

Development of Quartet Media to Increase Interest and Learning Outcomes in the Scope of Superior Product Material in Tegal City in Grade V Students of Panggung 7 Elementary School

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ABSTRACT

As a teacher's effort to clarify and facilitate the transfer of knowledge to students, one of them is preparing media that is in accordance with the material to be taught in the classroom. The lack of learning media in IPAS subjects causes students to tend to be silent and not enthusiastic about participating in the learning process. These conditions can affect student interest and learning towards the quality of learning if no innovation is made in the learning process. From the observation of student activities at Panggung 7 State Elementary School in Tegal City during the break time. Many students played quartet cards of movie characters and toy car figures that were trending among children. They easily memorize the characters and figures displayed on the quartet cards, besides that students look more enthusiastic when playing using the quartet cards.

The subjects of this research were fifth grade students of Panggung 7 elementary schools in Tegal City. The purpose of this study was to analyze the validity, practicality and effectiveness of the development of quartet media related to increasing interest and learning outcomes of IPAS subjects in the scope of Tegal City Featured Products material in fifth grade elementary school students. The research

method used is Research and Development (R&D) with the type of research being 4D from Thiagarajan and the form of research design Pretest-Posttest Control Group. The validity and practicality of the media were measured using a Likert scale from 1 to 4, while the media effectiveness test used the independent sample t test on the SPSS version 26 program.

The results showed: 1) The development of quartet card media to increase the interest and learning outcomes of IPAS subjects in the scope of Tegal City Featured Products material in fifth grade students of Panggung 7 State Elementary School according to validators has valid criteria, so that the development of quartet card media is said to be valid; 2) based on the results of the analysis of the teacher's ability to implement learning and student responses are on very good and good criteria, so that the development of quartet media is practical; 3) There is a positive influence between interest in student learning outcomes, so that the development of quartet media is effective.

Keywords: media development, quartets, learning interest, learning outcomes.

INTRODUCTION

Learning is the process of interaction between students and learning resources. In

the learning process, students are the subjects who learn, and teachers are the subjects who teach. Teaching can be defined as the process of assisting an individual or group in engaging in learning activities so that the teaching and learning process can take place effectively. In the field of education, the learning process is equated with the process of delivering information or communication. The use of learning media is a creative and systematic effort to create student learning experiences, which ultimately can enhance students' interest and learning outcomes. As an effort for teachers to clarify and facilitate the transfer of knowledge to students, one way is for teachers to prepare media that is appropriate for the material to be taught in the classroom. Learning media is considered to enhance the quality of education, but it would be better if the media used by teachers is not monotonous and repetitive. Therefore, there is a need for the development of media that can support the quality of learning. In the learning process, the use of learning media is not a new thing; students will experience a new atmosphere from the use of media. However, in its implementation, it should not disrupt the smoothness of the learning process. The use of learning media must be able to optimally enhance students' interest and learning outcomes, as well as assist teachers in the learning process effectively. In an observation conducted, limitations in the use of learning media by teachers in delivering learning materials were still found. This condition can affect students' interest and learning regarding the quality and standards of education if innovations are not implemented in the learning process. During the observation of student activities during the break time. Many students are playing quartet cards featuring movie characters and trendy toy cars among children. They find it very easy to memorize the characters and figures displayed on the quartet cards, and in addition, the students appear more enthusiastic when playing with these quartet cards. From this observation, it is time for

conventional media to improve its quality or even be replaced by developing more innovative and interactive learning media. Ultimately, the author has modified the quartet cards into a learning medium that contains the Superior Products of Tegal City, which aligns with the material in the IPAS subject for fifth-grade elementary school students.

Development is a process, creation, and method for conducting validation so that the developed product is suitable for use as intended. One of the strategies used in the development of educational quality is through the Research and Development Strategy, commonly abbreviated as R&D. Research and Development (R&D) is a systematic study process aimed at developing and validating products used in education. The results of research and development (R&D) in the field of education are expected to enhance educational productivity, such as learning media, textbooks, modules, and so on.

According to (Wardani, 2021), media is the plural term of the word medium. The word media can be understood as a means of communication used to convey content or teaching materials to students. Media is used as a tool to store and deliver the substance that needs to be learned by students. In addition, the media is something that carries information between the sender and the receiver of the message.

According to (Ap et al., 2021), the quartet card is a type of card game played by two to four players. It is very popular among children. The images are diverse, ranging from cartoons, artists, animals, movie stars, and even information. Quartet cards, as a visual-based medium, are rectangular in shape and consist of images, text, and symbols as a means of play. Quartet cards can be used in the learning process. In addition, this game media can serve as a tool to encourage students to become more interested in and understand the learning material.

(Khodijah & Setiawan, 2020) state that by using innovative learning media, teachers

can foster students' interest in the subject. One of the factors that influences students' learning success is interest. Schools will provide learning experiences for students; therefore, teachers must use media to make learning more engaging and active.

(Zainal Arifin, 2020) states that learning outcomes are the knowledge, skills, attitudes, and values that students acquire after engaging in learning activities and receiving the treatment provided by the teacher, allowing students to construct and demonstrate these abilities in their daily lives. This is an important component in measuring students' success in learning activities.

(Purnawanto, 2022) explains that the integration of science and social studies subjects is based on the reality that elementary school students tend to think simply, concretely, and deeply, as well as having a tendency to see everything as a whole and integrated. Therefore, it is hoped that the integration of science and social studies subjects will help students learn to manage their natural and social environments simultaneously.

The purpose of this research is to analyze the validity, practicality, and effectiveness of developing quartet card media to enhance interest and learning outcomes in the subject of IPAS, specifically on the topic of Superior Products of Tegal City, for fifth-grade elementary school students.

MATERIALS & METHODS

This research method is Research and Development (RnD). This type of research uses the 4D model from Thiagarajan, which consists of four stages: defining, designing, developing, and disseminating. (disseminate). The research design is in the form of a Pretest-Posttest Control Group Design.

The population in this study consists of all students from Panggung 7 Public Elementary School in Tegal City, totaling 155 students, and the sample was taken using cluster random sampling techniques, consisting of 20 fifth-grade students from

Panggung 7 Public Elementary School in Tegal City.

This research uses instruments that consist of two categories: product assessment instruments and instruments for student interest and learning outcomes. Product assessment instruments include interviews, questionnaires, and surveys, while instruments for student interest and learning outcomes utilize observation sheets, tests, and surveys.

The data collection procedure involved creating guidelines for various aspects of product assessment during interviews and media validation. The interview guidelines were used to understand the needs of students in each school, while the questionnaire guidelines contained various aspects of product assessment to assist validators in evaluating the feasibility of the researcher's product. The validation sheet is provided to content experts and media experts. The purpose of content expert validation is to assess the accuracy, relevance, and suitability of the material in the quartet media, while the purpose of media expert validation is to evaluate the design, interactivity, and technical feasibility of the quartet media.

The data analysis method consists of five steps, including: Analysis of pretest data, Analysis of the learning outcome test instrument, Analysis of student learning interests, Analysis of learning media, and Criteria for product quality.

RESULT

The research results are divided into four sections: development procedures, validation results, practicality test results, and effectiveness results. The results of the development procedure using the 4D model from Thiagarajan are as follows: a) Define. According to an interview conducted with a fifth-grade teacher, the IPAS learning is only using conventional methods without the support of learning media. Meanwhile, the results of the interview with students in the fifth grade at Panggung 7 Public Elementary School in Tegal City revealed

that the students are experiencing difficulties and a lack of interest in studying the IPAS material. b) Design. The researchers in this study not only created learning media but also developed supporting learning tools. The preparation of tests, selection of media, choice of format, and initial design planning for the development of quartet media. c) Develop. At this stage, a development test is conducted, validated by experts, namely content experts and media experts. d) Disseminate. In order for this learning media to be widely used, it is packaged in a single pack that contains quartet sheets along with usage instructions. Due to the limitations of the researchers, the distribution of learning media is still restricted to only certain schools.

In the validation results, the percentage score from material experts assessed the feasibility of the quartet learning media at 3.6, which falls under the "Valid" criteria, while media experts rated it at 3.9, also categorized as "Valid."

The practicality test yielded a practicality score observed by teachers using the quartet learning media at 3.9, classified as "Very Good," and the average student response percentage was 76.6%, categorized as "Good."

The effectiveness results are as follows: a) In the validity test of the 10 questions assessed, the overall significance value was < 0.05 , indicating that the validity of all questions is "Valid." b) The normality test for learning interest and learning outcomes in both the control and experimental classes showed an overall significance value of > 0.05 , allowing us to assume that the data collected from the experimental class and conventional students not using the quartet learning media comes from a normally distributed population. c) The homogeneity test for learning interest and learning outcomes showed an overall significance value of > 0.05 , allowing us to assume that the variances of learning outcomes and learning interest between students using the quartet learning media and conventional

students are the same or homogeneous. d) The mean in the One Sample Statistics for learning outcomes is 82, while in the One-Sample Test, the significance value obtained is $0.006 < 0.05$, which means that the average learning outcomes of the experimental class are better compared to the average learning outcomes of the control class. e) The results of the classical completeness calculation using the z proportion show that the students' learning outcomes obtained a value of $2.00 > 1.645$, which means that the proportion of students who scored > 75 is more than 75%. f) The comparison test of the average interest and learning outcomes yielded a significance value for interest and learning outcomes at Equal variances assumed in the Independent Samples Test of $0.00 < 0.05$, meaning that the interest and learning outcomes of students using the developed quartet media are better compared to those in conventional learning. g) The results of the test on the effect of interest on learning outcomes show that the Model Summary has an R value of 0.474 and an R Square value of 0.224, which means that the correlation or relationship between interest and learning outcomes is 0.474 or 47.4%, and the effect of interest on learning outcomes is 0.224 or 22.4%. Meanwhile, the significance value in ANOVA is $0.035 < 0.05$, indicating that there is an effect of interest on students' learning outcomes. In the Coefficients section, the constant value is 22.653 and the β value is 0.730, so the equation can be written as follows:

$$Y = \alpha + \beta X.$$

$$Y = 22.653 + 0.730X.$$

This equation can be interpreted to mean that for every increase of 1 or 1% in interest, the learning outcomes increase by 0.730 or 73%. The regression coefficient is positive, indicating that the influence of learning interest on learning outcomes is positive.

CONCLUSION

The procedure for developing quartet media to enhance interest and learning outcomes in the IPAS subject matter regarding the

superior products of Tegal City for fifth-grade students at Panggung 7 Public Elementary School includes four stages: 1) Define, 2) Design, 3) Develop, 4) Disseminate. The quartet media developed before being implemented in the experimental class was validated by two validators. According to the validator, it has valid criteria, so the development of the quartet card media is considered valid. Based on the analysis results of teachers' ability to conduct learning and students' responses, they fall within the very good and good criteria, making the development of quartet media practical. The application of the development of quartet card media shows: 1) Student learning outcomes meet the minimum completeness criteria of 70 with a classical achievement of 75%, 2) The average learning outcomes of students are better in the experimental class compared to the control class, 3) The average percentage of student interest in learning is better in the experimental class compared to the control class, 4) There is a positive influence between interest and student learning outcomes. Thus, the development of quartet media is effective.

Declaration by Authors

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