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Problem Based Learning Model Design, Using Capcut Application in SKI Learning to Improve Learning Outcomes of Class X Students of MAN 1 Majene

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Article Info	ABSTRACT
	This research aims to develop and test the effectiveness of a problem-based learning model (Problem Based Learning) using the CapCut application in learning Islamic Cultural History (SKI) for class X students at MAN 1 Majene. The research method used is experimental research. The research instruments used are learning outcomes tests and student response questionnaires. The data obtained was analyzed using quantitative descriptive analysis techniques. The main instrument of this research is a test supported by research instruments with data collection in the form of documentation, with a research sample of 53 people divided into 2 groups, namely a sample of 27 people as the control group and 26 people as the experimental group. The sampling technique used is the sampling technique. The research results show that the Problem Based Learning model using the CapCut application is effective in improving student learning outcomes in SKI subjects. This can be seen from the analysis results showing that the value of O1 is smaller than O2, so the X received is (80.00 > 78.00). The experimental class used an Android cellphone with a pre-test score of 80.22 and an average post-test score of 82.22, while the average score of the pre-test control class was 80.00 and the average post-test score was 81.46. Thus, it is proven that the Problem Based Learning Model, Using the CapCut Application in SKI Learning, Improves Class X Student Learning Outcomes. The implication of this research is that the integration of technology in learning can improve the quality of learning and student learning outcomes in the context of SKI learning at MAN 1 Majene.

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INTRODUCTION

The Problem Based Learning model offers an alternative to traditional learning approaches which tend to be passive. Students not only receive information, but they act as active agents involved in real-world problem solving. PBL is designed to build students' critical thinking skills. By solving complex problems, students are expected to be able to think creatively, analyze information, and make knowledge-based decisions. The problems presented in PBL originate from real world contexts. This provides direct relevance to students' lives, links learning to their real-life experiences, and increases learning motivation.

The Problem Based Learning model encourages collaboration between students. By working in groups, students learn to find solutions together, devise strategies, and communicate effectively – skills that are essential in the modern world of work. Compared with conventional methods, PBL is associated with

deeper understanding. Students not only learn to memorize facts, but rather understand concepts as a whole because they are involved in solving complex problems. Through Problem Based Learning, students are involved in planning, monitoring, and evaluating their own learning process. This helps develop metacognitive skills, enabling students to become independent learners. The Problem Based Learning model can be adapted to various learning styles and needs

Student. This flexibility allows adjustments to meet diversity in the classroom, supporting inclusivity in education. PBL helps students develop a deeper understanding of global issues and prepares them to contribute to an increasingly connected and complex global society.

By exploring interesting and relevant problems, Problem Based Learning can increase students' interest and motivation towards learning. Relevance and importance in the topic studied provides additional impetus for further exploration and understanding. The Problem Based Learning Model design is an innovative solution that not only increases the effectiveness of learning but also helps shape students as individuals who are ready to face the challenges of the modern world.

The use of the CapCut application can also have relevance to education, especially in the context of developing creative skills, information technology and media. Creative skills development can be an effective means of developing students' creative skills. Through the video editing process, students can hone storytelling, visual design and aesthetic skills that can be applied in various creative fields. For the integration of technology in learning, using video editing applications such as CapCut can help teachers integrate technology in the learning process. Teachers can design assignments or projects that involve the use of CapCut to improve students' multimedia and information technology skills. Using the CapCut application can also support multimedia education by giving students the opportunity to understand basic concepts in video editing, music selection, and visual effects settings. This provides a foundation for developing their understanding of multimedia elements.

Students can also work together on collaborative projects using the CapCut application which can improve teamwork, communication, and project planning skills. This can create a more holistic and relevant learning experience for the needs of a job market that increasingly values collaborative skills. Using the CapCut application allows students to better understand the visual and audio aspects of creating multimedia content. They can learn about setting frames, using sound effects, and selecting appropriate music to enhance the visual and audio appeal of a work. In the context of creativity and innovation education, using CapCut can stimulate students' creative thinking and encourage them to create unique content. It can be a platform for the exploration of new ideas and discoveries in the context of creativity, students can use CapCut to create and edit their digital portfolios. This can be an effective way to demonstrate their skills in video editing and multimedia design to schools or potential future employers. By integrating CapCut in education, teachers can open up opportunities for students to learn and develop in various skills that are important in this digital era. Apart from that, this can also open students to understand various aspects of creativity and technology that can be applied in various areas of life

To solve the problem of low quality of education, there must be an increase in the quality of learning. As explained by Conny Semiawan. In this case, if the government wants to improve the quality of education, it must first improve the quality of the education system. To achieve this, all components such as students, materials, methods, learning resources, media and infrastructure, as well as the costs involved in learning must be optimized one by one until the 9designed goals are achieved.

We have been able to explore various potentials in each of us, especially as teaching materials or to provide benefits in all aspects, especially in the world of digitalization of education specifically for PAI learning. Now the learning process has really developed and advanced with the existence of internet-based technology, e-learning or in digital form, but on the one hand, many teaching staff are a little overwhelmed by adapting learning styles in the era of the ating 4.0 revolution, which is indeed the goal to be superior and have potential. with increasingly sophisticated technology.

When carrying out initial observations at MAN 1 Majene, the problems encountered at the school, especially in subjects where I was effective at SKI, it was discovered that student learning outcomes in class X were still relatively low. The activities carried out by students are not learning activities, but these activities are student activities that are not relevant to learning activities, such as not paying attention when the teacher explains the subject, students being noisy so that the class atmosphere is not conducive and there are several students who sleep during the learning process. Apart from that, students are less able to absorb the knowledge they learn and they are less able to connect what they learn with how that knowledge will be used or exploited, because they are taught only by listening and noting what is given by the teacher, which has an impact on learning activities and results low learning.

METHODOLOGY

The research method used is experimental research. The research instruments used are learning outcomes tests and student response questionnaires. The data obtained was analyzed using quantitative descriptive analysis techniques. The main instrument of this research is a test supported by research

instruments with data collection in the form of documentation, with a research sample of 53 people divided into 2 groups, namely a sample of 27 people as the control group and 26 people as the experimental group. The sampling technique used is the sampling technique. The data analysis techniques in this research are validation tests, reliability tests, normality tests and t tests.

RESULTS AND DISCUSSION

From the findings that have been presented, in this discussion it will be explained that in principle classroom action research is carried out to obtain results regarding the quality of learning and the quality of learning outcomes through the use of the Capcut application which is carried out through a series of actions. The quality of learning is indicated by the activity tendencies of teachers and students in the learning process, and the quality of learning outcomes which can be seen from the students' complete classical learning. Learning completeness is measured based on completeness standards.

Achievement of learning objectives by using the CapCut application media

The role of teachers in using learning media is very important so they are required to be able to develop their abilities, one of which is making learning media more effective and efficient so that learning can be more interesting and enjoyable. In this case, a teacher's professionalism can be seen from his ability to use learning media. If the learning process experiences improvement, both from the students and the teachers themselves, it means that the use of media can be said to be effective and efficient.

An educator is said to be successful if students experience improved learning outcomes. Learning outcomes are the abilities that students have after receiving a stage of learning experience. Based on the data obtained, student learning outcomes have increased every semester.

From the results of the evaluation of student test results (post-test), it can be seen that there is an increase in learning outcomes after using the CapCut application in the learning process. In the experimental class after using the Capcut application in the SKI learning process, the total score was 82.22, an average score of 80.00 in the good category, while for the control class with conventional learning treatment the score was 81.46 with an average score of 78.00 in the category pretty good.

Research results with relevant research opinions (theories)

The above results are in accordance with Purwanto's opinion, which states that learning outcomes are abilities obtained by individuals after the learning process takes place, which can provide changes in behavior, including knowledge, understanding, attitudes and skills of students so that they become better than before. In line with Dimyatidan Mudjono's opinion, they are of the opinion that learning outcomes are a process to see the extent to which students can master learning which is marked by certain shapes of numbers, letters or symbols used by education providers.

This research is relevant to research conducted by Winda Pitriani Parhanah (2023) "Development of Learning Videos Based on the CapCut Application on Bandung Lautan Api Material to Increase Students' Historical Empathy in Class XI MAN 2 Bandar Lampung". This research discusses the development of learning videos based on the Capcut application to increase interest in learning history. This research uses a development research design (Research and Development/R&D).

The similarities between this previous research and this research are as follows: 1) The objects studied are students, 2) Using Application media, 3) Type of research, namely experimental development/

The difference lies in the expected results, namely that the research focuses on increasing interest in learning, while ours aims to improve learning outcomes.

Limitations during the research

It is difficult to control external factors that can influence student learning outcomes, such as economic conditions, family environment and other psychological factors.

The time required for students to adapt to new learning methods may influence the initial effectiveness of PBL implementation using Capcut.

Difficulty in designing a comprehensive and objective evaluation to measure the effectiveness of the problem-based learning model using Capcut. Evaluation may be more on the cognitive aspect, while the affective and psychomotor aspects are less well measured.

Obstacles During Research

From the subjects studied, students were initially not very good at using the CapCut application because they did not understand several of the features of the application.

Challenges in managing the class during PBL implementation, especially in keeping all students involved and actively participating.

CONCLUSION

The use of Android cellphones at MAN 1 Majene is something that we can easily find, but the use of this media has not been utilized in detail because all students have Android cellphones, but at MAN 1 Majene there are facilities that can facilitate and are adequate to support IT development in the world. The learning process runs based on competency standards and basic competencies that have been prepared and equipped with a learning process plan. Meanwhile, SKI learning in experimental classes using the CapCut application on Android cellphones is used as a supporting tool to make it easier for students to provide effectiveness in SKI subject material. The rules for using Android cellphones in learning are permitted for students during the learning process after class time has ended. The cellphones are returned to the BK MAN 1 Majene room.

The effectiveness of the learning outcomes of MAN 1 Majene students who used the CapCut application on Android cellphones for the experimental class with a final result of 82.22. The score was obtained from the average score of the students after the learning treatment and then the students worked on the post test questions as an evaluation end of learning.

IMPLICATIONS

Learning media is one of the influencing components student learning outcomes, therefore it is recommended for educators to be able to choose the right learning media according to the learning objectives to be achieved.

Educators are expected to be able to use the CapCut Application media or other applications that are able to support learning, especially SKI learning and others. Because the use of applications on Android cellphones in learning affects student learning outcomes and can improve students' memories during the final test.

RECOMMENDATION

The Head of MAN 1 Majene is expected to control educators and students, so that they are able to improve students' critical thinking skills when the learning process takes place so that educators and students carry out mutualism which in the end, learning runs effectively and efficiently.

Educators at MAN 1 Majene are expected to be able to realize the competencies they already possess well in carrying out their duties as educators so that they can have strategies and tactics in managing learning activities in the classroom so that learning can take place effectively.

Students at MAN 1 Majene should be active and creative regarding guidance and direction to teachers who provide learning materials so that the learning process is effective.

Remembering that researchers are just ordinary people who are not free from mistakes and this research is still very far from perfect and what the author produces is not the final result, so further research needs to be conducted, especially regarding the use of the CapCut application on Android cellphones in learning-based learning. IT in increasing the effectiveness of students with a scientific approach to improving student learning outcomes at MAN 1 Majene.

Schools should facilitate all MAN 1 Majene teachers to improve their skills by participating in and using the CapCut application and other applications that can be used on IT-based Android phones.

The author hopes for constructive criticism and suggestions from all readers for the perfection of this thesis. Hopefully this thesis can be especially useful for future research

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