

IMPROVING THE QUALITY OF THE PANCASILA AND CIVIC EDUCATION LEARNING PROCESS THROUGH THE USE OF INFORMATION TECHNOLOGY MEDIA BASED ON TIC TOK FOR ELEMENTARY GONILAN STUDENTS OF DISTRICT KARTASURA LESSON YEARS 2020-2021

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ABSTRACT

The purpose of this study was to describe the quality of the PPKn learning process through the use of information technology based on Tic Tok for students of elementary Gonilan 2, Kartasura District, lesson years 2020-2021 . This type of research is a qualitative descriptive study. The research subjects were teachers and students of grade VI Elementary Gonilan 2, and the objects were: the learning process of PPKn, IT and Ticok. Data collection methods using: interviews, and documentation. The data analysis technique was carried out using interactive analysis techniques consisting of 3 stages, namely; data reduction, data display, and data verification. Research results: The results of the study were based on interviews with teachers and grade VI students regarding the learning process of PPKn in the Covid 19 pandemic era which did not have maximum bias, because the teachers' lack of activity and the facilities and infrastructure owned by students were not supportive, so that their absorption capacity was relatively low. This is evidenced by the results of daily tests achieved by 22 students who meet the KKM, only 12 students with an average grade of 70 with a KKM of 78. Therefore, it is necessary to improve the quality of the PPKn learning process, one of the alternatives offered is through the use of IT media based on Tic Tok. . Tic Tok for students is very interesting and fun, so if we can choose tic tok that has something to do with the teaching material that is conveyed it can support the improvement of the quality of the PPKn learning process optimally. The conclusion is that it is necessary to improve the quality of PPKn learning through tic tok-based IT media for grade VI students of Elementary Gonilan 2, Kartasura district for the 2020-2021 school year.

Keywords: Learning process of PPKn, TI and Tic Tok

INTRODUCTION

Learning is a planned, continuous and continuous process by empowering all components of learning to achieve predetermined goals. (Sudrajat, 2008) (Ahmad Johari, 2008) Learning components include: teachers, participants being taught, learning objectives, teaching materials, learning approaches, learning methods, instructional media and learning evaluation. (Hanafy, 2014) (Ariani, 2018). In the context of PPKn learning according to the 2013 curriculum, it can be interpreted that learning PPKn estuary is mainly character building in addition to attainment in the realm of knowledge, attitudes and skills (Wiratama, 2019). PPKn learning according to the 2013 curriculum uses a positive approach and emphasizes the target character values at every meeting (Aprilia et al., 2018) (Rahmayani, 2016). The components in PPKn learning include teachers, participants being taught, learning objectives, teaching materials, learning approaches, learning methods, learning media and learning evaluation.

The implementation of PPKn learning at Elementary Gonilan 2 Kartasura District has emphasized the aspects of knowledge, methods, the media used are also less varied, teachers are less able to develop teaching materials according to developing real conditions, teachers are less able to motivate participants. The impact is that students lack focus so that the absorption of students is very concerning. Of the 25 students were given questions at the end of the PPKn learning, only 15 fulfilled the KKM while 10 students were under the KKM with a KKM of 80 and an average score of only 70. If this is allowed then the impact will be failure in the PPKn learning process, because of that a solution must be found.

One effort that can be done is the use of information technology media based on the Tic Tok. You should not assume that the Tic Tok is just entertainment in which it only contains funny things, jokes, strange things or even scary, creepy things and so on. If the teacher can select the media content of the Tic Tok media, then they can get an incident whether it's a short video, a short film that can be used to improve the quality of PPKn learning. (Fauziah, 2019)

This research is focused on improving PPKn learning through the use of information technology media based on Tic Tok for students at Elementary Gonilan 02 Kartasura District, Sukoharjo district during the Covid 19 pandemic. for students at Elementary Gonilan 02 Kartasura District, Sukoharjo Regency during the Covid 19 pandemic? The research objective was to describe the improvement of PPKn learning through the use of information technology media based on Tic Tok for students at Elementary Gonilan 02, Kartasura District, Sukoharjo district during the Covid 19 pandemic.

LITERATURE REVIEW

1. Learning PPKn in SD

Learning is a process of interaction between students and educators and learning resources in a learning environment. Learning is an assistance provided by educators so that the process of acquiring knowledge and knowledge can occur, mastery of skills and character, and the formation of attitudes and beliefs in students. In other words, learning is a process to help students learn well. Learning according to Gagne (1977), namely learning is a set of external events designed to support several internal learning processes. Furthermore, Gagne (1985) put forward his theory more fully by saying that learning is intended to produce learning, external situations must be designed in such a way as to activate, support, and maintain the internal processes contained in each learning event. Learning is the process of interaction between students and educators. and learning resources in a learning environment. Learning is an aid provided by educators so that the process of acquiring knowledge and knowledge can occur, mastery of proficiency and character, and the formation of attitudes and beliefs in students. Learning is the process of interaction of students with educators and learning resources in a learning environment. (Law No. 20/2003, Chapter I Article Paragraph 20) And it can be concluded that learning is a conscious effort from the teacher to make students learn, namely the occurrence of changes in behavior in learning students, where the changes are obtained by obtaining new abilities that apply in a relatively long time and because of the effort.

Based on the above view, learning has the following characteristics: Has a goal, namely to shape students in a certain development., There are mechanisms, procedures, steps, methods and techniques that are planned and designed to achieve predetermined goals and the focus of teaching material is well-directed and well-planned. It has a goal that is to form students in a certain development. There are mechanisms, procedures, steps, methods and techniques that are planned and designed to achieve predetermined goals. Focus of teaching materials, well-directed and well-planned.

The existence of student activities is an absolute requirement for the progress of learning activities Educator actors are careful and precise There are patterns of rules that are obeyed by educators and students in their respective proportions Limited time to achieve learning goals and evaluation, both process evaluation and evaluation of results. Eggen & Kauchak (1998) Me explain that there are six types of effective learning, namely: (1) students become active reviewers of their environment through observing, comparing, finding similarities and differences as well as forming concepts and generalizations based on the similarities found, (2) the teacher provides material as focus on thinking and interacting in lessons, (3) student activities are entirely based on assessment, (4) teachers are actively involved in providing direction and guidance to students in analyzing information, (5) learning orientation of content mastery and development of thinking skills, and (6) teachers use various teaching techniques according to the goals and styles of teaching the teacher.

The learning process consists of several components that interact and are interrelated with each other. These components are objectives, learning materials, teaching and learning activities, methods, tools, learning resources and evaluation. what is meant by the learning component? and what are the learning components? The view of the concept of learning continues to change and develop in accordance with the development of science and technology. Learning is synonymous with teaching activities. Teaching activities are carried out by the teacher to convey knowledge to students.

Learning is a system, which consists of various components that are interconnected with one another. The learning components include: curriculum, objectives, teachers, students, materials, methods, media and evaluation. The implementation of learning is the operationalization of lesson planning, so that it cannot be separated from the teaching / learning planning that has been made.

Therefore, the implementation will depend on how the teaching planning as the operationalization of a curriculum. Contextual learning is one of the learning models applied by the teacher in the teaching and learning process, namely the concept of learning that helps teachers link the material they teach with students' real-world situations and encourages students to make connections between their knowledge and its application in their daily lives. , by involving six main learning components of effective learning, namely: constructivism (Constructivism), asking (Questioning), finding (Inquiri), learning community (Learning Community), modeling (Modeling), and actual assessment (Authentic Assessment). So it can be concluded that the learning component is a collection of several items that are interconnected with one another which is important in the learning process. In learning, there are components related to the learning process, namely: Curriculum, teachers, students, KI and KD, objectives, teaching materials, approaches, strategies, methods, media, environment, and evaluation.

The main learning component that determines the learning itself is the teacher. For every teacher, it is required to understand each method properly. By selecting and using appropriate methods for each unit of subject matter given to students, it will improve the teaching-learning interaction process. Students will also get effective learning outcomes and get the widest possible learning opportunities. If there is a problem with one of the learning components, the teaching-learning process cannot run well

2. Study of Information Technology Theory

The definition of information technology in general is a study of the design, implementation, development, support or management of computer-based information systems, especially in hardware (hardware) and software (computer software) applications. In simple terms, the notion of information technology is facilities consisting of hardware and software to support and improve the quality of information for every level of society quickly and with quality. Meanwhile, according to Wikipedia, the notion of Information technology (IT) is a general term for technology to help humans create, change, store, communicate, and disseminate information.

The purpose of information technology is to solve a problem, open up creativity, increase effectiveness and efficiency in human activities. Understanding Information Technology (IT) According to Experts Haag and Keen (1996): Understanding information technology according to Haag and Keen that information technology is a set of tools that help you work with information and perform tasks related to information processing. Oxford English Dictionary (OED): Information technology is hardware and software and can include networks and telecommunications which are usually in a business or business context. Williams and Sawyer (2003): According to Williams and Sawyer, the notion of information technology is a technology that combines computing (computers) with high-speed communication lines that carry data, voice, and video. Martin (1999): According to Martin, information technology is technology that is not only computer technology (hardware and software) which will be used to process and store information, but includes communication technology to send or disseminate information.

There are 12 functions of information technology, including the following: 1. Capture (Capture) Capture here can be interpreted as input. For example, receiving input from mic, keyboard, scanner, and others. 2. Processing (Processing) Processing or processing data entered received to become information. Processing and processing of data can be in the form of converting, analyzing, and calculating (calculation). 3. Generating (Generating) Producing or organizing information into a useful form or report that can be understood by others. For example, such as reports, tables, charts, and pictures. 4. Storing (Storage) Record or store data and information in a medium that can be used for other purposes. An example is saving to hard disk, flash disk, tape, and others. 5. Retrieval Search and retrieve information or copy data and information that has been stored. For example, looking for sales data that has been previously stored. 6. Transmission (Transmission) Sending data and information from one location to another via a network computer. For example, by sending sales data from user A to another user .. 7. Capture It is doing or also capturing data and information 8. Storing (Storage) Storing data or information in the form of media for other purposes. For example, floppy disks, hard drives, compact disks and others. 9. Processing (Processing) The function of processing this information technology is to process the data received to be able to make information. Data processing or processing can also take the form of changing data into other forms. Analyze conditions, calculate, combine and all in the form of data and information 10. Transmission Transmission is sending data and information from one location to another using a computer network. 11. Retrieval (Retrival) Is carrying out a search to be able to retrieve or copy data and information that has been stored. Generating Is organizing data and information into a form that is more useful.

The purpose of this information technology is to solve problems, foster creativity, increase effectiveness and efficiency in carrying out a job. So, with this information technology will make it easier and more efficient for humans to work. The benefits of information technology in daily activities are very important. These benefits can be used as a better life support in the presence of information technology that can help activities to be more effective and efficient. Below are the benefits of information technology in everyday life, including:

3. The Tic Tok Media theory Study

Many people think that popular applications are always created in Silicon Valley, or come from Uncle Sam's country. Call it YouTube Facebook, Instagram, WhatsApp, Twitter and other popular applications. But Tik Tok overturns that perception. Tik Tok becomes a challenge to the status quo of the world's app giants. TikTok is a social media app that lets users create and share 15 second video clips, purely Made in China. In 2016, TikTok was launched as a project of one of China's tech giants, Bytedance. His real Chinese name is Douyin. By the United States, everything that smells of China is prevented from growing and developing as much as possible.

The goal is clear, so as not to compete with applications made by American companies. TikTok is a social media app that lets users create and share 15 second video clips, purely Made in China. In 2016, TikTok was launched as a project of one of China's tech giants, Bytedance. His real Chinese name is Douyin. How many active TikTok users are there to cause hype among children and teenagers? According to Sensor Tower records, TikTok has 500 million active users worldwide. Well, donated from users in their own home countries, namely China and users from India. But, with such a large number and considering its rapid growth, TikTok could pose a serious threat to other social media platforms that have existed for a long time. These 500 million figures have passed the number of active users from Twitter, LinkedIn and Snapchat. And soon it may pass the recorded number of Instagram users has 1 billion active users. The same is happening with Instagram. Young people who are getting annoyed by the existence of their parents on Facebook are starting to turn to Instagram. However, after some time, their moms and dads found Instagram too, and the average age of users increased again.

Looking at the patterns and user cycles of Facebook and Instagram, the conclusion that can be drawn is not to ignore the platform just because it tends towards a younger audience. Because in general, new technology is mostly adopted and used by young people, long before it reaches its critical period. Compared to other platforms, the level of activity on TikTok is very high. About 34 percent of all users publish at least one video per day.

Similar to other social media platforms, audience / follower growth can only be achieved by posting consistently. That's what a third of TikTok users understand and they put it into practice. TikTok is the antithesis of Instagram. The posts are more real. TikTok users want honesty more than a forced pseudo aesthetic. On TikTok, young people feel comfortable flaunting themselves, free of social barriers. The majority of TikTok's most prominent influencers are teenagers who have wowed millions from the comfort of dreams in their bedrooms. When browsing TikTok, we feel as if we are around ordinary people. Not someone who wants to show off. By looking at the facts in the field, it turns out that Tic Tok is very popular among children, teenagers and even adults. Seeing tic tok indeed has to be selective, meaning that if tic tok is used as an interesting and fun learning medium, it must be selected tic tok in the form of a video or an approach film that is related to the material we are going to teach.

There are many moral messages obtained from the tic tok media, whether it is the message of actualizing the values of Pancasila, the value of patriotism, the value of nationalism, e, the value of love for the country, the value of religious tolerance, the value of caring, the value of mutual cooperation, the value of democracy, the value of work. the same and the values of togetherness and other values. In order to support PPKn learning in grade IV, V, and VI elementary schools, teachers can selectively choose tic tok media in the form of videos, or short films that have something to do with the material to be taught.

Media tic tok is very effective when it is used to analyze attitudes, behaviors and actions that are characterized and without character. Among the uses for Tik Tok are the following positives: a. Sports One of the activities that is often carried out by users is dancing to the rhythm of existing TikTok music or songs, dancing is an activity that can burn calories as well as nourish the body. It is suitable for those who want to exercise fun. b. Creative One of Tik Tok's goals is to make its users creative. Why not, since the beginning this application was made with the concept of a music video. You can fill in or create any content according to creativity. If you really want to make dance moves, you can do it yourself. Want to make expressions like emojis, you can do that too. Want to be sad, laugh, even do funny things can be done on TikTok. c. Express yourself Here, be free to express yourself. But if you can, don't overdo it, let alone sacrifice yourself. Stay fair. d. Overcoming mental problems. Because you can express yourself and express ideas, then you will be in a good mood. By sharing with other people from various parts of the world will make you mentally healthier. No longer feel alone and make many friends. Especially if the video content created gets a pretty good response in large quantities. Obviously, it can give more confidence to its users. e. Improve mood or mood It doesn't have to costly to entertain yourself. Expressing yourself through gestures or appearances can help your mood improve. f. Sharing campaigns with others The more you get here, the more people are using TikTok to create sharing content. For example, when someone is in need on the street, there is usually someone who gives him something and becomes content. Although many say showing off, this can be something positive. One of them is so that people who see the content can be more aware of what is around them. Better yet, if you want to share. g. Self-branding Although not everyone can, in fact one of the benefits of TikTok is self-branding. This is evidenced by the increasing number of artists born to TikTok users. Usually, they are known for their content that many people like so they have fans. In fact, artists often use this application to express themselves and strengthen their branding. if you want to do branding like this, you need quite a lot of followers. If you want to increase your followers quickly, please try contacting a trusted Tik Tok follower selling place. h. Developing business and marketing If you have a product that you want to sell, try to create content on Tik Tok that contains product advertisements. The contents can be towards information so that it becomes soft selling. In addition to users, the benefits of TikTok for business and marketing are also maximized by music creators. For example, singers, musicians, to songwriters. The trick is to make a challenge with the back sound of their song. That way, their names will also be lifted and the song can go viral because many are using it. i. Entertainment for others Besides being useful for yourself, the content on TikTok can also be useful for others. Those who see your content can be inspired or laugh at the humor.

The following are some things that are quite annoying from using the Tik Tok application: a. Time-consuming Creating content for this application is quite time-consuming. For dance, for example, you have to practice the movements first, memorize them, and match the tempo of the music. In fact, even the simplest ones sometimes feel unsatisfactory if they are made carelessly. b. Make children lazy to learn If TikTok users are still children, the danger is even greater. Because they often hold their cellphones and play from the screen. This will make them less likely to learn. c. Only creating content for viral and self-sacrificing There have been many cases where because they wanted the content to be viral, users created content that was embarrassing and even life threatening. d. Narcissistic Because you want lots of likes and comments, this will make users more narcissistic and glorify themselves when they can achieve it. e. Wide open group conversations In this application, you can chat in group conversations even with strangers. If you are not wise in using it, the negative impacts will be very real. Lastly, utilization or use of the Tik Tok application is sourced.

METHOD

This type of research is a qualitative descriptive study. Qualitative descriptive research according to Sugiyono (2011), qualitative research methods are research methods based on the post-positivism philosophy, used to examine the conditions of natural objects, (as opposed to experiments) where the researcher is the key instrument, the sampling of data sources is done purposively. and snowball, collection techniques by tri-accounting (combined), data analysis is inductive or qualitative, and the results of qualitative research emphasize meaning rather than generalization. Another view as stated (Creswell, 2010: 4). Qualitative research is methods for exploring and understanding the meaning that some individuals or groups of people perceive as coming from social or humanitarian problems. This qualitative research process involves important efforts, such as asking questions and procedures, collecting specific data from participants, analyzing data inductively from specific themes to general themes, and interpreting the meaning of the data. This final research report has a flexible structure or framework. Anyone involved in this form of research must apply an inductive research perspective, focus on individual meanings, and translate the complexity of a problem. In this study, the meaning of qualitative research is a study that provides a description of a concept, fact, or phenomenon which is then carried out by taking an action to describe something better. In the research, what was meant was a fact that the PPKn learning process at Elementary Gonilan 2 was not good and then actions were taken using the Tic Tok-based IT media. Finally, the PPKn learning at Elementary 02 Gonilan was better.

The research subjects were classroom teachers and students in grades IV, V, VI, and the object was learning PPKn and Media IT based on Tic Tok. The data validity was done by triangulating sources and methods. Methods of data collection using: questionnaire with google form application and documentation. The analysis technique uses interactive analysis techniques consisting of 3 steps, namely: data reduction, data display and data verification.

RESEARCH RESULTS AND DISCUSSION

1. Research results

Based on the results of field observations carried out by researchers from 3 August to 3 September 2020 at home schooling which was carried out by the teachers by making small groups of between 8-10 students which were carried out at the students' homes in turns. This was done by the teacher because the current situation and conditions did not allow crowds to do this. Home schooling is intended to break the chain of the spread of the corona virus.

The findings of observations in the field: for class IV which is divided into 3 small groups it is found that in the PPKn learning process the teacher is more dominant, the teacher is textual, the teacher does not use varied media, students get bored quickly, students lack of attention. Likewise, the findings in grades V and VI. The assessment is more on the knowledge aspect while the attitude and skills aspects are very lacking. From the results of the tests conducted by the teacher, it can be described as follows: For grade IV of 24 students who get a score above the KKM only 17 students and 7 other students get a score below the KKM with a KKM of 80. For class V of 30 students who get a score above the KKM only 13 students and 17 students get a score below the KKM with a KKM of 80. For class VI of the 21 students who get a score above the KKM, only 9 students while 12 other students get a score below the KKM, with a KKM of 80.

Furthermore, the data obtained through a questionnaire with the google form application can be described as follows. For grade IV, the total number of students is 24 students, who commented that the teacher's teaching method was not interesting and fun, did not use varied media, and was unable to motivate students, there were 20m students, while 4 students only gave comments that the teacher was mediocre. Class V of 30 students who commented that the teacher's way of explaining was unclear, the teacher did not master the material, the teacher was not interesting there were 26 students, while 4 students only gave comments that the teacher had not been smart. For class VI, out of 21 students who gave comments, there were 12 to the teacher: that the teacher was less creative and innovative, the teaching style was boring, the lectures continued, students were not given the opportunity to ask questions, and 9 other students gave pretty good comments, only less creative.

Furthermore, after the solution is carried out, namely the PPKn teacher in implementing the PPKn learning process in grades IV, V, and VI using Tic Tok-based IT media, an interesting and fun learning atmosphere is created, students are enthusiastic, students dare to ask questions, teachers are fluent in delivering teaching materials, teachers believe self, students feel comfortable and students become active. Based on the questionnaire feedback for students in grades IV, V, and VI, it was obtained information that the majority of students found it easier to understand the learning material using the Tic Tok-based IT media. The impact is that the absorption power of grade IV, V, and VI students changes significantly, meaning that the percentage of high-absorbing process with low absorption of students who have been taught has a greater percentage.

2. Discussion

Based on the description of the research data obtained through field observations, questionnaires with the google form application and documentation, the following explanation can be given:

1. Based on the results of observations in the PPKn learning process for grade IV, V and VI students, it seems that the quality of the learning process is very concerning, this is shown by indicators: teacher-centered learning, textual teacher teaching methods, methods and media used are less innovative. and creative, teachers do not master the subject matter, teachers are less capable motivating students to ask questions or express their opinions, the learning process is not fun and students get bored quickly and lack focus. With these indicators, the PPKn learning process in grades IV, V and VI is less qualified.
2. Based on the data on the results of the PPKn learning carried out by the teacher for grade IV, V, and VI students, the percentage level of each class is also very concerning. This means that there are still many classes where students score below the KKM. This is because the PPKn learning process in grades IV, V, and VI is less qualified.
3. Furthermore, based on the findings in the field when the teacher carried out the PPKn learning process there was a very significant change which was indicated by the following indicators: student centered learning, how to teach contextual teachers, the methods and media used were innovative and creative, the teacher mastered the subject matter. , the teacher is able to motivate students to ask questions or express their opinions, the learning process is very interesting and fun. With these indicators, the PPKn learning process in grades IV, V and VI is of high quality.
4. Furthermore, the results of learning outcomes after the teacher in carrying out the PPKn learning process in grades IV, V, and VI using IT media based on Tic Tok, the student's absorption of the material taught by the teacher is very maximal. This is evidenced in class IV of 24 students who score above the KKM there are 22 students. Then in class V of 30 students who score above KKM there are 27 students and for class VI of 21 students who get scores above KKM there are 21 students. Thus, PPKn learning in grades IV, V, and Vi at Elementary Gonilan 2 is of high quality.

CONCLUSION

Based on the research data obtained through field observations, questionnaires with the google form application and documentation and discussion of the research results, it can be concluded: that the use of Tic Tok-based IT media can improve the quality of PPKn learning for grade IV, V, and VI students in Elementary 02 Gonilan Kartasura District, Sukoharjo Regency

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