International Journal of Education and Teaching Zone. Volume 1 (Issue 1): 17-06 (2022)

DOI: https://doi.org/10.57092/ijetz.v1i1.3



THE JOURNAL OF IJETZ

(International Journal of Education and Teaching Zone)
P-ISSN: 2963-7899 | E-ISSN: 2830-7925
jurnal.yayasannurulyakin.sch.id/index.php/ijetz

Investigating the Role of Youtube in the World of Education During a Pandemic

Maya Eva Meriani^{1*}, Tri Novita Sari²

1*,2,3Tarbiyah and Teacher Training Faculty Students, UIN Sulthan Thaha Saifuddin Jambi

Article History:

Received: 01 06, 2022 Revised: 21 06, 2022 Accepted: 29 06, 2022 Published: 30 06, 2022

Keywords:

Educational, YouTube, Learning Process

*Correspondence Author: Mayaevameriani@gmail.com **Abstract:** The purpose of this study was to analyze the process and learning outcomes of physics students at SMA Negeri 3 Tungkal Jaya through the application media, namely you tube. In this study, a descriptive method is used to analyze the data through a description of the influence of the youtube application media. This research begins with formulating a problem topic, analyzing the research results. Where from the data obtained, the analysis of the use of the you tube application to improve student learning outcomes in physics learning at SMA Negeri 3 Tungkal Jaya is able to improve student learning outcomes with an average percentage of the influence of the youtube application media, namely 60,43%.

INTRODUCTION

In the era of modernization, technological developments are increasingly sophisticated, especially in supporting the process of accessing information, one of which is education (Wijaya, 2020). During the current pandemic, many students find it difficult to learn (Sulman, F, 2012). In addition, feeling lazy and tending to be bored when studying online, either through WhatsApp group messages or zooming in on meetings, makes students less understanding of the content of the material (Suryaningsih, 2020). This is one factor in the difficulty of learning online (Dekavalla, 2020).

With the technology, tools are expected to help teachers and students in the learning process (Hasanah, 2018). Both in understanding the material and the concept of learning that can be carried out remotely or at close range. Technology and the many services or internet access features that can be used as learning media, especially during the pandemic, it is one solution in helping student learning (Sudarsono et al., 2020). As has been done by one of the physics teachers at SMA Negeri 3 Tungkal Jaya to support the learning process, the teacher uses one of the internet application features.

With the internet application feature, it is hoped that it can help students optimize the learning process during the pandemic. In addition, students are expected to be more active (Sulman, F, 2012). and creative in studying the material (Sudarsono et al., 2020). Of the many internet service features available today, the use of the YouTube application is considered to be able to improve the learning process (Nugraha, 2020). The YouTube

application itself is in great demand by the general public because youtube itself provides services in the form of images (Zb, A dkk 2020, & Zb, A. 2021), videos, tutorials, or art (Hasanah et al., 2018),

In the YouTube application, services are also provided for uploading and downloading various learning resources (Hasanah et al., 2018). Through the availability of the youtube application, students are expected to be able to improve learning processes and outcomes (Sulman, F., Sutopo, S., & Kusairi, S. 2021), (Sulman, F., dkk, 2021). So that from this problem, a problem formulation can be drawn, namely whether the existence of an application in the form of YouTube can optimize student learning outcomes?. The purpose of this study was to analyze the process and student learning outcomes using youtube video media.

METHOD

In this study, the researcher used a descriptive method where this method was used to describe or describe the process of understanding physics at SMA Negeri 3 Tungkal Jaya (Harjono, 2019). Where data collection is done by distributing questionnaires about student responses in the use of physics learning applications in improving learning outcomes. The data was taken from all students in class X-XII in the field of science with a total population of 78 people.

RESULT AND DISCUSSION

The following is an analysis of the use of YouTube media during the pandemic at SMA Negeri 3 Tungkal Jaya.

Tabel 1. Question Number 1

Question	persentage	
	Agree	Don't Agree
Does animation media have benefits in the learning process?	100%	0

Tabel 2. Question Number 2

Question	persentage	
	Agree	Don't Agree
What do you think about learning physics	13,3%	86,7%
during a pandemic?		

Tabel 3. Question Number 3

Question	persentage	
	Agree	Don't Agree
Is learning physics interesting enough now with the youtube application!	62,7%	37,3%

Tabel 4. Question Number 4

Question		persentage	
		Agree	Don't Agree
Do you feel that learning physics during a	20%		80%
pandemic is optimal enough?			

Tabel 5. Question Number 5

Question	persentage	
	Agree	Don't Agree
How effective is learning during a pandemic?	20%	80%

Tabel 6. Question Number 6

Question	persentage	
	Agree	Don't Agree
Is the availability of practical tools in schools and tutorials in helping the learning process sufficient for learning physics?	84%	16%

Tabel 7. Question Number 7

Question	persentage	
	Agree	Don't Agree
Physics learning plus learning videos such as youtube, phet applications and other applications is a more fun physics learning!	81,3%	18,7%

Tabel 8. Question Number 8

Question	persentage	
	Agree	Don't Agree
How much influence the youtube application	81,3%	18,7%
has in the learning process!		

Tabel 9. Question Number 9

Question	persentage	
	Agree	Don't Agree
With the involvement of new physics learning with tutorial learning, will it affect your results?	81,3%	18,7%

Through the level of understanding and willingness of students to learn about physics, it makes a teacher active in presenting applications of interesting learning materials, especially during a pandemic like what happened in the last 2 years. From the online learning process, students tend to get bored because it is difficult to understand the

material being taught. This happens in the physics learning process at SMA Negeri 3 Tunggal Jaya, therefore the teacher at SMA Negeri 3 Tunggal Jaya provides a learning system through the learning process of the Youtube application. Through the Youtube application students can access learning materials in the form of videos, images and others. After using the Youtube application students can feel the benefits in terms of understanding the material. In addition, students' interest in learning, which was previously still relatively low, has now increased considerably. The lack of practical tools in schools can also be overcome by learning through video tutorials. Through the video, students can make practicums with simple tools around as a form of applying physics in everyday life, so that maximum results are obtained for the physics learning process during a pandemic.

From the results of the research included in the analysis, namely the question of the benefits of animation media in the learning process, all of them answered agree and the results were 100% agreed and 0% disagreed, meaning that all students agreed that animated media had benefits in the learning process. On the question what do you think about learning physics during a pandemic, the results are 13.3% agree and 86.7% disagree. In the second question based on the results of the questionnaire, it can be concluded that many students feel that learning physics in a pandemic is less than optimal and difficult to understand. In the third question, is physics learning interesting enough with the youtube application? The results obtained are 62% agree and 37.3% disagree. From the results, it can be concluded that most students are interested in learning physics during a pandemic using the youtube application. Because if you use the YouTube application, students can re-watch what they don't understand. On the question, do you feel that learning physics during a pandemic is optimal enough? The results obtained are 20% agree and 80% disagree. From the results, it can be concluded that learning during the pandemic period is not optimal because it is difficult to understand physics learning through online, especially on calculations.

From the question, how effective is learning during a pandemic? the results obtained 20% agree and 80% disagree. From the results, it was found that learning physics was not effective because there was a lot of material that was not understood. From the question, is the availability of practical tools in schools and tutorials in helping the learning process sufficient for physics learning? The results obtained 84% agree and 16% disagree. From the results, it can be concluded that the tutorial can maximize the physics learning process. From the question of learning physics which is added by learning videos such as youtube, the phet application and other applications, is physics learning more fun? The results obtained 81.3% agree and 18.7% disagree. from the results it can be concluded that learning physics with videos like youtube is a fun learning because of the many variations of learning so that learning is not boring. From the question how much influence the youtube application has in the learning process? The results obtained 81.3% agree and 18.7% disagree. from the results it can be concluded that the yotube application has a great influence on the learning process because with the youtube application students are easier to repeat learning, easier to understand and learning is not boring. From the question of the involvement of new physics learning with tutorial learning, does it affect the results you achieve? The results obtained 81.3% agree and 18.7% disagree. From the results it can be concluded that learning physics using youtube can improve the results achieved. Because it is easy to understand learning through videos and tutorials via YouTube.

From the results of the data obtained, there is an average percentage of 60.43% which affects the process and learning outcomes of students at SMA Negeri 3 Tungkal Jaya on the use of the YouTube application media.

CONCLUSION

From the results and discussion, it can be concluded that youtube animation media influences the process and student learning outcomes at SMA Negeri 3 Tungkal Jaya. Through the utilization and sophistication of technology and communication through youtube tutorials, there is a percentage of 60.43% of the influence of animation media in the physics learning process, and from the analysis that has been carried out that there is an influence and effectiveness in the physics learning process that has been applied at SMA Negeri 3 Tungkal Jaya. The suggestions that can be given are that through the YouTube media, it is hoped that students can be even better at using media and think critically in analyzing various information, and can be used as more varied and creative learning. In addition, we would like to thank the school institution of SMA N 3 Tungkal Jaya and the physics teacher of SMA Negeri 3 Tungkal Jaya, Mrs. Tri Satya S.Pd, who have helped the research process.

REFERENCES

- Dekavalla, M. (2020). Gaining trust: the articulation of transparency by YouTube fashion and beauty content creators. Media, Culture and Society, 42(1), 75–92. https://doi.org/10.1177/0163443719846613
- Hasanah, N., Suryana, Y., & Nugraha, A. (2018). Pengaruh Metode Eksperimen terhadap Pemahaman Siswa tentang Gaya dapat Mengubah Gerak suatu Benda. PEDADIDAKTIKA: Jurnal Ilmiah Pendidikan Guru Sekolah Dasar, 5(1), 127–139.
- Khomaidah, S., & Harjono, N. (2019). Meta-Analisis Efektivitas Penggunaan Media Animasi Dalam Meningkatkan Hasil Belajar Ipa. Indonesian Journal Of Educational Research and Review, 2(2), 143. https://doi.org/10.23887/ijerr.v2i2.17335
- Nugraha, S. A., Sudiatmi, T., & Suswandari, M. (2020). Studi Pengaruh Daring Learning Terhadap Hasil Belajar Matematika Kelas Iv. Jurnal Inovasi Penelitian, 1(3), 265–276. https://doi.org/10.47492/jip.v1i3.74
- Sudarsono, B. G., Saputra, R., Utomo, F., & Wijaya, C. (2020). Segmentasi Popularitas Akun Youtube Menggunakan Metode ID3. JBASE Journal of Business and Audit Information Systems, 3(2). https://doi.org/10.30813/jbase.v3i2.2269
- Sulman, F. (2012). Pengaruh Model Kooperatif Tipe Problem Possing dan Motivasi Awal Siswa Kelas XI SMA Negeri 12 Padang.

- Sulman, F. (2019). Application of Cooperative Problem Posing and Prior Motivation Towards Students Learning Outcomes. Indonesian Journal of Educational Research (IJER), 4(2), 93–96. https://doi.org/10.30631/ijer.v4i2.126
- Sulman, F., Sutopo, S., & Kusairi, S. (2021). FMCE-PHQ-9 Assessment with Rasch Model in Detecting Concept Understanding, Cheating, and Depression amid the Covid-19 Pandemic. Tadris: Jurnal Keguruan Dan Ilmu Tarbiyah, 6(2), 297–309. https://doi.org/10.24042/tadris.v6i2.9273
- Sulman, F., Tanti, T., Habibi, M., & Zb, A. (2021). Pengaruh Media Animasi Berkarakter Islami Terhadap Hasil Belajar Pengetahuan Bumi dan Antariksa. Edumaspul: Jurnal Pendidikan, 5(1), 135–146. https://doi.org/10.33487/edumaspul.v5i1.1044
- Sulman, F., Taqwa, M. R. A., Aminah Zb, A. Z., Rafzan, R., & Fikri, A. (2020). The Effect of Mathematical Connections on the Mastery of Probability Material. Edumatika: Jurnal Riset Pendidikan Matematika, 3(2), 147–157. https://doi.org/10.32939/ejrpm.v3i2.645
- Suryaningsih, A. (2020). Peningkatan Motivasi Belajar Siswa Secara Online Pada Pelajaran Animasi 2D Melalui Strategi Komunikasi Persuasif. Ideguru: Jurnal Karya Ilmiah Guru, 5(1), 9–15. https://doi.org/10.51169/ideguru.v5i1.143
- Zb, A., Novalian, D., Ananda, R., Habibi, M., & Sulman, F. (2021). DISTANCE LEARNING WITH STEAM APPROACHES: Is Effect On The Cognitive Domain? 6(2), 129–140.
- Zb, A., Novalian, D., Rozal, E., Sulman, F., & Habibi, M. (2021). STEM Approach in Online Lectures: How Does it Contribute to Cognitive Aspects? Indonesian Journal of Science and Education, 5(2), 88–97. https://doi.org/10.31002/ijose.v5i2.4365
- Zb, A., Setiawan, M. E., Rozal, E., & Sulman, F. (2021). Investigating Hybrid Learning Strategies: Does it Affect Creativity? Jurnal Kependidikan: Jurnal Hasil Penelitian Dan Kajian Kepustakaan Di Bidang Pendidikan, Pengajaran Dan Pembelajaran, 7(4), 868–875. https://doi.org/10.33394/jk.v7i4.4063
- Zb, A., Setiawan, M. E., & Sulman, F. (2020). Pengaruh E-Learning Berbasis Schoology Berbantuan WhatsApp Group terhadap Hasil Belajar Ditengah Pandemi Covid-19. Al-Khidmah, 3(2), 55–60. https://doi.org/10.29406/al-khidmah.v3i2.2282