

# The Effect of Using Sway Media on Interest and Learning Outcomes Learners in the Learning of History Of Islam at MTs Arifah Gowa

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**Abstract:** This type of research is an ex post facto approach methodology namely quantitative and scientific approach in the form of psychology. Meanwhile Respondents in this study amounted to 103 people using the method Non-Probability Sampling. The research instruments used were questionnaires and Documentation format analyzed using descriptive and inferential statistics by doing the F test. Based on the results of descriptive statistical analysis, the results of Media research were obtained Sway is in the medium category, namely 70% with an average value of 46.85, which caused by the Media Sway indicator factor. The results of the descriptive statistical analysis of interest the learning of students at MTs Arifah Gowa is located in the medium category, namely 68% with an average value of 43.39 which is caused by indicator factor of interest in learning. And the results of descriptive statistical analysis of learning outcomes students at MTs Arifah Gowa are in medium category, namely 67% with an average value of 82.17 which is caused by factors learning outcome indicators. Based on the processing results of inferential statistical analysis of media variables Sway (X) to the learning outcomes (Y2) of students at MTs Arifah Gowa obtained the results of the analysis of  $t_{count} = 2.202$  while the value of  $t_{table} = 1.66$  means that the  $t_{count}$  value is greater than the  $t_{table}$  value ( $t_{count} > t_{table} = 2,202 > 1.66$ ). Then obtained  $F_{count} = 1.445$  and  $F_{table}$  value 3.09 and  $p\text{-value}/Sig. = 0.000 < 0.05$  or  $H_0$  is rejected and  $H_a$  is accepted or the significance is smaller than the error level determined. Thus, there is an influence of Media Sway on learning outcomes students at MTs Arifah Gowa.

**Keywords:** Sway Media, Interest in Learning, Learning Outcomes

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## Introduction

The world of education is now moving very fast through The development of science and information technology is very decisive. In the 21st century, the world of education must face great challenges in the era of the industrial revolution 4.0. education that is influenced by industry 4.0 is called education 4.0 which is characterized by the use of digital technology in the learning process known as cyber systems and is able to make the learning process more effective. learning process is known as a cyber system and is able to make the learning process take place continuously without the need for a computer. learning process takes

place continuously without space limits and without time limits. time. Seeing the challenges of education that must be faced, the development of technology in the field of education is also developing with the existence of E-Learning which can be utilized to be a solution in the midst of can be utilized as a solution in the midst of the significant development of education.

With the development of technology & information and the internet, learning can be done online. learning can be done online. Thus, many terms such as e-learning have emerged, namely learning that uses electronic devices. Learning that is conducted using the internet or the world wide

web is called online learning or online education. web is called online learning or online education. Online education connects learners with subject matter through the internet. Some call online education as cyber education or cyberspace classroom. Now there are those who utilize smart phones as a learning tool, it is called m-learning or mobile learning. called m-learning or mobile learning because teachers and learners can move wherever they are. learners can move wherever they are.(Yensy 2020).

Technology in Education becomes an entity that involves in preparing and facilitating the learning process of learners with developed learning, conditioning, and using a learning scheme in the process and technology with the overall change of habituation. Educational Technology has many innovations that can develop learners. (Prawiradilaga n.d.) A media and also technology that is formatted and has been modified periodically is able to create and contribute to a good teaching and learning process by involving learners who will be fostered to obtain a good learning experience. learners who will be fostered to obtain a better work and innovation for them.(Rusydiyah 2019)

The use of the Sway application in learning activities at school is one of the initial breakthroughs to provide an overview and preparation for students in using information technology in the era of education 4.0. students in using information technology in the education 4.0 era. As it is known that the government has committed to continue to encourage the use of E-Learning. So the use of the application application can be used as a process of familiarizing learners in using information and communication technology that is increasingly sophisticated. Sway is a Microsoft Office application that helps collect data, format data, share data, format data, share ideas, share stories, and can be used as a web-based presentation medium. web-based presentation

media. In this media can be added text, images, documents, videos, graphics, or other animated content. Sway as a learning media learning media can be used by students equipped with various animation features.(Harefa et al. 2019).

Based on the assumptions above and the reality that occurs at MTs Arifah Gowa, researchers are interested in linking Sway Learning Media with the hope of increasing student interest and learning outcomes.

## **Materials and Methods**

### **Sway Media**

The Sway app is a presentation tool that is created and played online on the Sway.com website. online on the Sway.com page. Presentation results can be shared with recipients using the shared link. On the Sway.com page, there are already available various presentation design templates that can be selected by the creator. To use the various features on Sway.com, users need to create an account and must use an email with outlook.com. first and must use an email with outlook.com.(Huda 2017)

Microsoft Sway is a presentation program that can be used by people who have a Microsoft account. people who have a Microsoft account by combining text and media to create a presentable website. Sway is an internet-based presentation tool with various features so that when the presentation is run it can combine text, images, video, and sound. Sway is also a form of multimodal text that combines images and certain shapes. Sway is categorized as software so that it can be used to create a product. product. Sway is responsive, which means that its display adjusts to the size of the user's screen. the size of the accessing screen. If accessed on a smartphone, the design will also follow the smartphone. With the design of the Sway object display that is very attractive, it can generate students' interest in

learning. The features presented in Sway can stimulate the brain of learners. (Kulsum 2020).

### **Learning Interest**

In the teaching and learning process, the interest factor is very important for every learner. very important for every learner, so that learners always have enthusiasm, motivation and passion in following and accepting the subject matter that will be presented by the teacher. (Daradjat 2016) Interest is a permanent mental tendency towards something that is valuable to people. Something that is valuable to a person is in accordance with his needs. Interest is one of the psychological factors that helps and encourages individuals in stimulating an activity carried out for individuals in stimulating an activity that is carried out to achieve the goals to be achieved. achieve the goal to be achieved. In terms of language, interest is "high inclination towards something; passion; desire". Based on the description above, it can be understood together that interest is a tendency that resides in the heart that is expected something so that it can give rise to passion or desire for something.

### **Learning Outcomes**

Learning outcomes can also be explained by understanding the two words that make up them, namely results and learning. The definition of results refers to an acquisition as a result of an activity or process that results in a functional change in input. (Purwanto 2011) Meanwhile, learning is a process of effort while learning is a process of effort made by a person to obtain a new change in behavior as a whole, as a result of his experience. overall, as a result of his own experience in interaction with his environment. (Daryanto n.d.)

Another explanation from Dimiyati and Mujiono explains that learning outcomes are "the effect of a learning action interaction". is "the effect of an

interaction of learning and teaching actions, from the teacher's side, teaching action ends with a learning evaluation process. From the side of students, learning outcomes are the end of the penggal and the peak of the learning process. The results learning outcomes are, in part, due to the teacher's actions, an achievement of teaching objectives. teaching objectives. In another part, it is an increase in the mental abilities of mental abilities of learners. (Dimiyati 2006) These learning outcomes can be divided into teaching impact and impact. The teaching impact is a measurable result, as stated in the report card numbers and the accompanying impact is the application of knowledge and abilities in other fields, a transfer of learning." Furthermore, according to Benjamin S. Bloom as quoted by M. Rosyid "Learning outcomes are measured if students are able to master three domains, namely cognitive, affective, psychomotor. (Rosyid 2006)

Referring to the explanation that has been explained, it can be concluded that basically learning outcomes are the results achieved by a learner after participating in learning or tests carried out by the learner. After participating in learning or tests conducted by the teacher in class. In connection with this research, the learning outcomes in question are the scores obtained by students after implementing the learning strategy. obtained by students after implementing the learning strategy referred to in this study.

### **Methods**

The research was conducted at MTs Arifah Gowa. The consideration of the selection of this research location is based on the opportunity, cost, time, tools and energy that the researcher has as the party conducting the research. In addition, the selection of a more basic research location is that it can cooperate with the school, especially the Islamic Religious Education teacher at MTs Arifah Gowa. The research approach is an approach used

to explain the perspective in discussing the object of research, so the research approach used in this research is a quantitative approach. It is said so, because the facts studied are facts that can be observed, can be counted, and can be measured. countable, and measurable. While the psychological approach is a psychological approach is an approach used to study statements that appear in relation to the body, or mental symptoms that appear in relation to the body. statements that appear in relation to the body, or mental symptoms that appear as gestures. as gestures. This research observes the growth of the human spirit, especially those related to the behaviors of students in schools that are shown in their daily activities.

## Results and Discussion

The use of Sway Media at MTs Arifah Gowa based on the assessment results of 103 respondents, is in the medium category with a percentage of 70% with an average value of 46.85. This indicates that the use of Sway Media at MTs Arifah Gowa is in the medium category, which means it is not low and not high either, so it still needs to be improved. not high either, so it still needs to be improved. Students' interest in learning at MTs Arifah Gowa based on the results of an assessment of 103 respondents is in the medium category, namely 68% with an average value of 46.85. moderate category, namely 68% with an average score of 43.39.

Tabel 4.23.

Kategorisasi Penggunaan media Sway

| No.    | Kategori | Interval               | Frekuensi | Persentase (%) |
|--------|----------|------------------------|-----------|----------------|
| 1.     | Rendah   | $X < 41,14$            | 16        | 15,5%          |
| 2.     | Sedang   | $41,14 \leq X < 52,58$ | 71        | 70%            |
| 3.     | Tinggi   | $X \geq 52,58$         | 16        | 15,5%          |
| Jumlah |          |                        | 103       | 100 %          |

Sumber Data: Analisis Angket Penggunaan Media Sway

This indicates that the learning interest of students at MTs Arifah Gowa is in the medium category, which means it is not low and not high either, so it still needs to be improved. The learning outcomes of students at MTs Arifah Gowa based on the assessment results of 103 respondents are in the medium category, namely 67% with an average value of 82.17. This indicates that the learning outcomes of students at MTs Arifah Gowa are in the medium category, which means not low and not high, so it still needs to be improved. too, so it still needs to be improved.

M A H S A R Tabel 4.24.

Kategorisasi Minat Belajar Peserta Didik

| No.    | Kategori | Interval               | Frekuensi | Persentase (%) |
|--------|----------|------------------------|-----------|----------------|
| 1.     | Rendah   | $X < 38,12$            | 32        | 31.1%          |
| 2.     | Sedang   | $38,12 \leq X < 48,66$ | 70        | 68%            |
| 3.     | Tinggi   | $X \geq 48,66$         | 1         | 0,9%           |
| Jumlah |          |                        | 103       | 100 %          |

Tabel 4.25.

Kategorisasi Hasil Belajar Peserta Didik di Kelas VIII

| No.    | Kategori | Interval               | Frekuensi | Persentase (%) |
|--------|----------|------------------------|-----------|----------------|
| 1.     | Rendah   | $X < 76,65$            | 16        | 15,5%          |
| 2.     | Sedang   | $76,65 \leq X < 87,69$ | 69        | 67%            |
| 3.     | Tinggi   | $X \geq 87,69$         | 18        | 17,5%          |
| Jumlah |          |                        | 103       | 100 %          |

There is an influence of the use of Sway Media (X) on the motivation (Y1) of students at MTs Arifah Gowa because the value obtained from the calculation of  $t_{count} = 12.985$  while the  $t_{table}$  value = 1.66 means that the  $t_{count}$  value is greater than the  $t_{table}$  value ( $t_{count} > t_{table} = 12.985 > 1.66$ ). Thus there is enough reason to reject  $H_0$ . So the sway media variable has a significant effect on the learning interest variable of students at MTs Arifah Gowa.

There is an influence of the use of Sway Media (X) on the interest in learning (Y2) of students at MTs Arifah Gowa because the value obtained from

the calculation of  $t_{count} = 2.202$  while the  $t_{table}$  value = 1.66 means that the  $t_{count}$  value is greater than the  $t_{table}$  value ( $t_{count} > t_{table} = 2.202 > 1.66$ ). Thus there is enough reason to reject  $H_0$ . This means that the sway media variable has a significant effect on the variable learning outcomes of students at MTs Arifah Gowa.

### Discussion

When associated with the definition of sway media itself, it has been explained that Microsoft Sway is a presentation program that can be used by people who have a Microsoft account by combining text and media to create a presentation. who have a Microsoft account by combining text and media to create a presentable website. create a website that is worth displaying. Sway is an internet-based presentation tool with various features so that when the presentation is run it can combine text, images, video, and sound. Sway is also a form of multimodal text that combines images and certain shapes. Sway is categorized as software so that it can be used to create a product. product. Sway is responsive, which means that its display adjusts to the size of the user's screen. the size of the accessing screen. If accessed on a smartphone, the design will also follow the smartphone. With the design of the Sway object display that is very attractive, it can generate students' interest in learning. The features presented in Sway can stimulate the brain of learners.

In connection with the understanding of sway media above, the things in sway media are able to influence learning interest, learning interest itself has the meaning of a condition in which a person has attention to a desire to know, learn, and prove further. This is in line with the theory which states that interest is a great tendency towards something, for example students interested in mathematics will focus their attention more on learning harder than other students. and learning interest has indicators that become a measuring

tool for changes in an activity, slameto explains that several indicators of learning interest are:4 feelings of pleasure learning interest are: feelings of pleasure, interest, attention, and involvement learners. The following is an explanation of the indicators of students' interest in learning.

This is in line with Ateng Suherman's research, with the title The Effect of Student Teams Achievement DIVISION (STAD) Cooperative Learning Model Assisted by Microsoft Office SWAY Application to Improve Mathematics Learning Outcomes of Junior High School Students. By using quantitative methods and Ateng Suherman's research explains that sway media plays an important role in the math learning outcomes of students at Nurul Hikmah Junior High School.

When associated with the definition of sway media, sway is an internet-based presentation tool with a variety of features that are more complete than other presentation models, where with Sway presenters in presentations can combine text, images, video and sound. Sway is also a form of multimodal text that can be combined with certain images and shapes. Sway is categorized as software so that it can be used to create a product. Sway is an application from Microsoft Office that can be used to collect, format, share ideas, stories, and presentations on a web-based interactive canvas In connection with the understanding of sway media above, the things in sway media can affect learning outcomes, learning outcomes themselves have the meaning of "the effect of an interaction of learning actions and teaching actions, from the teacher's side, teaching actions end with a learning evaluation process. From the side of the participants

From the side of students, learning outcomes are the end of the penggal and the peak of the learning process. Learning outcomes are, in part, due to the teacher's actions, an achievement of teaching objectives. In other parts, it is an increase

in the mental abilities of learners. These learning outcomes can be divided into teaching impact and impact. The teaching impact is a measurable result, as stated in the report card numbers and the accompanying impact is the application of knowledge and abilities in other fields, a transfer of learning".

The results of this study prove that the sway media provides roles that can affect the learning outcomes of students, resulting in analysis results that show a significant effect of sway media on student learning outcomes at MTs Arifah Gowa.

### Conclusions

Based on the results of the research that has been stated above and as alimitations that the author has in this study, then the author will some implications in this study as a hope to be achieved as well as completeness in the preparation of this thesis as follows: achieved as well as completeness in the preparation of this thesis as follows: The use of Sway Media is very important to develop. The importance of The importance of media utilization skills by Islamic Religious Education teachers, because this the importance of media utilization skills by Islamic Religious Education teachers, because this greatly contributes to increasing students' interest in learning and learning outcomes according to the research results that have been obtained. Given the importance of learning interest and learning outcomes in the learning process. Learning process, students should be able to increase their interest in learning well, so that participation in the learning process is even more effective. Then with the existence of rapidly developing teaching media as it is today which is more interesting and innovative, it is

hoped that the participation of students will be able to improve their learning outcomes in the learning process. students are able to improve their learning outcomes in the learning process.

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