DIGITAL LEARNING MEDIA'S USAGE IN SOCIAL STUDIES LEARNING IN THE FOURTH GRADERS OF PRIMARY SCHOOL

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Abstract

In the world of education, the development of science and technology is very much needed. With the development of science and technology, the learning process will be easier to do anywhere and anytime. The role of teachers in the world of education, especially in facing the development of science and technology is very important. To create a pleasant teaching and learning atmosphere, teachers can use learning media in the teaching and learning process. One example of learning media that can be used is digital-based learning media. The method used in this research is the literature review method. Data in research is in the form of data from literature studies. The data sources used are obtained from various references related to research such as books, research journals, and guidebooks for using several digital platforms. The data analysis technique used is content analysis, namely by reviewing the information discussed, relating to each topic discussed, and then mapping concepts in the form of comparisons of each research data. The results of this study are expected to contribute to making it easier for schools, teachers, and students to utilize several digital platforms issued by the Ministry of Education and Culture as learning media.

Keywords: learning media, digital platform, primary studies learning, literature review

INTRODUCTION

The development of science and technology (IPTEK) is a dynamic process that requires continuous improvement in skills and competencies. This development has a significant impact on many aspects of life, including education.

In the field of education, the development of science and technology is necessary. With the development of science and technology, learning will be increasingly accessible anytime and anywhere. With the internet network, teachers and students can access various knowledge information very quickly and easily (Hasanah et al., 2020; Mulyani & Haliza, 2021)

However, teachers play an important role in science and technology development. Teachers have a facilitator role; they help students apply what they have learned by using creativity and innovation in their teaching and learning activities. Teacher creativity is needed to create an enjoyable teaching and learning atmosphere. This is explained in Article 8 of Law Number 14 of 2005 Concerning Teachers and Lecturers, which states that "Teachers are required to have academic qualifications, competence, educator certification, be physically and mentally healthy, and be able to realize national education goals." Teachers can use learning media to promote a positive teaching and learning environment.

According to Hamka (2018), learning media includes both physical and non-physical aspects used in the learning process. Learning media refers to materials, tools, or events used during the learning process. The benefits are to facilitate communication between teachers and students in providing an understanding of learning. Learning media can also increase the effectiveness and efficiency of learning (Afriyadi et al.,

2023; Nurfadhillah, 2021). Additionally, it can also stimulate students' interests, thoughts, and feelings. Furthermore, the objective of using learning media is to help students acquire knowledge, skills, and values during the learning process (Husadani, 2017).

There are various types of learning media. According to Rizkiani et al. (2023), Digital learning media is an effective type of learning media. Since it provides a framework for responsive, interactive, and adaptive learning design based on user needs.

Khosiyono et al. (2022) define digital learning media as learning media that are created digitally and has two-way communication capabilities. Digital learning media can be accessed using digital devices. Teachers can use digital learning devices such as digital posters, e-books, interactive multimedia, digital comics, and digital videos. The disadvantage of using digital learning media is that some students and teachers are still confused about technology, the Internet network is not yet widely used, and many students lack learning devices.

Almost any subject can use digital learning media. Social sciences are one of the subjects that can be taught by digital learning media. Social sciences are generally the subject that is taught at the primary level. Some students believe social sciences are uninteresting because many teachers keep using conventional teaching strategies like lectures. Some teachers do not make the most effective use of digital learning media, particularly in sociology courses, due to a lack of technical skills (technology stuttering).

The problem of teachers who have not optimized the use of learning media, especially digital learning media, presents a challenge for teachers, especially primary school teachers. According to Agustin & Maryani (2021) based on Jean Piaget's theory, the cognitive development of students aged seven to twelve is in the concrete operational stage. At this stage, students are in the early stages of thinking critically. Students can solve complex problems that are not abstract and realistic. As a result, learning through learning media is necessary, especially for primary school-aged children, because it is appropriate for their developmental stage.

Based on the problems raised above, the researcher decided to investigate how technology is used to teach social sciences in the upper grades (fourth grade). The objective of this study, which focused on fourth-grade elementary schools' social studies instruction, was to determine how students used digital devices as a learning medium. In this study, the researcher used digital platforms as a technology-based learning device. Hence, both students and teachers can use the digital platform to conduct learning activities.

METHOD

In this study, the researcher conducted qualitative research and used the literature review method. Ramdhan (2021) defines qualitative research as descriptive and analytical. In qualitative research, the researcher is involved in the research process. Interviews and observations are used as the main sources of information for qualitative research.

Jaya (2020) also clarified the meaning of qualitative research. He believes that qualitative research is widely used to study people's lives, social activities, economics, history, and so on. The research can end up in interpretations of words, phrases, or behaviors in a particular situation. It can provide results that are impractical to obtain with other methods than quantitative research.

Meanwhile, Subahan et al. (2021) define the Literature Review as a study that involves conducting a literature search and reading multiple sources of information. Books, journals, and other literature related to the research topic are on hand for review. A literature review is conducted to write an article about an existing problem or topic. In a literature review, the researcher looks at the theories developed and proposed by other researchers on the same topic.

According to Heryani et al. (2022) literature review is a method of investigating knowledge, findings, and ideas from previously conducted research. Literature review studies can be obtained digitally and manually from a variety of journals. The refereed journals must be relevant to the research topic at hand. The selected journals are then compared to relevant journals' contents.

This study is primarily based on a literature review, with articles in the database ranging from 2017 to 2023. The researcher's articles can be found at schoolar.google.com, and the keyword used to find relevant articles is "use of digital learning media in elementary schools". The researcher selected seven articles related to this study from the database based on the "article document type".

RESULTS

Learning media is an important part of teaching activities. The advantage of learning media is that it can facilitate communication between teachers and students, facilitating students to better understand the learning materials to be taught. Learning media can also help to increase the effectiveness and efficiency of learning. The use of learning media during the learning process can help students accept learning materials faster and increase their interest in learning.

As time goes on, the learning media used by educators can be connected through technology. The use of technology in learning media can improve learning flexibility, activity, and creativity. The objective of using digital learning media is to reduce disinterest while learning and improve the knowledge management process, thus achieving the objective of distance learning. In the field of education, the use of digital learning media plays an important role because it can facilitate teaching activities. Additionally, it may minimize the distance and time required for face-to-face learning.

A variety of technologies, including platforms, can be used as a learning medium. According to Rachmawati et al. (2020) digital platforms are one of the programs that can support online learning to be more successful. Several platforms can be used in the learning process, including Google Classroom, Edmodo, Zenius, Google Suit for Education, Rumah Belajar, etc. In addition to these platforms, there are other platforms such as Zoom and Whatsapp Group (WAG).

Wibawa (2021) also also introduced digital platforms. He defines digital platforms as software that functions on Android or PC systems. Digital platforms can be either applications or websites. The Republic of Indonesia's Ministry of Education and Culture recently established partnerships with a variety of parties to implement digitally based online learning. Especially, the official website www.belajar.id that presents 46 (forty-six) digital platforms, including Rumah Belajar, Gredu, Bahaso, Quizizz, and Kelaspedia.

The following is a discussion about Lumio SMART, a digital learning media for primary schools, specifically for fourth-grade social sciences subjects. It is one of the digital platforms, a newer and more collaborative digital learning medium. This digital platform was created to allow teachers and students to interact and connect while learning, whatever where they are. The platform is designed to meet the needs of learners, with several variations such as reflection, simplified questions, and embedding more meaningful learning for learners.

The Lumio SMART Digital Platform has several configuration options. Teachers can create game-based activities, assessments, questions, and reflections that can then be used in digital learning media. Here are the steps for using the Lumio SMART Digital Platform as a digital-based learning media:

a. Students as users can access the Lumio SMART website page via Google, browser, Chrome, or any other page; the URL is https://suite.smarttech-prod.com/library.
b. Once you click on the page, two options will appear. There are two options: as a teacher or as a student.
c. As teachers, we have the option of creating learning media for students to use while they learn.
d. After selecting the option as a teacher, the system leads us to create an account by selecting the option to register.
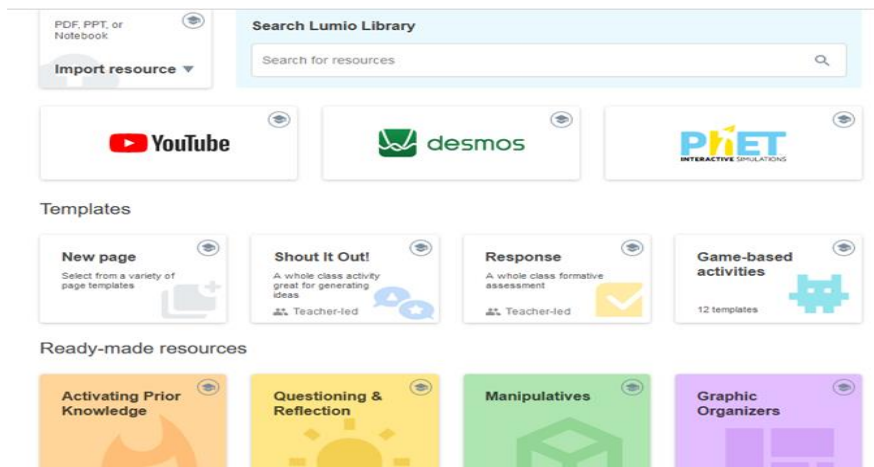e. After creating your account, you will see the following options:

Figure 1. Lumio SMART page view

In such a digital platform, teachers can choose the type of learning media they want to create. For example, if the teacher wants to create an educational game, he or she can choose game-based activities.

However, if a teacher wants to create questions for reflection, they can do so by selecting the Questions and Reflections option. If the teacher would like to create an educational game, the following options will be displayed.

The educator can choose the Game-based activities option, and the display will appear as shown below:
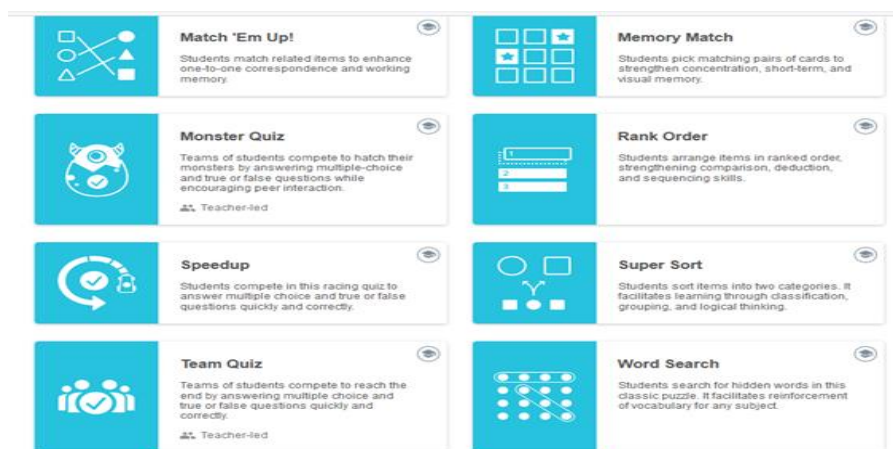

Figure 2. Game-based activities displayed on Lumio SMART

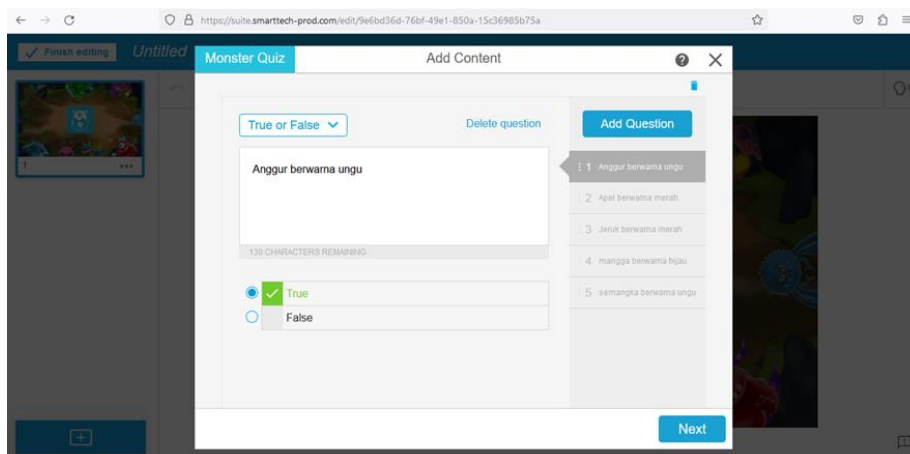f.   Teachers can enter material or questions about learning materials, as illustrated below.

Figure 3. Educational game edit view via Lumio SMART

g. Once the educational game has been set up teachers can share the link with students or play it in class. Here is an example of the educational game that was created:
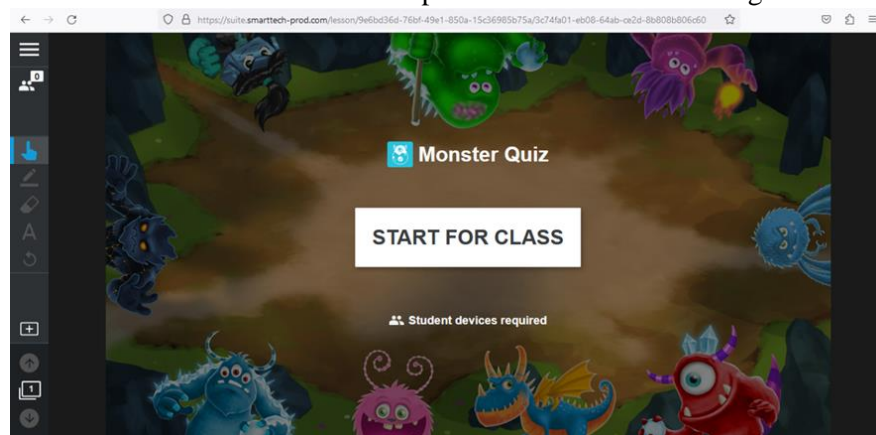

Figure 4. Educational game display ready to use.

DISCUSSION AND CONCLUSION

The use of learning media in learning activities is important. Digital learning media will be more in line with contemporary trends, facilitating students to keep up with current technologies. The use of digital learning media makes learning more responsive, interactive, and adaptive. The goal of using digital learning media is to reduce boredom in the learning process and improve knowledge management, which is the objective of online instruction. In the field of education, the use of digital learning media is very necessary because it facilitates teaching and learning activities and shortens the barriers of face-to-face learning, distance, and time.

Using digital learning media, teachers can enhance their ability to teach in creative and innovative ways. Teachers must improve their skills to provide meaningful learning to their students. Teachers can use a variety of digital learning resources, including Lumio SMART, genially, wordwall, Quizizz, and many others. The use of digital learning media is intended to make learning more interesting and less monotonous.

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