



## The Influence of Using Capcut Media on Science Learning Outcomes of Class VII Students of SMP Negeri 1 Maiwa in Enrekang

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### Abstract

This study used a quantitative method and an experimental type of research with the aim of intuitively testing the effect of using Capcut media on science learning outcomes for class VII students at SMP Negeri 1 Maiwa, Enrekang Regency. The research population consisted of all grade VII students of SMP Negeri 1 Maiwa Kabupaten Enrekang and the samples taken were 28 students of class VII SMP Negeri 1 Maiwa Kabupaten Enrekang and Cluister Randoim Sampling. There are 2 variables in this study, the first is the independent variable, namely the effect of using Capcut media (x) and the second dependent variable is the results of learning science in class VII 3 students (y). This research was conducted at SMP Negeri 1 Maiwa Kabupaten Enrekang. Data collection techniques used observations, tests, documentation, the test results data that had been collected were then analyzed using the Ruimuis mean. Based on the results of data analysis, it was obtained a value of  $X = 84.07 >$  a value of  $Y = 76.14$  so that it can be seen that there is an effect of using Capcut media on science learning outcomes for class VII students of SMP Negeri 1 Maiwa Kabupaten Enrekang. The results of this study concluded that there was an effect of using Capcut media on science learning outcomes for class VII students of SMP Negeri 1 Maiwa Kabupaten Enrekang. This indicates that the working hypothesis which states that there is an effect of using Capcut media on science learning outcomes for class VII students of SMP Negeri 1 Maiwa Kabupaten Enrekang, is accepted.

**Keywords:** Influence, Capcut media, Learning outcomes

## Introduction

According to (Hamalik, 2015) education is a process of diverting the future and being able to control the human self through the mind and heart, as well as reason to observe His creation. Likewise, explained by Oiemar Hamalik that education is a process of change and self-adjustment to be better for the surrounding environment so that it can impact and influence people's lives (Deriyani & Nuirmairina, 2022). Education has a functional function to provide direction on what will be achieved through increasing students' abilities, education plays a full role in human life, seeing the increasing needs of life. Guinean students improve their motivation for learning, such as thoughts, feelings, awareness, and attention. According to Ruith Laitfer (2018), learning media is the single most effective tool that Guirui uses when disseminating subject matter, so that students' awareness and creativity in learning grows and can be increased. (Tafoinaoi, 2018).

Learning media is very important to use in research so that students feel happy, interested and enthusiastic in the learning process and can achieve maximum learning results. Oil because of that guide determines strategies in teaching so that learning is not boring by choosing software that supports animation such as Capcut media. The influence of the use of Capcut media on science learning outcomes for class VII students of SMP Negeri 1 Maiwa, Enrekang

Regency, is a research that the author is interested in. One particular unity and cannot be linked to the field of education is the use of instructional media in the teaching process, which can use various sources to communicate information to The tutorial was carried out on class VII students of SMP Negeri 1 Maiwa Kabupaten Enrekang

## Method

This study used a quantitative approach and an experimental research type to test the effect of using Capcut media on science learning outcomes for students in class VII 3 of SMP Negeri 1 Maiwa, Enrekang district. The dependent variable in this study is the science learning outcomes of class VII 3 students of SMP Negeri 1 Maiwa Kabupaten Enrekang, while the independent variable is the effect of using Capcut media.

Independent variable and dependent variable are two different types of variables. These factors are influenced by oil or contributed to the independent variables. Independent variable is another term for this independent variable. The use of Capcut Media on students' science learning outcomes in the study was designated as an independent variable and denoted by the letter X. A variable that is influenced or produced by other variables is said to be the dependent variable. Dependent variable is another term for this variable. The learning outcomes of class VII 3

students, which are the dependent variable in this study, are denoted by the symbol Y.

The population in this study totaled 81 people or all of class VII SMPN 1 Maiwa Kabupaten Enrekang. In this study, the sampling is cluster random sampling by random sampling of groups, random sampling is called taking by randomizing the existing population and not distinguishing one subject from another. In this study, the researchers randomly selected 28 students from class VII 3 as a sample. As a result of random sampling, the students were divided into two groups, i.e. students with an odd number of students were in the experimental group and students with an even number of uiruits, i.e. a koitroile group.

Data analysis is a research process that is carried out after all the data obtained in solving the problem to be studied and obtained in full. In this technique the collected data is analyzed using descriptive statistics in the mean form. This will be checked after testing to get the best results. The following steps can be used to perform the analysis:

### I. Mengubah skor menjadi nilai rumus:

$$N = \frac{\text{Skor Perolehan}}{\text{Skor maksimum}} \times 100$$

SP : Skor perolehan

SM : Skor maksimum

N : Nilai

100 : Skor tertinggi

### II. Untuk mengetahui ada tidaknya pengaruh penggunaan media *Capcut* terhadap hasil belajar IPA siswa kelas VII SMP Negeri 1 Maiwa Kabupaten Enrekang, digunakan statistik rumus mean.

$$M_x = \frac{\sum f_x}{N_x} \quad M_y = \frac{\sum f_y}{N_y}$$

Keterangan:

$M_x$  : Simbol Mean X

$M_y$  : Simbol Mean Y

x : Nilai Variabel x

y : Nilai Variabel y

$\sum f_x$  : Jumlah frekuensi masing-masing nilai individu x

$\sum f_y$  : Jumlah frekuensi masing-masing nilai individu y

$N_x$  : Jumlah individu X

$N_y$  : Jumlah individu Y

$$[ M_x = (\sum f_x) / N_x ] \quad [ M_y = (\sum f_y) / N_y ]$$

Information:

$M_x$  : Symbol Mean X

$M_y$  : Symbol Mean Y

x : Variable Value x

y : Variable Value y

$\sum fx$  : Add up the frequency of each individual value x

$\sum fy$  : Add up the frequency of each individual y value

$N_x$  : Add up the individuals X

$N_y$  : Jumlah individui Y

## Result

A. Table 4.1 Score dan outcome learning IPA for eksperimen group

No	Kode Sampel	Skor	Nilai
1	SR	28	93
2	NIR	28	93
3	ANF	26	87
4	PS	23	77
5	A	26	87
6	M	23	77
7	R	25	83
8	NF	23	77
9	AH	25	83
10	EPY	23	77
11	MK	25	83
12	MQ	25	83
13	NAO	26	87
14	RA	27	90

There were no students who scored 100, the highest score was 93 then the lowest score was 77. The results of the work of the control Group Students of Class VII Students of SMP Negeri 1 Maiwa, Enrekang Regency, are listed in Table 4.2

below.

Tabel 4.2 Score and learning outcomes for control Group

No	Kode Sampel	Skor	Nilai
1	MR	20	67
2	ADTD	23	77
3	RV	20	67
4	NF	20	67
5	RR	21	70
6	QAAP	26	87
7	TA	20	67
8	MAR	24	80
9	NQAS	27	90
10	NA	26	87

11	NH	26	87
12	AS	21	70
13	DSR	24	80
14	MB	21	70

Sumber Data: Hasil kerja siswa

The high score were 90 and the low score were 67. According to table 4.2

No	Nilai	Kelompok Eksprimen	Kelompok Kontrol
1	93	2	-
2	90	1	1
3	87	3	3
4	83	4	-
5	80	-	2
6	77	4	1
7	70	-	3
8	67	-	4
		14	14

Source Data: he result of table 4.2

To find out whether there is an effect of using Capcuit media on science learning outcomes for class VII students of SMP Negeri 1 Maiwa Kabupaten Enrekang. From the data that has been processed in the table above, it will be analyzed using the mean calculation table.

Tabel 4.4 Tabel Kerja Perhitungan Mean

Group Eksperimen		Learning outcomes		Control group		
$f_x^2$	$f_x$	F	X/Y	F	$f_y$	$f_y^2$
17.298	186	2	93	-	-	-
8.100	90	1	90	1	90	8.100
22.707	261	3	87	3	261	22.707
27.556	332	4	83	-	-	-
-	-	-	80	2	160	12.800
23.716	308	4	77	1	77	5.929
-	-	-	70	3	210	14.700
-	-	-	67	4	268	17.956
<b>99.377</b>	<b>1.177</b>	<b>14</b>	$\Sigma$	<b>14</b>	<b>1.066</b>	<b>82.192</b>

Mean kelompok eksperimen (x) dan kelompok kontrol (y) dengan rumus:

$$M_x = \frac{\sum fx}{N_x} = \frac{1.177}{14} = 84,07$$

$$M_y = \frac{\sum fy}{N_y} = \frac{1066}{14} = 76,14$$

Based on the calculation above, it was found that the test results in the control group given by the students had an average score of 76.14 and the average score obtained from the test results in the experimental group was 84.07.

## Discussion

Technical elements, such as camera effects, shooting methods, lighting methods, editing, and sound, are inextricably linked to media. Clarity of communication is given more weight in learning. The video presentation's usage of music and sound effects is crucial, (Elihami, 2021). The following are a few of the rules relating to music and sound effects: Music used as sound accompaniment should be instrument music, not popular song music, and should be played at a low-level intensity (soft) so as not to distract from the visual presentation or the narration (Elihami, 2019). Students' concentration will be disturbed because they will be more attentive to the song's sound, which uses sound effects to enhance the mood, compliment the visual presentation, and create a better impression.

The learning medium created by researchers today offers a number of benefits and drawbacks. The benefit of this learning media software package is that it doesn't need to be installed on a computer before use (Elihami, 2022; Hasan, et.al. 2021; Hamalik, 2015). The information provided and the questions asked are in line with the students' required Basic Competencies. For each sub-material, a drag-and-drop game is available. The audio, video, music, and sound effects are all of high quality and seamlessly synchronized. Students can utilize the created item as a tool for independent learning (Rahamma et.al, 2019; Salam et.al, 2023). The learning materials created have undergone the validation stage and undergone minor testing and adjustments in order to be appropriate for pupils.

Based on the results of the study, it can be concluded that students who use Capcuit media compared to conventional or package-based learning methods show better results on the

Science test for class VII 3 students of SMP Negeri 1 Maiwa Kabupaten Enrekang. This can be seen from the acquisition of student scores in the final test.

Based on the calculation score, the experimental group value = 84.07 while the control group value = 76.14. This shows that the hypothesis which reads "There is an Effect of Using Capcuit Media on Science Learning Outcomes for Class VII Students of SMP Negeri 1 Maiwa Kabupaten Enrekang" is accepted. Accepted. Thus the hypothesis put forward in this study was rejected, meaning that there was no effect of the use of Capcuit media on the science learning outcomes of class VII students of SMP Negeri 1 Maiwa Kabupaten Enrekang.

Thus it is concluded that the use of Capcuit media can have a positive influence on the science learning outcomes of class VII students of SMP Negeri 1 Maiwa Kabupaten Enrekang. This is shown by using Capcuit media in learning will make students comfortable in learning when compared with the learning outcomes of students who use bookui in the learning process

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Based on the results of hypothesis testing and analysis of research results, the use of Capcuit media to find out the results of learning science for class VII students of SMP Negeri 1 Maiwa district was very successful. The value of the experimental class (x) is higher than the value of the control group (y) according to research findings, with  $M_x = 84.07 > M_y = 76.14$ .

The findings of the analysis, which is based on the descriptive mean method, show that students who use Capcuit Media in their learning process get higher scores compared to students who use the conventional learning method (package book).

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