

Factor Analysis of Student Learning Difficulties Using Powerpoint Media

¹Chandra Anugrah Putra., ²M. Sumardy

Universitas Muhammadiyah Palangkaraya, Central Kalimantan, Indonesia.

Article Information**ABSTRACT**

Received:
October 2023

Accepted:
November 2023

Published:
December 2023

This learning media is useful for teachers because using media as a tool can help teachers explain the material being conveyed to students. Public Vocational Secondary School-2 Kasongan has sufficient facilities such as LCDs, laptops, and computers, but teachers do not utilize the existing facilities. Therefore, teachers must be able to create interesting learning using PowerPoint media so that students are interested in following the learning provided by the teacher. This research aims to determine the factors influencing students' difficulties using Microsoft PowerPoint. This research was conducted at Public Vocational Secondary School -2 Kasongan. The research object was the class data analysis process, checking data validity. The results of this research show that the factors that influence the difficulty in using Microsoft PowerPoint at Public Vocational Secondary School-2 Kasongan are: 1) several students are technologically clueless and have knowledge of the basics of PowerPoint. 2) Students do not understand the function of using PowerPoint features. 3) Lack of creative ideas and creativity in creating attractive PowerPoint designs.

Keywords: Powerpoint Media, Difficulty

Corresponding Author:

Chandra Anugrah Putra
Information Technology Education
Universitas Muhammadiyah Palangkaraya,
Milon RTA Road, Palangka Raya City, Central Kalimantan Province, Postal Code: 73111, Indonesia.
Email: prince_rider22@yahoo.com

Citation Information: Putra, C. A., & Sumardy, M. (2023). Factor Analysis of Student Learning Difficulties Using Powerpoint Media. *Tunas: Jurnal Pendidikan Sekolah Dasar*, 9(1), 96-98. DOI: 10.33084/tunas.v9i1.6596

INTRODUCTION

Education is one of the most important things in a person's life. Education is what determines and guides the future and direction of a person's life. Even though not everyone thinks like that, education is still a human need because a person's talents and skills will be formed and honed through education. Education is also generally used as a benchmark for the quality of each person.

The definition of education in English means education. Meanwhile, in Latin, it means education, which comes from the words E and Docu. E means development from outside to inside or development from few to many, while Duco means developing. From here, education can also be called an effort to develop one's abilities. Meanwhile, according to the Big Indonesian Dictionary (KBBI), education is the process of changing the attitudes and behavior of a person or group in an effort to mature humans through teaching or training.

According to Ki Hajar Dewantara, he stated that the meaning of education is guidance for the growth and development of children. This means that education is an effort to guide the natural strengths of each child so that they are able to grow and develop as humans and as members of society who can achieve safety and happiness in their lives.

In the Law. No. 20 of 2003 concerning the national education system, article 3 states that the aim of education is to develop the potential of students to become human beings who have faith and are devoted to God Almighty, have noble character,

are healthy, knowledgeable, capable, creative, independent and become democratic and responsible citizens. Answer.

Students in learning need motivation, namely an encouragement or strength that causes students to have the desire to carry out learning activities. Teachers have an important role in fostering students' learning motivation, and teachers are a noble profession. They have an important role in their student's higher education success. Teachers can create interesting learning so that it can increase students' learning motivation; learning media can help teachers create interesting learning.

In this era of increasingly developing technology, learning programs are directed at utilizing technology well and with quality to motivate students to learn. Students with high motivation are supported by education that can facilitate this motivation, which will lead to the successful achievement of learning targets.

One of the uses of current technology is PowerPoint media, which can be accessed on a laptop. It cannot be denied that many students today still have difficulty presenting their learning outcomes using PowerPoint, so PowerPoint media is often used to make it easier for students to understand learning.

In this regard, to improve the learning process, interesting media is needed to foster enthusiasm and interest and activate students in the process of teaching and learning activities in the classroom. One alternative based on Microsoft PowerPoint will help combine all media elements such as text, images,

sound, video, and animation so that it becomes an interesting learning medium. For computer users, Microsoft PowerPoint is an application that is commonly used in their activities, especially during presentations. Microsoft PowerPoint is software that will help in preparing an effective, professional, and easy presentation. Microsoft PowerPoint will help an idea become more interesting and clear in its purpose when presented. Regarding the research to be carried out, the researcher conducted interviews and observations at the school, which will be used for the research. The results of interviews conducted with the class Based on the results of observations on class thick one.

With interactive learning media based on PowerPoint, students can be more interested in paying attention and following along during the learning process. This learning media is useful for teachers because using media as a tool can help teachers explain the material being conveyed to students. In reality, Public Vocational Secondary Schools 2 Kasongan has sufficient facilities such as LCDs, laptops, and computers, but teachers do not utilize the existing facilities. Therefore, teachers must be able to create interesting learning using PowerPoint media so that students are interested in following the learning provided by the teacher.

Because Powerpoint media is considered to be able to help teachers improve student learning at Public Vocational Secondary Schools 2 Kasongan. Using PowerPoint media as a presentation medium itself is a way to explain everything that must be explained. Through Powerpoint media students understand the material being presented better. Just the outline. Apart from that, you can also add supporting images to the Powerpoint media so that students are interested in learning. The application of Powerpoint media is hoped to increase students' interest in learning at Public Vocational Secondary Schools 2 Kasongan.

METHOD

This research is descriptive qualitative research, qualitative research has no distance limits between the researcher and those being researched. The relationship that occurs in qualitative research is based on a sense of trust between the researcher and those being researched. When in the field the researcher has an intense relationship with the intention of getting closer and being able to get more in-depth data.

This qualitative descriptive research is conducted through observation and interviews. Researchers conducted observations for 3 months to obtain research data. The observations carried out were in the form of observations in the ongoing learning process of student activities using Microsoft media, especially the PowerPoint application. The research carried out is in the form of observations to examine the truth of the problems that occur. This was done several times to obtain the accuracy of the data obtained, after which interviews were conducted with teachers and students.

Interviews were conducted with teachers at school regarding the difficulties of using Microsoft, namely the PowerPoint application, in the learning process. Apart from that, interviews were also conducted with students majoring in multimedia classes. Meanwhile, interviews with teachers were conducted to find out how difficult it was for Microsoft, namely the Powerpoint application, to be used at the Public Vocational Secondary Schools 2 Kasongan school. In this research, there were four respondents from Kasongan Vocational School 2, consisting of 1 multimedia teacher, two students, and one principal. Interviews were structured with questions that were prepared, linked, and developed with related literature.

RESULTS AND DISCUSSION

This research aims to find factors of difficulty in using PowerPoint media in learning at Public Vocational Secondary Schools 2 Kasongan. With interactive learning media based on PowerPoint, students can be more interested in paying attention and following along during the learning process. This learning media is useful for teachers because using media as a tool can help teachers explain the material being conveyed to students.

Based on the results of research with school principals, multimedia teachers, and class better. Learning before using PowerPoint still used existing learning media such as using paper to do assignments so students still incurred costs in making assignments and took a long time to get material from the teacher. Meanwhile, learning after using PowerPoint makes it easier for students to learn assignments for teachers.

The advantage of this PowerPoint application is that we can carry out the learning process using media displays of images, animations, and videos and directly face-to-face with the subject teacher. Meanwhile, the disadvantage of this power point application is that it is dependent on electricity. Media users depend on the presentation of material, and the supporting media, such as LCDs and laptops, are too expensive, and in practice, students use the facilities provided by the school. They can use the application. The dependence on electric current is very high so it can cover the disadvantages of learning media/PowerPoint.

CONCLUSION

Based on the results of conclusions in class X students, it can make it easier for students to receive material well so that students are eager to take part in learning by using power points, but there are some students who also find it difficult to accept the material given using power points, because not all teachers provide material using PowerPoint media so that some students are late in understanding PowerPoint learning.

Grade X students can better accept the material given by the teacher using PowerPoint media because students are more interested in learning in a short but understandable manner and save paper. Students also do not need to copy materials

using paper, simply by copying and pasting, asking the teacher for the material.

ACKNOWLEDGMENTS

Researchers are very grateful to Universitas Muhammadiyah Palangkaraya for supporting this research. This research would not have been possible without support from the leadership and management of the teaching and education faculty at Muhammadiyah Palangka Raya University, who facilitated and guided us in publishing articles in this journal.

REFERENCES

- Damayanti, Puspita Ayu & Abd Qohar. 2019. "Pengembangan Media Pembelajaran Matematika Interaktif Berbasis powerpoint pada Materi Kerucut. *Jurnal Matematika Kreatif-Inovatif*, 10(2), 119-124.
- Hanafy, Muh. Sain. 2014. Konsep Belajar dan Pembelajaran. *Lentera Pendidikan*. 17(1), 66-79.
- Hanny Putri, Nurafni, 2021. Pengaruh Media Pembelajaran Power point Interaktif Terhadap Hasil Belajar IPS Siswa Sekolah Dasar. *Jurnal Ilmu Pendidikan*. 3(6).
- Jalinus, Nizwardi, Dan Ambiyar. 2016. *Media Dan Sumber Pembelajaran*. Kencana.
- Nabila, N. (2020). Pengembangan multimedia interaktif berbasis power point pada materi teorema pythagoras. *Jurnal Syntax Transformation*. 1(4), 32-40.
- Permadi, A. S., & Oktariana, D. (2022). Efektivitas Pembelajaran Menggunakan Model Problem Based Learning Berbantuan Powerpoint: Learning Effectiveness Using Powerpoint Assisted Problem Based Learning Model. *Bitnet: Jurnal Pendidikan Teknologi Informasi*, 7(2), 19–23. <https://doi.org/10.33084/bitnet.v7i2.4059>
- Susilana, Rudi & Cepi Riyana. 2009. *Media Pembelajaran*. CV Wacana Prima.
- Tika, Y. A. P., & Fitria, Y. (2023). Validasi Terhadap Multimedia Interaktif Powerpoint Pada Pembelajaran Tematik Terpadu Sekolah Dasar: Validation Of Powerpoint Interactive Multimedia in Integrated Thematic Learning in Elementary Schools. *Tunas: Jurnal Pendidikan Guru Sekolah Dasar*, 8(2), 55–62. <https://doi.org/10.33084/tunas.v8i2.4941>