Development of Media Based Learning Google Sites to Improve PAI Learning Outcomes at SMPN 15 Malang

Umi Zahrotus Sa’adah1*, Zulfa Nailiatul Husna2, Imroatul Lathifa3, Nadhiya Noor Thoyyibah4, Sutiah5
12345pascasarjana Universitas Islam Negeri Maulana Malik Ibrahim Malang, Indonesia
5 Dosen Fakultas Ilmu Tarbiyah dan Keguruan, Universitas Islam Negeri Maulana Malik Ibrahim Malang, Indonesia
*Corresponding: umi10zahrotus@gmail.com

Receive: 17/07/2023   Accepted: 15/09/2023   Published: 01/10/2023

Abstract
Google sites is a website media that can be used in the learning process, group or personal. The aim of this research is to find out: 1) Developing a Google Sites-based learning media design for PAI learning, 2) How appropriate a Google Sites-based learning media design is for PAI learning. 3) What is the appeal of Google Sites-based learning media design for PAI learning? The research approach used in this research is Research and Development (RnD). The result of this research is the development of Google Site-based learning based on the ADDIE model and is declared "WORTH IT". So far, Google Site-based online learning media can be received by students easily, practically and effectively anytime and anywhere. Recommendations for schools or teachers are to make good use of Google Sites-based learning media so that students can follow technological developments used for learning activities. Both learning in junior high schools and learning at the next level, future researchers who will develop Google Sites-based learning are advised to follow technological developments according to what the school has, such as developing Google Site-based PAI learning so that.

Keywords: Media Development,Google Sites,Learning Outcomes Islamic Education

Abstrak
Google sites adalah salah satu media website yang bisa dimanfaatkan dalam proses pembelajaran,kelompok ataupun pribadi. Tujuan penelitian ini adalah mengetahui: 1) Mengembangkan desain media pembelajaran berbasis google sites pada pembelajaran PAI, 2) Bagaimana kelayakan desain media pembelajaran berbasis google sites pada pembelajaran PAI. 3) Bagaimana daya tarik desain media pembelajaran berbasis google sites pada pembelajaran PAI. Pendekatan penelitian yang digunakan dalam penelitian ini adalah Research and Development (RnD). Hasil penelitian ini yaitu pengembangan pembelajaran berbasis Google Site berdasarkan model ADDIE dan dinyatakan “LAYAK”. Media pembelajaran daring berbasis Google Site sejauh ini dapat diterima Peserta didik secara mudah, praktis dan efektif kapanpun dan dimanapun. Rekomendasi bagi sekolah atau Bapak/Ibu Guru disarankan untuk dapat memanfaatkan media pembelajaran berbasis google sites dengan baik agar Peserta didik dapat mengikuti perkembangan teknologi yang dimanfaatkan untuk kegiatan pembelajaran. Baik pembelajaran di Sekolah Menengah Pertama maupun pembelajaran di tingkatan berikutnya, Bagi peneliti berikutnya yang akan mengembangkan pembelajaran berbasis google sites disarankan untuk mengikuti perkembangan teknologi sesuai yang sekolah miliki seperti pengembangan pembelajaran PAI berbasis Google Site agar variasi penyampaian informasi lebih beragam.

Kata Kunci: Pengembangan Media, Google Sites, Hasil Belajar PAI
Introduction

The learning process has two important elements and is believed to influence learning outcomes, namely the use of learning methods and media. These two aspects are interrelated in order to achieve learning objectives. The choice of teaching method will influence the type of learning media which also influences the climate, conditions and learning environment arranged by the teacher. (Faishol, Muftiyah, and Bastiar 2022) Apart from that, developments in Science and Technology (IPTEK) also have a big effect on the learning process. (Faishol, Muftiyah, and Bastiar 2022) This includes improving and increasing the quality of learning. (Rusman 2012) Science and Technology (IPTEK) plays a major role in providing learning innovation, with the hope of helping students to learn independently. (Hamzah and Rahman 2016) Considering that the use of media is an important component in achieving learning goals, it should be given great attention. (Budiyono 2020) However, what is very unfortunate is that many schools are still inhabited by teachers who are technologically illiterate and reluctant to learn to keep up with current developments. Often teachers are less responsive in dealing with technological developments, as teachers who are responsive to these conditions should be innovative in developing the learning media used. Highlighting this, provisions are needed to make better use of technology without ignoring the teacher's position as a source of knowledge who maximizes technology as a learning intermediary. ("Educator's Strategy with Multimedia-Based Learning Media to Face the Era of Society 5.0," 2021) The scope of PAI learning does not only cover human relationships with God but also discusses interactions between humans. This understanding is contained in the concept of buying and selling. The study of buying and selling is so extensive that the material is often delivered only through the lecture method. Of course, this is not in line with the concept that educators must be able to create active learning and teachers as facilitators. One of the learning media that can be used is websites, which are also effectively used to improve student learning outcomes. (Nurlatifah and Suprihatiningrum* 2023) Not only that, by using this media students become more active and independent. (Suryandaru, N.A., Setyaningtyas 2021) Google sites is a tool for creating websites that is free and easy to apply. (Taufik, M. et al. 2018) Using Google sites is quite interesting because it has several advantages in that the website is easy to access without any space and time limits as long as it is connected with the internet, easy to operate for beginners, flexible in appearance, and can be integrated with various Google products. (Mukti and Anggraeni 2020) Google sites are practical and simple because they do not require additional applications, and are integrated into one website. (Salsabila and Aslam 2022) Based on this background, researchers are interested in developing Google Sites based learning media that is integrated with the problem based learning model which has never been developed at SMPN 15 Malang to improve the learning outcomes of class VIII students at SMPN 15 Malang in PAI subjects.
**Research Methods**

The method used in this research is the research and development method, namely the research method used to produce certain products and test the effectiveness of these products. (Sugiyono 2018) This research is aimed at researchers producing products in the form of web-based learning media namely Google Sites. Furthermore, the development model used is the ADDIE model which consists of 5 stages: Analysis, Design, Development, Implementation, and Evaluation.

<table>
<thead>
<tr>
<th>Draft</th>
<th>General Procedures</th>
<th>Note</th>
</tr>
</thead>
<tbody>
<tr>
<td>analyze</td>
<td>Identification cause of occurrence problem in learning and preplanning which think about or decide about subjects or the course will be given.</td>
<td>1. Validation</td>
</tr>
<tr>
<td>Design</td>
<td>Verify results or performance which desired (objective learning) and determine the method or strategy will be implemented</td>
<td>2. Determine goals instructional</td>
</tr>
<tr>
<td>Developmen</td>
<td>Develop and validate source study as well as development material and strategy supporter which needed</td>
<td>3. Analyze students</td>
</tr>
<tr>
<td>implemenation</td>
<td>Preparation environment study and implementation study with involve students</td>
<td>4. Audit sources which allow</td>
</tr>
<tr>
<td>Evaluation</td>
<td>Evaluated quality product and process learning</td>
<td>5. Change a management plan project</td>
</tr>
</tbody>
</table>

Table 3.1 Instructional Design: The ADDIE Approach (hidayat &nizar)

1. Do task inventory
2. Make goals performance
3. Produce testing strategy
4. Recalculate on investment
5. Change a management plan project
6. Conduct trials

1. Generate content
2. Sorting and develop supporting media
3. Develop guidance for student
4. Develop guidance for teacher
5. Doing revision formative
6. Conduct trials

1. Determine criteria evaluation
2. Choose tool evaluation
3. Make revisions
Result and Discussion

1. Analyze

The first stage is the analysis stage. There are two types of analysis stages, namely needs analysis and initial final analysis. The needs analysis was obtained directly through interviews with the school, in this case the class 8 homeroom teacher of SMPN 15 Malang City and observations of class 8 students when PAI learning took place. Needs analysis includes curriculum analysis carried out with the aim of mapping to determine material in learning media that is in accordance with competency standards in the school curriculum. Based on the results of interviews with teachers, currently SMPN 15 Malang City is implementing an independent curriculum. Next, the selection of competencies in developing Google Sites media is taking class VIII. The material raised is to be a person who can be trusted and avoid usury in buying and selling and debts and receivables. This material was chosen because it contains complex discussions and often colors phenomena in society.

The next curriculum analysis is to create a learning plan that includes the use of Google Sites as a learning medium. The learning tools created include the preparation of competency achievement indicators which are used as a basis for preparing assessment tools. The preparation of indicators carried out by researchers uses Bloom’s Taxonomy in the cognitive domain which has been revised by Anderson and Krathwol in the form of remembering, comprehending, applying, analyzing, evaluating, and creating. (Pratiwi 2014) After designing the preparation of Competency Achievement Indicators, then design the Learning Implementation Plan (RPP). Making lesson plans to direct students’ learning activities using the Google Sites learning media that has been created. The form of RPP that was developed was using a one-sheet RPP model in accordance with directions from the Ministry of Education and Culture. Next, assessment tools and learning materials are created which are based on the results of preparing competency achievement indicators. The choice of material in the buying and selling chapter is based on reasons such as: many life problems are closely related to buying and selling and based on the results of interviews with PAI teachers last year, there are still many who have difficulty...
with this material because hierarchically if they don't understand the concept of buying and selling correctly then will find it difficult to understand the concept of debt and usury.

Meanwhile, the initial and final analysis was carried out by researchers as a basis for developing Google Sites learning media. The initial final analysis was carried out so that researchers could obtain the required data such as data on the characteristics of grade 8 students, based on the results of observations by researchers in the field, student learning motivation was very low due to the limited learning media used. Meanwhile, today's students' learning styles are more interested in digital-based media using gadgets or laptops, so researchers buying and selling chapter. The first step is for the researcher to create a conceptual design to be created, then the researcher creates a preliminary design before creating learning media with a website. Next, researchers collect materials/materials that will be included in learning media. After the materials and concepts had been created and prepared, the researcher began to create learning media based on Google sites. The following is a display of the Google Sites-based learning media design: Home Page, Introduction Menu, Material Menu, Discussion Menu, Evaluation Menu, Profile Menu.
3. Development

At the development stage, researchers developed learning media with the help of Google Sites. Next, developing learning media included all the components and made the media shape according to the storyboard. The shape can be seen in the table below.

<table>
<thead>
<tr>
<th>Menu</th>
<th>Explanation</th>
</tr>
</thead>
<tbody>
<tr>
<td>Homepage</td>
<td>On stage beginning manufacture media researcher create a home page, which works for enter into the menu home, which on the home page it self consist of the name material learning, picture background, and start button. Home page display you can see it yourself in the following picture</td>
</tr>
<tr>
<td>Home Menu</td>
<td>On part home there is a number of componant the one that can selected, namely the menu on the learning website, sub the material that will be discussed, while for home can be seen in the picture</td>
</tr>
<tr>
<td>Menu Introduction</td>
<td>On appearance menu the introduction consits from learning objectives and lighter rhymes</td>
</tr>
<tr>
<td>Material Menu</td>
<td>On appearance menu the material is presented in written form and learning video links. Here’s a look at the menu</td>
</tr>
<tr>
<td>Discussion Menu</td>
<td>On appearance this served a problem close related with life daily to be discussed in groups</td>
</tr>
<tr>
<td>Evaluation Menu</td>
<td>On appearance menu there are three sub menus for evaluation that is exercise preparation and test daily according to the material provided studied. On exercise preparation use Quiz with display which more interesting and students can use it repeated. Meanwhile, daily test are automatically connected to absenteeism. Every exercise question which served accompanied point or grades and when the questions have been completed the students will automatically can see direct mark which obtained with click score button.</td>
</tr>
<tr>
<td>Profile Menu</td>
<td>On appearance menu profile I am appearance menu whice contains biodata identity developer media learning based google sites, as form of originality of media products which developed</td>
</tr>
</tbody>
</table>
4. Implementation

The fourth stage is the implementation stage. This stage was carried out by creating a validation questionnaire addressed to several parties such as media design/construct experts, material experts, practitioner experts, and students before Google Sites media was implemented at SMPN 15 Malang City. This is in accordance with Nienke Nieveem's opinion, the main requirements for a product to be considered suitable for use consist of three criteria, namely validity, practicality and effectiveness. At the implementation stage, first carry out learning without using Google Sites. After that, carry out learning in different classes using Google Sites. This learning, whether using media or not, each meeting was held three times. In the learning process, researchers carry out learning stages from introduction, core activities, and closing activities. Apart from carrying out the learning process, students also fill out a student response questionnaire which aims to find out the practicality of the learning media and students also do quiz questions on the practice page, then students do evaluation questions to get a value for the effectiveness of the learning process using the Google sites website.

5. Evaluation

The evaluation stage is the final stage of the ADDIE model, where the research results obtained from the development of learning media products based on Google Sites on buying and selling materials. At this stage the researcher interprets the results of the product that has been developed whether it is good or not. Following are the results of the application of the media that have been developed by researchers. The results of the student questionnaire scores showed an average score of 82.5 which was categorized as very practical. So it was found that Google Sites-based learning media was declared practical in student learning.

Discussion

The final result of developing Google Sites-based media for class VIII students at SMPN 15 Malang City with buying and selling material, can be accessed via the address https://sites.google.com/view/jualbelijualbuizah/home The media development process carried out by researchers uses the ADDIE model which consists of analysis, design, development, implementation and evaluation stages. In the initial stage of media creation, the researcher selects the media that the researcher wants to develop, for the media that the researcher develops, namely the Google Sites web, which is a learning media that can be used by educators to include learning videos where the material or characteristics of the topic of the material are abstract so that the material can easily be read. understood by students. Furthermore, the Google Sites web media component that the researcher has developed consists of the title page, home, learning materials, practice questions, evaluation, and researcher profile. Furthermore, for the validation score, an average score of 85.5 was obtained with a very valid category for validity standards in accordance with the opinion which states that the validity of a learning tool is said to be valid if the expert assessment shows that the product being developed is internally consistent between every aspect assessed in the learning tool. (Mustami, k., suyuti, and Maryam 2017) for practicality filled in by students, a score of 82.8 was obtained in the very practical category. This is in line with the opinion that suggests practicality refers to learning media that is developed to be easy to use by students and educators (Milala and Agung 2022),
so as to facilitate a learning process that is meaningful, interesting, fun and useful for students, as well as increasing creativity in the learning process. Learning media can help the learning process because it can improve the meaning of the message conveyed and the goals of education can be achieved effectively and efficiently. (Nurrita 2018) From the results above, it can be concluded that the Google Sites web media is suitable for use in the learning process. This is in line with research conducted by Rikani, et al., which states that the Google Sites web media is suitable for use in the learning process, because by using the Google Sites web, learning is easier and makes learning easier. students are more active in learning. (Rikani, Istiqomah, and Taufiq 2021) In the learning process using the Google Sites web media, it can be seen that students are more enthusiastic in asking questions and more active in the learning process. This is also in accordance with the students' comments on the student response questionnaire sheet which states that learning using media is very helpful in the learning process. The statement above is in accordance with the opinion. opinion from Sulistyawati which states that the role of media in learning activities is very important because it makes the learning process more varied and not boring (Sulistyawati, Suarjana, and Wibawa 2022), while according to the opinion of Sari & Suswanto that Learning media is a learning resource that can help students in the learning process, apart from that, the media developed by researchers is also easily accessible anywhere and only requires an internet connection.(Sari and Suswanto 2017)

Reference

Pengajaran Dan Pembelajaran 6 (2): 300–309.


Copyright © 2023 Edumaspl - Jurnal Pendidikan (ISSN 2548-8201 (cetak); (ISSN 2580-0469 (online)


