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Optimalization of Microsoft PowerPoint as a Civic Education Learning Media for Civic Education Junior High School Teachers in East Jakarta

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Abstract
This study aimed to develop the skills of Civic Education Junior High School Teachers in East Jakarta regarding the optimization of Microsoft PowerPoint as a learning media for Civic Education. This study used a research and development approach. Based on the results of this study concluded that MS Powerpoints developed learning media. in this study proved to be valid, practical, and could add to the skills of teachers in delivering Civic Education learning materials using technology in Era 4.0 in Junior High Schools (SMP) in East Jakarta.

Keywords: Microsoft PowerPoint, Learning Media, Civic Education

Optimización de Microsoft PowerPoint como medio de aprendizaje de educación cívica para maestros de educación secundaria de educación cívica en el este de Yakarta

Resumen
Este estudio tuvo como objetivo desarrollar las habilidades de los profesores de educación cívica de la escuela secundaria en el este de Yakarta con respecto a la optimización de Microsoft PowerPoint como medio de aprendizaje para la educación cívica. Este estudio utilizó un enfoque de investigación y desarrollo. Según los resultados de este estudio, se concluyó que MS Powerpoints desarrolló medios de aprendizaje. en este estudio demostró ser válido, práctico y podría aumentar las habilidades de los maestros en la entrega de materiales de aprendizaje de educación cívica utilizando tecnología en Era 4.0 en las escuelas secundarias (SMP) en el este de Yakarta.

Palabras clave: Microsoft PowerPoint, medios de aprendizaje, educación cívica

INTRODUCTION

Basically, education is a conscious and systematic effort that is carried out by people who are entrusted with the responsibility to influence students to have the nature and character in accordance with the ideals of education. According to Daryanto (2011), Education is a leadership given intentionally by adults to children, in their growth (physical and spiritual) to be useful for themselves and for society. In another sense, education is the maturity of students in order to develop their talents, potential and skills in life, therefore education should be designed to provide understanding and improve student learning achievement .

One example is Civic Education is often found to be boring and the delivery of material that is less interesting, because the majority of Civic Education teachers use lecture methods in the delivery of their learning material. Therefore we need media that can increase learning motivation and understanding for students. Creative and interactive learning media are needed by students.
In RI Law No. 20 years 2003 article 1 verse 20 about the national educa-

tion system explains that learning is interaction process between students with educators and learning resources in a learning environment.

Gagne in Benny (2009) states that, learning is "a set of events embeded in purposeful activities that facilitate learning". Learning is a series of intentional activities created with the intention to facilitate the learning process. Meanwhile, according to Sadiman, et al, (2007) learning is a planned effort in manipulating resources so that learning processes occur within students. Based on these opinions, it can be concluded that what is meant by learning is a process of interaction between students and educators that is planned and involves various learning resources so that the learning process is created.

According to Gerlach and Ely in Rayandra (2011), Learning media has a very broad scope that includes humans, material or studies that build a condition that makes students able to obtain knowledge, skills or attitudes. Creative learning media is needed to be able to motivate and support students in learning. Along with the rapid development of science and technology towards the learning process also makes it easier for teachers to create learning media. Learning media is now increasingly enriched by the development of science and technology such as books, modules, overhead transparency, film, video, television, slides, hyperlinks, web, and so on.

One of the learning media that can motivate and support students in learning, especially in Civic Education is through Microsoft Powerpoint. Microsoft PowerPoint is one of the most widely used software as a learning media in schools.

According to Junaidi (2011) Microsoft powerpoint will help an idea become more interesting and clear the purpose if it presented using Microsoft PowerPoint in making slides, outline presentations, electronic presentations, dynamic slide shows, including attractive clip art, all of which are easily displayed on a computer monitor screen.

Then Ana (2012) mentions the advantages of using Microsoft PowerPoint, these include: 1) Providing a large selection of media presentations, 2) Multimedia presentations, 3) Packaging presentation slides on CD, 4) Completing slide show mode, 5) Custom animation. Furthermore Muhammad and Santoso (2009) mention the weaknesses of Microsoft PowerPoint, namely 1) To operate Microsoft PowerPoint one needs special skills about computers in general and Microsoft PowerPoint in particular. 2) Microsoft PowerPoint must run on a computer which requires a high enough cost to get it

Through Microsoft powerpoint, students can understand learning materi-

als, articles, pictures, videos related to Civic Education with various facilities that are owned by Microsoft PowerPoint, it is very easy for teachers to use Microsoft PowerPoint as a learning media for Civic Educationin in the classroom. But there are still many educators or teachers of Civic Education(Civic Education) who have not used / can use Microsoft PowerPoint as an optimal learning media. It is proven that there are still many teachers who do not understand the function of the tools available in Microsoft PowerPoint and do not use it optimally. Therefore, training is needed to optimize Microsoft PowerPoint as a learning media for Civic Education. So that students are more motivated and easier to understand the contents of the learning material through the optimal use of Microsoft PowerPoint.

METHODS

The method in this research used research and development. This research produced learning media using Microsoft PowerPoint on Civic Education learning. The subjects in this study were Civic Education teachers at the junior high school level in east Jakarta, Indonesia as many as 30 respondents.

RESULTS AND DISCUSSION

In this study, learning media about Civic Education at junior high school level, the media is designed using MS Powerpoint, the material is easily understood by students. Before designing the stages of learning, researchers conducted a requirement analysis to find learning media that matches the information to be developed, after the requirement analysis results obtained by researchers, manufacture design of products is in accordance with the material that has been formulated. The material collected comes from sources that have been tested so that learning media is prepared in creation and development.

Setelah media pembelajaran dikembangkan kemudian, diikuti oleh validasi oleh seseorang yang terampil pada Civic Education dan satu media pembelajaran validasi ahli dilakukan untuk mendapatkan penilaian media pembelajaran. Hasil penilaian validasi berdasarkan subjek ahli materi dapat dilihat pada tabel 1.

TABLE I. RESULTS OF ASSESMENT BY EXPERT MATERIALS

Aspects	Average
Feasibility Content	3.75
Content Development	4.00
The final score	3.875

The assessment results by the eligibility experts showed that Civic Education aspects had an average content of 3.75 with "very good" criteria, for aspects of developing materials with a rating of 4.00 with "very good" criteria. So the final score was 3.875 for learning media, it can be said that the development of instructional media in Civic Education subjects is worthy of expert material assessment. Furthermore, the results of the validation of media experts can be seen from the table below.

TABEL II. RESULTS OF ASSESSMENT OF EXPERT LEARNING MEDIA

Aspect	Average
Eligibility	3.80
Accuracy Material	3.70
Display Rating	4,00
Language Assessment and Readability	3.85
Total	3, 83

The results of the validation of the media experts showed the aspects of content eligibility with the average value of 3.80, the aspects of the accuracy of the material acquisition had average score of 3.70, aspects of the display assessment with average value of 4.00, assessment of language aspects and readability had score of 3.85, so that the final the feasibility score of learning media was 3.83, it can even be said that the development of instructional media in Civic Education subjects was eligible to get the assesment from the learning media.

In the media after validation by subject matter experts and then testing the Try-Small Group media experts, ten people that involved junior high school teachers in east Jakarta. The trial results of the Small Group Trial can be seen in the table:

TABEL III. TRY A SMALL TRY-OUT GROUP

Aspects	average
Likes	4.00
Understanding	3.90
Display book	3.80
Final Score	3.95

Based on the results of the Small Group obtained with an average for aspects such as having a value of 4.00 with the "very good" criteria, the aspect of understanding had an average value of 3.90 with "very good" criteria. In the aspect of learning media display had an average value of 3.80 with "very good" criteria. So the final score of learning media was 3.95 and it can be said that the development of instructional media in Civic Education subjects was feasible in using the Small Group Try-Out test results.

The latest test after going through the expert validation and testing stages of Trial and Small Group repair, and then tested field trials.

TABEL IV. TRY-OUT FIELD TEST

Aspect	Average
love	of 3.90
understanding	3,85
media Display	3,92
Final score	3,89

The results of field trials obtained the average results for aspects such as having a value of 3.90 "very good" criteria, the aspect of understanding with the score of 3.85 and had "very good" criteria, the aspects of media display obtained a value of 3. 92 with "very good" criteria. So the final score of the feasibility of learning media was 3.89. It can be said that the development of instructional media in Civic Education subjects was feasible in the use of Try-Out results.

Try-out field trial was conducted to determine the effectiveness of the Civic Education learning media developed. Effectiveness was measured by a questionnaire to get feedback about student learning media about Civic Education learning and to analyze the results of pretest and posttest learning by setting a minimum score of competency achievement> 60, it can be seen in the table below.

TABEL V. ASSESMENT OF EFFECTIVITY TEST

	Pretest	Posttest
Minimum Value	5.67	7:00
Maximum Value	8:50	10
Mean	7.08	8.5
Improvement		1:42

Pretest value had the average value of 7:08 after using learning media on the average value of Civic Education Learning to 8.5 , it increased 1.42. The minimum pretest value of 5.67 increased to 7:00 and the maximum posttest value of 7:00 initially rose to 10. This showed a significant increase in students' ability to understand the learning material . In significance testing using two samples of t-test related to pretest and posttest showed the value of t-test = 9.01 consulted with t-table (a = 0.05: 30) 1,696 indicates that there is a significant difference between the pretest score and the post-test score.

Learning using interactive media has an important role in enhancing the learning experience of students and can train students to think critically in solving problems and develop materials obtained by students in accordance with Sumantri and Rachmadtullah (2016) in his research interpretes the use of interactive learning media is capable of develop potential solutions to problem solving thinking at a high level skill.

Based on the t-test calculation of Civic Education learning media using MS. Powerpoint learning effectiveness was high because of the use of instructional media in Civic Education learning, there was an increase in teacher skills in delivering material in class using MS Powerpoint media assistance. so that the achievement of learning objectives can be achieved properly.

CONCLUSION

Based on the stages of research and development the conclusions of this study are as follows: The learning media developed in this study proved to be valid, practical, and had a potential effect on teachers in Civic Education learning in East Jakarta. Learning in Junior High School (SMP) and the Use of MS Media. The developed powerpoint can increase teacher skills in delivering learning material using technology in accordance with 4.0 era.

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