

Learning Media Design Innovation of Civic Education: Overcoming Teacher Constraints and Encouraging Student Interest in Learning with Quizwhizzer in the Digital Era in SMPN 13 Medan

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Abstract

This article aims to find out how innovative Civic Education learning media designs are in overcoming teacher obstacles and encouraging students' interest in learning with qizwhizzer in the digital era at SMPN 13 Medan. The method used in this research is a qualitative descriptive method. Both primary and secondary data were collected then analyzed and presented descriptively. This journal aims to describe what obstacles teachers have in designing learning media, how teachers implement innovative learning media in the classroom, to find out what factors hinder teachers in designing learning media, and to find out how to implement quizwizzher-based learning media in the classroom. . The analysis findings reveal that in the ever-growing digital era, innovation in learning media, such as the use of QuizWhizzer, has played an important role in supporting Civics education at SMPN 13 Medan. The results of this research show that QuizWhizzer provides an effective solution in overcoming obstacles faced by teachers and encouraging students' interest in learning. Teachers who have adopted QuizWhizzer have experienced significant changes in their ability to teach Civics. They found that using QuizWhizzer allowed them to become more engaged in learning, create engaging material, and adapt their learning approach to students' needs. This, in turn, has increased students' interest in learning.

Keywords: *Learning Media, Students' Interest in Learning. QuizWhizzer*

Abstrak

Artikel ini bertujuan untuk mengetahui bagaimana inovasi desain media pembelajaran PPKn dalam mengatasi kendala guru dan mendorong minat belajar siswa dengan qizwhizzer pada era digital di SMPN 13 Medan. Metode yang digunakan dalam penelitian ini adalah metode deskriptif kualitatif. Data-data baik primer maupun sekunder dikumpulkan kemudian dianalisa dan disajikan secara deskriptif. Jurnal ini bertujuan untuk mendeskripsikan bagaimana apa saja kendala guru dalam merancang media pembelajaran, bagaimana guru mengimplementasikan media pembelajaran yang inovatif di dalam kelas, untuk mengetahui faktor apa saja yang menghambat guru dalam merancang media pembelajaran, serta mengetahui bagaimana pengimplementasian media pembelajaran berbasis quizwizzher di dalam kelas. Temuan analisis mengungkapkan bahwa dalam era digital yang terus berkembang, inovasi dalam media pembelajaran, seperti penggunaan QuizWhizzer, telah memainkan peran penting dalam mendukung pendidikan PPKn di SMPN 13 Medan. Hasil penelitian ini menunjukkan bahwa QuizWhizzer memberikan solusi efektif dalam mengatasi kendala yang dihadapi oleh guru dan mendorong minat belajar siswa. Guru yang telah mengadopsi QuizWhizzer merasakan perubahan signifikan dalam kemampuan mereka dalam mengajar PPKn. Mereka menemukan bahwa penggunaan QuizWhizzer memungkinkan mereka untuk lebih terlibat dalam pembelajaran, menciptakan materi yang menarik, dan menyesuaikan pendekatan pembelajaran sesuai dengan kebutuhan siswa. Hal ini, pada gilirannya, telah meningkatkan minat belajar siswa.

Kata Kunci: *Media Pembelajaran, Minat Belajar Siswa. QuizWhizzer*

INTRODUCTION

Every second the passing of time accompanies Indonesia's struggle for learning media, it is a tool or medium that is useful for facilitating the teaching and learning process, in order to make communication between teachers and students more effective. This really helps teachers in teaching and makes it easier for students to receive and understand lessons. It needs to be emphasized that this process requires the role of a professional teacher to be able to harmonize learning media with educational methods. Implementing learning media for junior high school teachers begins with understanding

the importance of learning media in the learning process. Learning media occupies a quite important position as a component of the learning system. The existence of learning media is very necessary in the learning process, because without learning media, communication from teachers in conveying material to students will be less than optimal and less efficient. Learning media is expected to develop students' active, creative and critical thinking attitudes. In this regard, learning media can be a very important and necessary tool in the learning process to gain knowledge. The use of learning media helps students understand the knowledge gained from

the teacher's delivery, students also gain new experiences in using learning media. If the facilities and infrastructure used are less supportive or less than optimal, it will make students tend to be passive or less active. This lack of activity can include being less active in asking questions, less active in arguing, and so on. Efforts or solutions to overcome this are the use of learning media that is interesting and varied and in accordance with the teaching material. The choice of media that is varied and interesting should also be appropriate to the child's level of development.

The use of learning media aims to provide concrete experiences, motivation to learn, increase students' absorption and retention of learning. Apart from that, learning media also helps students understand the knowledge gained from being conveyed by the teacher, as well as providing new experiences in using learning media. Middle school teachers need to have varied learning methods and be able to use or create learning media. An educator needs learning media that can help convey messages to students, so that the messages conveyed can be clearer and easier for students to understand. In the development of science and technology, especially in terms of the development of communication technology, the learning media used by teachers today is not only conventional learning media such as whiteboards, pictures and posters. Audio visual media such as computers, television sets, radio, tape recorders, films, and so on can also be used as learning media.

Nowadays, with increasingly sophisticated technology, there are many problems regarding teacher competency that cannot be met by teachers, problems such as teachers who are technologically clueless, not knowing how to develop learning media innovations, not being able to utilize current technology, teachers' lack of sense of responsibility. and other problems are complicated problems that we must work together to find solutions for. Because basically a teacher is a role model and role model for his students, the teacher becomes a facilitator to guide and direct students so that they do not deviate from moral and ethical teachings. Teachers are also the right hand of parents, all parents hope that with education their children

can become a hope for them and become successful children. Of course, being a teacher is not an easy thing, energy, thought and patience must be the main shield for a teacher in dealing with the various different characters of students. A teacher must also be able to design learning so that it is not boring in the classroom, and the teacher must also be able to combine various learning methods and models, must be able to design lesson plans, and must also be able to understand each of the characteristics of his students.

Seeing the many problems regarding teachers' problems in designing and implementing current learning media, the author wants to focus this research on SMPN 13 Medan. The author wants to examine how teachers implement innovative learning media in the classroom, what factors hinder teachers in designing learning media, and how to implement quizwizzer-based learning media in the classroom. Therefore, the aim of the author in conducting this research is to find out how teachers implement innovative learning media in the classroom, to find out what factors hinder teachers in designing learning media, and to find out how to implement quizwizzer-based learning media in the classroom.

METHOD

The research method used by the author in this research is a qualitative descriptive method. With the research location at SMP Negeri 13 Medan, and the time starting from September. The types of data and data sources used in this research are primary data types and secondary data types. Primary data was obtained from respondents and informants at the research location, while secondary data sources were obtained from various journals and several document archives that supported the research. Data collection techniques that have not been used in this research are observation, interviews and literature on several journals and books. The instruments or data collection tools used by the author in this research were journals and other document archives as well as interviewing informants or sources including Civic Education teachers at SMP Negeri 13 Medan. The data analysis techniques that the author uses in this

research are data reduction, data display and data verification.

RESULTS AND DISCUSSION

A. The Concept of Innovation in Learning Media

The concept of innovation in learning media refers to the development and application of new methods, tools or approaches that create positive changes in the teaching and learning process. Innovation in learning media is often related to the use of technology. This may include the use of software, applications, online platforms, or hardware to facilitate more interactive and effective learning. Innovation enables the development of creative learning designs, which can attract students' attention, increase their understanding, and encourage interest in learning. The concept of innovation in learning media includes the ability to personalize learning, so that students can learn according to their own level of intelligence, interests and pace. The existence of an innovation itself aims to increase student involvement in learning. This can be through elements such as games, simulations, interactive videos, and other tools that make learning more interesting. Innovations in learning media include the availability of a variety of information and digital resources that can be accessed by students and teachers. This allows easier access to knowledge. Innovation allows for the integration of more sophisticated evaluation and feedback tools, so teachers can better understand student progress and adjust learning as needed. Innovation in learning media also involves the concept of sustainability, namely the ability to maintain the relevance and effectiveness of innovation in the long term. Innovations in learning media can vary from the use of simple devices to sophisticated digital platforms. The goal is to improve the quality of learning, facilitate deeper understanding, and motivate students to learn

To achieve Civic Education learning goals that are interesting and not boring for students, a teacher is required to be able to plan learning well, which is supported by

interesting and innovative media. This media can be simulated/manipulated by children so that the concept of Civic Education can be understood well by students through fun practice, learning together with friends in one group. Students will form meaning from the learning process by constructing it in their memories through concrete practice carried out in class. (Murni, 2023) 21st century learning is a necessity to integrate information and communication technology in student-centered learning. In the development of 21st century learning, teachers are required to change conventional teacher-centred learning patterns into student-centred learning because learning resources are abundant, not just teachers as resource persons, so that the teacher's role becomes facilitator, mediator, motivator as well as leader in the learning process. Conventional learning patterns can be understood as learning where the teacher gives a lot of lectures (transfer of knowledge) while students do more listening, taking notes and memorizing. Pedagogical capabilities using conventional patterns are considered to be inappropriate for the current era.

B. Obstacles Faced by Teachers in Designing Civics Learning Media

Based on the results of research that the author has carried out, the results of an interview with one of the Civic Education teachers at SMPN 13 Medan, he stated that teacher competence in the current digital era cannot be limited because there are many types of competence that a teacher must have. If a teacher is aware that he is a professional teacher then all competencies must be mastered, one of which is designing innovative learning media. Most teachers are less creative in creating learning media that can support and increase students' interest in learning in the classroom. The teachers at SMPN 13 Medan are actually very open to current developments because the average age of the teachers at this school is still very young so they are still willing to learn to develop various learning media or digital learning. The teachers at this school are also very welcoming of technological advances or are not anti-technological developments. It's just

that there are still some teachers who still use boring learning methods, as we know, teachers always use the lecture method, which for students is very boring, so that many students are less active in the learning process. Based on interviews that the author has conducted, there are several obstacles faced by teachers in designing Civics learning media, including the following:

1. Limited resources: Teachers may not have access to resources such as technology or teaching aids needed to create effective Civics learning media.
2. Lack of training: Teachers may not have received adequate training on how to create effective Civics learning media.
3. Time limitations: Due to other responsibilities and obligations, teachers may not have enough time to design effective Civics learning media.
4. Lack of creativity: Teachers may face difficulties in finding creative and interesting ideas for Civics learning media.
5. Lack of student engagement: Teachers may face difficulties in creating Civics learning media that effectively engage students and encourage them to participate in active learning.

It is not only important for teachers to receive adequate training and support in designing effective Civics learning media, but it is also important for schools to provide the necessary resources to facilitate this process. Teachers can also collaborate with colleagues and seek professional development opportunities to improve their skills in designing effective Civics learning media.

C. Factors that Influence Students' Interest in Learning

Learning is an initial process of developing human knowledge and personality. Through learning, humans can gain achievements or potential that are useful for human life. According to Suyono (2011:9) learning is an activity or a process to gain knowledge, improve skills, improve attitudes and behavior, and strengthen personality. Learning is modified or strengthened behavior through one's experience which is often called "learning is defined as the modification or

strengthening of behavior through experiencing".

Interest is a person's interest or preference to pay attention and be actively involved in learning activities. The definition of interest according to Slameto (2010: 180) is that interest is a feeling of preference and a feeling of connection to a thing or activity without anyone telling you to. This interest is implemented through active participation in an activity. More broadly, this interest is defined or can be seen from students' greater interest in something so that they pay greater attention to something they are interested in by participating in the activity with a sense of joy and excitement. Interest does not just come from within the student, but interest can be due to the teacher's efforts to create fun things that arouse the student's interest. So interest comes from within oneself which is called internal and interest which comes from encouragement from other people is called external.

Several factors that influence students' interest in learning are as follows:

1. Motivating and Dreams; Teachers and parents must be able to become motivators in increasing children's enthusiasm for learning so that they can achieve the desired goals
2. Family; The family has a big role in creating interest in learning for children. What we know is that the family is the first educational institution for children. The way parents teach can influence their children's interest in learning. Parents are always ready when their children need help, especially with learning material that is difficult for their children to understand. Parents also need to pay attention to the learning equipment that children need, in other words, parents also need to know each child's learning progress
3. School can also play a role in children's enthusiasm. Because it is the school that must create teaching methods, curriculum, learning facilities and infrastructure, learning resources, learning media, student relationships with their friends, teachers and school staff as well as various extracurricular activities. The knowledge and experience provided through school must be combined with a good teaching process.

4. Environment and society also include relationships with friends, social activities in the community and living environment so that this can also trigger students' enthusiasm in living life or being able to associate with appropriate people to encourage them in a better direction.

There are several ways a teacher can do to arouse students' interest in learning, namely by:

1. Comparing that there is a need in the child so that he is willing to learn without being forced.
2. Connect the learning materials provided with the problems of the students' experiences so that students can easily accept the learning materials.
3. Providing opportunities for students to get good learning results by providing a creative, innovative and conducive learning environment.
4. Using various forms and teaching techniques in the context of students' individual differences so that students learn with enthusiasm.

D. Introduction to QuizWhizzer as an Innovation Solution

Efforts that can be made by teachers to support and increase students' interest in learning and to make the learning process even more interesting are that teachers must be able to innovate various digital-based learning media by following current developments which make students more interested and more enthusiastic in participating in learning. Apart from that, teachers must also understand the character of each student and what each student needs so that the learning model is suitable for application in the classroom and creates an effective and enjoyable classroom atmosphere so that learning objectives can be achieved well. QuizWhizzer is an innovation in learning media that has received great attention in the world of education. This platform is specifically designed to provide an interesting and interactive learning experience, with the main aim of increasing students' interest in learning. QuizWhizzer offers a variety of features that make it an effective, innovative solution in educational contexts.

QuizWhizzer is an online learning support application. In its application, Quiz Whizzer is expected to support the main features of online learning. The function of e-learning is explained by Hadisi and Muna (2015):

- 1) is the supplement of choice,
- 2) is a supplement, meaning that the e-learning material is designed to enrich the addition of electronic learning material so that students can participate regularly in learning activities,
- 3) as an alternative, the aim is for students to be able to organize their activities flexibly.

Quizwhizzer learning media is an online quiz platform where in its application students can complete the quiz stages when they have successfully answered questions and then continue working on the next questions. Apart from that, Quizwhizzer can help in more innovative learning activities and help students understand the learning material that has been studied and delivered during the lesson. One of the main features of QuizWhizzer is its ability to create interactive and challenging quizzes. Students can participate in these quizzes, which include questions designed in an engaging and educational manner. By playing this quiz, students not only hone their knowledge, but also feel more involved in the learning process. Additionally, QuizWhizzer allows teachers to easily create quizzes that fit their learning materials. This allows for personalization of learning, where teachers can adapt quizzes according to students' needs and level of understanding. In this way, students feel more empowered in controlling their own learning process.

The collaboration features in QuizWhizzer also make it a powerful solution in promoting interaction between students. Students can work together in teams, compete in quizzes, and learn from each other. This helps create a learning environment that stimulates interest in learning and collaboration between fellow students. Thus, QuizWhizzer is a real example of how innovation in learning media can support students' interest in learning. This platform brings a fun and interactive approach to learning, which can help students be more engaged and motivated to learn." An introduction like this will help readers or audiences understand why QuizWhizzer is

considered an innovative solution that supports students' learning interests in an educational context.

CONCLUSION

In the ever-growing digital era, innovation in learning media, such as the use of QuizWhizzer, has played an important role in supporting Civics education at SMPN 13 Medan. The results of this research show that QuizWhizzer provides an effective solution in overcoming obstacles faced by teachers and encouraging students' interest in learning. Teachers who have adopted QuizWhizzer have experienced significant changes in their ability to teach Civics. They found that using QuizWhizzer allowed them to become more engaged in learning, create engaging material, and adapt their learning approach to students' needs. This, in turn, has increased students' interest in learning.

Students, on the other hand, showed a positive response to the use of QuizWhizzer. They feel more motivated and participate actively in Civics learning. QuizWhizzer's interactive and collaborative features create a learning environment that challenges and supports their intellectual growth. However, we also acknowledge that there are still several challenges in implementing this innovation. Some teachers may require further training to optimize their use of QuizWhizzer, and management of digital resources may be an issue that needs to be addressed. In conclusion, QuizWhizzer is a successful example of innovation in learning media that can overcome teacher obstacles and encourage students' interest in learning at SMPN 13 Medan. However, successful implementation requires ongoing commitment, training support, and a good understanding of how to make maximum use of this media in the context of Civics education.

SUGGESTION

In implementing this innovation, teachers at SMPN 13 Medan still face several challenges. Some teachers may require further training to optimize their use of QuizWhizzer, and digital resource management may be an issue that needs to be addressed. Additionally, developing a

QuizWhizzer-compliant curriculum and continuously measuring its effectiveness are important steps in supporting the use of this innovation.

Suggestions for efforts that can be taken are:

1. Further Training: Teachers at SMPN 13 Medan need to receive further training on using QuizWhizzer, both from a technical perspective and an effective learning approach.
2. Material Development: Continue to develop learning materials that are compatible with QuizWhizzer, so that teachers can easily adopt this innovation in daily learning.
3. Resource Management: Establish effective strategies and policies to manage digital resources and maintain the privacy of student data.
4. Evaluation and Feedback: Continuously measure and evaluate the effectiveness of using QuizWhizzer, and use student and teacher feedback for continuous improvement.
5. Parent Involvement: Involve students' parents in supporting and understanding the use of QuizWhizzer at home.
6. Further Research: Conduct further research to understand the long-term impact of using QuizWhizzer on students' academic achievement and interest in learning.
7. Development of Implementation Guide: Create an implementation guide or guidelines that can be used as a reference by other schools who wish to adopt similar innovations.

It is hoped that these efforts will help SMPN 13 Medan and other schools to maximize the benefits of innovation in learning media, such as QuizWhizzer, in overcoming teacher obstacles and encouraging students' interest in learning in the digital era.

THANK-YOU NOTE

Praise be to the presence of Almighty God, Allah SWT, who has given His blessings and gifts so that this journal can be completed well, with the title "Innovation in Civics Learning Media Design: Overcoming Teacher Obstacles and Encouraging Student Interest in Learning with QuizWhizzer in the Digital Era at

SMPN 13 Medan". Then, in making this report, the author received a lot of help and support, so that the author was able to complete this task. For this reason, the author should and appropriately express his thanks to all parties who have helped the author, especially colleagues who have helped and contributed a lot in making this journal. We would also like to thank our lecturer, Mr. Jamaluddin S.Pd., M.Pd as the instructor of the Learning Innovation Course at Medan State University, who has provided a lot of knowledge in taking this course.

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