% and the cycle 2 79% until it occurred an increase of 7% from the firts to the second cycle. Besides the observational data, there is also an improvement in the learning activity.MSWord. The font in the row header should be bold and you can use the style available from the style palette.

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