

THE INFLUENCE OF LEARNING MEDIA AND INFORMATION TECHNOLOGY-BASED LEARNING ON STUDENTS' LEARNING OUTCOMES IN THE CITIZENSHIP EDUCATION SUBJECT IN GRADE IX

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INFO ARTIKEL	ABSTRAK
<i>Sejarah Artikel: (Diisi Editor)</i>	Penelitian ini bertujuan untuk mengkaji pengaruh media pembelajaran dan pembelajaran berbasis teknologi informasi terhadap hasil belajar siswa kelas IX UPTD SMP Negeri 4 Pematangsiantar. Metode yang digunakan adalah pendekatan kuantitatif dengan desain quasi-eksperimen, melibatkan 51 siswa yang dibagi ke dalam kelas eksperimen dan kelas kontrol. Instrumen penelitian berupa 25 soal pilihan ganda yang telah diuji validitas dan reliabilitasnya, kemudian diberikan dalam bentuk pre-test dan post-test. Hasil penelitian menunjukkan bahwa kelas kontrol yang diajar dengan metode konvensional memperoleh rata-rata nilai pre-test 37,88 dan post-test 49,25, sedangkan kelas eksperimen yang menggunakan media pembelajaran dan teknologi informasi memperoleh rata-rata nilai pre-test 50,37 dan post-test 85,16. Uji hipotesis menunjukkan terdapat perbedaan signifikan dengan nilai $t_{hitung} > t_{tabel}$ dan nilai signifikansi $< 0,05$, sehingga hipotesis nol ditolak. Dengan demikian, penggunaan media pembelajaran dan pembelajaran berbasis teknologi informasi berpengaruh positif secara signifikan terhadap hasil belajar siswa pada mata pelajaran Pendidikan Kewarganegaraan. Temuan ini menunjukkan bahwa integrasi teknologi dalam pembelajaran mampu meningkatkan keterlibatan, pemahaman, serta kemampuan berpikir kritis siswa.
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ABSTRACT

Keywords:

Learning Media, Information Technology-Based Learning, Learning Outcomes, Civic Education

This research aims to examine the effect of learning media and information technology-based learning on the learning outcomes of ninth-grade students at UPTD SMP Negeri 4 Pematangsiantar. The study employed a quantitative approach with a quasi-experimental design involving 63 students divided into experimental and control classes. Prior to the intervention, instrument validity tests were conducted with expert validators and a set of 25 valid multiple-choice questions was administered. Data were collected through pre-tests and post-tests. The results show that the control class, taught conventionally, achieved an average pre-test score of 37.88 and a post-test score of 49.25, while the experimental class, which was taught using learning media and technology-based methods, achieved an average pre-test score of 50.37 and a post-test score of 85.16. Hypothesis testing revealed a significant difference, with $t_{count} > t_{table}$ ($3.834 > 0.404$) and a significance value < 0.05 , so the null hypothesis was rejected. Therefore, the use of media and technology-based learning in civic education can positively affect student learning outcomes. This finding indicates that the integration of technology in learning is able to increase student participation, understanding, and critical thinking skills.

and p-value < 0.05, indicating that the null hypothesis was rejected. The findings demonstrate that the use of learning media and information technology-based learning has a significant positive impact on students' learning outcomes in Civic Education, enhancing their engagement, critical thinking, and comprehension. This study suggests that integrating digital learning tools can create more effective, interactive, and enjoyable learning experiences.

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1. Introduction

The general definition of education is a systematic process to help individuals develop their potential, including knowledge, skills, attitudes, and values, so they can become independent individuals and contribute positively to society. Education does not solely take place in schools, but also encompasses the learning process that occurs within the family, community, and through various daily life experiences. Education plays a crucial role for the Indonesian nation, in creating a superior and competitive young generation. Education essentially encompasses two main components: educators and students (Rantau Itasari, 2020). Educators are individuals who bear the responsibility of educating, guiding, and directing students throughout the educational process. According to Suyasa (Mayasari, 2019), education does not eliminate human dignity and worth, but rather fosters and enhances the quality, essence, and dignity of human beings. Therefore, education is influential, not eliminating, because nothing is lost in the educational process. It only influences negative aspects toward positive ones and develops positive potential to the maximum according to its potential.

The essence of education lies in its role in shaping the whole person, namely humanizing humans. According to Wijaya (Maryanti et al., 2021), education is essentially a conscious and planned effort to create a learning atmosphere and learning process so that students actively develop their potential to have spiritual religious potential, self-control, personality, intelligence, noble morals, and skills that are cared for themselves, society, nation, and state (Itasari, 2020). Thus, the orientation and goals of education should be aimed at upholding dignity and respecting human existence. In addition, education plays a role in providing knowledge and skills to support life success, while also forming good character and morals, and ultimately improving the quality of Human Resources (HR). Education is very important to support the future of students in several activities in the learning process. Education in the national realm, which has been included in the National Education Law Number 20 of 2003 (UU SISDIKNAS), concerning the National Education System in Indonesia, states that (Annisa et al., 2023). "National education functions to develop abilities and shape the character and civilization of a dignified nation in order to enlighten the life of the nation, aiming to develop the potential

of students to become human beings who believe in and fear God Almighty, have noble morals, are healthy, knowledgeable, capable, creative, independent, and become democratic and responsible citizens."

Education is expected to serve as an effective tool for the next generation of the Indonesian nation in the growth and development process, enabling them to become resilient individuals. With strong character, the younger generation is expected to support national development programs. This aligns with the established goals of education, namely to create human resources (HR) who are not only academically intelligent but also possess integrity, resilience, and a commitment to national progress (Naibaho et al., 2024) . Through quality education, it is hoped that Indonesia's younger generation can make a positive contribution to realizing the ideals of sustainable national development (Gading & Dian Kharisma, 2017) .

The learning process in schools is a key aspect of education. Learning success depends heavily on selecting appropriate methods that are relevant to students' circumstances. Each student has different characteristics, learning styles, social backgrounds, and levels of understanding. Therefore, teachers are required to adapt learning methods and media to suit the situation, needs, and desired goals. Education plays a crucial role in helping individuals adapt to the digital era (Abidin et al., 2015) . One key approach is to improve digital literacy, which encompasses the ability to effectively use information technology, which can impact student learning outcomes. Digital literacy encompasses understanding how to access information, assess the credibility of sources, and utilize technology for productive purposes. (Saraswati et al., 2022) .

In addition to digital literacy, education also needs to emphasize the importance of critical and creative thinking skills. In the digital age, characterized by information overload, students must learn to select relevant and accurate information. Creative thinking skills are also crucial for addressing the complex problems that arise in today's workplace. Education should also encourage the development of collaboration and communication skills. In the digital age, much work is done in teams comprised of diverse cultures and geographic locations. Therefore, students need to be trained to collaborate effectively in virtual environments (Putri & Setiadi, 2022) .

Teachers play a crucial role in supporting the achievement of educational goals, serving as facilitators, motivators, and innovators in the learning process. Therefore, the use of information technology-based learning media is now an integral part of teaching strategies and improving the quality of education. Learning media are tools or means used to convey information, materials, or learning experiences to students. Information Technology-Based Learning can also be defined as an educational approach that utilizes various technological tools and resources to support the teaching and learning process. Teachers play a crucial role in improving the quality of education. The use of learning media and the implementation of Information Technology-Based Learning can support teachers in optimizing student learning outcomes. Regarding learning media and information technology-based learning, students are expected to be well-prepared before

participating in the learning process. However, the reality in the field shows that some students are still poorly prepared, resulting in suboptimal learning.

Based on the above, it can be understood that teachers as educators must be able to understand classroom conditions and understand the character and needs of students in depth in the use of learning media and information technology-based learning. In this context, when a teacher is able to understand and comprehend the character and needs of students in depth, then the teacher can develop and use media and information technology-based learning, especially in Civics subjects (Suria Oktaviani et al., 2019).

Civics Education itself is an education that is closely related to humans with their nature as social beings, because Civics Education studies the values of Pancasila, the 1945 Constitution (UUD 1945), Bhinneka Tunggal Ika and the Unitary State of the Republic of Indonesia (NKRI) in everyday life aims to shape the character of students to become intelligent, characterful and responsible citizens in the life of the nation and state. The low quality of the learning process can also be seen from the use of media in learning. The current learning process for Civics Education is limited to explaining the material, giving assignments or quizzes. This situation is not in line with the objectives of education. The use of learning media and also information technology-based learning is currently very important to assist teachers in implementing the learning process in schools (Kurniawan, 2013).

This research is based on the condition of the UPTD SMP Negeri 4 Pematangsiantar school where the use of information technology-based learning media is still lacking so that it has an impact on student learning outcomes in learning. In this context, the research aims to determine "The Effect of the Use of Information Technology-Based Learning Media and Learning on Student Learning Outcomes in the Civics Subject of Grade IX UPTD SMP Negeri 4 Pematangsiantar"

2. Method

The type of research used in this study is quantitative. Quantitative research methods are a systematic approach in science that focuses on measuring numerical data to test initial assumptions, find relationships between variables, or find solutions to problems being studied. According to Sugiyono (Dewi et al., 2022), quantitative research methods are called traditional methods because they have been used sufficiently and have become a tradition as research methods. Quantitative research methods can be said to be a classical approach; this method is also called the scientific and discovery method because it is in the form of numbers and statistical analysis (Risal et al., 2020).

According to Arikunto (Aini et al., 2021), quantitative research, as the name suggests, requires the use of numbers, from data collection, interpretation, and presentation of results. This research design uses a pre-experimental/quasi-experimental approach. Pre-experimental research is experimental research with a relationship between independent and dependent variables. Quasi-experimental research measures conditions before and after intervention in the treatment and control groups. The pretest (initial test) is given before learning begins, while the posttest (final test) is given after using learning media and technology-based learning (Ningrum et al., 2023).

The population in research refers to the size of the population and the region. Populations help researchers take accurate and relevant samples. According to Arikunto (Erawati, 2021), the entire research subject is included. In quantitative research, a sample is a truly accurate and relevant portion of the population. If the sample is inaccurate, conclusions cannot be drawn about the population. According to Sugiyono (Amany, 2020), a sample is a subset of the population's size and characteristics. If the population is large, it is impossible for researchers to use all of the population. The purpose of the sample is to obtain information from the researched object, which is part of the population.

According to Arikunto (Setiawan et al., 2020), a sample is a portion of the population's size and characteristics. If the number of subjects is less than 100, the entire population becomes the research sample. However, if the number of subjects is more than 100, 10-15% or 15-25%, or more, are taken, depending on the researcher's capabilities. Based on the experts mentioned above, and in relation to the size of the observation area, the researcher determined the sample using random sampling, namely 20% of the population, or 20% times 318 people, with a total sample of 62 people.

According to Ary et al., (Saiful, 2022) stated that random sampling is divided into 3 types, namely simple random sampling, stratified sampling, and cluster sampling, because the population of Class IX UPTD SMP Negeri 4 Pematangsiantar City is divided into several groups IX 1- IX 10. From several classes, researchers randomly selected one experimental class and one control class. Researchers chose class IX-7 as the experimental class and Class IX-8 as the control class. Research variables are concepts or characteristics that can be measured, observed, or changed in a study. This variable functions as an important element in research because it can influence the results and conclusions drawn. According to Sugiyono (2019: 38) research variables are everything in the form of subjects determined by researchers from which conclusions are then drawn. The research variables carried out in this study have two variables, namely independent and dependent variables

3. Result and Discussion

Description of Research Results

This research is a Pre-experimental research (quantitative) using a quasi-experimental design conducted in class IX-7 and IX-8 at the UPTD SMP Negeri 4 Pematangsiantar School with 30 students in class IX-7 and 32 students in class IX-8. The questions given, namely the Pre-test and post-test in this study have been tested for their validity to teachers who teach the Civics Subject at the UPTD SMP Negeri 4 Pematangsiantar school, after the validity of the questions is carried out, the researcher can continue the implementation of the research in class IX-7 and IX-8 with the material "The Relationship between Pancasila and the 1945 Constitution", then the first thing the researcher did was give an initial test, namely a pretest, to students in class IX-8 to find out their learning outcomes, after that the researcher started learning and conducted a final test, namely a Posttest, to students. Where the control class does not use the Learning Media and Information Technology-Based Learning. The researcher then gave a pretest to

students in class IX-7 as an experimental class that used Information Technology-Based Learning and Learning Media, after being given treatment the researcher gave a posttest to students, the aim was to find out the students' learning outcomes after being given treatment.

Researchers conducted a study entitled The Influence of Learning Media and Information Technology-Based Learning on Student Learning Outcomes in Civic Education Subjects for Grade IX of UPTD SMP Negeri 4 Pematangsiantar City in the 2025/2026 Academic Year. Jl. Kartini No. 4, Proklamasi, West Siantar District, Pematangsiantar City, North Sumatra. On August 19, 2025. With a total of 51 students in the experimental class and the control class.

Validity Test is a tool to measure how appropriate a tool is used, namely an instrument in the research process. In testing the validity of each question item that has been worked on by respondents, the researcher uses the Excel application and the SPSS 21 application. After the researcher corrects each question worked on by students, the researcher inputs the data first from Excel then SPSS 21. Each question item can be said to be valid if the $r_{count} > r_{table}$ value with a significance level of 5% or 0.05 and vice versa if $r_{count} < r_{table}$ then the question item can be said to be invalid.

Based on the trial that has been conducted with the number of students present $N = 24$ and a significance level of 5%, it was found that $r_{table} = 0.4044$. Therefore, from 25 test questions for the pre-test and post-test instruments.

N-Gain Test

The N-Gain test is an analytical method used to measure the effectiveness or understanding of students in learning both in the control class and the experimental class. The N-Gain test aims to see the effectiveness of a method or learning media in improving student learning outcomes. Researchers input data on learning outcomes from the learning using Excel and SPSS21 applications to obtain the N-Gain value. The results of the N-Gain will be a benchmark for the extent to which the effectiveness of Information Technology-based Learning and Learning Media on student learning outcomes in the subject of civic education with the material of the Relationship between Pancasila and the 1945 Constitution at the UPTD of SMP Negeri 4 Pematangsiantar for the 2025/2026 academic year. The level of effectiveness in the N-Gain value is based on the percentage value, which can be seen with $N\text{-Gain} > 0.7$ (70%) including High, $0.3 < N\text{-Gain} < 0.3$ (30%-70%) including moderate and $N\text{-Gain} < 0.3$ (less than 30%).

The results of the N-Gain Test in this study were with a mean in the experimental class of 69.86 and the control class was with a mean value of 18.22. Therefore, the effectiveness of Information Technology-Based Learning Media and Learning in the subject of Civic Education for Grade IX on Student Learning Outcomes of UPTD SMP Negeri 1 Pematangsiantar in the 2025/2026 academic year, the N-Gain Test of the two classes can be said to be very effective.

Test (t)

The test aims to test the hypothesis between the influence of one independent variable on the dependent variable. (Prayuda, 2022) . This test is used to determine

whether there is a significant difference between two groups. This is done to compare two classes, namely the experimental class and the control group.

Table 1. Test (t)

Independent Samples Test

	Levene's Test for Equality of Variances		t-test for Equality of Means						
	F	Sig.	t	df	Sig. (2-tailed)	Mean Difference	Std. Error Difference	95% Confidence Interval of the Difference	
						Lower	Upper		
hasil_belajar	17.278	.000	12.899	49	.000	35.907	2.784	30.313	41.502
						35.907	2.658	30.502	41.313

Based on table, the Sig value (Sig.2-tailed) is 0.000 because the Sig.(2-tailed) value of 0.000<0.05 indicates that there is a statistically significant difference in the average learning outcomes of the experimental group and the control group. The difference between the averages (mean difference) is 35,907 meaning that the learning outcomes of the experimental group are higher than those of the control group, with a 95% confidence interval in the average difference not including zero (ranging from 30,313-41,502). Therefore, it can be concluded based on table 4.12 above the Significant value (Sig) and tcount, then the hypothesis H1 is accepted, namely there is a positive and significant influence in Information Technology-Based Learning Media and Learning in the subject of Civic Education Class IX on student learning outcomes at UPTD SMP Negeri 4 Pematangsiantar.

Hypothesis Testing

This study used a sample test to determine the significant positive effect of learning media and information technology-based learning on student learning outcomes. This can be seen in the following table:

Table 2. Hypothesis Testing
Coefficients^a

Model	Unstandardized Coefficients		Beta	t	Sig.
	B	Std. Error			
1 (Constant)	19.023	6.728	.492	2.827	.007
	.367	.096		3.834	.000

a. Dependent Variable: KelasKontrol

Based on the table above, it can be seen that the Sig (2-tailed) value is 0.000 and is smaller than 0.005. To find the Ttable, the researcher uses the t-statistic table with a significant rate of $\alpha = 0.05$. With $DF = n = 2 = 26$ (Experimental Class) after obtaining tcount 3.834 and ttable 0.404. Then obtained $t_{count} > t_{table}$, from the data shows that there is a significant influence between student learning outcomes in the pre-test and post-test. It can be concluded that in the study H_a is accepted and H_0 is rejected, which means that there is an influence of learning media and information technology-based

learning on the learning outcomes of class IX students of UPTD SMP Negeri 1 Pematangsiantar TA 2025/2026.

Discussion of Research Results

This research was conducted at the UPTD SMP Negeri 4 Pematangsiantar school in the 2025/2026 academic year. The population used was all ninth-grade students and a sample of 63 students. This research used an experimental (quantitative) research type using a quasi-experimental design. (Nadeak, 2015) . The research that has been carried out obtained several data results that have been collected by the researcher, the purpose of this research is to determine the effect of learning media and information technology-based learning on the learning outcomes of class IX students at UPTD SMP Negeri 1 Pematangsiantar with a sample of 63 people. The researcher used two classes, namely the experimental and control classes, before conducting the research, the researcher first tested the instruments that would be distributed to students, the instrument test was given to the PKN study program lecturers and teachers at the school where the research was conducted, aiming to see whether the instruments used were suitable for testing on students. Then the researcher tested the validity of the questions in the form of multiple choices, namely the number of questions tested was 25 valid questions (Rosita, 2020) . Based on the test given by the researcher, namely the pre-test and post-test to the two classes, the average value of learning outcomes in the control class, namely the pre-test value of 37.88 and the post-test value of 49.25 where in the control class no treatment was given (conventional), the average value in the experimental class, namely the pre-test value of 50.37 and the post-test value of 85.16 in the experimental class was given treatment, namely using learning media and information technology-based learning. (Rizkiyah et al., 2023) .

Then, a normality test was conducted on the pre-test and post-test and a hypothesis test. From the test results, a sig (significant) value of $t_{count} > t_{table}$ was obtained, namely $3.834 > 0.404$, which means that H_0 is rejected and H_a is accepted and indicates the influence of learning media and information technology-based learning for grade IX Civic Education subjects on student learning outcomes.

4. Conclusion

Based on the results of the analysis and data management carried out in this study, a conclusion can be drawn from this thesis entitled "The Effect of Learning Media and Information Technology-Based Learning on Student Learning Outcomes in the Civics Subject of Grade IX UPTD SMP Negeri 4 Pematangsiantar". In this study, the results show that the use of Learning Media has been proven to significantly improve student learning outcomes and student involvement in the learning process, where students can easily understand and think critically can be seen from the differences in pre-test and post-test and can also be compared with the control class that did not receive treatment. The use of Information Technology-Based Learning has also been proven to make the learning process more exciting so that students can focus, think critically, and more quickly understand the ongoing learning process. In the Hypothesis Test that has been carried out in the combination of the Influence of Learning Media and Information Technology-Based Learning on student learning outcomes, which can be seen from the results of the average post-test score in the experimental class reaching 69.86 compared to the average score of

the control class of 18.22. The test (t) with a significant value of $0.000 < 0.05$, while the hypothesis obtained that H_a is accepted H_o is rejected is $3.834 > 0.404$. In this case, it can be concluded that there is an influence of Learning Media and Information Technology-Based Learning on student learning outcomes in the subject of Civics Education class IX UPTD SMP Negeri 4 Pematangsiantar TA 2025/2026

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