



Making Use of Ispring Suite Media in Learning Science in Junior High Schools

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Abstract

The study is aimed at designing and analyzing the product validity of learning media of Ispring Suite used for science class in Junior High School. The study employs the Research & Development method of Borg and Gall consisting of five stages namely; planning, design, validation, revision and final product. PowerPoint and Ispring Suite are used in designing the product. further, the validity of the product is assessed by two experts in media learning for science. Based on the findings it can be concluded that the product is feasible and qualified to be applied in science class in Junior High Schools. Last, the product can be effectively used after it is downloaded in playstore, marketplace or google market. The researcher recommends that future researchers increase the number of studies related to the development of media products for science learning, so that the products that have been produced can be integrated by science teachers in learning.

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INTRODUCTION

Education is a strategic means and vehicle in the development of human resources (Rasyid, 2015; Ningrum, 2016; Ashadi, 2021). Learning can occur anywhere and at any time, one of the signs that a person has learned is a change in behavior in a person which may be caused by a change in the level of knowledge, skills or attitudes (Mardotillah & Zein, 2017). Learning that occurs in schools can also be called the learning process. The learning process that occurs in schools certainly has several stages in accordance with the demands of the existing curriculum. One of the learning components is an approach to the learning process that supports education so that it runs effectively and efficiently (Hidayat et al., 2018; Iskandar et al., 2023).

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The use of media functions as an intermediary tool for delivering learning material so that it can be accepted by students more easily in the learning process and requires the use of appropriate media and can attract the attention of students. The use of learning media in the teaching and learning process can generate new desires and interests, as well as generate student learning motivation.

Nuraini et al., (2020) problems in the learning process are the dynamics of the lives of teachers and students at school. This problem will never run out to be studied and will never be finished to be discussed. Just as with Natural Sciences subjects, Natural Sciences subjects in almost every school and level of education always cause problems for both students and teachers.

Natural Science subjects are subjects that must be taken by junior high school students (Amali et al., 2019; Firmansyah & Zain, 2021). Natural Science is a study that has a fairly broad object, namely humans, nature and the interaction between the two. National education and Natural Science subjects have the same goal, namely to form students who have good knowledge, skills and character (Rahmi, 2013).

Natural Science subjects are taught in schools for several reasons, including to help students' ability to understand natural science concepts. In addition, the learning process of Natural Sciences is more directed at cultivating concepts and skills, so that they understand Natural Sciences, are aware of the role and function of Natural Sciences in life. In learning Natural Sciences, the teacher must be able to create a conducive, varied learning process so that students can be active and independent during the learning process.

Based on the results of observations at Padang 18 Public Junior High School, the authors found a problem at the school, namely the teacher still used the lecture method in delivering learning material and there was no computer-based learning media using an application ispring suite so that students feel less concentrated on receiving the material presented by the teacher and this is evidenced by the low understanding of students when asked again by the teacher after the delivery of the material is complete, this is caused by the discussion of material in books that are incomplete and also learning methods that are less interesting and learning science Nature is also not understood by students as a whole. The use of learning media is expected to be one of the solutions in overcoming a problem in the school. Interesting learning media will motivate students to learn (Iskandar et al., 2022).

Research that previously examined learning media used applications such as Adobe Flash CS6, Articulate Storyline, and other applications, but in this study the researchers used a different application, namely by using an application Ispring suite which has the advantage of blending applications Power Point which is easy to use and has a display that is easily understood by all people. This research also focuses on Natural Science subjects, while in other studies on learning media that are widely used for Mathematics subjects. The updating of this research is based on the database Scopus about learning media using applications Ispring suite can be seen in picture 1 below:

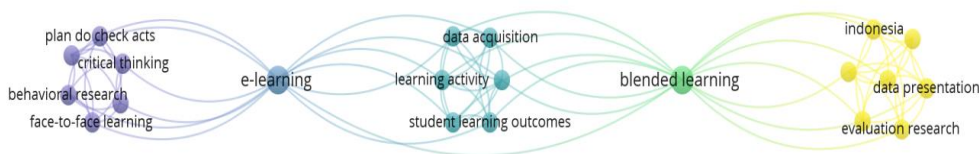


Fig 1. A number of keywords which refers to Ispring Suite-Based Learning Media by world researchers (database Scopus)

Based on database Scopus, research that proves it with data Vos Viewers by looking at the base research data scopus in various countries leading to I-

Spring Suite-based learning media it is still little used because in developing learning media many use it e-learning and based learning. Whereas for keyword research about Ispring Suite-Based Learning Media knowingly has never been developed before because there is no data showing other than the country of Afghanistan. So this research is feasible because keyword which refers to I-spring Suite-Based Learning Media still a little developed.

Research conducted by [Wijayanto et al., \(2017\)](#) said that the use of interactive multimedia which is used as a learning method with Ispring software can be used as a variation of learning media to increase student motivation and creativity. The media used makes students active in the learning process. Besides that, it can be used as a comparison material to develop better learning media. The media used increases the interest and motivation of students.

While research conducted by [Adnan et al., \(2012\)](#) which developed animation with Ispring Suite 8 software, it was found that students in the Narrative Animation group obtained a significantly higher level of achievement compared to the Narrative Text group. Based on this description, the research objectives This study develops learning media using Ispring Suite 8 power points which are valid, practical and effective on the concept of Central and Regional Government Systems. Previous research with the research that the authors conducted was research that both developed learning media using the Ispring suite supporting application but had differences in the material used and the place of implementation in junior high schools.

METHODS

This research method is known as development research ([Engkizar et al., 2018](#); [Putri et al., 2021](#); [Wangi et al., 2022](#)). The research that will be developed is learning media. According to [Dwiranata et al., \(2019\)](#); [Oktaviani & Ayu, \(2021\)](#); [Purnama, \(2016\)](#) research and development methods are research methods used to produce certain products, and test the effectiveness of certain products. The development model used in this study is Borg and Gall which has been simplified into 5 steps namely, (1) Planning, (2) Initial product development, (3) Product validity testing, (4) Product revision (5) Final product. The assessment format in this study uses a scale Likert. According to [Saftari & Fajriah, \(2019\)](#) Scale Likert used to develop instruments used to measure attitudes, perceptions, and opinions of a person or group of people towards the potential and problems of an object, the design of a product, the process of making products and products that have been developed or created.

RESULT AND DISCUSSION

The first stage in this development is planning which consists of three stages, namely, (1) curriculum analysis, (2) student analysis, (3) media analysis. The second stage is product design, at this stage the steps in making learning media use Ispring suite. The third stage is Validation, validation is carried out by media experts totaling 2 validators and material experts. The last stage is revision based on the assessment carried out by the validator in the form of suggestions, input and comments which will be improvements.

Application Ispring suite is a supporting application that is combined with the application Microsoft Power Point so the learning media made in Microsoft Power Point can be used as a learning media application that is used for android nor in destkop. Application image Microsoft Power Point and I-spring suite can be seen in the following image:



Fig 2. Microsoft Power Point



ispring suite

Fig 3. I-Spring suite

Learning media that has been designed has several stages that make the media valid and practical so that it can be implemented in the learning process. The first stage is the media validation stage which is carried out by media experts who have competence in the field of learning media. The media expert's assessment is not immediately used as a valid result but the assessment that has the results is taken into consideration whether the media has improvements so that the media becomes more perfect. The results of the assessment from media experts are presented in the table below:

Table 1. Percentage of Media Expert Rating Prior to Revision

No	Variable Criteria	Score Each Variable	Score Maximum	Presentase
1	Appearance	25	30	83,33%
2	Media Design	58	70	82,85%
3	Media Operation	29	40	72,5%
Total		112	140	79,56%

The media expert's assessment data can be seen from aspects (1) the appearance gets a percentage of 83,33%, (2) media design gets a percentage of 82,85%, (3) media operations get a percentage of 79,56%, from the results obtained it can be concluded that learning media uses Ispring Suite it is in the criteria "Good". After the revision stage was carried out, the assessment was carried out again by media experts. The media expert's assessment after the revision can be seen in the table below:

Table 2. Percentage of Media Expert Rating After Revision

No.	Variable Criteria	Score Each Variable	Score Maximum	Presentase
1	Appearance	30	30	100%
2	Media Design	68	70	97,14%
3	Media Operation	38	40	95%
Total		112	140	97,38%

The media expert's assessment data can be seen from aspects (1) the appearance gets a percentage of 100%, (2) media design gets a percentage of 97,14%, (3) the operation of the media gets a percentage of 95%, the total percentage value obtained is equal to 97,38%. From the results obtained, it can be

concluded that learning media using the Ispring Suite are in the criteria of Very good and very suitable for use as learning media.

Once the evaluation stage from media experts is completed, then the next stage is the evaluation stage from material experts. Expert evaluation is done with the aim of making the material in it valid. Valid material makes it easy for students to understand difficult material in the learning process. Material expert is done by an expert in the field of material presented in the learning media. The results of the evaluation of material experts can be seen in the table below:

Table 3. Percentage of Material Expert Rating

No.	Variable Criteria	Score Each Variable	Score Maximum	Presentase
1	Material Design	10	10	100%
2	Material Quality	24	25	96%
3	Presentation of material	13	15	86,66%
4	Writing and language readability	10	10	100%
Total		57	60	95,66%

Material expert assessment data can be seen from aspects (1) material design obtains a percentage of 100%, (2) the quality of the material gets a percentage of 96%, (3) the presentation of the material obtained 86,66%, (4) writing and readability of the language get a percentage value of 100%. Overall gain value 95,66% by category "Very good". Based on these values, it can be concluded that the material in the learning media and the writing are in the criteria of "Very good" and worthy of use in learning.

The initial stage of this development begins with making a product design with the help of an application Microsoft Power Point and integrate supporting features/applications I-spring Suite 9 so that this can make it easier for teachers to convey learning material in the learning process in class and also not too difficult to use the application. After the product has been designed and made, to test the feasibility of the product made by the developer, validation must be carried out first, this validation is carried out by 3 experts, namely 2 media validators and 1 material validator. After being validated by the validator, the developer must correct some of the suggestions and input by the validators that have been written by the validator on the instrument questionnaire made by the developer. The collection of assessment results for material experts and media experts uses a Likert scale with a response of 5 points, where the highest score is given value 5 while the lowest score is given a value of 1.

Based on the results of the evaluation by members of the media on the criteria "Good" and is suitable for use in the learning process, this result is obtained from the percentage value of the feasibility of the media from the aspect of the media before making revisions to get a percentage of 79,56%, the percentage value after revising gets a value of 97,38%, and the feasibility value of the material aspect gets a percentage of 95,66%. From the results of these percentage values, it can be concluded that the learning media using the Ispring Suite are in the criteria of "Very good" and suitable for use in the learning process.

CONCLUSION

Development of learning media using Ispring Suite in science subjects for class VII Junior High School produces a product in the form of learning media,

the product that has been made already meets the terms and conditions to say that learning media is very feasible and can be used by teachers in conveying learning material during the teaching and learning process. Based on the results of evaluation by media experts and media experts learning media using Ispring Suite It is feasible to be used as learning media because it is already in the valid and practical category. On this learning media is made using Ispring Suite which is an additional feature or a feature that can be integrated with Power Point so that it can add to the interest of learning media that can attract students' interest in learning. It is hoped that other researchers will develop learning media that are more creative and innovative in other subjects and more specifically in other learning media. The development of learning media that can provide learning motivation for students will have an impact on achieving learning goals and educational goals.

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