The Development of Learning Media: Improving the Learning Result of PAUD Students Based on Prezi Media Using Assure Model

Hermia Anata Rahman[a], Dr. Asrowi, M.Pd [b]

[a]Sebelas Maret University, Surakarta, Indonesia
[b] Sebelas Maret University, Surakarta, Indonesia
Corresponding e-mail: miaanata131@gmail.com

Abstract: This research is aimed to develop learning media of prezi in order to improve the learning result on the material recognizing part of body, its functions and movements to develop rough and smooth motoric. Technique of collecting data was conducted through observation, interview, evaluation test, and documentation. Sources of data in this research were students of PAUD Al Hasanah Sukoharjo, teacher, researcher, and documents. The research method used Research and Development using ASSURE model (Analyze learners, states objectives, select methods, media and material, utilize media and materials, require learner participation, and valuate and revise). Media was used to analyzed KI-KD and a material on recognizing part of body, its functions and movements to develop rough and smooth motoric which then made by using prezi media. Prezi was validated by material and media experts. Based on the analysis of the research, it is concluded that learning media of prezi on the material recognizing part of body, its functions and movements to develop rough and smooth motoric using ASSURE model is well-qualified based on its material and media display format with the category of "very proper". In conclusion, the research shows that there is improvement of learning result on the material using ASSURE model based on prezi media.

Keywords: Learning Media, *Prezi*, Learning Result, ASSURE model

1. NTRODUCTION

The development of technology has big influences in attempting the renewal of education. Education technology has contributed in improving education by providing learning media and material that can be easily accessed, and supporting the teachers in learning process. The role of teachers as the knowledge developers is very big to select and conduct a precise and efficient learning to the students. Therefore, it is not only based on conventional learning. According to Daryanto (2010), a good learning can be supported by the controlled learning situation and the good communication between teachers and students. Therefore, creating a good communication needs a learning media as an instrument to present idea and concept from both teacher and student.

Learning media is one of the important factors in improving learning quality because it will give impacts on students' achievement. It is caused by the technology development in education that demands the efficiency and effectiveness in learning process. To achieve the optimum efficiency and effectiveness, one of the efforts is by reducing the method of lecturing. Teachers must be able to teach through utilizing a learning media. One of the efforts to attract the students' attention and to improve students' achievement is using a precise learning media to the material that will be given. The students' achievement in learning process can be seen through the result of their learning. According to Purwanto (2008), the learning result is a realization of skill as a result of the change of attitude conducted by the education institution. To achieve maximum result for students of early childhood education, teachers can make a learning media on the material of recognizing part of body, its functions and movements to develop rough

and smooth motoric. This material needs a creative design and attractive animation to make the students participate in learning process. It is also expected to improve the students' learning result.

Based on the observation conducted by the expert, learning process in early childhood education is still conventional. Teachers explain the material through textbook and students are listening. Teachers rarely use the learning media because they have limited skill to use technology. Early childhood education actually has sufficient learning facility as a media to help the students in mastering science and technology. The limited skill in utilizing media influences the optimum utilization of learning facility.

Basically, technological media can be applied in all subjects especially on material of recognizing part of body, its functions and movements to develop rough and smooth motoric. In learning the material, students are demanded to understand and explain the part of body and its function. The task of the teachers is to teach them by introducing the part of body and its function to develop rough and smooth motoric. In conducting the task, teachers can use learning media of *prezi*. Through *prezi*, teachers can explain the part of body in detail with creative animation. It is expected to attract students' attention and they can easily understand the material and influence the learning result.

Based on the finding above, the researcher makes a material on recognizing part of body, its functions and movements to develop rough and smooth motoric. It is based on *prezi* with ASSURE model. The researcher wants to know the success of the media towards the students' learning result.

2. RESEARCH METHOD

This research used development research (Research and Development R&D). It is a research method used to produce certain products and to test its effectiveness (Sugiyono, 2012). The method of this research refers to learning design model of ASSURE by Sharon Smaldino, Robert Henich, James Russell and Michael Molenda (2002) in the book of "Instructional Technology and Media for Learning". This model stands for the important components or steps inside such as: analyze learner characteristic, state performance objectives, select methods, media and materials, utilize materials, requires learner participation; and evaluation and revision (Benny A. Pribadi, 2011). Learning with ASSURE has several steps, namely: analyze learner characteristic, state performance objectives, select methods, media and materials, utilize materials, require learner participation, and evaluation and revision. The steps of ASSURE can help to realize the effective and meaningful learning to the learners.

The subjects of the research were 30 students of early childhood education of Al Hasanah sukoharjo in academic year of 2017-2018. Arikunto (2005) states that sample is a part of population. Nevertheless, the number of students of Al Hasanah was not too many. Therefore, the sample in this research was total sample. It meant that all students became the subject of the research.

The hypothesis testing used *independent sample t-test*. Data analysis of *independent* sample *t-test* was used to measure the difference of learning result between experiment and control group. To test *independent sample t-test*, it used SPSS. The basis of decision interpretation was based on *tcount* and *ttable* on the fault degree of 5% (Sugiyono, 2012)

3. RESULT AND DISCUSSION

Based on the test of hypothesis on the result data of experiment and control group, the result of hypothesis test using *t-test* can be seen at table 1.

Table 1. The result of hypothesis test using *t-test*

Variabel	t_{hitung}	t_{tabel}	Keputusan
Kelompok kontrol dan kelompok eksperimen	2,351	1,700	Berbeda (H_1 ditolak)

On the result of test *t* at table 1, the score of t_{count} is 2,351 and t_{table} was 1,700, and *Ho* is rejected. It shows that there is a significant difference of the learning result between experiment and control group. It is concluded that there is a difference on the learning result between direct learning and ASSURE. Based on the analysis result, the average of learning result using direct learning is 80,95 and ASSURE model is 84,14. This average result shows that the learning result using ASSURE is better than using direct learning (conventional).

Based on the result of hypothesis test, the students' learning result using ASSURE model is better than using direct learning.

Learning media of *prezi* and ASSURE is the first learning model implemented to the students in Al Hasanah. Therefore, it emerges the motivation and enthusiasm to the students to accept learning more focused. It can give same stimulation which is aimed to create the same experience and emerge same perception to the students who have different background. It can also direct the students on one focused point. The direct interaction between teacher and student and its attraction can improve students' motivation. As a result, it will also improve the students' learning result by showing the development of rough and smooth motoric.

The role of learning media of *prezi* and ASSURE can also emerge a pleasure circumstance in learning process. The students can enjoy the learning process and it will result on their learning result improvement.

Therefore, it can be concluded that one of the efforts to improve the learning result of students of early childhood education on the material of recognizing part of body, its function and movements to develop rough and smooth motoric can be conducted by using learning media of *prezi* with various model to make the students more interested to the lesson. In this research, the learning model used is direct learning (conventional) and learning media of *prezi* and ASSURE. It can be seen that learning model of *prezi* and ASSURE is better than direct learning (conventional). The use of *prezi* with learning model of ASSURE can make the learning of recognizing part of body, its functions and movements more attractive because one of the steps in this model is asking the students to participate in the learning activity.

4. CONCLUSION

Based on the result and analysis, the conclusion is that there is a significant influence in using learning media of *prezi* with learning model of ASSURE towards the learning result of the material of recognizing part of body, its function and movements for the students of early childhood education of Al Hasanah, Sukoharjo. It is proven that there is a significant difference between the learning result using direct learning (conventional) and *prezi* with ASSURE model. It is based on the average improvement of experiment group which uses *prezi* with ASSURE model in the material of recognizing part of body, its functions and movements to develop rough and smooth motoric.

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