

Increased Interest in Learning Through Smart Apps Creator

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ABSTRACT

Reading is huge because reading is a source of information, but most of the learners open social media more often, play games with laptops or gadgets, compared to reading. Using teaching materials in supporting the teaching learning process can help students more easily understand the learning material, because it is undeniable that the development of teaching materials is very important in learning, so the more interesting the teaching materials used, the more interested students will be in the teaching materials. The purpose of this research is to determine the development of application-based teaching materials and to determine student responses to application-based teaching materials in the Church Administration and Management course in the Christian Leadership Study Program. The results of the study are calculated based on the validity calculation formula, then an average score of 3.1875 is obtained with decent criteria. Through this research, it is hoped that the application-based church administration and management teaching program (smart apps creator) is used by students as a practical learning medium and can be used anytime and anywhere.

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1. INTRODUCTION

Learning is a system because it has a purpose, namely teaching students. The learning process is related to a series of activities involving various components which include, learning objectives, learning materials, learning media and evaluation. One of the important components in the learning process is the availability of teaching materials that can be used by students. With the development of teaching materials to increase understanding of student learning concepts, it is necessary to develop interesting teaching materials to overcome difficulties in learning (Jazuli, Fazat, & Maghfiroh, 2019). It is undeniable that the development of teaching materials is very important in learning, so the more interesting the teaching materials used, the more interesting the students' interest in the teaching materials will be (Artanto, 2019).

The Church Administration and Management course is one of the courses taught in the Christian Leadership Study Program, Faculty of Theological Sciences and one of the objectives of this Study

Program is to produce graduates who are experts in the field of administration or as an administrator (Sinambela, 2021).

Based on observations made by researchers in the Christian Leadership Study Program, most of the students more often open social media, play games with laptops or gadgets, compared to reading both in class and outside the classroom, even though the role of reading is very large because reading is a source of information. Currently, students also have a tendency to be less interested in reading if the teaching material is tebal and less interesting.

2. METHODS

The research method used in this study is Reserchand Development (R&D). Methods R&D research is a research method that aims to produce an effective product and test the effectiveness of the product (Sugiyono, 2020). While the approach to this research is a quantitative approach, because the data produced from research proposals, processes, hypotheses, going to the field, data analysis and data conclusions until its writing uses aspects of measurement, calculation, formula, and certainty of numerical data (Rahmatullaila, 2020). The data collection technique used in this study was observation and dissemination of a questionnaire containing 30 levels with Christian Leadership Study Program students and material expert validators as respondents. This research instrument is in the form of documentation and validation from material experts, media experts, and user/student response sheets.

3. FINDINGS AND DISCUSSION

Researchers made observations in the Christian Leadership Study Program, most of the students opened social media more often, played games with laptops or gadgets, compared to reading both in class and outside the classroom, even though the role of reading is very large because reading is a source of information. Therefore, it is very necessary to develop interesting and interactive teaching materials based on applications that can be opened on mobile phones and computers.

3.1. Development

Development is the process of translating design specifications into physical form, the development area includes many variations of technology used in learning. This understanding shows that development is a process to translate design specifications into a product design based on the findings of field trials. Development research is the process of developing new products or complementing existing products, and can be accounted for (Heryuliandini & Situmorang, 2018; Rizki, 2019).

3.2. Teaching Materials

Teaching materials are a set of systematically arranged materials that can be used by students so as to create a condition that allows students to learn well. Teaching materials are all forms of written and unwritten materials that are used to assist educators (teachers, lecturers, and contractors) in carrying out the learning process in the classroom (Kurniawan & Verawati, 2020). Teaching materials are a set of learning tools or tools, methods, boundaries, and ways of evaluating that are systematically designed and interesting in order to achieve the expected goal of achieving potential with complexity (Jazuli et al., 2019; Widodo, 2018).

Types of Teaching Material

Broadly speaking, teaching materials are divided into printed teaching materials (consisting of books, modules, LKS, etc.) (Retno, Saputro, & Utami, 2022). Non-printed teaching materials (consisting of listening teaching materials, listening drums, multi-interactive and web-based teaching materials). Non-printed teaching materials can be used with the help of electronics (Ramdani, 2021).

Functions of Teaching Materials

There are three main functions of teaching materials in relation to the deployment of learning and learning process. The three functions are as follows:

- a. Teaching materials are guidelines for teachers who will direct all activities in the learning process, as well as the substance of competencies that should be taught/trained to students.
- b. Teaching materials are guidelines for students who will direct activities in the learning process, as well as the substance that is actually learned/mastered.
- c. Teaching materials are tools for evaluating the achievement/mastery of learning outcomes. As an evaluation tool, the teaching materials submitted must be in accordance with the basic indicators and competencies that the teacher wants to achieve. These basic indicators and competencies are already formulated in the lesson syllabus (Aisyah, Evih, & Triyanto, 2020).

3.3. Church Administration and Management

Administration

The word administration comes from the Latin word *ad* and *ministrare*. The word *ad* has the same meaning as *to* in English, which means "to" or "to" and *ministrare* means the same as the word *to serve* or *to conduct* which means to serve, assist, or direct in English to administer means also to set, maintain (to look after), and direct (Purwanto, 2022).

Management

Management is the number of activities of planning, organizing, motivating, controlling, and developing all efforts in organizing and utilizing human resources, facilities and infrastructure to achieve organizational goals (M. S. Sutikno, 2018).

Church

The church is a place that can give everyone a spiritual upbringing that is in accordance with what is stated in the Bible. According to the KBBI, a church is a building (house) where christian religious prayers and ceremonies, and or an organizational body of Christians who have one belief, teachings and ordinances of worship (Pusat Bahasa Departemen Pendidikan Nasional, 2018).

From this understanding, it can be concluded that church administration and management is a process of servicing administrative and secretarial activities within the church that is related to the management of all resources owned to achieve the goals of the church itself.

3.4. Smart Apps Creator

Smart apps creator is a desktop application used to create apps and iOS without programming code. The application can save files in HTML5 format, exe, and apk. Smart apps creator can be used as an alternative method during offline learning because it does not require internet quota during learning and can be opened anywhere. The benefits of smart apps creator are (Ariawan & Wahyuni, 2021):

- a. The resulting learning media can create an interesting and fun atmosphere, so that students do not feel bored with monotonous learning media.
- b. Easily accessible anywhere, so as not to be limited by space, time and circumstances.
- c. Assist and make it easier for today's teachers to create variations of learning media with minimal ability to produce interactive learning media.

The development of this application becomes a learning medium or mobile application for physics lessons and a mobile quiz application so that it can increase student learning motivation. Development with creativity and interesting innovation can make learning media a means of visual communication between teachers and students (Ryrie, 2019). The result of this application is in the form of formatted files (apk, exe, and html5) that can be accessed through the telephone network or file movement through hardware such as pendrives and memory (Aisyah et al., 2020).

Pros of Smart Apps Creator (SAC)

- a. Easy to understand for beginners with an easy and simple-looking User Interface (UI) design, making it easier for novice users to understand the features and icons contained in SAC software.
- b. Making android-based applications without programming languages SAC 3 applications were created to create a learning medium without having to have difficulty compiling programming languages, so that with minimal ability a person can create applications according to their own wants and needs.
- c. Can be saved with results for multiple devicesThe simplicity of SAC 3 also makes it easier to store. This application can later be saved with results in the form of android, iOS, exe (Emulator Style & Desktop Style), as well as HTML5. In addition, the size of the application is very light and does not take up much RAM usage on a device.
- d. Can be run without using an internet connectionThis application can be run using an internet connection or not, so that its use is very easy and does not see the limitations of space and time or network (M. Sutikno, 2021).

Smart Apps Creator (SAC)

- a. The Smart Apps Creator (SAC) application is a paid application so, teachers who want to create teaching materials or learning media must spend money to buy this application.
- b. Types of phones that have an old version of Android will not be able to install applications resulting from Smart Apps Creator (SAC) (Widodo, 2018).

Benefits of Smart Apps Creator (SAC)

- a. Creating an interesting and fun atmosphere, so that students do not feel bored with monotonous learning media and that's all.
- b. Easily accessible anywhere, so it is not limited by space, time and circumstances.
- c. Helping and making it easier for today's teachers to create variations of learning media with minimal ability to produce interactive learning media

3.5. Process Data

The process of making church administration and management teaching materials based on this application consists of several steps, first of all is to download and install the application (smart apps creator) as an application for making teaching materials that will be able to be used on mobile phones that have android and ios operating systems and can also be run on computers / laptops. Then the next step is to open the application and design the appearance and material that we want to appear inside the application. In the application of teaching materials this consists of six main menus, namely:

- a. Menu Home which is used to display the initial display as a learning medium.
- b. Menu Learning Objectives which contains the objectives of the learning material in this application.
- c. Menu Materi contains material on Church Administration which consists of Understanding Church Administration, Basics of Church Administration and Steps in the management of Church Administration consisting of 7 other sub-menus.
- d. Menu Evaluation contains questions that match the sub menu of the material.
- e. The Developer Info menu contains the sources of materials / materials for this teaching material media.
- f. The Developer Info menu contains information on the owner of application-based teaching materials

3.6. Data Analysis

Validity of Application-Based Teaching Materials (Smart Apps Creator)

If from the results of the study calculated based on the validity calculation formula, then an average score of 3.1875 with decent criteria is obtained, then it can be concluded that the material on the teaching materials for church administration and management is suitable for use.

Practicality of Application-Based Teaching Materials (Smart Apps Creator)

The teaching materials developed in this study have met practical criteria with minor revisions. From the two validators, it can be concluded that this application-based teaching material (smart apps creator) meets practical aspects so that it is suitable for use. Nevertheless, learning tools still need a little improvement.

Effectiveness of Android-Based Learning Media

Based on the description of user response data, it is known that the user's response to the implementation of learning using application-based media (Smart Apps Creator) is 83.88%. This means that users respond well to this application-based teaching material (Smart Apps Creator) which researchers do in determining the practicality of the teaching material. So it can be concluded that the response of users using application-based media (Smart Apps Creator) to increase student interest in learning is "positive."

3.7. Final Product Review

The presence of application-based teaching materials is needed in helping the teaching and learning process due to time and place limitations. In this study, researchers only carried out six stages, due to limited research time. The six stages are potential and problem, data collection, product design, design validation, design revision, and product trials. The product produced in this study is the Church Administration and Management Teaching Material Berbasis Application (Smart Apps Creator). At the stage of potential and problems, researchers determine the basic problems and potentials needed in the development of android-based teaching materials (mobile learning). The next stage is data collection. At this stage, researchers collect data as a source in making application-based teaching materials (Smart Apps Creator). Then the researcher designs and designs the creation of application-based teaching materials, after which the results of the teaching material design in the form of an application are validated to experts. After the product is validated the next stage is the design revision. At this stage the researcher will improve the product based on the suggestions that have been obtained from the validator. After repairs are made, the next stage is to test the product.

Nature this research also has research advantages, including.

- a. Lecturers/educators can create teaching materials/application-based learning media (Smart Apps Creator) without having to learn to code.
- b. Teaching materials/media can be accessed at any time, so learning can be done anywhere without having to have an internet connection.

4. CONCLUSION

Based on the results of the research on the development of church administration and management teaching materials, the following conclusions can be drawn. *First*, the application-based teaching materials produced in this study use the Research and Development (R&D) development model which consists of 6 stages: 1) potential and problems, 2) data collection, 3) product design, 4) design validation, 5) Product Revision and, (6) product trials. Teaching materials are packaged in an android-based application that can be sent via whatsapp or bluetooth so that it can be used by students to study independently at home and anywhere. *Second*, The application-based teaching materials (Smart Apps Creator) developed in this study are included in the category of good quality, because these learning media: 1) Meet the validity criteria, which is based on the validation results of

material experts of 79.68% with a valid validity level and media experts of 81.58% with a very valid validity level. 2) Meeting the practicality criteria from the aspect of use based on the validity test of the two validators is judged that this application-based teaching material is declared suitable for use without revision. 3) Meet the effectiveness criteria, which is more than 80% after using learning media. And in the questionnaire given in the large group trial, results were obtained by 83.88% with the effective category.

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