Media Platform Moodle Assisted Project-Based Learning Model for Short Story Text Learning in Class IX of Junior High School

Tuti Widiyastuti, Abdul Rozak, Yusida Gloriani

Indonesian Language Education Masters Study Program, Universitas Swadaya Gunung Jati, Cirebon, Indonesia

Email address:

tutiwidiyastuti2001@gmail.com (Tuti Widiyastuti), abdurrozak58@gmail.com (Abdul Rozak),
glorianiyusida68@gmail.com (Yusida Gloriani)

Abstract: The purpose of this study was to explain the design of a project-based learning model and the results of its implementation with the help of the Moodle platform in learning short story texts in class IX. The method used is descriptive qualitative method. This study uses a qualitative approach with the ADDIE model development method. Data collection was in the form of teacher and student activities in every aspect of learning model design, short story text assessment instruments, student worksheets and short story text product presentations. The form of data in this study is in the form of scores for short story text assessment sheets. From the results of the research and discussion, it can be concluded that the ability to write short stories in class IX at SMP NU Darul Ma'arif Kaplongan, with a total of 28 students, obtained an average total score of 90.3 out of the highest score of 100. Meanwhile, the field trial phase was carried out at SMPN 1 Karangampel Indramayu which totaling 31 students with an average total score of 80.5 out of the highest score of 100. And SMP Muhammadiyah Karangampel with a total of 31 students obtained an average total score of 80 out of the highest score of 100. Overall implementation results both small group trials and field trials received an average -the average total score is 86.6, it is included in the "Very Eligible" category. That is, the design of a project-based learning model assisted by the Moodle platform media is able to improve students' ability to compose short story texts. Which illustrates an increase in effectiveness and value scores after using the project-based learning model. The design of the Moodle Platform-Assisted Project-Based Learning Model in Learning Short story text is a combination of PjBL and the Moodle Media Platform, so the design of this model is very much needed by teachers in learning Short Story texts. From the implementation of the use of the PjBL model assisted by the Moodle Media Platform, it can be concluded that the developed Project-Based Learning Model Assisted by the Moodle Media Platform in Learning Short Story Texts in SMP/MTS is very feasible for teachers and students to use in learning.

Keywords: Project-Based Model, Media Platform Moodle, Short Story Text

1. Introduction

The learning model is a learning pattern that is illustrated from beginning to end, the learning process that is presented specifically by the teacher to achieve learning outcomes. One of the learning models is a project-based learning model (Project based learning). The project-based learning model (project based learning) is an innovative student-centered learning and establishes the teacher as a motivator and facilitator, in which students are given the opportunity to work autonomously in constructing their learning. The

project based learning (PJBL) model is a learning model that involves a project in the learning process [12].

This research is about the development of a project-based model using the Moodle Platform media. The author chose this topic because according to him PBM (Teaching and Learning Process) is very important because it helps in achieving better learning outcomes. Students will feel valued by works that can be published, so they will be enthusiastic about writing short story texts. In this study, the authors developed a learning model assisted by learning media using the Moodle platform as a solution to the problem of learning

Indonesian language and literature at school.

In this study, the authors developed a learning model with the help of learning media using the Moodle platform. Moodle is a software package used to develop learning systems and processes using computers (laptops) and other gadgets. The results of this moodle development can then be accessed by students by utilizing the internet network. Learning systems and processes by utilizing this application are referred to as Learning Management Systems (LMS) or Course Management Systems (CMS) [1].

Based on the results of a survey via Google form, the following results were obtained for educators in the field of technology and informatics: 1) The informant was of the opinion that Moodle is a platform used to support learning management systems online and using computer devices. 2) Get to know Moodle in 2016. 3) Learning with the Moodle platform really helps. 4) Want to do moodle development on the CBT (Computer Based Test) and Webcam-based Safe Exam Browser sections. 5) Willing to help develop moodle in learning short story texts. 6) The development step is to include the flipbook in the activity book contained in the moodle.

Based on the results of a survey via Google form, there were 29 students in class IX at SMP NU Darul Ma'arif Kaplongan regarding learning short story texts. The results showed that: 1) 24 students liked short stories, 4 students didn't really like them. 2) 22 students read short stories from books, 6 students from online sites and 1 student from books and online sites. 3) Many types of short stories have been read, ranging from comedy, friendship, adventure, etc. 4) 24 students who like short stories want a means to write short story texts that are able to evoke interesting ideas, for example with the right media. They also want the text of the short stories they have written to be printed or published. Based on this information, they want to carry out fun Indonesian learning by using technology.

There has been no research involving the development of a project-based model supported by the Moodle Platform learning media that has been revealed by researchers. However, there are some results of previous studies that are quite relevant to this research. Research conducted by with the title "Development of Interactive Media for Learning Short Stories Based on a Scien The results of the plans and designs are described in the form of a Media Program Outline (GBPM) and media script writing (story board); 3) story board documents are used as the basis for making flowcharts and products developed [13]. After producing the product, the next step is implementing the product by conducting formative tests and assessments to find out product deficiencies from media and material experts. After customizing the product as desired, the next step is to carry out a summative assessment by media experts, material experts, and students. Recapitulation of the summative assessment results from media experts, material experts, and students each obtained an average score of 5.00, 4.86, and 4.30 in the very good category. This means that this product is suitable for use in learning short stories in the 2013 curriculum. Based on the empirical data above, the authors

will conduct further research by developing a project-based learning model as an effort or solution to improve learning outcomes in short story text learning. The development is carried out by adding basic syntax or guidelines in determining the following steps: publication of project results. This stage is the final step where students can publish project results with the help of technology.tific Approach".

Based on the description above, the writer will develop a learning model with the help of learning media as a means for students to be creative. Therefore, the author took the title, Project-Based Learning Model Assisted by *Moodle Platform Media in Learning Short Story Texts for Grade IX Middle School.*

2. Theoretical Study

2.1. Project Based Learning Model

Project Based Learning is an innovative learning that emphasizes contextual learning through complex activities. Project-based learning is a learning designed for complex problems which students carry out investigations to understand, emphasizing learning with long activities, assignments given to students are multidisciplinary, product oriented. Explains that project-based learning is a systematic learning method, which involves students in learning knowledge and skills through a long and structured process of searching/digging (inquiry) on authentic and complex questions as well as assignments and products. very carefully designed [11].

According to that the project-based learning process is not merely a procedure. But it is part of self-management lessons as a life skill. The PBL process as a form of learner centered learning views that we have to control and hold responsibility [2].

States that: "project based learning focuses on creating a product or an artifact by using problem-based and inquiry based learning depending on the depth of the driving question. In project-based learning, there is a link between problem-based learning (PBL) and inquiry-based learning (IBL) [6].

2.2. Moodle Platform Learning Media

The word media is the plural of the word medium. medium got is defined as an intermediary or introduction to the occurrence of communication from sender to receiver. Limitations regarding the meaning of internal media Education is the media used as a tool and activity material learning [5].

Describes learning media as anything that can be used to channel messages from senders to recipients so that they can stimulate students' thoughts, feelings, concerns, and interests and enthusiasm, so that the teaching and learning process occurs [3].

2.3. Short Story

Creative writing, so to speak, writes in a different way.

Because creative means different. Different from the way most people are. Different from the things that are common so far. So creative writing can be said as a way or ability to express ideas and ideas in writing that are different and interesting so as to give special inner experiences to readers [14].

Story is defined as a story that describes how something happened about an event, event, and so on. For example, when camping on a mountainside, writings that tell about climbing, regarding experiences, suffering, or other events, both real and fictional are expressed in the form of stories [8].

Short stories are works of fiction in the form of prose which can be read in one sitting. Whether it's done by sitting relaxed, sitting in line to be examined by a doctor, sitting in line at the bank, and so on. The finished reading size in one sitting is roughly between half an hour and two hours, something that is impossible to finish reading a novel [9].

3. Research Methodology

There are so many kinds of research that we can specify. This depends on the goal, approach, field of knowledge, place and so on [15]. This research is research development (Research and Development). Research and Development (R&D) is a research method used to produce certain products [25 tri samiha]. This study aims to produce explanatory text e-module teaching materials based on local wisdom. Research and development or Research and Development (R&D) is a research method used to produce new products or discover something new and develop products that have already been found [7]. Research and development or Research and Development (R&D) is longitudinal or gradual in nature.

According to Research and Development, namely the initial and exploratory stages by conducting research and development and testing on a product and service to find out how far it is effective for the company. Research and development are defined as scientific methods used to research, design, produce, and test the validity of the products that have been produced [10].

This study uses a research and development methodology with the ADDIE model (Analysis-Design-Development-Implementation-Evaluation). ADDIE is a process model, which describes the steps of making a product. In the end this research and development becomes a product in the form of a learning model. The ADDIE Development Model Process consists of five phases namely analysis, planning, development, implementation and evaluation [4].

4. Result and Discussion

The results of the implementation of short text learning model designs that are supported throughout the Moodle Platform can be used as learning models. This feasibility has been proven by the results of evaluations by material experts, media experts, practitioners, and development trials. Based on survey data analysis, evaluation results were obtained. This can be explained in the following explanation.

1) Material Expert

The feasibility of the short text learning model consists of three aspects of assessment, namely content feasibility, presentation feasibility, and language assessment. Based on the results of the evaluation of material experts, the feasibility of the short text learning model achieves a maximum score of 4 and an average overall score of 3.1. This is because material experts have identified the "appropriate" category where the short text learning model is used as a learning model design.

2) Media expert

The feasibility of the short story text learning media model has three aspects of graphic feasibility, namely media size, media cover design, and media content design. Media experts assess the feasibility of the short text learning model with an average overall score of 3.56 and a maximum score of 4. This can be interpreted by media experts as an indication that the short text learning model is appropriate. It is rated as a very feasible design learning model.

3) Practitioner

The aspect of assessment by the Indonesian language teacher consists of two aspects, namely the material aspect and the language feasibility aspect. Practitioners' assessment was carried out by two Indonesian teachers from SMPN Darul Ma'arif and an Indonesian teacher from SMPN 1 Plered. The assessment scores that have been obtained through the questionnaire are then averaged into an assessment score with a range of 1-4. Based on the results of the overall evaluation by the two practitioners, they got an average overall score of 3.13 out of a maximum score of 4. It can be said that both practitioners generally state that the short story text learning model is "Decent" to be used as a learning model design.

4) Development Trials

The assessment instrument for students as users of the learning model consists of three aspects, namely aspects of appearance, presentation of material, and benefits. The average overall score is 3.3, with a maximum score of 4, based on the results of student assessments in small groups and field trials. This can be interpreted that the short story learning model is in the "very good" category. For students to use as short story text material and as Indonesian language teaching material. Based on the data analysis above, it was found that the overall average evaluation results from material experts, media experts, practitioners, small group trials and field tests achieved an average score of 3.27 and a maximum score of 4, so that the short story text learning model material fall into the category of "Very Eligible". This proves that the development of a short story text learning model is feasible to be used as a short story text learning model design for junior high school students.

The results of the implementation of the short story text learning model for SMP/MTs students can be seen from the average response in small group trials and field trials. The small group trial phase of the three aspects of the assessment, namely the appearance aspect the average total score was 90.3, the presentation aspect the average total score was 80 and the benefits aspect the average total score was 80.5. The

results of the Moodle platform assisted learning model design trial received an overall average total score of 86.6 out of 100 highest scores. Based on the results of the discussion on the implementation of small group trials, the short story text learning model for SMP/MTs students is feasible to be used as a learning model design, especially short story text material in Indonesian language subjects.

5. Conclusion

Short story text learning model design for SMP/MTs students. It consists of covers, prematerial, materials, and postmaterial. The learning model design was created using the Moodle platform application. The language used in the design of the learning model uses communicative standard language. As for legibility, the writing uses size 14 with Times New Roman font. The design of this learning model is accessed by users via laptops or smartphones connected to the internet. To start opening the learning model design first, you already have the 9.smpnudm.sch.id link.

The results of the implementation of the short story text learning model for SMP/MTs students can be seen from the average response in small group trials and field trials. The small group trial phase of the three aspects of the assessment, namely the appearance aspect the average total score was 90.3, the presentation aspect the average total score was 80 and the benefits aspect the average total score was 80.5. The results of the Moodle platform assisted learning model design trial received an overall average total score of 86.6 out of 100 highest scores. Based on the results of the discussion on the implementation of small group trials, the short story text learning model for SMP/MTs students is appropriate for use as a learning model design, especially short story text material in Indonesian language subjects.

References

[1] Amin, Ishaq Made. 2012. Moodle Pembelajaran Berbasis Web. http://www.ishaqmadeamin.com/2012/12/moodle-pembelajaranberbasis-web.html. Diakses pada tanggal 27 Januari 2022.

[2] Amir, M Taufiq. 2012. Inovasi Pendidikan melalui Problem Based Learning. Jakarta: Prenada Media Group.

[3] Arief S, Sadiman, (dkk). 2010. Media Pendidikan. Jakarta: Raja Grapindo Persada.

[4] Branch, R. M. (2009). Instructional Design-The ADDIE Approach. New York: Springer.

[5] Daryanto. (2016). Media Pembelajaran. Yogyakarta: Gaya Media.

[6] Hendrik, M. (2014). Pengembangan Media Interaktif Pembelajaran Cerita Pendek Berbasis Pendekatan Saintifik. Pengembangan Media Interaktif Pembelajaran Cerita Pendek Berbasis Pendekatan Saintifik, 1-2.

[7] Saputro, Budiyono. 2017. Manajemen Penelitian Pengembangan (Research & Development). Yogyakarta: Aswaja Pressindo.

[8] Sudarman, Paryati. 2008. Menulis di Media Massa. Yogyakarta: Pustaka Pelajar.

[9] Sugiarto. 2015. Terampil Menulis: Tips dan Trik Menulis Laporan, Opini, Cerpen, Puisi, dan Pantun. Yogyakarta: Morfalingua.

[10] Sugiyono. 2015. Metode Penelitian Kuantitatif, Kualitatif, dan R&D. Bandung: ALFABETA.

[11] Thomas, John W. (2000). A Review of Research on Project-Based Learning. California: The Autodesk Foundation. Diakses pada tanggal 26 maret 2022 dari http://www.bie.org/research/study/review_of_project_based_learning_2000

[12] Tresna Dermawan, dkk 2008. Buku Panduan Pengembangan Kurikulum Berbasis Kompetensi Perguruan Tinggi. Jakarta: Ditjen Dikti.

[13] Trianto. (2014). Mendesaian Model Pembelajaran Inovatic, Progresif dan Kontekstual. Surabaya: Prenadamedia Group.

[14] Yunus, Syarifudin. 2015. Kompetensi Menulis Kreatif. Bandung: Ghalia Indonesia.

[15] Zakaria, M. Askari, Dkk. (2020). Metodologi Penelitian Kualitatif, Kuantitatif, Action Research, Research and Development. Sulawesi: Yayasan Pondok Pesantren Al Mawaddah Warrahmah Kolaka.