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STUDENT'S PERCEPTION OF LEARNING MEDIA PENCAK SILAT BASED OF ANDROID

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Abstract

This study aims to determine students' perceptions of the development of andorid-based martial arts material learning media in schools. This research is based on (1) Learning Media for android-based martial arts materials and (2) android-based martial arts learning materials. This research is a quantitative descriptive study. The subject of the study consisted of 30 students. The results of this study show that 1) Learning Media for android-based martial arts materials obtained a score of 90% with excellent categories and (2) Android-based martial arts Learning Materials obtained an 85% score with excellent categories. Based on this, it shows that the results of the Student's Perception Of Learning Media Pencak Silat Based Of Android are of positive value, this is the basis that it is necessary to develop martial arts learning media.

Keywords: *Student's Perception; Learing Media; Pencak Silat; Android*

INTRODUCTION

Influential education is important for shaping personality, character, and self-development. Thus education is the basis of the development of science. The development of science and technology is increasingly encouraging renewal efforts in the use of technological results in the learning process (Arsyad, 2014). These advances greatly influence the process of conveying information or knowledge with more interactive, easy, multimedia-based, rich content and allowing students to learn anywhere and anytime (Vy Dang Bich Huynh, 2020). The process of interaction in learning intellectually on the material will produce changes in the understanding of learning, student perspectives as well as the cognitive structure of students, thus the process of transferring knowledge given to students will be well received.

Based on this, it means that in learning there must be good interaction between teachers and students in carrying out learning activities so that a conducive situation occurs. Teachers who have the ability in modern teaching strategies and have innovative knowledge, skills, attitudes and values will be more meaningful than teachers who are still doing the learning process conventionally, for that the role of teachers is very necessary in the development of students in the process of transferring knowledge. Learningin one setting often affects our teaching in another. The development begins with active and fun learning so that a good and quality learning process will be carried out

The importance of strategies in learning is as a planned effort in manipulating learning resources so that the learning process occurs in students. The concept of the learning strategy is to determine the specifications and qualifications for changes in student treatment, determine the choice of introduction to an approach to teaching that is in accordance with the characteristics of the students being taught. Conventional learning in the modern direction encourages the development of learning media, one of which is learning using smartphones. Smartphone is a device that allows to communicate (call or sms) but in it there is also a PDA (Personal Digital Assistant) function and is able to become a computer (Titting et.al, 2016). Smartphones have many systems that support android.

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to the large amount of material that must be curated by students, this is a problem experienced by teachers and schools during the student learning process so that student learning outcomes tend not to be optimal.

The strategy inlearning must be in accordance with the characteristics of the student, as well as be able to identify what kind of teaching strategy the student likes. Thus the selection of the right learning strategy will have an impact on the success of learning activities . The formation of appropriate and appropriate movements will determine the results of students' ability skills (Lestari & Sutapa, 2020) (Triprayogo et al., 2020). Martial arts learning requires appropriate learning media that can be used as a medium or learning resource (Waskita et.al, 2018). Based on this, researchers want to know students' perceptions of android-based learning media in the martial arts material to be developed.

This introduction to martial arts can be given by the teacher by learning basic techniques that include martial arts movement skills (Lubis & Wardoyo, 2014). Martial arts is not only a trend among adults but martial arts is also much loved by teenagers and children. The importance of the introduction of martial arts in children and adolescents can be seen from the martial arts has become one of the subjects in physical education learning in schools. In the martial arts subject matter, there are various kinds of movements that can be taught by physical education teachers . Martial arts martial arts is an object of physical education subjects in schools ranging from junior high school to high school. The martial arts material in the school has become a favorite subject, because this sport can improve health can also provide students with opportunities to excel for those who want to explore it.

Martial arts learning will be more interesting and interactive if it can be done anywhere and anytime. Utilization of clear teaching materials and appropriate is a supporting tool in increasing knowledge from the results of learning carried out, this is corroborated by the opinion that Similarly, students gained a significant increase in terms of knowledge, attitudes and skills related to

the teaching materials, both individually and collectively (Tapung, 2018). With the advancement of media and technology, the system in learning media has become increasingly developed with its function as a tool that explains part of the entire learning program that is difficult to explain verbal hammering, this is in accordance with the function of the media as an explanatory message. Thus, with the existence of learning media, it is hoped that there will be active actionscarried out by students using the learning media. Learning that occurs after the inclusion of learning media according to developing technology then evolves with various multimedia that exist with the sophistication of Android.

Recent technological advances have allowed an increase in the use of electronic devices for various educational and teaching purposes (Palmer et.al, 2015). Teknology is considered a part of everyday life and requires children to learn to use technology from an early age, andso technology has a great impact on the progress of education. Presenting teaching materials in multimedia form is often justified by referring to the "multimedia principle," basically saying that learning with words and images is more effective than learning with words or images alone (Anmarkrud, 2019).

Teachers who have the knowledge, skills, attitudes and values needed by the teaching profession, that is to say, knowledge of the teaching profession (Senturk, 2019) (Okilanda et al., 2021) It is hoped that the use of android-based learning media can be useful and needed for learning martial arts material in schools (Ihsan et al., 2022). Now advances in educational technology offer a wide array of benefits for higher education students, such as flexible learning anywhere and anytime, which means that learners can learn and search for information about knowledge can be done easily through android. A conducive and quality learning situation will support the implementation in pleasant learning so that it has a positive impact on student development, the quality of learning and teaching in education through a holistic approach, namely across the four subdomains of the learning and teaching environment, the teaching process, the learning process and

learning outcomes and their assessment. Thus systematically the process towards learning outcomes will automatically achieve the goals of the objectives.

METHOD

This Research is a descriptive quantitative research. This research was conducted in the Junior High School 15 Palembang. The research sample was 30 students. Data collection techniques in the study were carried out through the questionnaire method. The questionnaire used in this case is a closed and open questionnaire, namely a questionnaire that has been provided with the answer and is free to choose the answer themselves, so that respondents only need to choose and answer directly (Sugiyono, 2018). The form consists of eight statements with likert scale 1-4. The respondent's answer is given a score and then presented.

Table 1. Assessment Instruments

No	Statement	Scale				Value
		1	2	3	4	
1	Developed Learning Media attracts interest					
2	The material provided is more varied so that it adds interest in learning					
3	The material is arranged in a coherent and systematic manner so that it is easy to apply					
4	The material can be implemented quickly according to the specified time					
5	The material does not use dangerous movements that may pose a risk of injury					
6	The material gives a pleasant feel					
7	The material involves movements that can improve skills					
8	Learning Media is easy to use					
9	Media is designed according to student characteristics					
10	Learning media needed to be developed					

Scor answer questionnaire response from students analyzed using the percentage value formula (Purwanto, 2012). To facilitate conclusions on the results of the analysis of the percentage level of attractiveness and convenience of product development, classification criteria are set.

Table 2. Category

Percentage	Category	Information
80-100%	Very good	Can be used without revisio
61-80%	Good	Can be used with minor revisions
41-60%	Pretty good	Not suitable for use, it is recommended not to use it
21-40%	Not good	Can not be used

(Putri et al., 2021)

RESULT AND DISCUSSION

Data analysis of the results of the study was obtained based on a questionnaire distributed to students with four indicators using the Likert scale with the results of calculating the frequency of answers, the average score of ta from 30 students, namely (1)The learning media developed to attract interest obtained a score of 90% with excellent categories, (2)The material provided is more varied so that it adds interest in learning to obtain a score of 85% with excellent categories, (3)The material is arranged in a coherent and systematic manner so that it is easy to apply to obtain a value of 80% with good categories, (4)The material can be carried out quickly according to the specified time obtained value by 95% with excellent categories,(5)Material does not use harmful movements that may pose a risk of injury obtained a value of 80% with a good category, (6)Material providing a pleasant feel obtained a value of 80% with a good category, (7)Material involves movements that can improve the skill obtained value 85% with excellent categories, (8)Learning Media is easy to use obtained 90% scores with excellent categories, (9)Media is designed according to student characteristics obtained 80% scores with good categories, (10)Learning media needed to be developed obtained 100% score with excellent categories, meaning that students agree that the development of android-based martial arts learning media. The average number of scores for learning media obtained a score of 90% with excellent categories and the number of average scores for materials obtained an 85% score with excellent categories.

The use of technology in learning really helps students in learning because affects the acceleration in the creation and renewal of instructional media (Lestari et al., 2020). This theory is in line with the results of research that has been carried out, students feel interested in the media developed, where this media is a form of utilizing technology in education.

In the development of android-based learning media, in addition to being designed to attract students' interest in learning, of course, the material created must also be appropriate, arranged in sequence and systematically so that it is easy to implement, fun, harmless, in accordance with student characteristics, and can improve skills. So that this media can not only be used as a learning media in schools, but can also be used independently by students anywhere at any time without being limited by space and time.

CONCLUSION

Students' perception of android-based martial arts learning media is very good and they really need the development of android-based martial arts learning media. This shows the students understand that they need learning that fits the current character of the students. So that in the learning process they are interested in following the learning well and feel happy. This will certainly have a very good impact on the learning outcomes later.

Based on this, android-based martial arts learning media can answer problems about students' difficulties in learning martial arts at school with a very limited number of class hours.With this medium, students can learn independently outside of school class hours. In addition to being able to be used by teachers and students, android-based martial arts learning media can also be used by martial arts coaches and the public in general, and can be a reference for future researchers.

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