Developing Kinemaster-based Podcast Media to Increase Student Motivation to Learn the History of Islamic Culture at Mts 1 Palu City

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Abstract

Creative use of media will increase the possibility for students to learn more, embed what they learn better, and improve performance in carrying out skills according to learning objectives. Podcast media has recently become the most popular media and is one of the choices of teachers in supporting teaching and learning activities. This study aims to increase student learning motivation through the use of the kinemaster application in making podcasts on SKI class VII MTS Negeri 1 Palu City. This development research method was carried out using the ADDIE Research and Development (R&D) concept. The results of the study show that the KineMaster application-based podcast learning media has proven to be successful because the developed media is able to present messages and stimulate learning. This is evidenced by the increase in student learning motivation which is classified as high. The conclusion from this study is that the kinemaster application-based podcast learning media is able to foster student learning motivation, it can be said that this learning media has succeeded in stimulating students to learn.

Keywords: Learning Media; Podcast; Kinemaster; Learning Motivation; History Of Islamic Culture

Abstrak

Penggunaan media secara kreatif akan memperbesar kemungkinan bagi siswa untuk belajar lebih banyak, menanamkan apa yang dipelajarinya lebih baik, dan meningkatkan penampilan dalam melakukan keterampilan sesuai dengan tujuan pembelajaran. Media podcast belakangan ini menjadi media yang paling banyak diminati dan menjadi salah satu pilihan guru dalam mendukung kegiatan belajar

mengajar. Penelitian ini bertujuan untuk meningkatkan motivasi belajar siswa melalui pemanfaatan aplikasi kinemaster dalam pembuatan podcast pada mata pelajaran SKI kelas VII MTS Negeri 1 Kota Palu. Metode penelitian pengembangan ini dilakukan dengan menggunakan konsep Research and Developlemnt (R&D) ADDIE. Hasil penelitian menunjukkan bahwa media pembelajaran podcast berbasis aplikasi KineMaster terbukti berhasil karena media yang dikembangkan mampu menyajikan pesan serta merangsang pembelajaran. Hal ini dibuktikan dengan peningkatan motivasi belajar siswa yang tergolong tinggi. Kesimpulan dari penelitian ini adalah media pembelajaran podcast berbasis aplikasi kinemaster mampu menumbuhkan motivasi belajar siswa, bisa dikatakan bahwa media pembelajaran ini berhasil merangsang siswa untuk belajar.

Kata Kunci: *Media Pembelajaran; Podcast; Kinemaster; Motivasi Belajar; Sejarah Kebudayaan Islam*

A. Introduction

In this era of globalization 5.0, we cannot deny that life is closely related to information technology. Focusing on online learning, in the current era of globalization that we are experiencing, there are many online learning media applications. Learning media are tools used to convey information to students using various techniques so that they can understand the substance of the information presented.[1]

Creative use of media will increase the possibility for students to learn more, embed what they learn better, and improve their performance in performing skills in accordance with learning objectives. Media is defined as a link between transmitters and recipients of information so that they obtain information from each other. Media consists of several types, namely print media, audio media, visual media and audio-visual media.[2]

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[1] Junaidi, J. (2019). Peran Media Pembelajaran Dalam Proses Belajar Mengajar. *Diklat Review : Jurnal Manajemen Pendidikan Dan Pelatihan*, *3*(1), 45–56. https://doi.org/10.35446/diklatreview.v3i1.349;

[2] Fikri, H., & Madona, A. S. (2018). *Pengembangan Media Pembelajaran Berbasis Multimedia Interaktif*. Samudera Biru; Ramli, M. (2012). *Media dan Teknologi Pembelajaran*. IAIN Antasari Press; Ita Novita, "Manajemen Pembelajaran Program Diniyah Di SDIT Nurul Ishlah Banda Aceh," *DAYAH: Journal of Islamic Education* 2, no. 1 (January 24, 2019): 20–35, https://doi.org/10.22373/JIE.V2I1.4166; T M Hasan, "Pengembangan Bahan Ajar Dan Pembelajaran Program Keagamaan Pada MA Aceh Besar," *DAYAH: Journal of Islamic Education* 1, no. 1 (January 19, 2018): 122, https://doi.org/10.22373/jie.v1i1.2430; Siti Wasilah Juhra and Moch. Fajarul Falah, "Taṭwir Kitab Al-Qirā'ah Al-Rasyīdah Bi Al-Ṣuwar," *DAYAH: Journal of Islamic Education* 1, no. 1 (March 18, 2018): 1, https://doi.org/10.22373/jie.v1i1.2486; Nurul Falah, "Aktualisasi Kinerja Guru Tersertifikasi Dalam Peningkatan Proses Pembelajaran Pada MIN Tungkob Kabupaten Aceh Besar," *DAYAH: Journal of Islamic Education* 1, no. 2 (July 10, 2018): 273, https://doi.org/10.22373/jie.v1i2.2952.

The media used in learning started from paper, now you can use digital media, one of which is podcast. Podcast media has recently become the most popular media and is one of the choices of teachers in supporting teaching and learning activities.[3] One of the reasons why podcasts were chosen as supporting media is because podcasts are non-streaming audio, so they can be repeated and played back. Podcasts are a type of communication media that can be used not only to communicate with other people, but also to share interesting and relevant information. Podcasts can be a useful teaching tool for teachers and can help students learn both inside and outside the classroom.[4]

Therefore, this learning media cannot be created just like that. However, a supporting application is needed to process and edit the video. One of them is the Kinemaster application, which is a supporting application for processing and editing podcasts. Utilizing the Kinemaster application is an effective alternative that teachers can use in creating creative learning media.[5] The Kinemaster application is a software application used to process and edit videos and photos with complete features. It is called the best video editing application because of its complete features such as support for all media including audio, video, text, effects, and various tools that can produce high quality videos.[6] Apart from that, the Kinemaster application is also included easy to use application. Therefore, the use of the Kinemaster application in creating learning media is very comprehensive.[7]

Considering as is known the decline in the quality of learning, the interest and attention of MTS Negeri 1 Palu City students towards learning the history of Islamic culture (SKI) tends to still use classical methods. Therefore, teachers are alert to find

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[3] Imarshan, I. (2021). Popularitas Podcast Sebagai Pilihan Sumber Informasi Bagi Masyarakat Sejak Pandemi Covid-19. *Perspektif Komunikasi: Jurnal Ilmu Komunikasi Politik Dan Komunikasi Bisnis*, *5*(2), 213. https://doi.org/10.24853/pk.5.2.213-221.

[4] Indriastuti, F., & Saksono, W. T. (2015). Podcast Sebagai Sumber Belajar Berbasis Audio Audio Podcasts As Audio-Based Learning Resources. *Jurnal Teknodik*, *18*(1), 304–314. https://doi.org/10.32550/teknodik.v0i0.136

[5] Amelia, V., & Arwin, A. (2021). Pengembangan Media Pembelajaran Berbasis Aplikasi Kinemaster Pada Pembelajaran Tematik Terpadu di Kelas III SD Negeri 36 Koto Panjang. *Journal of Basic Education Studies*, *4*(1), 1490–1500. https://ejurnalunsam.id/index.php/jbes/article/view/3594

[6] Fitrilia, I., & Rohani, T. (2021). Peningkatan Motivasi Dan Hasil Belajar Siswa Di Masa Pandemi Covid 19 Dengan Media Pembelajaran Kinemaster Di SMP Negeri 8 Pagar Alam. *Jurnal Sains Sosio Humaniora*, *5*(2), 793–797. https://doi.org/10.22437/jssh.v5i2.15786

[7] Mukhtar, B. F., & Erita, Y. (2022). Pengembangan Media Video Berbasis KineMaster Pada Pembelajaran Tematik Terpadu Di Sekolah Dasar. *Journal of Basic Education Studies*, *5*(1). https://ejurnalunsam.id/index.php/jbes/article/view/5262

ways to achieve learning goals well.[8] One of the ways or alternatives that teachers have found is the existence of video processing and editing applications that are professional and easy to use.[9] So, the aim of this research is to increase students' learning motivation through the Kinemaster application as a supporting application in creating podcast learning media for SKI learning.

B. Research Method

This development research method was carried out using the ADDIE research and development concept. This development concept contains several stages, namely analysis, design, development, implementation and evaluation. This research is development research using the ADDIE development model, where the stages in developing learning media go through several stages, namely: (1) Analyze, analyzing the conditions and product specifications required.[10] In this section, what is explored is the learning motivation of class VII MTS Negeri 1 Palu City students which needs to be conveyed via podcast; (2) Design, carrying out media design in accordance with the previous stage of analysis.

Frim This analysis will create a blueprint based on development objectives. Learning media design includes targets, program preparation and implementation, activity focus and work steps. Design created through comparative studies with institutions that have consistently developed e-learning and accompanied by validation from experts after designing the media; (3) Development, namely compiling material content, audio recordings and displays based on designs that have been determined and validated by experts; (4) Implementation (Implementation), is the activity of applying learning media that has been developed within the scope of development, namely students of class VII MTS Negeri 1 Palu City. The results of implementation in the scope of development will be used as a basis for the implementation of the evaluation phase; and (5) Evaluation, including presenting the results of evaluations from expert validators and students, in the form of quantitative and qualitative data. Quantitative

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[8] Miftah, M. (2014). Pemanfaatan Media Pembelajaran Untuk Peningkatan Kualitas Belajar Siswa. *Jurnal Kwangsan*, *2*(1), 1. https://doi.org/10.31800/jurnalkwangsan.v2i1.11

[9] S, M. N. G. dan R. R. (2010). *Teori-Teori Psikologi* (R. Kusumaningratri (ed.); Ke-1). Ar- Ruzz Media.

[10] Sugiyono. (2014). *Metode Penelitian Kuantitatif Kualitatif Dan R&D* (Ke-20). Alfabeta.

data from the evaluation results will give rise to data in the form of respondents' assessments in the form of numbers or percentages regarding the suitability of the media being developed, while qualitative data from the evaluation results will give rise to data in the form of criticism and suggestions regarding the media products being developed.

C. Research Result and Discussion

This research was conducted on SKI subjects using a Research and Development (R&D) approach. The development of this learning media refers to the ADDIE development model, namely: analyzing, planning, developing, implementing and evaluating.

1. Analyze

This development and research was carried out in class VII MTS Negeri 1 Palu City. This research produces a KineMaster-based podcast learning media product. This product is packaged in the form of a link that is uploaded to YouTube for use in learning. The needs analysis obtained by researchers during observations was the low learning motivation of students in SKI subjects. Apart from that, the learning patterns used by teachers are still conventional. Teachers still use books as learning resources and blackboards as learning media, so learning looks boring. This is because teachers have limited time in developing learning media, so the learning media used has not been able to optimize students' learning interest. The results of the analysis of the curriculum were selected based on basic competencies and indicators of competency achievement.

Basic competencies and indicators of material competency achievement in the conditions of Arab society before Islam.

Table 1 : Basic Competencies and Indicators of Competency Achievement

Basic competencies	Indicators of Competence Achievement
1.1 Embrace the mission of the Prophet Muhammad SAW. as a blessing for the entire universe	1. Explain the mission of the Prophet Muhammad SAW. as a blessing for the entire universe
1.2 Understand the truth of the message of the Prophet Muhammad SAW. while preaching in Mecca	2. Explain the condition of Mecca before Islam.
2.1 Practice loving and affectionate behavior towards others as per the	3. Explain the reaction and response of the people of Mecca to the preaching of the Prophet Muhammad SAW.

Prophet's mission. 2.2 Demonstrate a persistent attitude and be patient in inviting goodness 3.1 Analyze the mission of the Prophet Muhammad SAW. as a blessing for the entire universe 3.2 Analyze the preaching strategy of the Prophet Muhammad SAW. in Mecca 4.1 Summarizing the mission of the Prophet Muhammad SAW. as a blessing for all nature 4.2 Process information about the Prophet Muhammad's missionary strategy in Mecca	4. Explain the Prophet Muhammad SAW's strategy in dealing with various obstacles and challenges in Islamic da'wah. 5. Identify the methods of preaching the Prophet Muhammad SAW. in Mecca. 6. Identify the success of the Prophet Muhammad's preaching in Mecca. 7. Explain the persistence and patience of the Prophet Muhammad SAW in preaching. 8. Explain the wisdom of the Prophet's mission Muhammad, PBUH. as a mercy for

2. Design

The design stage is the stage of designing KineMaster-based podcast learning media which includes formulating the objectives for creating KineMaster-based podcast learning media according to student needs.

The materials needed to make a podcast are as follows:

a. Smartphone that has the Kinemaster application installed.

b. KineMaster App, KineMaster is a full-featured and professional video editing application for iOs and android devices, which supports multiple layers of video, audio, images, text, and 65 effects. Researchers use this application to combine material, text and animation that has been compiled, so that it becomes a complete video.

c. Youtube account, Researchers use the YouTube media platform to upload podcasts that have been made so that they are easy for students to listen to.
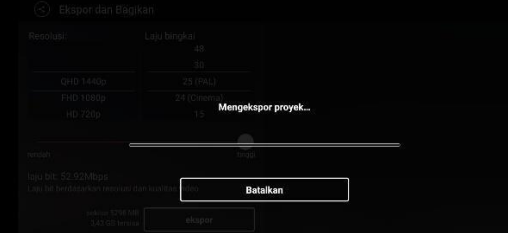
3. Development

After completing the design stage, the next stage is development. This stage is the stage of developing learning media which will be developed using previously designed steps. Then the learning media is validated by media experts and material experts by providing questionnaires according to predetermined indicators. Validation is carried out until the podcast learning media is declared truly valid. The KineMaster-based podcast learning media based on SKI material on the conditions of Arab society before Islam that has been developed is shown in the table 2:

Table 2: Using the Kinemaster Application to Create Podcasts

No	Product Image	Information
1		This is the initial view of Kinemaster that has been downloaded
2		After that choose the desired ratio. Researchers here use a ratio of 16:9
3		In this view we can add media, effects, overlays, text and can even create text from our own handwriting
4		Researchers added images to the background
5		Researchers also added writing for the podcast title
6		Researchers added songs in the background

7		The researcher added a voice over to provide an explanation of the material discussed
8		Once finished then export as shown on the side
9		The following is the finished export display
10		After that, the podcast is uploaded to the YouTube platform
11		The following is a podcast that is ready to be shared with students, can be seen by the public, can be accessed anytime and anywhere

a. Media Expert Validation

Validation of learning media by media experts aims to find out media experts' opinions regarding the suitability of the product being developed. Validation is carried out by providing learning media to view and submitting a validation questionnaire to media experts.

The data obtained is in the form of quantitative and qualitative data obtained through assessment questionnaires. An explanation of the media expert validation data is shown in Table 3 below:

Table 3: Media Expert Validation Results

Rated aspect	Validator		Skor Max	Presenta tion	Criteria
	1	2			
Language Eligibility	8	7	10	80%	Very Good
Presentation	11	13	15	85,60%	Very Good
Video Eligibility	20	27	30	78%	Good
Overall View	46	37	50	82%	Very Good

b. Material Expert Validation

The development product handed over to material experts is in the form of podcast learning media using the Kinemaster application. Material validation aims to see the suitability of the material developed. The material validation results of material expert validators are shown in Table 4 below:

Table 4: Material Expert Validation Results

Rated aspect	Validator		Skor Max	Presenta tion	Criteria
	1	2			
Language Eligibility	30	34	45	70%	Good
Presentation	20	23	25	80%	Very Good
Video Eligibility	23	26	30	79.01%	Good
Overall View	4	4	5	85%	Very Good

4. Implementation

After the learning media is declared valid, the next step is to apply the learning media in the real learning process. Implementation was carried out in class VII MTS Negeri 1 Palu City with a total of 24 students

5. Evaluation

At this stage, the activity carried out is to provide assessments to students. In this evaluation phase of research, it was carried out by giving a questionnaire about students' interest in learning in class VII MTS Negeri 1 Palu City.

Questionnaires were given to 24 students. A questionnaire was given to students with the aim of finding out students' learning motivation before and after using the KineMaster application-based podcast learning media. Measuring the increase in student learning motivation was carried out using the N-Gain test to find out how much increase in motivation occurred in students after using the KineMaster application-based podcast. The results of measuring student interest in learning are shown in the following table 5:

Table 5: The results of measuring student interest in learning

No	Treatment	Student	Teacher
1	Average pretest score	23,4444	20
2	Average pretest score	40,75	41
3	Max Value	50	50
4	N-Gain	0,77	0.799
5	Conclusion	High	High

The table above shows that the average student learning motivation score before using the KineMaster application-based podcast learning media was 23.4444, after using the KineMaster application-based podcast learning media it changed to 40.75. The teacher who taught also assessed student learning motivation before using the KineMaster application-based podcast learning media at 20, and after using the KineMaster application-based podcast learning media it changed to 41.

Based on the results of the N-Gain test, increasing students' learning motivation got an N-Gain of 0.77 in the high category according to the predetermined gain factor criteria, while according to the teacher's assessment, they got an N-Gain of 0.799 in the high category according to the predetermined gain factor criteria. determined. This shows that the increase in student learning motivation after using the KineMaster application-based podcast learning media is relatively high.

D. Conclusion

Based on the research results and discussions described in this research, it can be concluded as follows. The use of podcast learning media based on the KineMaster application has been proven to increase students' interest in learning. This can be seen from the results of the learning interest questionnaire given to students and teachers. It was proven that students' interest in learning had increased with a gain value of 0.77 in

the gain factor category which was classified as high, while according to the teacher's confession, students' interest in learning had increased with a gain value of 0.799 which was also classified in the high category.

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