#### **CHAPTER I**

### INTRODUCTION

## A. Background of the Study

Education is a form of conscious and planned effort to change behavior patterns or change from not knowing to knowing.<sup>1</sup> Education also has a very important and noble goal, namely for students to develop intellectual abilities, instill noble morals and morals through a series of learning processes with the support of teachers or educators, even education for students to humanize humans.<sup>2</sup>

Islamic Religious Education is an education that aims to shape humans into superior humans in many fields, including spiritual, intellectual, moral, adab, attitudes, and also morals. In the world of education in madrasah such as Madrasah Ibtidaiyah, Madrasah Tsanawiyah, and Madrasah Aliyah, this Islamic Religious Education lesson consists of 4 (four) subjects, namely Akidah Akhlak, Fiqh, Al-Qur'an Hadith and Islamic Cultural History.<sup>3</sup>

Akidah Akhlak is one of the 4 subjects of Islamic Religious Education which is considered, expected to be able to form, instill, grow, improve the faith and character of each individual of a learner. An educator or moral creed teacher has the responsibility to be able to understand the nature of the subject matter so that if he/she has a good understanding of the content and content of the material to be taught, the teacher or educator can develop students' thinking skills, can make creativity in designing learning

<sup>&</sup>lt;sup>1</sup> admin, "*Tujuan Pendidikan Nasional*," Bagian Kepegawaian Universitas Medan Area - Kampus Terbaik di Indonesia, August 2, 2021. p.23

<sup>&</sup>lt;sup>2</sup> Desi Pristiwanti et al., "*Pengertian Pendidikan*," Jurnal Pendidikan Dan Konseling (JPDK) 4, no. 6 (December 2, 2022): 7911. p.15

<sup>&</sup>lt;sup>3</sup> Agusnul Hakim and Muhammad Fahrurrozi, "Pengaruh Model Pembelajaran Team Quiz Terhadap Hasil Belajar Siswa Kelas VII MTs Negeri 1 Lombok Barat Pada Mata Pelajaran Sejarah Kebudayaan Islam," Action Research Journal 1, no. 1 (January 9, 2024). p.34–44.

media that must be used, methods that will be applied to students to attract their interest.<sup>4</sup> So that each individual of the students has the enthusiasm to learn, understand, and can implement it into everyday life. <sup>5</sup>

A teacher or educator of akidah akhlak has a heavy and big responsibility in the formation of their akhlakul karimah.<sup>6</sup> To be a good teacher, a teacher (educator) must be able to be a good example. The personality of a teacher must also be able to reflect clearly, have charisma, be firm, but still good, teachers must also be able to direct, guide, and motivate students to positive things for the formation of their morals. <sup>7</sup>

The use of technology can provide learning opportunities without space and time limits. Learning media is one of the means or tools used in the learning process to achieve learning objectives, help, relieve, solve solutions in the world of education, used to convey material, content, teaching subject information, also used for learning materials that occur between educators and students in understanding the content of the teaching material presented. 9

Based on pre-survey data directly from field facts after observing and interviews conducted on Thursday, May 16, 2024, it is known that Madrasah Ibtidaiyah 07 Pakah Village, Mantingan District, Ngawi Regency, East Java has several problems in students, especially in Akidah Akhlak lessons. These problems began during the Covid pandemic. Why is

<sup>5</sup> Shokhekul Huda and Muh Achadi, "Implementasi Pembelajaran Akidah Akhlak Berbasis Kurikulum Medeka Di Kelas 2 MIN 2 Bantul Yogyakarta," Al-Madrasah: Jurnal Pendidikan Madrasah Ibtidaiyah 8 (January 1, 2024): p.1.

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<sup>&</sup>lt;sup>4</sup> Muh Zein, "Peran Guru Dalam Pengembangan Pembelajaran," Jurnal UIN Alauddin Makassar, Vol. V, No.2, Desember 2016. p.10

<sup>&</sup>lt;sup>6</sup> Alma Pratiwi Husain, "Pendidikan Karakter Pada Anak Usia Dasar Dalam Pembelajaran Daring Di Era Digital," Nusantara: Jurnal Pendidikan Indonesia, Vol.7, No.2 Januari 2022. p.56

<sup>&</sup>lt;sup>7</sup> Siti Bandiah, "Peran Guru Aqidah Akhlaq Dalam Menanamkan Nilai-Nilai Moralitas Siswa SMP Aisyiyah Curup," Saliha: Jurnal Pendidikan & Agama Islam 3 (July 20, 2020) p. 89–100.

<sup>&</sup>lt;sup>8</sup> Dewi Surani, "Studi Literatur: Peran Teknologi Pendidikan Dalam Pendidikan 4.0," Prosiding Seminar Nasional Pendidikan FKIP 2, no. 1 (May 31, 2019): p. 69,

<sup>&</sup>lt;sup>9</sup> Doni Tri Putra Yanto, "*Praktikalitas Media Pembelajaran Interaktif pada Proses Pembelajaran Rangkaian Listrik*," Invotek: Jurnal Inovasi Vokasional dan Teknologi 19, no. 1 (April 1, 2019): p. 75–82.

this so because during the covid pandemic children were closed and often studied without face-to-face, so that after the end of the covid pandemic it became carried away by students, which resulted in them being less focused, and asking for little learning (responding, asking questions or reflecting) when the subject matter took place or was being presented. With less focus and less interest in learning, it results in students having difficulty understanding the teaching material being taught, not having a good understanding so that the learning results of akidah akhlak decrease and most students have low learning results. During an interview at Madrasah Ibtidaiyah, Mr. Eko as a teacher at Madrasah Ibtidaiyah 07 Pakah Village, Mantingan District, Ngawi Regency explained "that after the covid pandemic ended, most students were lazy to think because they often saw television, and played *cell phones*". <sup>10</sup>

The results of the pre-survey data also found that the learning results of Akidah Akhlak subjects of 5th grade students of Madrasah Ibtidayah Negri 02 Pakah Ngawi Village were still below the KKM, which showed that their learning results were low. This can be seen from the data on daily test results as presented in the table as follows:

No.	Value		Category	Total
1.		< 75	Not Completed	15
2.		> 74	Completed	10
		Total		25

Based on brief data from the results of the presurvey, it can be seen carefully that there are still many students whose Akidah Akhlak subject matter scores are still poor. In other words, students who score below 75 are

<sup>10 132/</sup>Wawancara/01/XI/2024.

more than students who score above 75. There are 15 students whose scores are below < 75. Meanwhile, there are 10 students whose scores are above> 75. It is clear that the learning results of akidah akhlak in 5th grade students at MIN 07 Pakah Ngawi Village are more incomplete than the complete learning results.<sup>11</sup>

In Madrasah Ibtidaiyah 07 Pakah Village, Mantingan District, Ngawi Regency, they also have facilities in the form of projectors and LCDs, but teachers have not been able to utilize these facilities properly. Considering that learning media is needed because today's technology is growing faster and faster, so if you can utilize digital well, you will even get information and dynamic developments in science and technology. 12

Based on the problems that have been found above, students need something new that can increase interest in learning so that it can increase activeness and students can focus and be able to understand the content of the material taught in the learning process and the opportunity to improve their moral akidah learning results.<sup>13</sup>

Students of Madrasah Ibtidaiyah 07 Pakah Village, Mantingan District, Ngawi Regency need an improved learning process that can improve students' critical thinking skills. <sup>14</sup> Based on the facts and conditions above, the researcher was moved to try to help solve the problems that occurred above by using Lumio Learning Media. *Lumio* Learning Media is one of the many interactive *platform-based* learning media used for educational purposes to assist teachers and students in achieving predetermined learning objectives, but even so the *platform*'s content and

12 132/D/Fasilitas/XI/2024.

<sup>13</sup> Maria Sanam et al., "Upaya Meningkatkan Partisipasi Belajar Peserta Didik Menggunakan Media Interaktif Lumio By Smart Dengan Model Pembelajaran Kooperatif Learning," Pendas: Jurnal Ilmiah Pendidikan Dasar 9, no. 2 (June 14, 2024): p. 21-6114

<sup>&</sup>lt;sup>11</sup> 132/Observasi/01/XI/2024.

<sup>&</sup>lt;sup>14</sup> Sri Wardatul Janah, Dewi Surani, and Ade Fricticarani, "Pengaruh Penggunaan Media Presentasi Lumio By Smart Pada Mata Pelajaran Aplikasi Pengolah Angka Dalam Meningkatkan Pola Pikir Kritis Siswa Di Kelas VII MTs Al-Khairiyah Pipitan," Journal on Education 6, no. 1 (August 30, 2023) p. 47.

what is wanted to be taught on the material must be made by the researcher or teacher. 15

One alternative that can be tried to improve and solve this problem is to use *Lumio* Learning media. Because to improve the quality of learning requires a clear target that is pursued by educators or teachers in every learning activity through the use of learning media. The solution of the solution o

At this time the researcher wants to try a new breakthrough in the form of learning media that has never been used before in Madrasah Ibtidaiyah Negeri 07 Ngawi Mantingan Pakah. This Lumio Learning Media is a *platform-based* media as a place to create, design, and creative and innovative, which is possible material content, make videos, and make educational *game-based* evaluation questions together in one *platform*.<sup>18</sup> combines an explanation of the content of learning material to be taught to students through a *smart slide presentation* that has been designed and created by researcher. It also includes learning evaluations in the form of interactive games for students made by researcher as well. <sup>19</sup>

The researcher will create Lumio Learning Media covering all material content and including all material evaluations in several forms by designing, designing, and making each educational game-based evaluation question in such a way that it appears attractive, but can and is easily

<sup>16</sup> Janah, Surani, and Fricticarani, "Pengaruh Penggunaan Media Presentasi Lumio By Smart Pada Mata Pelajaran Aplikasi Pengolah Angka Dalam Meningkatkan Pola Pikir Kritis Siswa Di Kelas VII MTs Al-Khairiyah Pipitan." Jurnal On Education, Vol.6 No.01. September-Desember 2023.p.7

<sup>&</sup>lt;sup>15</sup> Darmiyati Darmiyati, "Penilaian Unjuk Kerja Dalam Pengembangan Agama Dan Moral Anak Usia Dini," Jurnal Pendidikan Kewarganegaraan 10 (May 31, 2020) p. 74.

<sup>17</sup> Edi Kusnadi, Eneng Martini, G. Nugraha. 2024." Konstruk Pembelajaran Pendidikan Kewarganegaraan Berbasis Masalah Untuk Meningkatkan Kemampuan Berfikir Kritis Peserta Didik," Jurnal Semantic Scholar,"

<sup>&</sup>lt;sup>18</sup> Janah, Surani, and Fricticarani, "Pengaruh Penggunaan Media Presentasi Lumio By Smart Pada Mata Pelajaran Aplikasi Pengolah Angka Dalam Meningkatkan Pola Pikir Kritis Siswa Di Kelas VII MTs Al-Khairiyah Pipitan."p.8

<sup>&</sup>lt;sup>19</sup> Aina Wirda et al., "Meningkatkan Hasil Belajar Peserta Didik Melalui Multimedia Interaktif Berbasis Lumio By Smart," Journal on Teacher Education 5, no. 2 (December 26, 2023): p.86.

understood by students so that those who see, teach and learn will be eager to listen, listen, and understand it.<sup>20</sup>

By using media based on the *Lumio platform* in learning moral creed, researcher will create interactive and innovative smart slide presentations with designs by researcher so that students do not feel bored when the subject matter takes place. Then in the *smart slide presentation* the teacher will provide a short video to add focus and as a bonus to increase interest, as well as to maintain and increase the enthusiasm of students in learning. The short video that is inserted into the smart slide presentation can be taken from a learning video on YouTube and then inserted into the slide presentation that the researcher has made as the teacher.

After finishing explaining with a *smart slide presentation*, the researcher has a unique way to evaluate learning, namely by evaluating while playing. researcher will provide evaluation questions in the form of games, so learning while playing, this is used to maintain the focus of students and increase their enthusiasm and interest. This game is used as an evaluation in various forms such as sentence search, *match*, *true and false*, *short answer*, *essay*, and others.

So, students will learn while playing. this is used with the aim of being able to measure the level of understanding of students. <sup>22</sup> Although researcher give game-based questions it will not eliminate the main purpose of the question, and with the game, the researcher hopes that students will become more active and not passive and only listen to the teacher's

<sup>21</sup> Nuria Alfi Zahrah, "Pemanfaatan Media Lumio by SMART dalam Pembelajaran Menulis Teks Iklan Siswa Kelas VIII SMP Negeri 14 Jakarta Tahun Pelajaran 2023/2024" (bachelorThesis, Jakarta: FITK UIN Syarif Hidayatullah jakarta, 2023).p.125

<sup>&</sup>lt;sup>20</sup> Honest Ummi Kaltsum et al., "Workshop Pembuatan Media Pembelajaran Lumio Dan Wordwall Bagi Guru SDN 03 Makamhaji, Sukoharjo," Tintamas: Jurnal Pengabdian Indonesia Emas 1, no. 1 (April 30, 2024): p.38–48,

<sup>&</sup>lt;sup>22</sup> Cecep Sobar Rochmat, Cela Petty Susanti, and Rosendah Dwi Maulaya, "Comparative Study Between: Independent Learning Education Orientation in Indonesia and Islamic Education Vision in QS. Al-Jumu'ah Verse 2," Proceeding of Saizu International Conference on Transdisciplinary Religious Studies, November 15, 2022, p. 63–75.

explanation.<sup>23</sup> A teacher becomes one of the important roles after the role of parents to shape how the character and nature of these students are formed through daily activities while at school both in class and outside the classroom<sup>24</sup>. To form good character and behavior to students, contributions from all aspects are needed, one of which is with the support of technology to make the learning process more interesting and the need for a teacher to understand each student's characteristics. <sup>25</sup> To measure whether students have increased understanding or not, the teacher should make an evaluation by adjusting the level of difficulty that is appropriate for the level of students.<sup>26</sup> All efforts made in the Akidah Akhlak learning process between teachers and students are for a noble purpose which is none other than to form students to become someone who have noble character, intellect, and applies in everyday life<sup>27</sup>

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<sup>&</sup>lt;sup>23</sup> Cecep Sobar Rochmat, "Renewal of Islamic Education Thinking According to K.H. Imam Zarkasyi and His Role in the Development of Modern Islamic Institution of Darussalam Gontor" (doctoral, IAIN Palu, 2020). p.162

<sup>&</sup>lt;sup>24</sup> Cecep Rochmat, Riza Riza, and Safitri Murni, "Artificial Intelligence in Education: Opportunities and Challenges in Improving Learning Efficiency in the Society 5.0 Era," Progresiva: Jurnal Pemikiran Dan Pendidikan Islam 13 (April 19, 2024). p 91–100.

<sup>&</sup>lt;sup>25</sup> Cecep Sobar Rochmat et al., "The Quality of Education from Islamic Perspective Analysis of The Merdeka Belajar Curriculum in Facing The Society 5.0 Era," *Jurnal Tarbiyatuna* 14, no. 1 (June 30, 2023): p. 75–93.

<sup>&</sup>lt;sup>26</sup> Cecep Cecep Sobar Rochmat, "Membentuk Karakter Kritis Dengan Penilaian Pembelajaran Berbasis High Order Thingking Skill (HOTS) Pada Mata Pelajaran Pendidikan Agama Islam," *Membentuk Karakter Kritis Dengan Penilaian Pembelajaran Berbasis High Order Thingking Skill (HOTS) Pada Mata Pelajaran Pendidikan Agama Islam* 6, no. 2 (November 1, 2022):p.23-467.

<sup>&</sup>lt;sup>27</sup> Cecep Sobar Rochmat et al., "Implications of Moral Education on Children's Character in the Digital Era: Insights from Surah Al-Isra, Verses 23-24," *International Journal of Educational Qualitative Quantitative Research* 3, no. 1 (July 31, 2024): p.28–35.

Therefore, the researcher wants to examine "Improving Students Activeness and Learning Results in Subject Akidah Akhlak of 5<sup>th</sup> Grade Students at Madrasah Ibtidaiyah Negeri 07 Ngawi Mantingan Pakah, Through Application Lumio Learning Media Academic Year 2024-2025"

#### **B.** Problem Formulation

Based on the above background, the problem formulation is as follows:

- 1. How to Increase the Students' Activeness In The Subject of Akidah Akhlak for Fifth Grade Students of Madrasah Ibtidaiyah Negeri 07 Ngawi Mantingan Pakah through Lumio Learning Media Application?
- 2. How to Improve Learning Results In The Subject of Akidah Akhlak for Fifth Grade Students of Madrasah Ibtidaiyah Negeri 07 Ngawi Mantingan Pakah through Lumio Learning Media Application?

## C. Research Objectives

Based on the problem formulation above, the research objectives are as follows:

- To find out the increase of student activeness in the subject of Akidah Akhlak Learning Student Activeness for 5th grade students at Madrasah Ibtidaiyah Negeri 07 Ngawi Mantingan Pakah through Lumio Learning Media Application.
- To find out the improvement of learning results in the subject of Akidah Akhlak Learning Results for 5th grade students at Madrasah Ibtidaiyah Negeri 07 Ngawi Mantingan Pakah through Lumio Learning Media Application.

# D. Significance Of The Study

The usefulness of the results of this study are expected to provide benefits theoretically and practically, namely as follows:

## 1. Theoretical Uses

- a. Theoretically, the results of this study are expected to add to the treasure of knowledge in the field of learning media and learning resources.
- b. Theoretically, the research results are also expected to be useful and add to the treasure of knowledge in the field of learning evaluation.

## 2. Practical Uses

- a. Practically, the results of this study are expected to be useful for educational institutions regarding the utilization of Lumio Learning Media in the learning process and improving learning results, especially educators in developing media and learning resources in the learning process.
- b. Practically, the results of this study are expected to help students understand the use and utilization of learning resources and learning media.
- c. Practically, the results of this study are expected to inspire researcher to carry out subsequent research on different aspects or can be a reference for further research.

## E. Systematization of Writing

The first chapter consists of the background of the problem, problem formulation, research objectives, theoretical and practical uses of research results.

The second chapter consists of the theoretical basis, about student activeness, learning results, the definition of Akidah Akhlak lessons, the relationship between learning media and learning results and analysis of previous research. In the aspect of the theoretical basis explain about student activeness, and after explain about that the researcher will explain about the definition of Akidah Akhlak lessons, what the inside of it, what the purpose of the subject Akidah Akhak. And consists of a study of aspects of the understanding of application, the definition of Lumio Learning Media, the application of Lumio Learning Media, factors that must be considered in the application of Lumio Learning Media, the advantages of Lumio Learning

Media, the limitations of Lumio Learning Media. In the aspect of the study of learning results, the theory related to the understanding of learning, learning results, material for grade 5 Madrasah Ibtidaiyah, factors that affect learning results, and elements of learning in learning results are discussed. It also discusses the relationship between learning media and learning results, and analyzes previous research related to the research title or title/variable thesis discussion.

The third chapter discusses the research methodology, which consists of the design and type of research, data collection techniques, data analysis techniques, and data instrument grids.

The fourth chapter consists of Research Results and Discussion, Field Description, Description of Results, and Discussion of Research Results.

The fifth chapter consists of Closing, Conclusions, and Suggestions, Bibliography, and the last is Attachment.

