

THE EFFECTIVENESS OF USING NETSUPPORT SCHOOL FOR PRACTICAL LEARNING ON THE SUBJECT OF INTERACTIVE MEDIA DESIGN OF THE CLASS XII MULTIMEDIA DEPARTMENT AT SMK NEGERI 5 TELKOM BANDA ACEH

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Article Info

Article history:

Received January 30 , 2023

Revised March 13 , 2023

Accepted June 26 , 2023

Keywords:

Effectiveness, Netsupport school , Practical learning , Interactive Media Design , SMK Negeri 5 Telkom Banda Aceh

ABSTRACT

With this application, educators no longer have to go to each computer to see the activities of students while they are learning. The atmosphere that the students feel is as if they will be directly monitored by the educators, so that the students focus on the material given by the educators. Then the tasks that have been done are directly collected through their respective computers through the Netsupport School software. In this way, using management and monitoring software in the classroom can help in developing students' critical thinking skills, especially when working with interactive media. Students always share knowledge and have access to learning materials whenever and wherever they need it. After processing the validity data using *SPSS Statistics 25* , there are 2 variables with 12 questionnaire items, each of which is a variable x_8 , y_4 with the explanation that if r_{count} is greater than r_{table} then the result is valid, if r_{count} is smaller than r_{table} then the result is not valid. In this research, the r_{table} is 0.422, while the r values are all above 0.422 with the highest value being 0.921 and the lowest being 0.425 with a significant value of 0.000. The questionnaire can be said to be reliable if the *cronbach alpha* value is > 0.05 . In *SPSS*, it was shown that the *cronbach alpha* for the questionnaire was 0.906 with a total of 12 statements. The average value obtained was 58.13 .

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1. INTRODUCTION

Advances in technology have caused several changes in the standard of human life . The era of globalization has had an impact on the complexity of communication technology and interpersonal behavior in the era of boundless globalization, as a result of which the quality of demands will come from people who actively follow the development of technology and communication today as a necessity [1] .

Education today is a conscious effort to develop character and skills, both inside and outside of school, for all, according to individual ability and even when it is the responsibility of family, society, and government [2] . To enable certain nations to make decisions, the development of science and technology will be easily applied. The purpose is to grow learning skills that enable students to approach, face, or discuss anything and help students learn by manipulating the environment and engineering activities [3] . At the end

of the process of entering, meeting, and implementing it, students will experience knowledge, understanding, attitudes, and emotional support [4] .

In Banda Aceh, one of the schools that already has interactive media design subjects is SMK Negeri 5 Telkom Banda Aceh. Where in the high school curriculum, interactive media design is taught to grade 3 students majoring in multimedia. Based on the results of my observation on the subject of interactive media design at SMK Negeri 5 Telkom Banda Aceh, the subject of interactive media design has been in the Indonesian learning curriculum for a long time, but at SMK Negeri 5 Telkom Banda Aceh this subject is a new subject in SMK Negeri 5 Telkom Banda Aceh just has a multimedia department and from the multimedia department itself it has just given birth to a new generation, the generation of 2020. At SMK Negeri 5 Telkom Banda Aceh applies the practical learning method to interactive media design subjects.

With this application, educators no longer have to go to each computer to see the activities of students while they are learning. The atmosphere that the students feel is as if they will be directly monitored by the educators, so that the students focus on the material given by the educators. Then the tasks that have been done are directly collected through their respective computers through the Netsupport School software. In this way , using management and monitoring software in the classroom can help in developing students' critical thinking skills, especially when working with interactive media. Students always share knowledge and have access to learning materials whenever and wherever they need it.

2. THEORETICAL TRACK

2.1 Practical Learning Method

Practicum is the basis of every learning method. In a learning method, practicum participants conduct experiments by experiencing the subject matter learned for themselves. Practices have a direct relationship with alternative teaching methods, Specifically, students continuously gain experience and skills when carrying out practicums, urging participants to participate in discussions, either in individual or group settings, students learn to think through scientific methodology Principle by principle or learning applying professional work procedures based on scientific methodology [5] .

2.2 Interactive Media Design

Interactive media design refers to media that combines text, graphics, video, animation and sound. Explain more information and ideas through electronic media such as computers and other electronic devices. Interactive media is the relationship between text, images, senior graphics, voice, animation, and video and allows students to interact and communicate with multimedia products.

2.3 Net Support School

The Net Support School application is a special program or application that can transfer or disconnect a computer remotely through the network. Net Support School is a computer system or software that runs on many computers connected through a network. The Net Support School system is used as a teaching system in the teaching of special ICT classes. Net Support School is an educational software but not a tutorial software, In addition, the software is used to display relevant tutorials to each student through a computer connected to the network for each student [6] .

2.4 Previous Research

The difference between previous research and this research, the researcher conducted practicum learning using the NetSupport School application only on 3rd grade students in the subject of Interactive Media Design at SMK 5 Telkom Banda Aceh School. With this application , educators are assisted in carrying out a smooth and neat teaching and learning process, because educators will be able to easily monitor students and provide teaching materials by using this application.

2.5 Learning Media

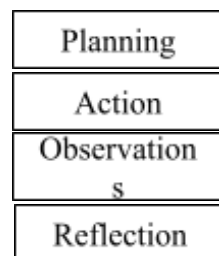
Learning media is a tool that can help the learning process so that the assessment is clearer than the purpose of education or teaching can be achieved efficiently and effectively. The purpose of educational

media is as a learning tool, especially for students to read information and suggestions given by instructors so that course content can be improved and student understanding can be strengthened.

3. RESEARCH METHODOLOGY

3.1 Class Action Research

The research done in this research is PTK (Class Action Research). Because the researcher wants to see the results after using the Netsupport School software, to reduce the problems that occur in the classroom or school laboratory. This research was applied to class XII of SMK Negeri 5 Telkom Banda Aceh. Because the researcher wants to monitor the activities of the students and see the results after learning by using the Netsupport School application to overcome problems that occur in the classroom when students learn through practice [7] .



4. RESULTS AND DISCUSSION

The results and discussion are obtained after doing the stages of the research with rules that fit the mechanism. This research was conducted to find a solution to the problems experienced by students at SMK Negeri 5 Telkom Banda Aceh . This research uses the Netsupport School application for practicum learning. This research has students with a sample of 22 students in Class 12 Multimedia.

4.1 Data Description

Based on the results of the research that has been obtained, the results obtained can be presented in the form of data in the form of measurement results that have been carried out by previous research. This research can be realized because there is a sample that has made the interviewees in the collection. This research is focused on students in class 12 Multimedia at SMK Negeri 5 Telkom to see the effectiveness of using the Netsupport School software.

4.2 Questionnaire Validity Test

After processing the validity data using *SPSS Statistics 25* , there are 2 variables with 12 questionnaire items, each of which is a variable x8, y4 with the explanation that if *r count* is greater than *r table* then the result is valid, if *r count* is smaller than *r table* then the result is not valid. In this research, *the rtable* is 0.422, while the *r* values are all above 0.422 with the highest value being 0.921 and the lowest being 0.425 with a significant value of 0.000.

To find the value from *rtable* with N=19, Sig 5% of the distribution of *rtable statistical* value , then the value of *rtable* becomes 0.422. It can be concluded that the principle of *Pearson's product moment* is the occurrence of correlation between the questionnaire items and the total score, while in the decision making of the *correlation* test , if it is significant <5% with a positive count then it is declared Valid.

4.3 Reliability Test

The questionnaire can be said to be reliable if the *cronbach alpha* value is > 0.05 . In *SPSS* it is shown that *cronbach alpha* for the questionnaire is 0.906 with a total of 12 statements, so it can be concluded that the questionnaire is very strong in this research.

4.4 Mean (Average Value)

In this research, the average value obtained after conducting research at the place of data collection is 58.13, which is more than half of 100%. It can be concluded that the use of Netsupport School software is effective in practicum learning.

4.5 Discussion

With this application, educators no longer have to go to each computer to see the activities of students while they are learning. The atmosphere that the students feel is as if they will be directly monitored by the educators, so that the students focus on the material given by the educators. Then the tasks that have been done are directly collected through their respective computers through the Netsupport School software. In this way, using management and monitoring software in the classroom can help in developing students' critical thinking skills, especially when working with interactive media. Students always share knowledge and have access to learning materials whenever and wherever they need it.

The instrument that will be validated has 12 statements according to the variables that have been determined to find *the correlation coefficient* with *Pearson's product moment* from a total of 22 students from class XII Multimedia at SMK Negeri 5 Telkom.

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5. CLOSURE

5.1 Conclusion

As a result of the data analysis conducted by the researcher, the following conclusions can be drawn :

1. By using the practicum learning method on multimedia class XII students at SMK Negeri 5 Telkom, the researcher used the Netsupport School software to monitor the activities of the students while the learning was going on. Researchers distribute tasks and materi directly by using Netsupport School software.
2. The use of Netsupport School software in the practicum learning of the Interactive Media Design subject proved to be effective after the researcher processed the data that had been collected during the research process. Therefore, the use of Netsupport School software in practicum learning can be used by teachers.

5.2 Advice

From the conclusions above and the results of the research conducted, the researcher made several suggestions for the effectiveness of using the Netsupport School software in implementing the practicum learning process:

1. In implementing learning, educators should use a variety of learning methods so that students feel comfortable.
2. Teachers should be able to implement or provide new methods to improve results and interest in learning.
3. Teachers need to monitor the learning process more closely, so that students do not do unwanted things during the learning process
4. Students need to improve their learning ability especially in facing difficulties, solving problems, completing tasks by listening to the teacher who is explaining the material.

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