



## Effect Of Quality Learning Media On The Results Of Learning Through Creativity Of Learning In Learning Online To Students In Sma State 22 Jakarta

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### Article Info

### Abstract

#### Article history:

Received: 1 Agustus 2021

Accepted:

Published:

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#### Keywords:

Quality of Online Learning Media, Learning Creativity, Learning Outcomes

*This research was conducted at SMA Negeri 22 Jakarta in East Jakarta during the pandemic with a survey method using a questionnaire as a research instrument. The data used in this study uses quantitative data using path analysis. The population in this study were all students of SMA Negeri 22 Jakarta for the 2019/2020 academic year with an affordable population of all students of class XI, totaling 324 students. The number of samples used were 72 students taken from class XI IPA 4 and 5 who attended SMA Negeri 22 Jakarta. The results of this study are as follows: (1) The quality of online learning media has a positive and significant effect on students' economic learning outcomes. (2) Learning Creativity has a positive and significant effect on students' Economic Learning Outcomes. (3) The quality of online learning media has a positive and significant effect on students' learning creativity. (4). The quality of online learning media has a positive and significant effect on learning outcomes through learning creativity as an intervention.*

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#### Abstrak

Penelitian ini dilakukan di SMA Negeri 22 Jakarta di Jakarta Timur selama masa pandemi dengan metode survey menggunakan kuesioner sebagai instrument penelitian. Data yang digunakan dalam penelitian ini menggunakan data kuantitatif dengan menggunakan analisis jalur (*path analysis*). Populasi dalam penelitian ini seluruh siswa SMA Negeri 22 Jakarta Tahun Ajaran 2019/2020 dengan populasi terjangkau seluruh siswa kelas XI yang berjumlah 324 siswa. Jumlah sampel yang digunakan sebanyak 72 siswa yang diambil dari kelas XI IPA 4 dan 5 yang bersekolah di SMA Negeri 22 Jakarta. Hasil dari penelitian ini adalah sebagai berikut : (1) Kualitas Media Pembelajaran Daring berpengaruh positif dan signifikan terhadap Hasil Belajar Ekonomi siswa. (2) Kreativitas Belajar berpengaruh positif dan signifikan terhadap Hasil Belajar Ekonomi siswa. (3) Kualitas Media Pembelajaran Daring berpengaruh positif dan signifikan terhadap Kreativitas Belajar siswa. (4). Kualitas Media Pembelajaran Daring berpengaruh

positif dan signifikan terhadap Hasil Belajar melalui Kreativitas Belajar sebagai intervening.

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**How to Cite:**

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ISSN

2302-2663 (online)

DOI: [doi.org/10.21009/JPEPA.007.x.x](https://doi.org/10.21009/JPEPA.007.x.x)

## INTRODUCTION

The learning result is a measure of achievement of the learning process which is characterized by a change in behavior. Learning outcomes have several factors that influence their learning activities. According to Nana Sudjana (2002) the learning outcomes achieved are influenced by two main factors, namely internal factors and external factors or environmental factors. Factors that come from within, especially the abilities or talents they have. The ability factor has a huge influence on the success in learning that is achieved. About 70% of learning outcomes in schools are influenced by their abilities and about 30% are influenced by external factors, namely environmental factors.

Educational goals can be said to be achieved if student learning outcomes experience development and improvement. As for what is meant by learning outcomes are the results of learning efforts carried out by students. According to Oemar Hamalik, learning outcomes are when someone has learned there will be a change in behavior in that person (Hamalik, 20006). In formal education it is always accompanied by measurement and assessment, as well as in the process of teaching and learning activities, by knowing the learning outcomes it can also be known the position of the level of students who are smart, moderate, or slow.

Based on the results of researchers' observations at SMA Negeri 22 Jakarta, it was found that the learning outcomes of economic subjects for class XI science students at SMA Negeri 22 Jakarta tended to be low. This can be seen from the results of the odd semester test for the 2019-2020 academic year, most of which are still below the Minimum Completeness Criteria (KKM) of 7.5. The following are the results obtained by class XI science students at SMA Negeri 22 Jakarta:

**Table 1.1**

**Average UTS Scores for Economics Subjects in 2019-2020**

<b>Class</b>	<b>Average</b>	<b>Total</b>	<b>Total Scores</b>	<b>Total</b>
	<b>UTS</b>	<b>Scores</b>	<b>Students &lt;75</b>	<b>Students &gt;75</b>
XI Science 4	64	36	25	11
XI IPA 5	69	36	29	7
Number of Students		72	54	18
Percentage		100	75.00%	25.00%

*Source: Data on UTS Values for Economic Subjects in 2019 (Data processed by researchers in 2020)*

Based on Table 1.1 it can be seen that the class XI IPA has an average value below the KKM. The value of class XI IPA 4 is 64, while the value of class XI IPA 5 is 69. The table shows that 75.00% of 72 students who have a Mid-Semester Examination (UTS) score below KKM as many as 54 students. The above shows that the learning outcomes of students grade XI is still low due to the 54 students from 72 students score below KKM compared with students who have grades above KKM total of 18 students from 72 students.

the Ministry Pendidikan and Culture issued a circular no. 4 of 2020 concerning the Implementation of Education Policies in the Emergency Period for the Spread of *Corona Virus Disease* (Covid-19). Based on the circular, the education unit decided to work from home (*Work From Home*) so that the learning process was carried out online or distance learning (PJJ). The implementation of online learning is expected to be able to grow the abilities, knowledge and potential of students as well as learning in class.

The learning system is carried out through a personal computer (PC) or laptop connected to an internet network connection. Teachers can do learning together at the same time using groups on social media such as WhatsApp (WA), Telegram, Instagram, the application *Zoom Meeting*, and others. The media (*platform*) is used as a means for teachers or lecturers to carry out the face-to-face substitute learning process in class. Thus, the teacher or lecturer can ensure that students take part in learning at the same time, even though in different places.

## **LITERATURE REVIEW**

### **1. OF LEARNING OUTCOMES**

According to Susanto (2013), learning outcomes are changes that occur in students, both concerning the cognitive, affective, and psychomotor aspects as a result of learning activities. Susanto also added that learning outcomes can be interpreted as the level of student success in learning a learning material at school which is stated in a score that will be obtained from test results regarding a certain number of subject matter (Susanto, 2013, p. 6).

According to Serlis Rusandi, evaluation of learning outcomes is carried out to monitor the process, the relevance of student learning progress to the goals or standards that have been set, and improvement of student teaching and weaknesses that have been carried out in teaching and learning activities (Rusandi, 2019). According to Nana Sudjana, student learning outcomes will be answered well with a good assessment system. the system is needed both on learning outcomes and the learning process of students (Sudjana, 2009).

### **2. QUALITY OF ONLINE LEARNING MEDIA**

The word *media* comes from the Latin *medius* which literally means 'middle', 'intermediary', or 'introduction'. More specifically, the notion of media in the teaching and learning process tends to be defined as graphic, tools photographic, or electronic for capturing, processing, and rearranging visual or verbal information. AECT (*Association of Education and Communication Technology*) defines media as all forms and channels used to convey messages or information.

The term online is an acronym for "in the network" which is an activity carried out with an online system that utilizes the internet network. According to Bilfaqih and Qomarudin (2015, p. 1) online learning is a program for organizing online learning

classes to reach a massive and broad target group". Thorne in Kuntarto (2017, p. 102) online learning is learning that uses multimedia technology, virtual classes, CD ROMs, *streaming* video, voice messages, email and telephone conferences, *text online* animated, and *video onlinestreaming*. Meanwhile Rosenberg in Alimuddin, Tawany & Nadjib (2015, p. 338) emphasizes that *e-learning* refers to the use of internet technology to deliver a series of solutions that can improve knowledge and skills.

### 3. LEARNING CREATIVITY

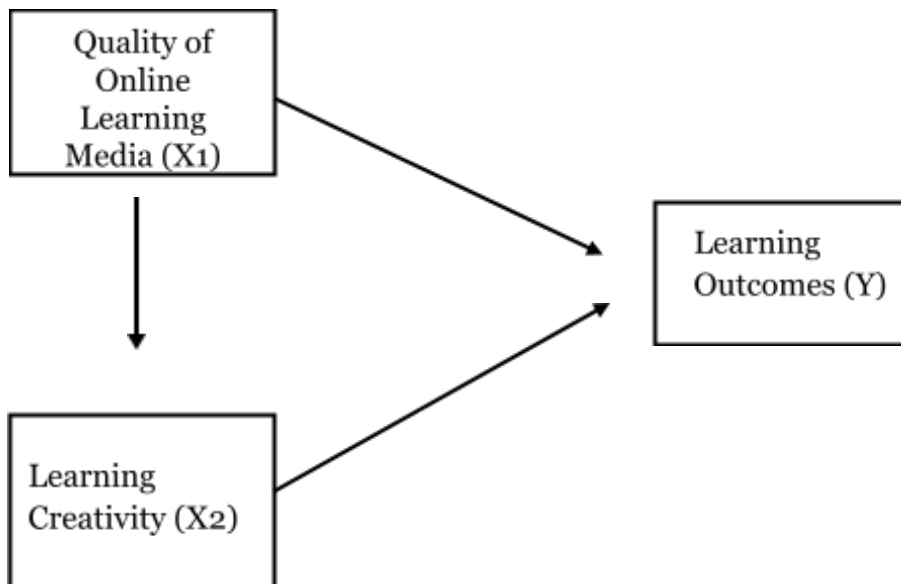
According to Kaufman, learning creativity can be measured by fluency, flexibility, unusual response, originality, novelty, functionality, aesthetics or interrelatedness (2014, p. 42). Edward de Bono (2012) suggests that there are three elements of creativity, namely:

- a. Creative which means changing something so that it becomes something, where something has never existed.
- b. Something of value.
- c. Results creativity must be something unimaginable and there is a change in something that previously existed.

According to Ernani Hadiyati, creativity includes being open to experience, likes to pay attention to seeing things in unusual ways, sincerity, accepting and reconciling things that are contradictory, tolerance for things that are not clear, independent in making decisions, thinking and acting, requiring and assuming autonomy, self-confident, not subject to group standards and controls, willing to take calculated risks, persistent, sensitive to problems, fluent-ability to generate many ideas, flexible in origin, responsive to feelings, open to unclear phenomena, motivation, free from fear of failure, think in the imagination of opportunities, what to do to satisfy opportunities, simple and focused starting from small things, *partially* affect the entrepreneurial variable (Ernani Hadiyati, 2011).

### RESEARCH METHOD

Method used in this research is a survey research method with a quantitative approach. According to M. Nazir (2003), the survey research method is an investigation carried out to obtain facts from existing symptoms and seek factual information about the social, economic or political institutions of a group or an individual. This study uses primary data on the independent variable, namely as an online learning media variable X1 and learning creativity as a variable X2. Meanwhile, learning outcomes as the dependent variable with the symbol Y. The independent variable data collection used a questionnaire and the dependent variable used the Middle Assessment. Semesters (PTS) in economic subjects can be seen in the following figure:



Description:

X1 : Quality of Online Learning Media

X2 : Learning Creativity

Y : Learning Outcomes

—————→ : Direction of Effect

## Research Results

Based on the analysis requirements test using SPSS 22.0, it is known that the data are normally distributed and can be used. In a test path analysis (*pathanalysis*), obtained as follows:

### 1. Online Learning Media Quality Impact on Learning Outcomes

Based on the results of path analysis have shown the influence of the quality of online learning media on learning outcomes economy class XI student of SMAN 22 Jakarta. It can be seen from  $\beta$  amounted to 0,050 with a significant level of  $0.676 > 0.05$ , it can be concluded  $H_0$ , which means a positive and significant influence between the quality of online learning media on learning outcomes.

### 2. The Effect of Learning Creativity on Learning Outcomes

Based on the results of research that has been done, it is obtained that learning creativity has a positive and significant effect on student learning outcomes. It can be seen from coefficient  $\beta$  of 0.060 with a significance level of  $0.619 > 0.05$  then  $H_0$  is accepted, it means a positive and significant influence between the variables of creativity in learning to learning outcomes.

### 3. The Effect of Online Learning Media Quality on Learning Creativity

Based on the results of the research that has been done, the results obtained that learning creativity has a significant influence on the quality of online learning media. It can be seen from coefficient  $\beta$  of 0.070 with a significance level of  $0.560 > 0.05$  then  $H_0$  is accepted, which means a significant influence between the variables studied creativity to quality online learning media. The results of the analysis show that the higher the quality of online learning media obtained by students, the higher the learning creativity possessed by students.

#### **4. The Influence of the Quality of Online Learning Media on Learning Outcomes through Learning Creativity**

Based on the results of the research that has been done, it is obtained that creativity influences the quality of online learning media. It can be seen from coefficient of  $\beta$  sebesar 0.070 with a significance level of  $0.560 > 0.05$  then  $H_0$  is accepted, which means a significant influence between the variables of creativity to quality online learning media. Then the results obtained that the quality of online learning media influences learning outcomes. It can be seen from coefficient  $\beta$  of 0.051 with a significance level of  $0.673 > 0.05$  then  $H_0$  is accepted, which means a significant influence between variable quality online learning media on learning outcomes.

The indirect effect of online learning media quality (X1) on learning outcomes (Y) through learning creativity can be found by multiplying the influence of online learning media quality (X1) on learning creativity (X2) = 0.146 with the influence of online learning media quality on learning outcomes (Y) = 0.062, so that there is an indirect effect of creativity on learning outcomes through the quality of online learning media  $(0.146) \times (0.062) = 0.009$ .

## **CONCLUSION**

Based on the results of research and discussion on the Effect of Learning Media Quality on Learning Outcomes through Student Creativity at SMA Negeri 22 Jakarta, the researchers can conclude several conclusions, including the following:

1. There is a positive and significant influence between the variables of Online Learning Media Quality on Learning Outcomes, the higher the quality of online learning media, the higher the value of economic learning outcomes for class XI SMA Negeri 22 Jakarta.
2. There is a positive and significant effect between the variables of Learning Creativity on Learning Outcomes. Then the higher the level of Learning Creativity will also increase the value of student learning outcomes in class XI SMA Negeri 22 Jakarta.
3. There is a positive and significant influence between the variables of Quality of Online Learning Media on Learning Creativity, the higher the level of Quality of Learning Media will also increase the Learning Creativity of class XI students of SMA Negeri 22 Jakarta.

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