

# CHAPTER I

## INTRODUCTION

### A. Background of Study

The main and most important education will be aimed at children and adolescents, both in schools, institutions, or education centers and on campuses to increase knowledge and skills. The interest in learning is a very important thing for students to have because in this case, it will be the key to success in the learning development process. Interest will also be a major and important foundation for students in the implementation of maximum and organized learning. According to the Big Indonesian Dictionary, education is the process of changing the attitudes, behavior, and actions of a person or group of people to mature humans through training and teaching in the education process and ongoing teaching and learning activities.<sup>1</sup>

One proof of education is teaching, where teaching refers to the effort of interaction between a teacher and a student or between individuals. Teaching can take place anywhere, both in and outside of school. It is one of the efforts to educate the nation. Teaching in schools is an effective alternative to conveying cultural and religious values. With the rapid advancement of technology and the vulnerability of information flow, which may not always be accurate, religious values can be overlooked in societal life. This is why teaching in schools is crucial, with schools expected to act as facilitators in assisting the government in realizing the national education as intended.

Learning outcomes, according to Suhendri, are the culmination of learning activities that produce actions or references to help learners improve their results or understanding of a knowledge material. Knowledge (cognitive), attitude (affective), and behavior (psychomotor) are correlated with each other

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<sup>1</sup> Rosidah et al., "Efektifitas Media Pembelajaran Game Interaktif Berbasis Power Point Untuk Meningkatkan Motivasi Belajar Siswa Kelas V SD," *Seminar Nasional Paedagoria 2*, no. 1 (2022): 10–16, <http://journal.ummat.ac.id/index.php/fkip/article/view/9749><http://journal.ummat.ac.id/index.php/fkip/article/download/9749/pdf>.

and continuously, structured, and can be measured and observed. In addition, the diversity of process references in some aspects can help the most important learning process succeed.

In line with this opinion, several opinions state that learning outcomes are the abilities of learners or individuals possessed by the students as a result of a conscious and learned knowledge/seeking process. The result of this search for knowledge is shown in changes in behavior. Educators' techniques in learning activities can influence the improvement of learning outcomes; educators must be able to make the learning environment an interesting thing and can also create an active learning environment, and students must play an important role in various learning activities.<sup>2</sup>

One of the important components in the learning process is media. The use of media can attract student's attention, increase learning motivation, increase the pleasure of being in a class, and improve learning outcomes during the teaching and learning process. There are many internet-based learning media today, ranging from simple to the most complicated, one of which is the ispring suite. Ispring suite-based media is an application program on PowerPoint that can be used to create more interesting presentations. Ispring suite can be used to be HTML offline, record videos, combine images, and quiz maker. Researchers use and choose to develop learning media with the ispring suite because it is under technological developments that require teachers not only to use media but also to create media supported by effective and efficient tools and materials.<sup>3</sup>

The use of PowerPoint media based on the Ispring suite application in learning can have several positive impacts on learning outcomes and student activeness. As in improving the understanding of the material taught, ispring suite allows the creation of interactive and interesting content such as quizzes, and videos which can help students understand the material better because they

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<sup>2</sup> Ahmad Fadhil Bima and Widodo Widodo, "Penerapan Strategi Pembelajaran Index Card Match Untuk Meningkatkan Hasil Belajar Siswa Pada Materi Termodinamika," *Jurnal Penelitian Pembelajaran Fisika* 8, no. 1 (2017): 26–31.

<sup>3</sup> Arsyad A, "Media Pembelajaran" (2011): 23–35.

are directly involved in the learning process. As for increasing learning motivation, which is due to interesting and interactive learning media in the ispring suite that uses visual and audio elements that can make learning more fun. Likewise, activeness in class can be generated by teacher presentation using ispring suite which makes the presence more dynamic and interactive. The use of this media also functions as an intermediary tool for delivering learning material so that it can be received by students more easily in the learning process, and requires the use of appropriate media and can attract the attention of students. The use of learning media in the teaching and learning process can also arouse new desires and interests, and arouse interest in learning for student.<sup>4</sup>

One of the learning materials for grade 6 semester 1 MI in the Merdeka curriculum is fiqh at MI Semesta school in Mojokerto and based on the results of interviews, the researcher found that there are several things that need to be improved seeing that the background of the teaching and learning process that occurs at the school still uses the usual method, even rarely using interactive media. And also based on observation made by researchers on October 1, 2023, the research concluded the result of interviews with the principal of MI Semesta Mojokerto that there were 24 students in class 6B with different ability backgrounds. Judging from the significant increase in grades and the acquisition of teaching and learning activities and there are still some that need to be improved, researchers get the observation that student and students tend to often feel bored in class which can be the cause of declining grades and achievements in teaching and learning activities. In the observation made, the researchers also obtained the result that scores achieved by students tended to be below the minimum score. With an average score of 55 to 60, while the minimum score is 70 and above. The grade 6B learning process is fairly good, but there are still some students who are less serious when participating in lessons. Judging from the result of the fifth-grade daily test on the fiqh lesson which has not yet

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<sup>4</sup> Imam Nuraini, Sutama Sutama, and Sabar Narimo, "Pengembangan Media Pembelajaran Berbasis Power Point Ispring Suite 8 Di Sekolah Dasar," *Jurnal VARIDIKA* 31, no. 2 (2020): 62–71.

reached the minimum passing grade. Of the 24 students tested, only 8 students scored 80, 6 students scored 70, and 5 students scored 60. there were 5 students scored 50.

Student	Score
8 students	80
6 students	70
5 students	60
5 students	50

Besides that, the attitude and behavior of students during the learning process tend to pay less attention to the teacher who teaches, it is due to several factors such as the monotonous teaching and learning process, teachers who still accustom students to only reading the material, and then explain it with the lecture method. That's where it was found that the result of students who tend to get bored and not listen to the teacher when explaining the material. For this reason, this research will be able to help and dedicate interactive learning to sharpen the interest and enthusiasm of student learning.<sup>5</sup>

The reason the research chose MI Semesta Mojokerto is that the development of PowerPoint media based on the ispring suite in learning to understand fiqh has never been done. The limited use of media in the learning process even though the school facilities are sufficient for the use of media in the learning process, especially ispring suite media. In addition to formal education taught at school and education created in the community or home environment, one of the most needed education is akhlaq, or religious education from early age. Because in this life, humans not only need material, but humans will need akhlaq and various coaching to improve their relationship with God and with fellow humans themselves.<sup>6</sup>

<sup>5</sup> Observation at MI Semesta Mojokerto

<sup>6</sup> Cristina Siti Rhomadhoni, "Kelayakan Media Pembelajaran ISpring Suite Berbasis Android Pada Kisah Nabi Ibrahim," *Jurnal Pendidikan Agama Islam Al-Thariqah* 7, no. 1 (2022): 1–17.

Some scientific facts that are relevant to the study of the effectiveness of digital learning media in the context of Islamic religious education. The effectiveness of interactive learning media can increase student's understanding and retention of information compared to traditional learning methods, this can help students to be more actively involved in the learning process. Studies in the field of educational technology show that the use of technology in teaching can improve student learning outcomes. This is due to the ability of technology to present information in a more interesting and easy-to-understand way as in the material being taught, allowing teachers to present the material more interestingly through the use of multimedia to help understand and remember the material well. Likewise, with some of the values obtained by students during the learning process that are still not developing, this triggers a decrease in the value of students which hinders the teacher from continuing the material that has not been taught. This usually often happens if the teacher conveys learning material verbally or by the lecture method without being accompanied by other supporting tools that can clarify and help make the material more interesting and students are not easily bored in paying attention.<sup>7</sup>

The application of ispring suite-based PowerPoint media showed that students improved their understanding of the material taught. Interactive and multimedia content help students understand concepts better and retain information for longer periods. As for the assessment of student learning outcomes through tests, they tend to get better results than traditional learning methods. The activity of student learning is also included in the content in the form of simulations in presentation, it grows they are often directly involved and more enthusiastic. These innovations are used so that students are more active in the learning process, considering that many students are still skipping classes and lazy in teaching and learning activities at school.<sup>8</sup>

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<sup>7</sup> Ulyma Tahara Arisandi, *Pengembangan Media Power Point Berbasis Ispring Suite Dalam Pembelajaran Memahami Teks Berita Untuk Siswa Kelas VIII SMP Negeri 1 Indralaya*, 2021. hal 23

<sup>8</sup> Dwi Julia Pratiwi, "Pengembangan Media Pembelajaran Ispring Suite 11 Pada Materi Teks Ulasan Kelas Viii Smp Muhammadiyah 1 Palembang," no. April (2023). hal 12

In this case, there is a constructivist learning theory that presents interactive media-based learning that encourages students to actively build their knowledge through interaction with the content presented, contextual learning through the material presented by the media that can be connected to students' real experiences. There is also the theory of cognitivism on the presentation of information through visuals and audio help long-term memory storage and information processing, namely the use of quizzes and simulations that help students process information actively therefore, this media will help the development of learning that it can be conveyed properly to student.<sup>9</sup>

In this case, the ispring suite device is very easy to use, this device is integrated with Microsoft PowerPoint so that the operating system is not complicated and confusing. The learning media that can be generated from this device is a medium for independent learning because it has a lock feature that functions to lock the media flow so that students will learn regularly and be disciplined according to the sequences of material that must be learned. With the use and utilization of this ispring suite, we can add some interesting elements or additions and learning becomes more active and interesting even not boring for students. Ispring suite is the top software compared to devices used in the field of education. This device is also well used as an e-learning multimedia whose results are not only presented like Flash but also used in the learning process. Researchers chose to develop learning media with Ispring Suite because it is technological developments that require teachers or educators not only to use media but also to create media supported by effective and efficient tools and materials.<sup>10</sup>

### **B. Problem Formulation**

Based on the description above, the following problems can be formulated:

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<sup>9</sup> Arisandi, *Pengembangan Media Power Point Berbasis Ispring Suite Dalam Pembelajaran Memahami Teks Berita Untuk Siswa Kelas VIII SMP Negeri 1 Indralaya*. Hal 10

<sup>10</sup> Arsyad A, "Media Pembelajaran." Hal 9.



1. Can the application of Powerpoint learning media based on the Ispring Suite application increase the learning activity of students in grade 6B fiqh subject at MI Semesta Mojokerto?
2. Can the application of Powerpoint learning media based on the Ispring Suite application improve the learning outcomes of students in grade 6B fiqh subject at MI Semesta Mojokerto?

### **C. Purpose of Study**

The desired research objectives with this research are as follows:

1. Increasing the significant effect of the application of PowerPoint learning media based on the Ispring Suite application on the activeness of students in grade 6 fiqh subjects at MI Al-Ashriyah Tanggulangin.
2. Improving the effect of the application of Powerpoint learning media based on the Ispring Suite application on student learning outcomes in grade 6 fiqh subjects at MI Al-Ashriyah Tanggulangin.

### **D. Significance of Study**

#### **Theoretically:**

Increase understanding of learning media, especially PowerPoint-based educational game media. Can provide understanding and student confidence and provide additional knowledge in the field of fiqh, especially those directly related to improving learning outcomes and student activeness at school.

#### **Practically:**

1. For students
  - a. Increases students' interest and learning achievement in learning fiqh by applying PowerPoint-based educational game learning media.

- b. Increase student learning activeness in fiqh learning by applying PowerPoint-based educational game learning media.
  - c. Students can obtain meaningful and quality learning so that they can develop their achievements.
2. For teachers
- a. Can provide ideas and some input to improve teaching and learning activities for students to improve achievement and activeness in students.
  - b. Can add input or ideas in choosing the learning model and media to be used.
  - c. Can be used as a teacher's guide to improving the quality of education, with PowerPoint-based educational game media.
3. For school
- a. Improve the quality of education for students
  - b. Can provide input to the school to use learning strategies that can facilitate students in learning.
  - c. Can provide input or ideas to ask teachers to improve learning outcomes and activeness of learning outcomes by the subjects they teach.
  - d. Improve the efficiency and effectiveness of the fiqh learning process.

#### **E. Writing systematics**

Chapter I: Introduction which contains background, Problem formulation, Objectives, and uses of research and systematic discussion.

Chapter II: Theoretical basis consisting of the concept of learning media, the Ispring Suite application, the PowerPoint media, Learning outcomes, Learning activeness, Fiqh subject



Chapter III: Research methodology consisting of the type of research, Place and time research, Research subject, Research procedures, Data collection techniques and Data Analysis, Aspects of Learning result.

Chapter IV: Research Result and discussion, Description of the area, Description of result and Discussion of research result

Chapter V: Closing, Conclusion, and Suggestion.

