



Powerpoint-Based Interactive Media Development in Online Learning

Raudatul Izmi^{1,*}, Utari², Mia Andriyani³

^{1, 2, 3}Universitas Budi Darma, Medan, Indonesia

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Correspondence

E-mail: raudatulizmilubis@gmail.com*

A B S T R A C T

When the COVID-19 pandemic hit almost all countries, all activities were limited and it was recommended to stay indoors, including the online learning process. This research is based on problems that occur in the learning process during the Covid-19 pandemic. Overcome this problem, it can be done using interactive media. This study aims to determine the development of technology in the world of education. One of them is interactive media-based learning media. In learning media, interactive media can be further developed to be varied so that the function of the media becomes wider. The development of media is not easy, but the need for an effort to maximize it. Therefore, the use of media is very important to improve and support the delivery of material. Interactive media usually refers to a computer system service that responds to actions between users in presenting material, such as text, images, animation, video, and audio.

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1. Introduction

Coronavirus (covid-19) is a contagious disease caused by the SARS-CoV-2 virus. The 2019 Coronavirus (Covid-19) which has attacked the world, including Indonesia, has made the government urge its people to stay at home, reduce various activities outside the home, and maintain physical distancing. then the government set policies and rules for working from home. The impact of the COVID-19 pandemic is very influential, especially in the field of education, and so that education can run smoothly without having to meet face to face to minimize the spread of the virus, it is through the implementation of online or virtual learning, the issuance of circular letter Number 3 of 2020 concerning the prevention of Covid-19 the government through the Ministry of Education and Culture on education through learning from home (Online) programs then this learning program is applied to education in the territory of Indonesia.

Online learning is the only solution to overcome some of the difficulties that occur directly through the teaching and learning process. This is a challenge for all elements of education to continue to carry out the education and learning process, even when schools are closed. The government's decision to suddenly close all educational activities and schools forced the relevant educational institutions to carry out home-based learning. This statement is supported by the development of technology and information that does not lead to Industry 4.0 Rotation. Online learning can be used effectively to carry out the teaching and learning process, even when students and teachers are in different disciplines. This can overcome the problem of student delays in obtaining education and knowledge, (Kurniyawati & Nugraheni, 2021).

However, in gaining knowledge online or online, most students are less enthusiastic about working together in learning, so learning becomes boring and boring. A student who is bored with acquiring knowledge gets knowledge of poor results too. In addition, students feel bored and bored when collaborating in online training and gaining knowledge about the process, namely because they get monotonous knowledge, the intonation delivered with the help of the trainer is less varied, it's just that educators cannot directly meet the coach and his friends. Therefore, there is a need for innovation in gaining knowledge, to channel the enthusiasm of students in gaining knowledge and the knowledge gained feels more exciting and fun. To deal with this phenomenon, educators and students need to make adjustments and innovations related to the use of existing technology to support a fun teaching and learning process. Various types of technical tools, such as gadgets, can be used for online learning. Gadgets are very collaborative and sophisticated communication tools that can be used to facilitate the teaching and learning process carried out by teachers in providing the material provided. Gadgets have many advantages that can be used to support learning facilities. The use of gadgets as a learning tool makes teaching and learning activities more diverse and fun and makes students interested in participating in bold learning (Purnama & Pramudiani, 2021).

Currently, the development of technology is very rapid, technology is not only developing in one field but all fields of science including education. The development of technology can make it easier for someone in the learning process, namely being able to develop media. One of the learning media that can be used is interactive media, using technology that is currently developing to help the learning process become more effective when doing online learning. In superior education quality, the use of effective learning tools is used by educators to assist the learning process. The device is in the form of interactive media. Media is also referred to as a tool to convey information from the sender to the recipient, to increase understanding, and minimize things that are difficult to understand, (D. P. Kurniawan, 2022).

Media can be described as a tool for interaction between educators and students, which contains information about knowledge. Media is divided into six domains, namely visual, audiovisual, slide and sound combinations, computing, interactive computer and video, and the Internet. Each part of the media has its advantages based on the strategy and learning objectives because, with the use of adequate learning facilities, educators will find it easier to convey material and help understand lessons. One of the suitable media to be applied in online learning is to use PowerPoint media.

2. Research Methods

As for the stages in this research, there are several steps which are described as follows.

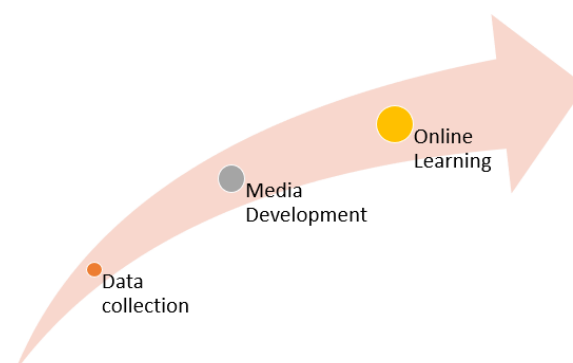


Figure 1. Research stages

2.1. Data Collection

Data collection is meant to be done by studying as many things as possible related to the development of interactive media in the form of powerpoint. Data collection aims to determine the conditions in the field so that it is necessary to develop learning media for students.

2.2. Interactive Media

Interactive learning media is digital media that integrate between teachers and students in the form of text, graphics, images, and sound, interactive media means multimedia that displays learning functions to inform information users (users). This media can be used during a pandemic because most of the learning process is done online. The development of interactive media meaning as a process of empowering students to control the learning environment. In this context, the learning environment in question is learning by using a computer. Interactive classification in the scope of multimedia learning does not lie in the hardware system but rather refers to the characteristics of student learning in responding to the stimulus displayed on the computer monitor screen. The quality of student interaction with computers is largely determined by the sophistication of computer programs (Maulana & Nasir, 2022). Learning always requires interaction to better absorb and understand the material and avoid student boredom. Interaction occurs when students participate in learning by providing behavior that is responsive to the material presented, rather than acting as passive recipients of the information. In general, the benefits that can be achieved can be seen from the learning process with interactive media to be much more interesting and interactive. The use of this powerpoint-based interactive media in the learning process can be in the form of presenting information, simulations and providing training. Interactive learning can also create a fun learning environment, supported by the display of images, sounds, and videos. This can improve student learning, especially minimize boredom for elementary school children.

2.3. Online Learning

Online learning means learning that is done online, which uses learning applications. The COVID-19 pandemic that has occurred almost all over the world has become an obstacle for all parties in the world and is a global human health crisis and human health crisis. The COVID-19 pandemic has had several impacts on the world of education, including Closing schools around the world to stop the spread of Covid-19. As a result, the government closed schools thus hampering student learning activities. Learning activities have changed since the Covid-19 pandemic. This can be seen in the changes in the process of learning activities. So far, learning activities have been carried out through direct teacher-student meetings in the same place, in the classroom. However, during this pandemic, learning activities must be carried out remotely, so it is not possible to carry out the activities mentioned above. The impact of the Covid-19 pandemic has forced the government to create online or online learning programs based on digital media technology. Learning materials are sent to students electronically or in the form of files via the internet. Online learning is seen as a possibility, according to the government, the most effective and efficient way of learning during the current pandemic. (Nurfadhillah et al., 2021) Where at this time that education in Indonesia is undergoing a learning program from home or online using online media, educators can use groups on social media such as Whatsapp (WA), telegram, zoom application, or other social media as a learning tool to learn together in time. simultaneously, so that even if students do not study at the same time, it can be ensured that they learn at the same time as in class, but can be at home or work. Online learning is an activity that utilizes various kinds of media that are accessed using the internet.

3. Results and Discussion

Virtual classrooms function as classrooms in online education, educators and students communicate using mobile devices and internet networks. The spread of online learning can be supported by various media (Word & Rahayu, 2020). One of them is interactive media. The process of interaction through online learning is possible synchronous or asynchronous (asynchronous). In practice (synchronous) practice can be done, for example using Zoom and Google Meet. In the learning process using interactive media, asynchronous learning can be done using WhatsApp, LMS, e-learning, and Google Classroom. The media has access to all applications and will enable students. For these learning applications to function effectively, teachers must know the field of communication

and information technology (Mustika et al., 2018). E-learning, Zoom, and WhatsApp are all used to make learning easier. While e-learning is used to give assignments and collect feedback, WhatsApp and Zoom are used for discussions. This instruction lasted for three days. one for discussing course material and the other for evaluation. Each 35-minute learning session lasts. Students must fill in the attendance form during the learning process and then update the previous attendance using the e-mail feature.

The teacher then gives a certain amount of time to the students to get ready for the seriousness and focus with which they will receive the instruction. At each meeting, the teacher uses WhatsApp or Zoom to provide information via PowerPoint, giving students time to understand everything. The instructor then launches a discussion forum for the subject covered. Each student is required to take part in conversational activities by asking and answering questions. When students' understanding and intermediary emerge for a reason, the instructor observes and provides explanations for understanding. Each teacher and students conclude the subject matter at the end of the lesson. Following information students are given an evaluation to find out their learning outcomes following the powerpoint discussion (Sukoco et al., 2014). The development of appropriate media will produce learning objectives that are following the competencies expected by students. Various kinds of media can be used in the learning process. With the development of technology at this time, learning media can also develop.

Interactive learning materials are media or various physical tools used to facilitate communication between a teacher and a group of students in a learning situation. The use of teaching materials must be conveyed clearly through the facilities of the assimilation process and understanding of the material being studied. Thus, interactive learning materials can help and facilitate students' understanding of the material provided by the teacher, and it can encourage students to play an active role in the learning process. to improve the quality of the learning process requires effort to achieve better learning outcomes. Learning outcomes are influenced by several factors, including the application and use of learning technology, (Sugiyarto et al., 2021). The average interactive learning generally shows that the teaching materials are used well. This can be seen in the results of the small-scale trial that the teacher's response was 75.08% on the surface test scale obtained was 85.75%. In addition, the response from students to interactive learning was very good, (Anyan et al., 2020).

Microsoft PowerPoint is one of the software that is widely used to create simple but interesting learning media. This can be seen through menus that allow users to create and develop learning media that are more interactive and fun. The use of consistent design, playful spelling, use of animation, and even photos can attract children's attention. But don't forget to insert an image that contains dozens of information instead of displaying a lot of text. In addition, learning with interactive PowerPoint media is easy and convenient for both students, teachers, and parents of students because it does not require an internet connection to open it and does not use much because of the small file size. From the large storage space. For computer users, Microsoft PowerPoint is an application that is commonly used in an activity, especially during presentations. Microsoft PowerPoint can help in compiling an effective, professional, and easy presentation.

4. Conclusion

From the results of the research above, it can be concluded that the interactive learning media developed can be used during the pandemic to facilitate the teaching and learning process. Interactive media is one of the learning media that can increase students' learning motivation in the teaching and learning process. Utilization of learning media is very important to support the delivery of material that can indirectly improve student achievement, one way to improve student learning is to implement and develop interactive media. One of the media that can be used is PowerPoint

interactive media. Because by using interactive PowerPoint media, students can create experiences and activities in various ways. This basic of using interactive PowerPoint media is designed to demonstrate student learning skills, especially it can help students learn how to use interactive PowerPoint.

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