INFLUENCE DEEP EDUTAINMENT METHOD INCREASE RESULTS STUDENT LEARNING AT SCHOOL

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Abstract:
As for This research was carried out on the day Monday 25 December 2023. This research is in background back problem results Students' learning is increasing day decreases, so can decreasing values. Learning is carried out by teachers, because that's what teachers have to do correct results Students study with good and correct grades. assessing students means the same as assessing How method the teacher teaches , the students also get it . Can it is also known that method learning influence results Student learning at school, possible in every learning must use productive method , failure a Student not only is in the value results Study but it also lies in the teacher's internal skills field learning . So do some the method being practiced when learning taking place like method Expository only emphasizes understanding course, so allows students to feel fed up because monotonous teacher teaching Then researcher choose method Edutainment in field this learning , because very help existing problems in the classroom . This research contains 5 roles. First peneti as subject, both Students as object in field , the three teachers as data source Analysis of results study, the four schools as place study . Fifth method study as tools used for interviews.

Keywords: *Method Edutainemnt, Students, madrassas.*

INTRODUCTION

Education is one form need humans who have element knowledge and learning , as well as the development and use of learning media help device the latest digital technology start become trend research in the field of Education (Sinta & Aji Nugraha, 2020). Not only That development is also a must innovate in manage results from learning that has been carried out by teachers to students through several media to relieve teacher tags in class. Education, currently, is in an accelerating knowledge age enhancement outside knowledge normal . Acceleration enhancement this knowledge is supported by the application of digital media and technology which is called the information super highway. Teaching process is an activity to carry out curriculum something institution education, so you can get it influence students reach objective education that has been set.

In the teaching process there is a learning process teaching, understanding Study is a process of change behavior blessing experience and practice . It means objective teaching is change Act good behavior , as far as it is concerned knowledge , skills nor attitude even covers all aspect organism or personal . The right method can help method Students think accurately and clearly. (Yektyastuti, et al., 2015). So is the way Students learn differently, there are students who have difficulty in understand information served in form arrange it sentence, will but there are also students who understand material verbal learning . So that students from mentioned groups final can understand material easily and clearly, the information is presented in form method learning must accompanied information or productive model.

So suitable method in information above is Edutainment method , this method is very method _appropriate in Student learning and ability handle problems in class . Also possible help more interaction between teachers and students near again , so reduce Student awkwardness when Study (Dwi Pratiwi, 2023).

Methods are also a medium for teachers to convey things material that has been prepared . Therefore Roziyah, D. A., dan Kamaludin, A. (2019) state that through student edutainment methods become more knowledgeable . Because that's a teacher indeed should truly understand about method learning to know results Student learning at school. As for objective there is a test result Study specifically for teachers is to evaluate related to the learning activities that have been carried out implemented , and this test can showing description understanding student to material that has been studied . However , this policy gave rise to polemic new specifically for capable students academic intermediate to below are accepted into top schools through track zoning . The student feels overwhelmed in participate in learning activities normal teaching carried out in superior schools (Widyastuti, 2020).

One of There are lots of problems too happens in class, ie lack of teacher concentration in convey material and theory learning in class or the teacher who teaches eye lesson not enough understand with the eyes the lesson . So that can allows Students a little slipped in his understanding Theory and application can change and develop view of the world around We (Yuli, 2019). By psychological If participant educate not enough interested in the method used educator, then participant educate will give lack of response support towards the learning process . Besides That student someone stated that in learning they said very much forced , felt sleepy , boring , and thinking that this learning is scary (Suprati, 2020). Because that learning is something receptacle for moderate students in seat learning , teachers also supervise and assess from what has been taught in learning well and correctly . However sometimes Teacher ideology also took off in apply theories learning so that can possible student exceed from average value and results genius thinking theoretical and productive .

Main idea in learning that is exemplary teacher in educate student as well as the method which is form of media in learning , also using method correct learning . By using correct method students don't feel it fed up because teacher's lateness in learning taking place . So that student feel facilitated in learning in the classroom . So are the results learning , learning outcomes is crucial thing in the learning process (Novianto & Pratama, 2022). Learning outcomes student teachers really hope for it, because teacher success can be known when student finished exam . Therefore One way to present fun and meaningful learning _ as well as effective reach objective learning is to insert draft fun method that is Deep Entertainment methods learning (Robinson, G. M., Michael, H., Robert, J. M. (2021).

Well, this Edutainment method is very method _ exciting in learning also satisfies teachers and students to carry out learning activities teach in the classroom . So students don't feel it fed up , bored and irritated . The impact is students and teachers during class time taking place become more Good in social , educational and humanities .(Winarti et al., 2021) said learning fun usually carried out with humor, games and demonstrations , learning that combines education and entertainment is called Edutainment. Edutainment combines content education become context entertainment To use facilitate learning and entertainment in a way simultaneously , not only That but also instills a sense of responsibility answer well for the results learn more good again . With the Edutainment learning method So more fun and meaningful. Edutainment can become innovation developmentally appropriate learning progress technology At the (Fernandes, 2020). moment because it's deep media learning is form teacher creativity and development material eye lessons carried out . Thereby in learning media too There is genius to produce Classes are safe and comfortable , so that students feel facilitated by learning media We when in class .Colace (2018) state that edutainment is type entertainment designed with purpose educate by including variety entertainment such as : as device multimedia software , internet sites, music , films, videos and games computer as well as TV programs in

order to make you happy apart from educating . More further , Edutainment is called as a mix-hybrid between education and entertainment , which is very relies on visual material , narrative format as well as games , which are also in an informal mode of greeting in the learning process . By combination text, sound, graphics, and animation , technology computer enrich education like that appearance so that give impression fun in learning , and called as a non- traditional model (Permata sari & Alfiansyah ,2022).

Elumalai et al (2021) said The concept of edutainment can be give impact positive on the learning process , Research previously follow support statement the. Learning by interleaving building edutainment concept interest and motivation student in learning taking place . Besides on interest and motivation students , Edutainment is also a non traditional approaches that have been proven help grow Skills century 21st , like think critical creative (Amalia, 2022). As for learning is a formal activity that becomes non-formal , it is a learning media that is created as interesting maybe so that . Design learning more productive and not boring . The concept of edutainment is set approach bridging learning gaps that separate the learning process teach in expected ways can increase results Study (Wulandari, & Mulyani, 2022).

Based on these statements , edutainment methods can become solution as involving strategy participant educate in learning active, making learning more relevant and fun, as well give experience motivating learning participant educate . Edutainment seeks to teach and facilitate interaction social to students by inserting sensation different lessons in form entertainment that creates familiarity student (Telupun, 2020). This concept is designed for a learning process teach done in a way holistic by combining knowledge from various field . Skills memory , skills reading , note taking and skills Study other . Draft The basic aim of edutainment is the learning process still in conducive and comfortable atmosphere . (Suprapto, & Wardani, 2022)._

According to Anthony Robinson study as an associating process things (knowledge) that have been understood with p new (knowledge). Thus , there is three aspect learning, namely : (1) Making connection ; (2) Any included information ; and (3) Some information new . From here We know that Study No about start from something yet fully understandable , but about start from something that already exists and then combine it with knowledge new . According to Trianto learning , is aspect activity more human real complex is effort teachers are aware of how to educate students (guiding interaction students with resources learn others to achieve desired goal . Based on pattern think this, mean There is two direction connection interaction between teachers and students carried out in a strong and focused manner to achieve desired goals and how achieve it in a way effective. (Sudirman dan Rosmini Maru, 2014).

Edutainment consists on two words, namely education and entertainment. Education means education, and entertainment means entertainment. Thus , education in term linguistics interpreted as happy education. According to Hamruni edutainment is a learning process designed in combination content education and recreation seamless to create learning become pleasant. (M. Fadillah et. al. 2014). From the definition above can understood that education is a learning activity that prioritizes fun and excitement in implementation to achieve objective learning . It means Study That fun, not boring and forced.

Edutainment takes place during the teaching process by paying attention aspects as following : a. Give atmosphere relaxed and happy . b. Create environment effective learning . c. Interest interested . d. Gather the basics . e. Give impact positive on learning . f. Focus all thought . g. Support rights student . h. Give experience success . Based on understanding components application edutainment methods and understanding the learning process . (Nur Alfyfadhilah Rusydi, 2014).

According to Gani Jamora Nasution If said that edutainment entertainment is a model, or method learning , then focus main from edutainment entertainment is draft learning in context practical Where student feel like . Learning said pleasant if there is relaxed , free environment stress , safe and fun in room that gives rise interest learning and participation full , centering students in the environment fun and interesting learning , atmosphere happy , with lots of attention . The benefits of edutainment influence objective Study . Objective education in Indonesia is education for existence nation , as stated in Constitution National Education Policy 2003. Thus , activities to achieve the goal creates environment interesting learning . Because playing games affects efficiency brain in processing , storing and take return existing information to create an effective learning process . This effective curriculum can achieved by developing a sense of enjoyment among educated people (Ulil Albab , 2018).

RESEARCH METHODS

As for this research uses method study Descriptive Qualitative , from results Observation in the sourced madrasah from interview researchers and several teachers who teach at the madrasah, as well as the data obtained that is cognitive (not made up) so that the data obtained from observation the researcher has concrete . This research was carried out on the day Friday 5 January 2024 at Madrasah Diniah Al Insyiroh Village Coral New Subdistrict Paiton Regency Probolinggo Then ends on Wednesday 10 January Village coral New Subdistrict Paiton Regency Probolinggo . This research uses Descriptive Qualitative and valid data were obtained from results interviews and documentation researchers with several teachers as well as interested academics receive researcher when study ongoing , subject this research is student class wow .

Based on problem the research above is influential learning student in class , one of them method just learning use method lecture . Then created decline results Study students who become base end from teacher assessment at school. Because That arrival researcher want to change results Study few students month Then experience decline results exams and competencies student at school , then researcher finish the problem with using method study descriptive Qualitative .

RESULTS AND DISCUSSION

Based on The research above was carried out on the day Friday January 5 2024 in class wustho in the Village Coral Ayar District Paiton Regency Probolinggo . By using method study Descriptive qualitative which is a medium to help researcher finish problems in class , that way researcher become more believe yourself with help method Edutainment research .

In This research was hosted by several school members researchers in space guest , then a number of teaching staff please meet researchers and time talk about advanced education , several matter was asked by teachers and the community about education Indonesia's advanced and successful progress in results Study his students at school . Then will well presented by the researcher .

In this research community provides overview of quality education by drawing some more madrassas superior , so can possible researcher reasoning problems. Yanga was in class , several members of the community were listening to him amazed , because that 's what the community is describing Correct good and superior exceed average value . Because That researcher give input about what will be examined by using method Descriptive Qualitative by describing visible problems in that school. Media helps to describe material research properly and correctly. Which is obtained researcher.

In this research there is aspects important in improve results Study student at the school used by the researcher that is : Find, Look for solution, Operate, Increase,

Prove, Evaluate.

In matter That researcher try to describe to teachers and the existing community in the classroom during rest time taking place . A number of minute then clock in class end rang and several teachers came in his class each to continue _ _ eye the lesson that will be taught to the students at school . In the researcher conveyed this use use method study Descriptive qualitative which is the medium for conveying material research , then use it to find problems that exist in the class , and continue to find them solution from the problem exists , then carry it out with the theory that has been explained by the researcher .

The hall was strengthened by upgrading results learning that has been obtained by the teacher, p that's been proven from material research that has been prepared by the researcher, then completed by evaluating from aspects that have been implemented by researchers . The above help method Edutainment own excess in learning , among others that is ; increase passion and activity participant educate , create learning fun and exciting , learning process combined with play , so participant educate feel comfortable and easy participant educate convey opinions and asking questions , as well participant educate can study well (Santoso, 2018). The edutainment concept produces a learning process that is relaxed , comfortable and enjoyable for participant educate (Sasmita & Purnamasari, 2020).

There are also edutainment methods characteristics , ie nuanced relaxed and cool so that can help create comfort good and comfortable class . Relevant research conclude that device learning based on edutainment developed that is valid, practical and effective for training creativity student(Sofyan, Wasis, & Ibrahim, 2017).

Other Saputri, Darvina, Putra, & Sari (2019)research conclude that influence application Interactive Teaching Materials to achievement enhancement competence knowledge amounting to 24.8% and competence attitude amounting to 25.3%. Competency value attitude student from One meeting to meeting other always increases , this is influenced a number of factors , one of them that is increasing motivation Study student to material physics especially material fluid dynamic .

Whereas another opinion says that edutainment method with approach contextual can increase creativity participant educate (Chasanah, 2015). Other research argues that , module edutainment -based is feasible and interesting to implement and effective , as well response participant educate very Good (Setiyaningsih, 2019).

Learning outcomes is one of the form totality every teacher who becomes hope in each institution as well as its effectiveness very expected . That's what happened objective every school community and teacher, who becomes influence positive to problems in frequent classes happen . Because some aspects and theories wrong in carry out , improve and prove from every aspects and theories learning .

Aspects and theories. The same The important thing is , of course with help method to be complement in the learning . Result of learning is form inner teacher creativity learn method learning , methods learning is also a result study previously the majority study successful and superior . Superiority is part hope from every teacher who is teaching and problematic students in results Learning is the teacher's main target . To increase results study well and excel .

Teacher is facilitator student in learning , because that's what teachers have to do become receptacle for middle school students study with him . Students will feel comfortable when the teacher is smart in control class , some matter thereby proven when the teacher has implemented it good teaching , and students become more comfortable and deep focus listen , observe and understand when the teacher is teach in class . The class is also one of the internal media superior and productive learning , one form willingness good class is proof teacher 's seriousness educate his students . Well, not only teachers either smart in teach will but smart in evaluate his students classed , so results from maximum learning and more teachers believe self when teach .

Based on the above research is concluded that study on method Edutainemt is a medium for creating results learn well , by applying aspects as following : Finding, Searching solution , Execute , Improve , Prove and Evaluate . From this aspect, the problems that exist in the classroom start resolved correctly. Thereby results learning exceed from hope every teacher and school community.

CONCLUSION

As for method good learning in handle it existing problems in class, that is Edutainment methods are a medium for improving results Study student at school using method study Descriptive Qualitative being reference data analysis from results the research .

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