



# The Influence of the Use of Animation on the Indonesian Language Learning Outcomes of Class XI Students of the Modern Rahmatul Asri Maroangin Modern Islamic Boarding School

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## Abstract

This research aims to determine the influence of animated video learning media on Indonesian language learning outcomes for class XI Madrasah Aliyah Modern Rahmatul Asri Maroangin Islamic Boarding School. This research is quantitative research with an experimental study method with a One Group Pretest-Posttest Design. The population in this study was 15 students/santri. The results of data analysis obtained from the pre-test (Y) were lower than the post-test results (X), namely  $Y = 26 < 05$ , which means there is a real difference between Indonesian language learning outcomes in the pre-test and post-test data. The results of the analysis with the final test show that students/santri who were taught after using the animated video learning media had a positive impact compared to students who were taught before using the animated video learning media.

**Keywords: Influence, Animation Video, Learning Results, Indonesia**

## INTRODUCTION

Education is basic human planning, namely ensuring a generation that is intelligent, broad-minded, has noble character and communicates effectively. In accordance with "UU No. 20 of 2003, explaining that education is the main effort that has been demonstrated as an effort to create a learning environment and learning activities, so that students actively show potential development and strive for their abilities in terms of religion and spirituality, skills, noble character, intelligence, personality and self-control required

by the state, nation, society and themselves. Teachers must improve their students' learning abilities. Learning Indonesian is providing students with effective and appropriate Indonesian language skills. Using technology to support teachers in teaching Indonesian in high school it is very important. Learning Indonesian is giving students Indonesian language skills that are effective and appropriate to the objectives. In high school, it is very important to use technology to help Indonesian language teachers. Learning media are tools and materials used to improve the learning process and

achieve learning goals. According to Satrianawati (2018). One of the learning media, namely animated videos, is a motion media that comes from a collection of various objects that are arranged systematically and move according to the flow of time. This is one of the creative learning media that can be used in the learning process (Awalia, 2022 ).

Thus, it can be concluded that video media is a moving image that comes from a collection of various objects that are arranged systematically and move in a predetermined path over time. The advantage of animated video media is that it combines other media elements such as audio, text, video, images and graphics in one unified presentation. Therefore, it can be adapted to the situation and conditions of students, so that it becomes easier to convey Indonesian language lesson material in class XI Madrasah Aliyah Rahmatul Asri (Sari, 2021).

Tabel 1.1 *One Group Pretest and Posttest Design*  
Sugiyono (dalam Rosdianto dan rekan, 2017).

Group	Pretest	Treatment	Posttest
Eksprimen Class	O <sub>1</sub>	X	O <sub>2</sub>

Information :

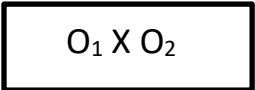
X: Treatment delivered using learning media based on animated Indonesian language learning videos.

O1: Pre-test (before treatment) O2: Posttest (after treatment)

In general, the following is the research design used:

O1 :Tes awal (*pretest*)

O2: Tes akhir (*posttest*)



X: Behavior (learn by watching animated videos involved in the process). language lessons).

In this technique the collected data is analyzed using statistical techniques. The steps for analyzing data are:

1. Classification of student grades/scores

Student test results are used to determine student grade classification. The scores obtained by researchers are converted into values in the formula below:

SP

$$N = \text{-----} \times 100$$

SM

Information:

Student score: N

Score obtained: SP

SM is the maximum score 100= Standard Score

2. To represent the population as a whole, the research sample is only a small part of the population. As stated by Sugiyono (2015: 118), "the sample is part of the number and characteristics of the population. The sample is a subgroup of the population chosen to be used in research." Total sample used for sampling information

Class	Genre		amount
	L	P	
XI Bahasa	-	15	15

(Source data: MA Pesantren Rahmatul Asri tahun ajaran 2023)

Table 1.3. (Classification Result Students)

No	Value	Succes	classification
1	<30	No succes	Poor
2	31- 49	No succes	VeryPoor
3	50 – 59	No Succes	Less
4	60 – 74	No Succes	Enough
5	75 – 80	Succes	Good
6	87 – 100	Succes	Very Good

(Source Data: MA Rahmatul Asri Maroangin)

in this research, the normality test used is the non-normal statistical test. Wilcoxon type paired sample parametric. Because nominal and ordinal scale data are usually not normally distributed, this test technique can be used to analyze both. For smaller data sets, non-parametric statistics are generally used ( $n < 30$ ). Wilcoxon Hypothesis Test

a.H1 is accepted and H0 is rejected if the Asymp value. Sig. (2-tailed) smaller than 0.05. This shows that there is a significant difference between the test results of students in the experiment and students in the control class.

b.On the other hand , if Asymp. Sig. (2-tailed) is greater than 0.05, H1 is rejected and H0 is accepted, indicating that there is no difference in student test results in the experimental class.

c.Furthermore, the SPSS Version 25.0 program for Windows was used to process student learning outcomes.

## RESULTS AND DISCUSSION

This research was conducted with the aim of determining whether or not there was an influence of the use of animated video learning media on Indonesian language learning outcomes for class XI Madrasah Aliyah Rahmatul Asri Modern Islamic Boarding School. By taking the entire population of class XI Language, totaling 15 people.

In determining the sample, this research used the Totally Sampling Technique, where 15 people from Class . First, the data that

has been collected is presented, then analyzed and continued with hypothesis testing. The scores and grades for learning Indonesian in the initial test (pre-test) and final test (post-test) for class XI Rahmatul Asri Modern Islamic

Boarding School can be seen in tables 2.1 and 2.2.

Tabel 2.1: Score and the value of result students by pretest

<i>Pre-test (01)</i>			
No	Names of Students	Score	<i>Pre-Test</i>
1	Arna Aulia Amor	16	53
2	Muarifah Aliyah	10	33
3	Sarmila Azis	8	26
4	Nur Aisyah. W	10	33
5	Nirmasari	16	53
6	Nuraini	13	43
7	Ecaesar Pratiwi	14	46
8	Nur Ismi	15	50
9	Fera Ainda	13	43
10	Zahra Cantika	8	26
11	St Mutsyah Herman	11	36
12	Yaumul Adha	17	56
13	Nur Hasri Khuriyyah	11	36
14	Tanri Gau Gaisi	17	56
15	Gita Suci Ramadhani	18	60

Source Data: *Pre-test* (tes awal)

Tabel 2. 1 Score of the result of students by *Post-test*

<i>Post-test 02</i>			
No	Nama Siswa	Skor	<i>Post-Test</i>
1	Arna Aulia Amor	26	86
2	Muarifah Aliyah	22	73
3	Sarmila Azis	24	80
4	Nur Aisyah. W	21	70
5	Nirmasari	26	86
6	Nuraini	23	76
7	Ecaesar Pratiwi	24	80
8	Nur Ismi	25	83
9	Fera Ainda	23	76
10	Zahra Cantika	22	73
11	St Mutsyah Herman	21	70
12	Yaumul Adha	27	90
13	Nur Hasri Khuriyyah	21	70

14	Tanri Gau Gaisi	27	90
15	Gita Suci Ramadhani	28	93

Source Data: Hasil *Post-test*.

Based on Tables 2.1 and 2.2, it can be seen that overall students/students, both from the initial test (pre-test) and the final test (post-test), there were no students/students who got a score of 100 on the initial test (pre-test), the highest score obtained. The student obtained was 60 while the lowest score obtained was 26. Then in the final test (post-test) the

highest score obtained by the student was 93 while the lowest score obtained was 70. Data analysis in this study was processed using the SPSS 25.0 for Windows application program.  
 Tabel 3.1 Analisi data SPSS.

Paired Samples Statistics					
		Mean	N	Std. Deviation	Std. Error Mean
Pair 1	Sebelum diberikan perlakuan	43,3333	15	11,21011	2,89444
	Setelah diberikan perlakuan	79,7333	15	7,92344	2,04582

The average student activity before and after being given treatment for the average score of student creativity before being given treatment was 43.3333. Then after being given treatment the average was 79.7333. Furthermore, in Std.Deviation, the Std.Deviation shows the coefficient or standard deviation, namely 7.92344, which is the student's activeness score after being given treatment and 11.21011 before being given treatment, Stad column. This Mean

Error is the size of the error coefficient and the data used to estimate the size of the population average estimated from the sample of actual values. So the magnitude of the average operating score can be estimated as the standard element for the student's activeness score after being given treatment is 2.04582 and for the student's activeness score before being given the treatment is 2.89444.

Table 3.2 Analisis data SPSS

Paired Samples Correlations					
Pair 1	Sebelum diberikan perlakuan & Setelah diberikan perlakuan	N	Correlations	Significance	
				One- Sided P	Two- Sided P
		15	0,846	<,001	<,001

in this second table, namely Paired Samples Correlations .846, this refers to the magnitude of the correlation coefficient of one-sided data, the magnitude of One-Sided is <.001 and Two-Sided <.001.

Tabel 3.3 Analisis data SPSS

Paired Samples Test									
Paired Differences							Significance		
95% Confidence interval of the Difference									
	Mean	Std. Deviation	Std. Error Mean	Lower	Upper	T	df	one- Sided P	Two- Sided P

Pair 1	-36,40000	6,17368	1,59404	-39,81887	-32,98113	-22,835	14	<,001	<,001
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Tabel 3.4 Analysis data SPSS

Paired Samples Effect Sizes						
			Standardi Zera	Point Estimate	Lower	Upper
Pair 1	Sebelum diberikan perlakuan- setelah diberikan perlakuan	Cohen's Hedges' Correction	6,17368	-5,896	-8,107	-3,674
			6,531	-5,573	-7,663	-3,473

Then the Paired Samples Test to show acceptance or rejection in the mean column is the coefficient of the average difference between students before and after being given the treatment of 36.400000. This value is the difference between the average creativity score before and after being given the treatment, 79.7333 minus 43.3333, which is 36.400000. To state whether the average difference has a significant meaning, a T test is carried out from the T column if the size of T is 22.835 with a microphyllus of 0.001. To state whether the average difference is significant by looking at the coefficient in a significant way, if the fellow coefficient is smaller than 0.05, it is stated that the difference is significant. Conversely, if it is chosen to be greater than 0.05, it is stated that the average difference is not significant until Based on these results, it was found that 0.001 is smaller than 0.25, so it can be stated that.

There was a significant difference between students' activity before being given treatment and after being given treatment Based on the results of the Paired T-test analysis, if Sig (2-tailed) < (0.005) then there is a significant influence between the Pre-test and Post-test learning outcomes. Furthermore, if Sig (2-tailed) > 0.05, then there is a significant influence between the pre-test and post-test results of students/students. In accordance with the hypothesis statement that if there is an increase in student learning outcomes, it can be said that there is an influence of the use of Animation Video learning media on Indonesian language learning outcomes for class XI

Madrasah Aliyah PPM Rahmatul Asri Maroangin. This states that the alternative hypothesis (H1) is accepted and H0 is rejected.

Based on the values obtained from research results which show that the comparison of student learning outcomes in class XI Indonesian Language lessons at Madrasah Aliyah PPM Rahmatul Asri Maroangin which were taught using the Animation Video learning media was better than before they were taught without using the Animation Video learning media. The student/santri learning outcomes can be seen from the students' scores in the final test (Post-test). The results of the research by testing the hypothesis through data analysis obtained an average value of competency for student learning outcomes in Indonesian language subjects.

By using the Animation Video learning media 26 < 70, it can be concluded that there is an influence of using the Animation Video learning media on the Indonesian language learning outcomes for class XI Madrasah Aliyah PPM Rahmatul Asri Maroangin "accepted". As a consequence of this acceptance, the hypothesis which states that there is no influence of the Animation Video learning media on the Indonesian language learning outcomes for class XI Madrasah Aliyah PPM Rahmatul Asri Maroangin is "rejected". Thus, it can be concluded that the use of animated video learning media can provide positive results for class XI Indonesian language learning outcomes at Madrasah Aliyah PPM Rahmatul Asri Maroangin. This is demonstrated by the use of

animated video learning media in the learning process.

## CONCLUSION

Based on the results of this research, it can be concluded that there is an influence of the use of animated video learning media on the Indonesian language learning outcomes for class XI Madrasah Aliyah in the 2023/2024 academic year. This can be seen in the difference in average scores before and after the Animation Video learning media.

The results of data analysis obtained from the pre-test (Y) results were lower than the post-test results (X), namely  $Y = 26 < 05$ , which means there is a real difference between Indonesian language learning outcomes in the pre-test and post-test data. The results of the analysis with the final test show that students/santri who were taught after using the animated video learning media had a positive impact compared to students before being taught using the animated video learning media.

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