

The Influence of Using Microsoft Office SWAY Based Learning Media on Student's Learning Outcomes in Educational Foundations Courses at Universitas Muhammadiyah Palembang

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Abstract: This study aims to find out is there an influence of using Microsoft Office SWAY-based learning media on student's learning outcomes in the Foundations of Education course at Universitas Muhammadiyah Palembang? This study uses a quantitative which is used to research certain populations and samples, with the aim of testing predetermined hypotheses. In this study, the respondent was all students of the first semester education administration study program in the Foundations of Education course, totaling 30 students. The results showed that there is an influence of the use of Microsoft Office SWAY-based learning media on student learning outcomes in the Foundations of Education course at the Universitas Muhammadiyah Palembang.

Keywords: Learning Media, Microsoft Office SWAY, Student's Learning Outcomes

A. Introduction

According to Purnasari & Sadewo, (2020) educators' competence in designing appropriate and appropriate learning is necessary to achieve the set goals, but in reality, many educators have not fulfilled or achieved pedagogical competence. Educators' skills in managing learning still need to continue to be improved, especially in mastering technology and using it in learning.

In the development of the computer world there have been many extraordinary advances. Almost all fields of work in this world are controlled by computers. Jobs that previously required a lot of human labor are now being replaced by machines which are all controlled by computers. Currently, the use of computers has been extended to processes in teaching and learning activities both in schools and universities, namely helping lecturers in improving their students' learning outcomes. In the era of Information and Communication Technology, sophisticated technology for learning purposes is no longer something new. Especially in the use of computers which have received great attention because of their ability to be used

in the field of learning activities. Computers are media that can be used in teaching using a variety of different methods. Computers can be a substitute for teaching staff in the teaching and learning process. Learning media is a tool that functions to explain several overall learning programs that are difficult to explain verbally. Media in the learning process tends to be defined as graphic, photographic, or electronic tools to capture, process, and reconstruct visual or verbal information (Putra, 2021).

Purnasari & Sadewo, (2020) revealed that ICT in learning has a role, namely helping to package teaching materials, this is intended so that the learning process can run more effectively. Currently, the world of education is facing the industrial revolution 4.0 towards society 5.0, where all educational sectors are using technology in everything. This means that all educators are required to be more active and not technologically illiterate, and to always increase their creativity in presenting material in the classroom.

The use of technology in learning has long been used to help improve the quality of learning. The use of technology in the learning process makes it easier for educators to convey learning material that is theoretical, abstract, and far from students' reasoning so that it is easy to understand. As we know, currently using media, students are more interested in delivering creative material, good interface, and up-to-date because they are the millennial generation, a generation that cannot be separated from digital technology. Therefore, to create a fun and dynamic classroom atmosphere, one way is to create teaching materials using the online interactive learning media Microsoft Sway. Sway is a learning media that utilizes information communication technology in online learning which can motivate students to learn. The sway application itself functions to display and share interesting content. Sway is also a replacement application for Power Point. This is because Sway has a function to display content in a more practical and modern way. Users also do not need to have expert programming knowledge (Purnasari & Sadewo, 2020).

Learning media can help students in the teaching and learning process, thereby improving student learning outcomes. The reasons for using learning media in the student learning process include: (1) the teaching and learning process can attract more student attention, thereby fostering learning motivation; (2) the meaning of teaching materials is clearer and easier to understand; (3) more diverse teaching methods; (4) students carry out more learning activities because they not only listen to teacher or lecturer explanations but also other activities such as observing, doing, demonstrating and so on (Sidempuan, 2020).

Based on these problems, this study is focused on finding out whether the use of Microsoft Office SWAY-based learning media has an influence on student learning outcomes in the Foundations of Education course at Universitas Muhammadiyah

Palembang. The problem in this study can be formulated as follows: Is there an influence of using Microsoft Office SWAY-based learning media on student learning outcomes in the Foundations of Education course at Universitas Muhammadiyah Palembang?

Media comes from the modern Latin word *membrane* which means middle sheath or intermediate layer. The word *media* began to be used in the 1920s when it was used as the term *mass media*. According to the Big Indonesian Dictionary (KBBI), *media* means a means of communication, or that which is located between two parties. *Media* can be defined by technology, symbolism systems, and capabilities to process them. The main characteristic of a *media* is the technology used to define its function and form (Andrew, 2020).

Media can simply be defined as any material that can be used to transmit or send something. Artists use *media* in paintings. *Communication media* is a method used to transmit messages. In general use *media* is associated with *mass media* and not with *communication*. *Media* is defined as a content industry aimed at reaching a large number of listeners or viewers, both in print, in layers and aurally (Andrew, 2020).

Media literally means *intermediary* or *introduction*. Sadiman explained that the *media* is an *intermediary* or *messenger* of messages from the sender to the recipient of the message. In conclusion, *media* is a container for messages that the source wants to transmit to the target or recipient of the message, the material received is an *instructional message*, and the goal achieved is the achievement of the learning process (Kustandi & Darmawan 2020).

In essence, the various limitations stated above contain the same basic meaning. In communicating we need *media* or *facilities*. In general, the meaning of *media* is anything that can channel information from information sources to information recipients. So, *learning media* is "software" in the form of educational messages or information that is presented using auxiliary equipment so that the message can reach students. Here it is clear that *media* is different from equipment but both are elements that are interconnected with each other in an effort to convey educational messages to students. Thus, it can be concluded that (a) the *media* is a container for messages which the source or distributor wishes to transmit to the target or recipient of the message, and (b) that the material to be conveyed is a learning message, and that the goal to be achieved is the learning process.

According to Sudarmoyo (2018) *learning media* is useful for complementing, maintaining and even improving the quality and ongoing learning process, the use of *media* in learning will improve learning outcomes, increase student activity, increase student learning motivation. The appropriate use of *learning media* cannot

be separated from our understanding of the variety and characteristics of these media. In the teaching and learning process, the presence of learning media has quite an important meaning. Because in this activity the lack of clarity in the material presented can be helped by presenting learning media as an intermediary. The complexity of the material that will be presented to students can be simplified with the help of learning media. Learning media can represent what educators are unable to say through certain words or sentences. Even the abstractness of the material can be made concrete with the presence of learning media. In this way, students can more easily digest and understand the teaching material provided by educators than without the help of learning media. This tendency for learning to be less interesting is a natural thing experienced by educators who do not understand the needs of these students, both in terms of characteristics and in the development of knowledge. In this case, the role of an educator as a knowledge developer is very large in selecting and implementing appropriate and efficient learning for students, not just conventional-based learning. Good learning can be supported by a conducive learning atmosphere and communication relationships between educators and students that can run well. Departing from this, classroom applications were developed on the basis of the assumption that the communication process in learning will be more meaningful (attracting students' interest and making it easier to understand the material due to its interactive presentation), if it utilizes various media as a means of supporting learning activities.

Microsoft office sway is a new application from Microsoft. It contains facilities that can be utilized by educators and students for various activities such as: sharing reports, interactive presentations, and importing content from other sources. Everyone can view content created by Microsoft office sway users. People who have a Gmail account can use the Sway platform. When students learn using Microsoft Office Sway learning media, students are more interested in listening and of course students' learning motivation will be maintained (Sudarmoyo, 2018).

According to Sudarmoyo, (2018) Sway is a cloud-based program in Microsoft 365. Sway is a new breakthrough from Microsoft which was released around 2014. Sway is not software that must be installed on a PC or laptop, but is a web-based application. The Sway app helps collect, format, share ideas, stories, and presentations on web-based interactive displays. With Sway it's easy to add text, images, documents, videos, charts, or other types of content, and Sway will make it look great in just a few easy Steps. Sway is very suitable for business people, students and college students who will make reports, resumes, presentations, as well as educators to make learning material more enjoyable. No need to install, no need to be afraid that data will be lost because the laptop is damaged because the data will be stored on the sway.com server.

Sway is an internet-based presentation tool with various 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 included in the software category so 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 (Murtini, et al 2021).

Ismail (2019) stated that learning outcomes are the level of success achieved by students after participating in a learning activity where the level of success is marked by a scale of values in the form of letters or symbols or words. Learning outcomes are the level of achievement made by students after carrying out learning activities which are measured in the form of grades or scores made by the teacher from the assessment results. Dukalang (2024) provides a definition that learning outcomes are the level of ability produced by students in participating in learning activities that are in accordance with predetermined educational goals (Dukalang, 2024).

According to (Suhara & Kiska, 2022) student learning outcomes are an achievement obtained by students from the learning activities carried out. Learning outcomes are actions, appreciation, attitudes and skills. Learning outcomes include affective aspects, cognitive aspects and psychomotor aspects. Student learning outcomes can be obtained by carrying out a certain test. Learning outcomes can be a reference for student learning success.

B. Methods

Accurate research cannot be separated from the right methodology, we must determine the type of method used in conducting research. Research methodology is very influential in determining the desired research results. Therefore, we must choose the right type of method for their research. The method used by us in this research is the quantitative. According to Sugiyono (2019) quantitative research is a research method based on the philosophy of positivism which is used to research certain populations and samples, with the aim of testing predetermined hypotheses. The research was carried out at the Muhammadiyah University of Palembang, Jl. General Ahmad Yani, 13 Ulu, Kec. Seberang Ulu II, Palembang City, South Sumatra 30263.

In this study, the population was all students of the first semester education administration study program in the Foundations of Education course, totaling 30 students. The sample in this study used a saturated sample because the population was less than 100 people. So the total number of samples is taken. According to

Sugiyono (2019) Saturated sampling is a sampling technique when the entire population is used as a sample, so the sample in this study is 30 students.

C. Results and Discussion

Paired Sample T-Test

Table 1. SPSS Paired Samples Statistics Output Results

		Mean	N	Std. Deviation	Std. Error Mean
Pair 1	Pre-Test	55.17	30	9.237	1.686
	Posttest	82.17	30	7.154	1.306

In the output results of calculations using the SPSS application above, it can be seen that the average Pre-Test value is 55.17 and the average Post Test value is 82.17. So, we can see that the average Pre-Test score is less than the Post Test, meaning that descriptively there is a difference in the average learning outcomes of the Pre-Test and Post Test. Descriptively, we can see that the Post Test score is better than the Pre-Test score

Paired Samples Test

To prove whether the difference is really real or significant or not, we need to interpret the results of the Paired Samples Test below.

Table 2. SPSS Paired Samples Test Output Results

		Paired Differences			T	Df	Sig. (2-tailed)	
		Mean	Std. Deviation	Std. Error Mean	5% Confidence Interval of the Difference			
					Lower	Upper		
Pair 1	Pre-Test - Posttest	-27.000	4.275	.781	-27.049	-26.951	-34.593 29	.000

The basis for decision making in the Paired Sample T-Test:

1. If the significance value (2-tailed) is <0.05 then Ho is rejected and Ha is accepted
2. If the significance value (2-tailed) is > 0.05 then Ho is accepted and Ha is rejected

In the Paired Samples Test table, we can see that the significance value (2-tailed) is 0.000, which means <0.05. So, Ho is rejected and Ha is accepted. So, it can be concluded that there is an influence of the use of Microsoft Office SWAY-based learning media on student learning outcomes in the Foundations of Education course at the Universitas Muhammadiyah Palembang. It is recommended that

lecturers make efforts to make improvements and improve the quality of the learning and teaching process in order to obtain better learning outcomes.

D. Conclusion

The study concludes that there is an influence of the use of Microsoft Office SWAY-based learning media on student's learning outcomes in the Foundations of Education course at the Universitas Muhammadiyah Palembang.

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