



Short Film Media: Creating Student Learning Convenience

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Article Info

Article history:

Received Mei 19, 2023

Revised Juni 21, 2023

Accepted Juli 13, 2023

Keywords:

Leisure;
Short Films;
Student Learning.

ABSTRACT

Audio-visual media is media that has sound elements and picture elements. This type of media has better capabilities, because it includes both types of auditory (hearing) and visual (seeing) media. Audio visual media is an audiovisual aid which means materials or tools used in learning situations to assist written and spoken words in conveying knowledge, attitudes, and ideas. Another definition of audio-visual media is a set of tools that can project moving images and sound. The combination of picture and sound forms the same character as the original object. This article is intended to conduct audio-visual media research on early childhood in the classroom. This research was addressed to grade 2 students of Al Ghazali Islamic Elementary School. The aim of this research was to describe how audiovisual media influences early childhood. There are a total of 30 students at the Islamic elementary school Al Ghazali Purwakarta. The data were collected through a questionnaire instrument from audio-visual media variables and also student test results as a variable on average student achievement. The results of the data are processed through statistical calculations and average correlations, obtained through the use of SPSS 16.0. The data shows the interpretation of the high level of reliability, the magnitude of the influence of audio-visual media on children's learning comfort is 48.1%.

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1. INTRODUCTION

Film is a medium that is very capable of helping the process of teaching and learning (Ijah Siti Khodijah et al., 2023). The film moves quickly and takes turns providing a continuous visual (Tabroni et al., 2022). The film's ability to depict live images and sound gives it a special appeal. This media can present information, describe the process. Explain complex concepts, teach skills, shorten or lengthen time, and influence attitudes. Infrastructure that indirectly supports the teaching and learning process in an educational institution, such as roads leading to schools, school yards and school rules (Muhammad Holimi, 2019). Educational infrastructure is all basic equipment that indirectly supports the implementation of the educational process in schools. Classroom learning media that must be regulated are as follows: a) class library. b) teaching media, c) blackboard, chalk, etc. d) student presence board e) arrangement of class beauty and cleanliness. In the learning process this feeling of comfort is really needed, because this will greatly affect the learning outcomes of students and the success of the teaching and learning process itself (Supriyati, 2019).

If students can feel comfortable during the learning process, then it can be ascertained that students are able to receive material well (Sapitri et al., 2022). It is another case if, during the learning process students feel uncomfortable, they automatically lack focus on the material presented and can cause the failure of the knowledge transfer process (Freiberg, 1998). To be able to create an atmosphere and a comfortable feeling during learning, cooperation between the teacher and students is required (Suriadi, 2017). Teachers have an important role in creating comfortable learning for their students, which can be done in various ways depending on the creativity of the teacher (Tabroni, 2019). The most important thing he has to do is, a teacher must be able to understand the situation and condition of his students (Rahmawati & Jayanti, 2019).

Based on the explanation above that audio-visual media will affect the comfort of students in learning, and also the teacher plays an important role in carrying out learning using audio-visual media, it will affect the comfort of students in learning, when students feel comfortable in learning, they have succeeded in carrying out effective learning (Sari & Tabroni, 2022). Many of the limitations that people give about media The Association of Education and Communication Technology (AECT) in America limits the media as any form of channel that people use to channel messages or information.

Media are various types of components in the student's environment that can stimulate learning. 16 Media are all message channels that can be used as a means of communication from one person to another (can be people or objects). In the teaching process there are two functions of the media, namely as a tool (dependent media) and media that can be used by the students themselves (Independent media). Learning media is anything that can be used to convey messages and stimulate the learning process for students. 17 The meaning of learning media is broader, namely teaching aids, teaching aids, audio-visual media. Likewise the general principles in making learning media are easy to see, attractive, simple, useful for students, correct and on target, legal and reasonable, well structured, and coherent.

Media functions for the purpose of instruction where the information contained in the media must involve students both in mind or mentally as well as in the form of real activities so that learning can occur. The material is designed in a more systematic and psychological way in terms of learning principles in order to prepare effective instruction (Tabroni, n.d.).

The benefits of using instructional media in the teaching and learning process are as follows; Learning media can clarify the presentation of messages and information so that it can expedite and improve learning processes and outcomes, Learning media can increase and direct children's attention so that it can lead to more direct interaction learning motivation between students and their environment, and the possibility for students to study independently according to their abilities and interests. 3) Learning media can overcome the limitations of the senses, space and time, Learning media can provide students with similar experiences about events in their environment, and allow direct interaction with teachers, the community and the environment.

So it can be concluded that learning media is anything that can convey messages to other parties (recipients). So that the recipient can stimulate the thoughts, feelings, and abilities of students more easily to understand the material being studied. The use of media in learning physical education, sports and health is an absolute thing, because learning physical education is 80% learning outside the field. So the use of media is needed in contrast to other subjects. The use of media in this learning process does not necessarily have to be the actual media, a sports and health physical education teacher must be able to determine the media itself (Rusman, 2012).

The function of learning media initially only served as a tool in teaching and learning activities, namely in the form of a tool that could provide visual experiences to students in order to encourage learning motivation, clarify and simplify complex and abstract concepts to become simpler and concrete, and easy to understand. Thus the media can function to enhance children's absorption and review of learning material (Astini, 2020). Therefore the media program is carried out systematically based on the needs and characteristics and is directed at the behavior of the students to be achieved. Media experts have formulated the characteristics of the use of media in education, so that a conception of educational technology is compiled.

In line with the solidity of this conception, the function of the media is no longer just as a visual aid, but as a carrier of information or messages (Husniyah & Imam Tabroni, 2021). In teaching and learning activities, educational/teaching media in general have the use of overcoming barriers to communication, physical limitations in the classroom, students' passivity and unifying their observations. In detail, the media in the learning process are as follows: a) Witnessing existing objects or events that occurred in the past. By intermediary pictures, portraits, slides, films, videos, or other media. Short film is a film with a short duration, which is under 60 minutes and is supported by a short story. With a short film duration, filmmakers can be more selective in expressing the material shown through each shot having a meaning that is large enough to be interpreted by the audience. Movies or live images are pictures in a frame where frame by frame is projected through a projector lens mechanically so that the picture looks alive on the screen. The film moves quickly and reliably providing continuous visuals (Imam Tabroni et al., 2022).

Film is a series of images that are projected onto a screen at a certain speed so as to create a continuous sequence of levels so as to depict normal-looking movements (Ijah Siti Khodijah et al., 2023). 23 Film is essentially a new invention in teaching and learning interactions that combines two kinds of senses at the same time. So it can be concluded that a short film is very short in terms of the appearance of a video or film that lasts less than 60 minutes. Movies should be selected to suit the lesson being given. For this reason, the teacher must be familiar with the available films and see them first to find out their benefits for the lesson. After the film is shown, it is necessary to hold a discussion, which also needs to be prepared beforehand. There are times when certain films need to be shown twice or more to pay attention to certain aspects. So that children don't just look at the film as entertainment, they were previously assigned to pay attention to certain things (Hasna Husniyah et al., 2023). After that it can be tested how much they can catch from the film.

2. RESEARCH METHOD

This research was conducted on 5 December 2022 to 23 January 2023 at the Putri Assalam Islamic Boarding School which is located at Kp. RT/RW Pasantren 08/04 Des. Tergihan Kec. Plered Kab. Purwakarta 41162. The method used by the researchers was to conduct experiments directly on the method of learning the holy verses of the Qur'an at Assalam Putri Islamic Boarding School. Regarding the analysis of the use of the method, it begins with the use of the usual method used in this Islamic boarding school, and continues with holding a pretest. Then applying the Talqin method in learning the Qur'an and ending with the posttest Putri Assalam Islamic Boarding School as many as 40 samples were studied, with the aim of analyzing whether there was an increase or not in the quality of reading the Qur'an by Assalam female students using the Talqin method. The population studied was the female students of the Putri Assalam Islamic boarding school and 40 female students as samples which were taken from various classes representing the population studied. The data collection technique used in this study was from questionnaire data sheets which were used twice, namely at the pretest before using the talqin method and at posttest after using the method. The results of the questionnaire that have been tabulated in the Excel application are then processed using statistical processing by testing the data, namely the validity test, reliability test, normality test, homogeneity test and t test in the SPSS 26 application program for Windows. That way, the results are used to determine the improvement in the quality of reading the Qur'an at Assalam Putri Islamic boarding schools using the talqin method. Research with quantitative research methods will be carried out in class III SDI Al Ghazali Purwakarta, the study consists of 26 students. The independent variable in this study, namely student learning comfort, was then arranged in the form of a questionnaire instrument (Likert scale) with a total of 20 questions. This questionnaire was first tested for validity and reliability before being used in the field. Meanwhile, the dependent variable is the formative test scores for the Aqeedah Akhlak subjects, which come from documentation data on the average student achievement in learning.

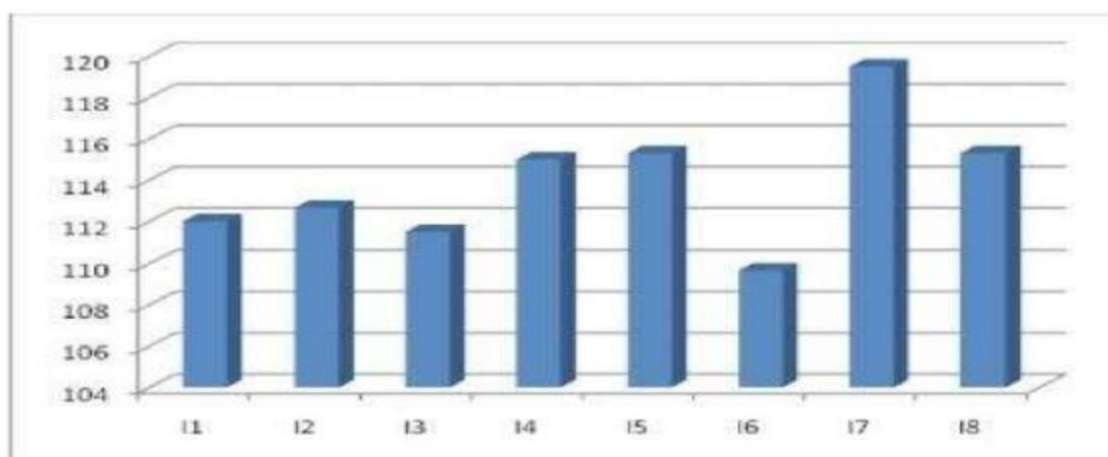
3. RESULTS AND DISCUSSIONS

The results of the analysis of the average results of the questionnaire from the total number of students show valid, reliable and normally distributed. The following is a calculation of the value description of student learning comfort:

Tabel 1. results of the analysis of the average

N		Std deviation	Min max Su m	
Valid	missing			
26.	0	7,596	72.	922
				974

The descriptive results of student learning comfort data in this study explained that there were 26 cases of students who filled out the questionnaire with an average (mean) of 87.46; standard deviation (standard deviation) = 7.596; the minimum score from the lowest student learning comfort data = 72 and the maximum score from the student learning convenience data = 99. While the total score is 2274. While the average comparison of each indicator of the total number of students can be seen from the picture below: Average score.



Gambar. 1. Indicator of comfort in class

Figure 1. Bar chart of the average questionnaire results for each indicator The results of the value of audio-visual media for student learning are calculated using descriptive calculation results as shown in Table 4.20 as follows:

	N			N		Std. Deviation	Min	Max	Sum	
	Valid	Missing		Valid	Missing					
Y	26	0	88,46	Y	26	0	7,317	70	100	2300

Gambar 2. Audio visual media in learning

The descriptive results of audio-visual media learning data in this study explained that there were 26 students who filled out the questionnaire with an average (mean) of 88.46; standard deviation (standard deviation) = 7.317; the minimum score from the lowest student learning comfort data = 70

and the maximum score from student learning motivation data = 100. While the total score is 2300. The results of the study show that in general learning audio-visual media and learning comfort for class III students at SDI Al Ghazali are classified as good.

The analysis also shows that the influence of audio-visual learning media has a large influence on student learning comfort and can even develop with modern times. Audio visual is a modern instructional media that is in accordance with the times (advancements in science and technology), includes media that can be seen and heard". The results of this study also inform that there is a significant influence between audio-visual media on students' learning comfort. This means that if students feel comfortable in learning, then learning is successful in making children comfortable, as has been examined that audio-visual media in learning has an effect on students' comfort in class.

Active learning can be seen from the activities of students during the learning process. If students are already involved in the learning process, students will feel a pleasant learning atmosphere so that learning outcomes can be maximized. Active learning is an activity that is carried out diligently and seriously. Activities here are often interpreted as busyness and activities that direct all energy, mind or body to achieve a goal. Therefore, activity can be said to be someone's activity or busyness or using energy, thoughts to achieve certain goals, all of which are to achieve optimal abilities. The strongest indicator of the other indicators is enthusiasm when carrying out activities because children respond more to the teacher when the teacher explains what activities will be carried out today and the child's concentration on the film shown by the teacher, children become more orderly and organized than usual (Tabroni et al., 2022).

Audio-visual media is part of the learning resources that are needed in the learning process at school, because through audio-visual media we can increase children's learning interest during the teaching and learning process (Nawawi et al., 2022). There is the influence of audio-visual media to increase children's learning interest. By involving the media as a means of learning, of course it has several functions for learning, namely to create an effective learning situation, the use of media is an internal part of the learning system, learning media is important in order to achieve learning goals, the use of media in learning to accelerate the learning process and help students in an effort to understand the material presented by the teacher in class (Schunk, 2015). The use of media in learning is intended to enhance the quality of education.

One of the learning media that involves IT or technology is audio-visual-based media. Audio Visual Media is a modern instructional media that is in accordance with the times (advancements in science and technology) things that need to be considered and created as an effort to make the class comfortable is to arrange class furniture including the placement of the blackboard should not be too high and not too low, so that students who sit behind are still able to see or read the writing that is written at the bottom. Then, the student's desk chairs are arranged in such a way as to create pleasant classroom conditions, the size of the tables and chairs is adjusted to the size of the student's body and is equipped with a bag or book holder so that students become comfortable to sit. Things that must be considered include the learning infrastructure owned by the school. Sufficient and adequate infrastructure for the learning process thoroughly is ensured to bring students to conducive learning conditions.

4. CONCLUSION

So it can be concluded that research data from questionnaires and student comfort data are processed by averaging and calculated based on categories from Riduan (2009); $X_e - X + 0.61$ is felt or high $Xid - 0.61 < XX + 0.61$ is sufficiently felt or moderate $X - 0.61$ is less or less felt After that, the normality test, correlation test and The coefficient of determination based on the hypothesis: (H) "There is no effect of audio-visual media on students' learning comfort in class". 16.0. The descriptive results of student learning comfort data in this study explained that there were 26 cases of students who filled out the questionnaire with an average (mean) of 87.46; standard deviation (standard deviation) = 7.596; the minimum score for the lowest student learning comfort data = 72 and the maximum score for student learning comfort data = 99, The descriptive results of audio-visual media learning data in this study

explained that there were 26 students who filled out the questionnaire with an average (mean) of 88.46; standard deviation (standard deviation) = 7.317; the minimum score of the lowest student learning comfort data = 70 and the maximum score of student learning motivation data = 100. This means that if students feel comfortable in learning, then learning is successful in making children comfortable, as has been examined that audio-visual media in learning has an effect on students' comfort in class, By involving the media as a means of learning, of course it has several functions for learning, namely to create an effective learning situation, the use of media is an internal part of the learning system, learning media is important in order to achieve learning goals, the use of media in learning to accelerate the learning process and help students in an effort to understand the material presented by the teacher in class.

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