The Influence of Using Genially Website Learning Media in Indonesian Language Subject of the Learning Outcomes of 8th Grade Students at SMP Negeri 3 Panca Rijang

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Abstract

Penelitian ini bertujuan untuk mengetahui pengaruh penggunaan media interaktif Website Genially terhadap hasil belajar Bahasa Indonesia siswa kelas VIII SMP Negeri 3 Panca Rijang. Penelitian ini menggunakan metode kuantitatif. Sampel penelitian ini adalah kelas VIII SMP Negeri 3 Panca Rijang yang berjumlah 44 siswa. Teknik pengumpulan data yang digunakan yaitu dokumentasi untuk mendapatkan profil sekolah, kondisi situasi belajar, sarana prasarana sekolah, jumlah siswa kelas VIII SMP Negeri 3 Panca Rijang dan tes dalam bentuk soal pilihan ganda. Hasil dari penelitian ini menunjukkan bahwa adanya pengaruh penggunaan media interaktif website Genially terhadap hasil belajar Bahasa Indonesia siswa kelas VIII SMP Negeri 3 Panca Rijang. Hal ini ditunjukkan dari hasil belajar siswa. Dari hasil penelitian ini yang telah dianalisis, maka dapat diperoleh nilai rata-rata $Mx = 85,90 > My = 57,72$, maka dapat disimpulkan bahwa penelitian ini menunjukkan adanya pengaruh penggunaan media interaktif Website Genially terhadap hasil belajar siswa.

Kata Kunci *: Media, Genially, Hasil Belajar*

Abstract

This study aims to determine the effect of using the Genially website interactive media on the Indonesian language learning outcomes of 8th-grade students at SMP Negeri 3 Panca Rijang. This research uses a quantitative method. The research sample consists of 44 students from the 8th grade at SMP Negeri 3 Panca Rijang. The data collection techniques used are documentation to obtain the school profile, learning situation conditions, school facilities, the number of 8th-grade students at SMP Negeri 3 Panca Rijang, and a multiple-choice test. The results of this study indicate that there is an influence of using the Genially website interactive media on the Indonesian language learning outcomes of 8th-grade students at SMP Negeri 3 Panca Rijang. This is evidenced by the students' learning outcomes. Based on the analysis of the research results, the average score is found to be $Mx = 85.90 > My = 57.72$, which leads to the conclusion that this study shows a significant impact of using the Genially interactive website media on students' learning outcomes.

Keywords: *Media, Genially, Learning Outcomes*

Introduction

Education plays a crucial role in helping Indonesian society transition across various aspects such as economic, social, technological, and cultural changes. In this context, education is not only focused on academic knowledge but also on practical skills and attitudes that are essential to face the challenges of a rapidly changing world.

Through education, individuals develop skills relevant to the digital era and global economy. They learn about new technologies, communication skills, problem-solving, and critical thinking—key competencies for future careers. Furthermore, education teaches national

values, cultural diversity, and social ethics, thereby strengthening social cohesion amidst fast-paced changes.Education is vital for every individual, as it is essentially a process that allows people to gain knowledge, understanding, physical abilities, and good character, while engaging in an initial process that leads them toward achieving their goals and aspirations (Hasanuddin et al., 2023).

Education constantly evolves in line with the times. The Law No. 20 of 2003 on the National Education System defines education as a deliberate and planned effort to create a learning environment where students actively develop their potential (Darmawan et al., 2022). According to this law, the purpose and function of education are to develop human capabilities and form character and civilization to improve the life of the nation, aiming to cultivate students' potential so that they become devout and ethical individuals (Pelawi J. Tyson et al., 2021).Learning media can be understood as anything that can convey information from a source to the recipient (Falahudin, 2014). Learning media are tools or materials used in the teaching process, acting as carriers of information from the learning source. As a crucial component of learning, the use of media cannot be separated from the overall educational system. Educators must pay attention to the use of media in their teaching practices to enhance the learning process (Wulandari et al., 2023).

Learning media include tools physically used to deliver teaching content, such as books, tape recorders, cassettes, video cameras, video recorders, films, slides, photographs, images, graphs, and computers. These media can spark students' interest, motivation, and stimulate learning activities, while also having psychological effects on them. In addition to fostering motivation and interest, learning media help students improve understanding, present data in an engaging and reliable manner, facilitate data interpretation, and condense information (Anggraeni & Irviani, 2017, 2019).

The use of media in education is rooted in the tradition of knowledge sharing, as expressed in the Hadith, *"The Prophets did not leave behind dinars or dirhams; they left knowledge, and whoever takes it, takes a large portion of it"* (HR Abu Dawud and At-Tirmidzi).

One such innovative learning media is Genially, a platform that offers a variety of interactive tools such as presentations, educational videos, educational games, and other learning materials. Genially's features include presentations, animations or videos, infographics, e-posters, quizzes, and games, providing an interactive learning experience for students (Astuti et al., 2022). Therefore, Genially is a learning medium that includes various features such as presentations, educational videos, e-posters, educational games, and other interactive learning tools (Fatma & Ichsan, 2022).Based on observations before conducting this research, the learning process at the school was conducted in the traditional manner, using lectures and textbooks. This method caused students to lose interest and fail to pay attention to what the teacher was explaining.

METHOD

Quantitative research is research that uses measurement, calculation, formulas, and numerical certainty in planning, process, hypothesis construction, techniques, data analysis, and drawing conclusions (Musianto, 2002). According to Moh Kasiram (2009), quantitative research is a process of discovering knowledge using numerical data as a tool for data analysis. In conclusion, quantitative research is an approach that uses numerical data and exact sciences to answer research hypotheses (Charismana et al., 2022).

2. Research Design

To obtain results from this research, it is essential to first design the research to be conducted. The research design used in this

study is a true experimental design. The following table outlines the research implementation:

Group   Treatment
Experimental X
Control   -

- X: The experimental group receives treatment using the Genially-based media.
- -: The control group does not receive treatment using Genially-based media.

B. Research Variables

In essence, anything chosen by the researcher to study in order to gather information and draw conclusions is called a research variable. In this study, two research variables are used:

1. Independent Variable (X): The use of the Genially Website as a learning aid in the learning process.
2. Dependent Variable (Y): The learning outcomes of 8th-grade Indonesian Language students at SMP Negeri 3 Panca Rijang, Sidrap Regency.

C. Operational Definition of Variables

A variable is defined operationally when its characteristics are broken down into components that can be measured. The variables selected for study are explained as follows:

a. Independent Variable: Genially is a web-based platform that allows users to create interactive content, such as presentations, quizzes, infographics, and other engaging materials.

b. Dependent Variable: The final scores obtained by students that reflect their mastery of the learning materials and are known as learning outcomes.

D. Population and Sample

1. Population

According to Sugiyono (Coring & Nafiah, 2019), the population is the area of generalization consisting of objects/subjects with certain qualities and characteristics set by the researcher to be studied and from which conclusions are drawn. The population in this study consists of all 8th-grade students at SMP Negeri 3 Panca Rijang, totaling 67 students (28 male and 39 female).

No	Class	Male (L)	Female (P)	Total
1.	VIII.1	9	13	22
2.	VIII.2	10	13	23
3.	VIII.3	9	13	22
Total		28	39	67

Source: SMP Negeri 3 Panca Rijang

2. Sample

A sample is a part of the population or a subset of subjects that can represent the population itself. Sugiyono (2018) explains that "a sample is part of the population that possesses the same characteristics as the entire population." The technique used for sampling is Random Sampling. According to Sugiyono (2019), random sampling is the process of selecting sample members from the population randomly, without considering the strata in the population.

No	Class	Male (L)	Female (P)	Total
1.	VIII.1	9	13	22
2.	VIII.3	9	13	22
Total		18	26	44

Source: SMP Negeri 3 Panca Rijang

Based on the above statement, the sample consists of 22 students from Class VIII.1 and 22 students from Class VIII.3. These samples are then divided into two groups: 22 students in the experimental group and 22 students in the control group.

E. Data Collection Techniques

Data collection techniques are methods used by the researcher to obtain the necessary data (Suharsimi, 2006, in Madaling, 2023). The techniques used in this study are:

1. Documentation

The documentation technique is used to collect supporting data, such as the school profile, learning environment conditions, facilities and infrastructure, and the number of 8th-grade students at SMP Negeri 3 Panca Rijang for the 2024/2025 academic year.

2. Test

At the end of the lesson, 8th-grade students at SMP Negeri 3 Panca Rijang will take a Bahasa Indonesia exam. The test consists of 20 multiple-choice questions (a, b, c, and d), with each question worth 5 points. The maximum score a student can obtain is 100 if they answer all the questions correctly.

F. Data Analysis Techniques

This technique analyzes the collected data using statistical methods. The students' test scores are used to categorize their values, which will then be processed for data analysis. The scores are converted into values using the following formula:

$$N = \frac{SP}{SM} \times 100$$

Where:

- N = Final Score
- SP = Obtained Score
- SM = Maximum Score

- 100 = Normal Score

To determine whether the use of Genially Learning Media in Indonesian language lessons affects the learning outcomes of students in Class VIII at SMP Negeri 3 Panca Rijang, the mean formula is used:

Where:

- M_x = Mean of X (Website Genially).
- M_y = Mean of Y (Student learning outcomes in Indonesian language lessons).
- $\sum$ = Sigma (sum).
- N = Number of individuals.
- $\sum f_x$ = Frequency sum of individual values in X.
- $\sum f_y$ = Frequency sum of individual values in Y.

The data analysis results obtained through these formulas will be used to test the hypothesis. If the processed data results are greater than the hypothesis rejection limit, then the proposed hypothesis will be rejected. However, if the results are smaller than the rejection limit, the hypothesis will be accepted.

RESULT AND DISCUSSION

This research was conducted in Classes VIII.1 and VIII.3 of SMP Negeri 3 Panca Rijang, which were selected as the sample from the entire 8th-grade population. The study divided the sample into two groups: the experimental group, which used the Genially platform during learning activities, and the control group, which used conventional learning methods. After the learning process, both groups were given a test. The following presents the data:

1. Data Presentation

From the research conducted using documentation and multiple-choice tests as

the data collection instruments, the following results were obtained:

- Variable X: Data on the Indonesian Language learning outcomes using the Genially Website (Experimental Group).
- Variable Y: Data on the Indonesian Language learning outcomes using conventional learning (Control Group).

Table 4.1: Scores and Grades of Indonesian Language Learning in the Experimental and Control Groups

No	Score	Grade (Experimental Group)	Score (Control Group)	Grade (Control Group)
1	16	80	12	60
2	17	85	13	65
3	16	80	10	50
4	18	90	11	55
5	16	80	13	65
6	19	95	10	50
7	17	85	12	60
8	20	100	12	60
9	16	80	13	65
10	20	100	13	65
11	15	75	9	45
12	18	90	10	50
13	19	95	9	45
14	16	80	11	55
15	17	85	12	60
16	17	85	11	55
17	18	90	14	70
18	15	75	10	50
19	16	80	12	60
20	18	90	12	60
21	17	85	11	55
22	17	85	14	70

Source: Student Work Results

From the data above, it can be seen that the highest score achieved in the experimental group was 100, while the lowest was 75. In contrast, the highest score in the control group was 70, and the lowest was 40.

B. Data Analysis

The results of the tests show that the use of the Genially platform had a significant effect on the Indonesian language learning outcomes of the 8th-grade students at SMP Negeri 3 Panca Rijang. Based on the data analysis, the table for the mean test calculation is used for the analysis, as shown below:

Table 4.2: Mean Calculation

X (Experimental)	Score (X)	Y (Control)	Score (Y)
200	2	100	
190	2	95	
360	4	90	
510	6	85	
480	6	80	
150	2	75	
-	-	70	2
-	-	65	4
-	-	60	6
-	-	55	4
-	-	50	4
-	-	45	2
1,890	22	$\sum$ 1,270	22

The average score for the experimental group was 85.90, while the average score for the control group was 57.72. This shows that the experimental group, which used the Genially media, had a significantly higher average score compared to the control group, which used conventional methods.

C. Discussion of Research Results

The objective of this study was to determine whether the use of the Genially media affects the Indonesian language learning outcomes of 8th-grade students at SMP Negeri 3 Panca Rijang. The sample consisted of 44 students from Classes VIII.1 and VIII.3, selected through random sampling.

The data analysis reveals that the students in the experimental group, who used the Genially platform during the learning process, achieved higher scores compared to the control group, who followed conventional learning methods. The average score for the experimental group was 85.90, while the control group achieved an average score of 57.72. This result supports the hypothesis that the use of Genially positively influences learning outcomes.

Thus, it can be concluded that the use of Genially media in teaching Indonesian language resulted in better learning outcomes compared to the conventional methods. The findings suggest that Genially as an interactive platform can help students better engage with the material, leading to improved understanding and performance in the subject. Consequently, this research provides evidence that incorporating Genially into the learning process has a positive impact on student achievement.

Therefore, the hypothesis stating "There is an influence of using Genially media on the learning outcomes of Indonesian language for 8th-grade students at SMP Negeri 3 Panca Rijang" is accepted, while the null hypothesis "There is no influence of using Genially media on the learning outcomes" is rejected.

CONCLUSION

This study concludes that the use of Genially as a learning media has a significant positive impact on the learning outcomes of Indonesian language students in Class VIII.3 at SMP Negeri 3 Panca Rijang. The research

showed that students who were taught using Genially achieved higher average scores (85.90) compared to those taught with conventional methods (57.72). This indicates that Genially, with its interactive features, enhances student engagement and learning effectiveness.

Furthermore, the results suggest that integrating Genially into the classroom provides a more engaging and dynamic learning experience. This media allows teachers to deliver content in a more interactive way, making lessons more attractive and accessible to students. As a result, students were able to grasp the material better, contributing to improved academic performance in the subject.

In conclusion, the study emphasizes the importance of using modern learning tools like Genially to improve educational outcomes. Teachers are encouraged to incorporate this platform into their teaching methods, and students should actively engage with such tools to maximize their learning potential. Schools should consider adopting Genially as part of their digital learning strategies to foster a more interactive and effective learning environment.

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