

THE INFLUENCE OF MEDIA LEARNING SIGUM IN THE PANDEMIC TIME COVID-19

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ABSTRAK

Covid-19 dinyatakan sebagai pandemi sejak awal tahun 2020 menyebabkan proses pembelajaran dilaksanakan dari rumah dengan sistem daring pada semua tingkatan pendidikan. Penelitian ini bertujuan untuk mengetahui seberapa besar Pengaruh Media Pembelajaran SIGUM di masa Pandemi. Jenis penelitian ini merupakan penelitian kualitatif berbasis studi kepustakaan. Penelitian ini dilaksanakan di SMK Negeri 2 Binjai. Hasil penelitian menunjukkan bahwa: (1) Siswa telah memiliki fasilitas-fasilitas dasar yang digunakan untuk melaksanakan pembelajaran daring dengan media pembelajaran SIGUM; (2) pembelajaran daring dengan media pembelajaran SIGUM sangat fleksibel dalam pelaksanaannya dan mampu mendorong munculnya kemandirian belajar dan motivasi untuk lebih aktif dalam mengikuti pembelajaran; dan (3) Pembelajaran dengan menggunakan media pembelajaran SIGUM termasuk ke dalam pembelajaran inovatif, yang tentunya memiliki kelemahan dan kelebihan. Pada intinya pembelajaran inovatif menuntut kreatifitas guru dalam mendesain, menyusun dan mengkondisikan peserta didik agar semangat dalam belajar, memiliki kemampuan berfikir, menyelesaikan masalah yang dihadapi dengan tepat, terlebih masalah yang berkaitan dengan kehidupan sehari-hari dan dunia kerja nantinya.

Kata Kunci: Learning Media, SIGUM, Pandemic Covid-19

ABSTRACT

Covid-19 has been declared a pandemic since the beginning of 2020 causing the learning process to be carried out from home with an online system at all levels of education. This study aims to determine how much influence the GIS Learning Media will have during the Pandemic. This type of research is a qualitative research based on literature study. This research was conducted at SMK Negeri 2 Binjai. The results showed that: (1) Students already have basic facilities that are used to carry out online learning with GIS learning media; (2) online learning with SIGUM learning media is very flexible in its implementation and is able to encourage independent learning and motivation to be more active in participating in learning; and (3) Learning using SIGUM learning media is included in innovative learning, which of course has weaknesses and strengths. In essence, innovative learning requires teacher creativity in designing, arranging and conditioning students so that they are enthusiastic in learning, have the ability to think, solve problems faced correctly, especially problems related to everyday life and the world of work later.

Keywords: Learning Media, SIGUM, Pandemic Covid-19

A. INTRODUCTION

Currently, Covid-19 is still endemic all over the world. This type of virus is a large family of viruses that cause illness ranging from mild to severe symptoms. Covid-19 is a new type of virus that has never been previously identified in the human body. Common signs and symptoms of someone infected with Covid-19 are: symptoms of acute respiratory disorders such as fever, cough and shortness of breath. The spread of the corona virus initially had a huge impact on the world economy which was starting to sluggish, but now it also has an impact on the world of education (Said, A., & Muslimah, M. (2021; Suhono, et al., 2021). The policies taken by countries in the world, including Indonesia, by closing all educational activities, have made the government and educational institutions to present an alternative educational process for students who cannot carry out teaching and learning activities as an effort to stop the spread of Covid-19 (Ilyasa, et al., 2020; Muslimin, et al., 2021; Rahimah, et al., 2020). UNESCO's response as an institution engaged in the field

of education strongly approves of the implementation of learning by using an online platform (online) as a distance learning effort, so that learning can be reached by students wherever they are. Changes from the implementation of classroom learning to the implementation of online learning through internet technology.

Changes in the technology era have progressed very rapidly. The development of technology required greatly helps the education process, especially during a pandemic like now. In line with the development of technology science can help various jobs, especially in the field of education in the teaching and learning process (Suhono, et al., 2020; Popenici, S. A., & Kerr, 2017). Education has a very important role in the progress of a country. In the process, the type of teaching given by a teacher to students is very influential as motivation to learn.

Education is an effort that can be carried out in a planned, systematic and logical (logical) manner in the context of realizing humanity towards a maturation

process in accordance with the needs and demands of life in the community and its work (Yadav et al., 2017; Kneale et al., 2015). According to Law Number 20 of 2003 concerning the National Education System Article 1 paragraph 1 states that: "Education is a conscious and planned effort to create an atmosphere of learning and the learning process so that each student actively develops his / her potential to have religious spiritual strength, self-control, personality, intelligence, noble character and skills needed by him, society, nation and state .

The learning process activity is a complex process because it does not only absorb information from a teacher or lecturer, but involves various activities or actions that must be taken if you want a good learning outcome from a student or student. Learning is essentially focused on activities giving students the possibility to be able to achieve results that are in accordance with the objectives (Rahman, et al., 2020). One of the factors that greatly affects the achievement of student learning outcomes is the learning media used in the teaching and learning process (Gustami, 2020; Maburri, et al., 2019). In the use of instructional media, teachers should adjust to the conditions and atmosphere of the class, especially the pandemic conditions, a teacher is required to make changes to the teaching pattern of distance learning where the teaching and learning process is only carried out using the internet. Of course, the teacher must think creatively so that the material presented is appropriate to students and the learning media is as innovative as possible, students understand the material presented.

It is recommended that a teacher will do various ways so that the material can be absorbed properly by students. The use of methods by a teacher often uses the lecture method which is considered easier and more efficient to apply to classes with a large enough number of students. However, the reality is that the lecture method is only the teacher who plays an active role in learning activities so that there are students who immediately catch the teacher's explanation material and immediately forget the material, causing a feeling of boredom and boredom in the classroom.

Based on the experience of a teacher at State Vocational Schools in Binjai City, he once told researchers that when there are quite a lot of students in a class while the teacher only teaches by the lecture method, most of these students pay less attention to the explanation from the teacher. As a result, learning is nothing more than delivering information verbally to students and closing the possibility to train critical power and creativity through real learning experiences.

Conditions like the above often occur at all levels of education. Most students are only temporary spectators because the class is only controlled by a handful of people who understand and understand the teacher's explanation through the lecture method. The current condition of the pandemic does not allow teachers to carry out face-to-face learning activities with students because the government places restrictions on learning activities to minimize the expansion of the Covid-19 virus outbreak.

From the description above, the researchers conducted research on learning during the pandemic to increase the learning

motivation of students through SIGUM learning media in the SMK Negeri 2 Binjai environment.

Concept of Learning

Learning is a process of forming new behavior caused by individuals to respond to their environment, through personal experiences that do not include maturity, growth or instinct. This is in accordance with what was stated by De Houwer, et al., (2013) that learning is a process in which an organism changes its behavior as a result of experience.

Learning can be defined as a process carried out by a person to obtain or obtain a whole new change in behavior, as a result of his own experiences in interacting with his environment (Walsh & Anderson, 2013). Behavioral changes are not seen or measured from changes in physical characteristics, but what is seen are actions or actions such as ways of thinking, feeling, remembering, solving problems, being creative and so on (Greenberger, & Padesky, 2015; Choi et al., 2017). For the term experience itself limits the types of behavior changes that are considered to represent learning.

There is an opinion which says that learning is a change in personality which states itself as a pattern rather than reactions in the form of skills, attitudes, habits, intelligence or an understanding Learning is essentially a cognitive process that has the support of psychomotor functions which include hearing, seeing, saying, and so on. Furthermore, according to Hamalik (2010), it provides the following characteristics:

1. Learning is different from maturity

2. Learning is different from physical and mental changes
3. The results are relatively permanent

Based on the above explanation, in general learning can be understood or understood as a form of change in individual behavior as a result of experience, training, and interaction with the environment where these changes will continue to stay within the individual.

Learning Media SIGUM

According to online media, it explains that the use of SIGUM learning media is one of the learning innovations for teachers and students to complete learning during a pandemic. Such as the instructions given by the Mayor of Binjai, Mr. Muhammad Idaham that the Binjai City Government continues to make the latest learning innovations during the pandemic, namely the Sistem Informasi Guru Mengajar (SIGUM) application which is expected to provide opportunities for teachers and students to interact as usual in the process. teaching and learning even though it is done online (Sari et al., 2019).

SIGUM is an online learning application initiated by the Mayor of Binjai as a material for evaluating the teaching and learning process which has been using social media such as Whatsapp which is considered less effective in the current pandemic era. The SIGUM application functions to monitor the learning activities of students from home and teachers where in this SIGUM application the teaching and learning process can monitor both whether it is properly carried out or not.

The development of learning media through SIGUM began to develop at the

beginning of the 2020/2021 Academic Year where the pandemic was widespread in Indonesia and even all countries in the world. This application was built by the Binjai Smart City operator and introduced to the principals of SMA and SMK Negeri who are under the North Sumatra Education Service Branch of the Langkat and Binjai Service and can be used by all levels of schools, both from Elementary School (SD), Junior High School (SMP)), Public / Private SMA / SMK Binjai City and Langkat Regency.

B. METHOD

This article discusses the GIS learning media that can be done by all levels to complete online learning activities during the pandemic as a form of learning innovation that does not require face-to-face learning. The method used by researchers is using qualitative research based on literature study. The data put from many kinds source, for instance journal publication, book and other references. In collecting the data the researchers used observation and documentation.

The steps in analyzing data, the researchers conducted a preliminary reading of the relevant information. Next, prepare and compile the data, and then begin to review the literature relevant to the theme we discussed. Before we prepared the answers, the collected data and other materials to be reviewed as findings that answered related the aim of this study. Next, the initial coding activity and the coding results are proofreading, editing, and revising if the data review was not relevant to the study's theme questions above. The researchers would

present this data as findings until believe the data has validity and reliability.

C. RESULTS AND DISCUSSION

1. Innovative Learning Media

The psychological development of students should be adjusted to the spirit of metamorphosis of social conditions and the progress of the times which must be very well systemized (Musfiqon & Nurdyansyah, 2015)., because the mindset or mindset of students at that time is considered to have learned if they can do the actions that have been taught and in accordance with the learning objectives that have been programmed (Nurdyansyah, 2016). Therefore it requires an integrated assessment and evaluation that is accurate, right on target, and effective

The word "innovative" means a new experience of new things or an invention. Therefore, innovative learning can be defined as learning designed by the teacher to be new and not as usual which aims to provide services to students in creating their own knowledge in the process of changing behavior towards a better direction according to the potential possessed by learners (Mor, et al., 2015)

According to the opinion of Syah and Kariadinata, "innovative learning is able to harmonize the functions of the left and right brain when it is done by managing the media with the IT system in teaching and learning activities. So that there is a process in developing self-confidence in students. In this learning, students are expected to be able to think critically and be skilled in solving a problem and be able to find solutions or solutions. The criteria mentioned above must

be able to use clear reasoning in processing things and be easy to make choices to make the right decision. The ability to identify and find questions can lead to a problem solving that can be resolved properly. The information obtained by these students will be processed and analyzed so that they can answer these questions well.

2. Characteristics of Innovative Learning

Based on innovative learning experts say that a teaching model can be categorized as good if there are characteristics such as:

- a. Having well-structured work steps to modify student behavior.
- b. Learning outcomes that are specifically focused on: changes in positive behavior of students.
- c. Establishment of a comfortable and conducive learning environment.
- d. A measure of the achievement of students after participating in learning activities so that they can determine indicators of success in the learning process.
- e. Interaction with the environment in order to encourage students to be more active in their environment (Wahyuari, 2012)

3. Basic Concepts of Innovative Learning

Teaching staff (teachers), have the motivation and attitude to want to change to get new things, because the notion of innovation itself basically means that teachers must have a creative attitude (Hamalik, 2004). Creative means responding to various changes that exist, because every change will always be followed by various ways to carry out learning activities.

Follow up on changes that occur due to one's awareness of the deficiencies they

have in learning activities, starting from the stage of determining learning objectives, selecting teaching materials, selecting approaches, media, methods and assessment systems that the innovation made by a teacher emphasizes more on activities just teach it. Because a teacher is only given the task and authority to manage learning activities in order to achieve predetermined learning goals.

4. Fundamental Theory of Innovative Learning The

basis for a teacher in carrying out an innovative learning is to be alert to make any changes in teaching and learning in order to achieve learning objectives and the formation of the character of students. There are several theories in innovative learning, including the following:

a. Cognitive Theory

is a theory that relies on basic thoughts and concepts that students must have, but in the learning process they must be able to collaborate in developing concepts given to students and solving existing problems. in the classroom.

b. Humanistic Theory

Is a theory that relies on communication with other individuals, because humans will need 4 phases in learning, namely attention, retention, reproduction and motivation.

c. Gestalt

theory is a theory that looks at teaching and learning activities which is the facilitation of the potential possessed by students in teaching, so that motivation emerges in the form

of experiences in the children themselves (Ismail, 2004).

In determining a learning media in the learning process, of course, it has weaknesses and strengths. Here are some of the weaknesses and strengths of a learning media:

a. Advantages of Innovative Learning To

- 1) train students to design an invention.
- 2) Requires teacher creativity in teaching.
- 3) The relationship between students and teachers becomes a mutually learning and building relationship.
- 4) Stimulate the development of progress in thinking of students to solve the problems faced appropriately.
- 5) Can make school education more relevant to life, especially the world of work
- 6) The learning process is designed, structured and conditioned for students to learn

b. Weaknesses of Innovative Learning

- 1) Students who are less active in the learning process will be increasingly left behind
- 2) Requires a longer duration of time compared to other learning methods
- 3) Lack of teacher creativity.

D. CONCLUSION

. In order to break the chain of spreading Covid-19 in the school environment, SMK Negeri 2 Binjai

implemented online learning using SIGUM learning media (teaching teacher information system) as a solution for implementing an innovative learning process. Innovative learning is learning designed by teachers that is new and not as usual (done) and aims to facilitate students in building their own knowledge in the context of the process of changing behavior in a better direction according to the potential possessed by students. In this innovative learning, students are expected to be able to think critically and be skilled in solving problems and finding solutions or solutions. Criteria like this are able to use clear reasoning in processing something and easy to make choices to make a decision. The ability to identify and find the right questions that can lead to a better solution to the problem.

In innovative learning activities, determining a learning media in the learning process certainly has weaknesses and strengths, which in essence requires the creativity of teachers in designing, arranging and conditioning students so that they are enthusiastic in learning, have the ability to think to solve problems faced properly, especially problems that are encountered. related to everyday life and the world of work later.

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