

# Development of Bahasa Indonesia Learning Model based on Blog for Junior High School in Indonesia

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**Abstract**—The purpose of this study is to describe the stages development of learning media that utilize communication and information technology. Stages of research refer to the theory of model development especially in Theory 4D by Thiagarajan. Need assessment as the basis of the model development found that the Bahasa Indonesia learning model in the research location is teacher centered learning which causes the lack of interactivity between the students and teacher. This research model was development research (Research and Development) which is focused on developing learning media of Indonesian based on Blog in grade IX students of SMP Negeri 4 Sinjai Timur. Development stage consists of define, design, development and disseminate. Blog-based Indonesian language learning media that has been developed has been done Trial in SMP Negeri 4 Sinjai Timur in class IX with the number of students 22 people. The results of the research indicate that the developed Indonesian Learning Media meets the following criteria: (1) effective because the minimum completeness criteria is achieved, the student activity is as expected, (2) the student's response is positive, and (3) practical, because all learning aspects can be done during the learning process takes place.

**Index Terms**—Validity, Practically, Effective

## I. INTRODUCTION (HEADING 1)

The development of science and technology causes rapid changes in many aspects of human life. Various activities utilize information and communication technology to facilitate the achievement of goals. Similarly, educational activities cannot be separated by learning activities. The position of technology in the field of education serves to facilitate learning activities and useful in curriculum development. Various studies showed that information technology has benefits in learning because it improves the effectiveness of learning. Information technology serves as a center for learning development with media support and is interesting, visual and interactive. Interesting aspects of information technology-based learning media causes the easiness for students to explore the learning materials independently. Furthermore, the internet technology as one part of information technology also as a supporter of good learning media. [1][2][3], [4]

The process of teaching and learning needs media that interesting for student. Blog is one way to overcome the boredom student. This software can display information in the form of writing, pictures, and animation. Moreover, the media can display the sound and allow the students to communicate indirectly in the learning process. The Blog Technology make the learning process interestingly for teacher and students. With three-dimensional color and visual display, the material is easily understood by students.[5]

Indonesian Language Subjects at Junior High School aimed at giving students the ability to explore writing and express ideas in written and oral. The learning objectives can be achieved easily if students receive information. Also, learning media should be attractive so that it can motivate students to follow the learning. This study describes the stages of activities in developing a magnetic Indonesian language learning media by utilizing information technology.

## II. RESEARCH METHOD

This type of research is Research and Development (R & D). Figure 1 outlines the steps of the R & D process. The location of research at one of the first middle schools in South Sulawesi is SMP Negeri 4 Sinjai Timur. Model development is done with 4-D model Thiagarajan with four stages: define, design, development, and disseminate[6]. Various research data supported the research.

1. Data validity assessment interpreted the validator response. If the validity value is above 2.5 represent that modul is valid and if the value is less than 2.5 means that the appraiser is not valid
2. Student response data based on questionnaires filled by students about the response to Media Learning Indonesian-Based Blog is considered good if the score is more than 80 is considered less good if the score is less than 80.
3. Learning management data collected by the observer and contains information about the teacher's ability. The analysis of category the learning management shows in table 1.
4. Individual learning result test data show the students' cognitive competence achieved after learning. The test data of the learning outcomes is analyzed as the ratio between the correct problem to the maximum value

Tabel 1. Learning management category

Category	Interval
Very bad	$1,0 \leq X, < 1,5$
Bad	$1,5 \leq X, < 2,5$
Practical	$2,5 \leq X, < 3,5$
very practical	$3,5 \leq X, < 4$

### III. RESEARCH AND DISCUSSION

#### First Step : Define

The initial activity of definition is an observation or direct observation of learning characteristic. The results of the study of this stage represented the unoptimally of learning conditions. The results of the observations are described in Table 2

Tabel 2. The initial condition of learning process

Learning Activities	Student Responses
Teachers dominated the learning activities	Students received learning materials passively
Learning materials only used manuals	The teacher was demanding to keep the student motivation
The learning process was limited to space and time	The student's comprehension was low

Also, the defining stage examines three parts: student learning outcomes, concepts and learning materials and learning objectives. Student learning outcomes at initial conditions are the requirement of student competence has not been met, or there are still students have not reached the minimum value. Needs of learning materials based on the concept of fundamental competence and core competencies. Furthermore, the learning objective is the student comprehension that is enough about the method of reading, writing and outlining ideas orally.

#### Second Step : Design

The design stage is the creating the learning media subjects Indonesian Language-based Blog. Table 3 shows the characteristic of instructional media

Tabel 3. Design of instructional media

Focus	Description
Learning media	Creation learning media using computer and information technology. Creation of learning blogs that include homepage, post, template and others Development of blog display design
Learning model	Learning model with problem-based learning approach includes syntax learning are: Teach the students to organize the about material Organize students to learn Facilitate independent and group investigations Analysis and evaluation
Evaluation Instrument	Instrument for measure the learning achievement

Blog as a learning media is arranged systematically and includes teaching materials, examples of tasks and evaluation questions. All the material is uploaded in the blog by the teacher. The presentation of the material approaches with an image that is easily understood by the students. Furthermore, teachers can design blogs with interesting colors and mimics digital magazines. Blogs are accessible to all students via the internet network. This learning medium provides opportunities and facilities for interaction between students through comment field

#### Third Step : Develop

##### Develop Testing of Validity

The development of learning began with validity testing that involved two experts on learning. The experts assessed instructional media, learning models and evaluation instruments. Testing the validity of the learning model is generated in the table 4.

Table 4. The validity of the learning model

No.	Content Quality	Average Score	Category
1	Material Quality	3,19	Valid
2	Language suitability	3,66	Valid
3	Story reviews quality	3,44	Valid
Aspect average		3,43	Valid

The result of validity test about instructional media covered about an aspect of display and application. The subjects assessed are blogs created at the design stage. Test results are presented in table 5 and table 6

Tabel5. Validity of Appearance of Blog

Component	Average	Category
Quality of Material	3,46	Valid
Picture Quality	3,22	Valid
Harmony of colour	3,55	Valid
Button	3,66	Valid
Resolusi	3,5	Valid
Average	3.47	Valid

Tabel6. Validity of Application

Component	Average	Category
Application	3,41	Valid
Interaction	3,11	Valid
Efficiency	3,65	Valid
Average	3.47	Valid

#### Student Response Test

The trial to obtain the student response to instructional media involved 12 students. (Table 7)

Table 7. Results of students' responses to instructional media

Indicator	DevelopmentPerte		Category
	I	II	
Clarity of information and guidance	85	92	Good
Quality of material on the media Blog	69	81	Good
Simulation of use	65	82	Good
Average	73	85	Good

#### Testing of Learning Management

The assessment of learning management includes four indicators. The results of research shows that learning management was very good (table 8)

Table 8. Results of Learning Management Analysis

No	Indicator	Average Score	Category
1	Introduction	4	Very Good
2	Learning Process	3.25	Good
3	Closing activitie	4	Very Good
4	Class Condition	3.65	Very Good
Score of Learning Activity		3.73	Very Good

### Dissemination

Dissemination or application of learning models in the classroom including modules and their evaluation instruments. Learning achievement of the student after disseminates model represents in the table 9.

Table 9. Learning Achievement

Focus	Statistic value
Research subject	22
Average Value	81.91
Standar Deviation	7.51
Minimum	80
Maximun	94.5
Number of eligible the students passed	22
Number of eligible students failed	-

The results of the development of learning media Indonesian-based Blog get a good response from students. Learning model must meet three criteria that are valid, practical and effective. [7][8] The development of Indonesian language learning model in Junior High School appropriate the valid criteria based on validator test on learning model, appearance of Blog and application. Practical criteria are determined by the student's response to instructional media and learning management analysis. The effectiveness criteria are met if no number of students are failed, or all students get a value that fit the passing standard.

### IV. CONCLUSION

The conclusion of the research are :

1. The process of developing learning media of Bahasa Indonesia based in Blog in SMP Negeri 4 Sinjai Timur begins with the initial analysis in the form of student analysis, task analysis, the next stage of learning media design and lesson plan, after which the material is developed. At the stage of material, development prepared all the material that will be input into the application program Blog and packaging of learning media.
2. Criteria for learning media developed are: practical because all aspects of learning can be done, and useful because the minimum mastery criteria have been achieved. Furthermore, the using the media of learning Indonesian-based blog effectively improve student learning outcomes.

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