

## **The influence of using word search learning media on students' Javanese cultural knowledge**

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**Abstract:** *Learning media plays an important role in the teaching and learning process, supporting teachers in delivering material more effectively. Javanese at Madrasah Ibtidaiyah is a challenge because many students do not know these terms. His rejection of Javanese culture gave rise to a negative view of cultural performances that were considered ancient. To overcome this problem, Android-based word search media is presented as a solution to make it easier for students to understand Javanese culture. This game involves arranging random letters into the correct Javanese Cultural word. The assessment instrument used in this research is the quasi-experimental pretest-posttest control group design method. The results of research at MI Ma'hadut Thullab showed a significant increase in the class average score, namely reaching 83,200 after using word search media, while students who did not use word search media only obtained an average learning outcome score of 48,583.*

**Keywords:** *Learning; Javanese; Media; Technology.*

### **Introduction**

Education is a conscious and planned effort to create a learning atmosphere and learning process so that students actively develop their potential to have religious spiritual strength, self-control, personality, intelligence, noble morals, and the skills needed by themselves, society, nation and state (Pristiwanti et al., 2022). Education is one of the main foundations in forming a person's character and increasing their knowledge. In the learning process, the use of learning media has a very important role. Learning media not only helps teachers convey learning material to students, but also opens up opportunities for students to obtain information and understand lessons better. Choosing the right learning media can improve students' ability to understand and develop their knowledge.

One of the local contents taught at the Ibtidaiyah madrasa level is Javanese. However, in practice, learning Javanese is considered difficult for students because most of the terms in Javanese are not commonly heard by students. Likewise with Javanese culture, students do not know what culture the Javanese people have. This is also due to the fact that in everyday life, students view more Western cultural content on their cellphones, even though Javanese culture is a valuable heritage that needs to be preserved. Javanese culture is an inseparable part of Indonesian history and identity, having rich values and traditions. However, the facts show that today's teenagers do not know and appreciate their own cultural heritage. In the development of technology and globalization, Javanese culture is often neglected, even considered outdated by some circles. This raises concerns about the loss of cultural identity

and traditional wealth owned by the Indonesian people. As a result of the neglect of globalization, today's teenagers do not know their own culture. Ironically, Javanese cultural performances are often considered ancient.

Responding to this problem, there is a need for solutions for students that can help preserve Javanese culture in the midst of globalization. A number of previous studies have tried to overcome challenges in learning local culture, especially Javanese. Research by (Fadhillah et al., 2021) shows that the use of technology-based learning media, such as smartphone applications, can increase students' interest and understanding of Javanese language learning. The results of this research provide a deeper understanding of how technology can be an effective tool in the teaching and learning process.

Research (Vadlya, et al., 2020) also created an innovative game for memorizing short letters from the Koran called "Ali's Adventure" which makes children learn without realizing they are learning through games. Apart from that (Laili et al., : 2019) developing the educational game "Al Qur'an Ratsel Bambini" is very suitable for use and has been proven to be able to improve learning outcomes significantly.

Meanwhile, research by (Dewi et al., 2023) revealed that a game-based approach has a significant effect on student learning outcomes and can increase student engagement. Involving students in fun and interactive activities, such as word search games, is also felt to be able to create a positive learning environment and build student interest in the learning material.

Based on previous research, taking into account the background above, the researcher updated the learning method by creating learning media to search for words containing the names of Javanese culture. This learning media is in the form of an Android-based word search educational game in which there are random letters, then students are asked to connect the random letters into one Javanese Culture word. This method of searching for words using Android is still rarely used by teachers in the current era of globalization. Therefore, researchers took the initiative to create a word search learning method to improve.

## Method

Research methods refer to an approach used to collect data and information relevant to the research problem. This is done with certain goals and benefits (Sugiyono: 2017). Mardalis explains methods as techniques or procedures used in carrying out research, which is a scientific effort to obtain facts and principles carefully, carefully and systematically to search for the truth (Mardalis: 2003).

This research uses a quasi-experimental method with a pretest-posttest control group design. The research sample consisted of 60 students who were divided into two groups, namely the experimental group and the control group. The experimental group was given treatment using word search learning media, while the control group was not given treatment. The instrument used in this research was a Javanese language learning outcomes test. Data were analysed using t-test.

**Result and Discussion**

In the context of this research, the author has selected samples from two class groups who both received Indonesian language learning materials. One group received material without using word search media, while the other group received material using word search media. Observations were carried out in class V of MI Ma'hadut Thullab Gresik, which consisted of 60 students as respondents. After giving the question sheets to the students, the answers were successfully collected from all 60 students. From the results of data analysis, an average value was obtained which reflects the results of this research as follows:

**Statistics**

		Before	After
N	Valid	60	60
	Missing	0	0
Mean		75.60	80.92

Based on the data contained in Table 1, it can be concluded that the application of word search learning media has had a significant impact on increasing the class average score. A comparison between classes before and after using this learning media shows striking differences. Student learning outcomes show a real improvement when word search learning media is applied, compared to groups who do not use word search games as a learning tool.

This significant increase can be observed from the average score of students' learning outcomes after taking part in learning using Word Search media in Javanese language subjects, especially Javanese culture material, which reached 80.92. This shows that the use of word search games effectively helps students understand and master the learning material. On the other hand, the group that did not use word search learning media had a lower average learning outcome score, namely 75.60. This confirms that the presence of word search games as a learning tool can make a significant contribution in increasing students' understanding and achievement in certain subjects.

Thus, these results provide strong evidence that the use of word search learning media has the potential to be an effective tool in improving student learning achievement, especially in terms of understanding material and achieving grades. This provides impetus for further development in the use of technology and educational games in the context of modern education.

The advantage of visual media in word search games has the potential to attract students' attention, allowing them to get to know more deeply the cultural names in the area where they live, especially in Java. This situation can stimulate students' memory, allowing them to focus fully on the learning material and answer questions better when completing assignments. This approach is in line with research findings by Septiana (2021) which states that the use of a learning system supported by visual media can improve learning outcomes.

After going through the previous data analysis process, the researcher then carried out normality and homogeneity tests of the data as follows:

**Tests of Normality**

	Kolmogorov-Smirnov <sup>a</sup>			Shapiro-Wilk		
	Statistic	df	Sig.	Statistic	df	Sig.
Before	.226	60	.200	.911	60	.000
After	.170	60	.072	.941	60	.006

Based on the information listed in Table 2 above, the researcher carried out a data normality test using the Kolmogorov-Smirnov 3 method. In classes that implemented word search learning media, a significance value (Sig) was obtained of 0.072, which was greater than the alpha value (0.05 ). Meanwhile, in classes that did not use word search as a learning medium, a Sig value of 0.200 was found, also exceeding the alpha value of 0.05. These results indicate that the data shows a normal distribution.

**Test of Homogeneity of Variances**

Before

Levene Statistic	df1	df2	Sig.
5.740	5	53	.066

From the data listed in Table 3 above, the author ran a data homogeneity test using Levene statistics and obtained a significance value (Sig). In the context of Levene Statistics for assessing assignments in Javanese language subjects before and after classes, a Sig value of 0.066 was found, which is greater than the alpha value (0.05). Thus, based on this significance value, it can be concluded that the data shows a homogeneous nature.

**Paired Samples Test**

	Paired Differences					t	df	Sig. (2-tailed)
	Mean	Std. Deviation	Std. Error Mean	95% Confidence Interval of the Difference				
				Lower	Upper			
Pair 1 Before - After	-7.350	6.324	.816	-8.984	-5.716	-9.003	59	.000

From the information listed in Table 4 above, t-test data was obtained for the assignment of Javanese language subjects to classes before and after using SPSS 16 tools, and the Significance (Sig.) (2-tailed) value was 0.000, which is smaller from the alpha value (0.05).

With these findings, it can be concluded that the application of learning media in the form of Android-based word search games has a significant impact on student learning outcomes.

Based on this research, it can be concluded that the use of word search learning media based on Android games is an effective innovation for increasing the value of students' learning outcomes. The display of educational games via the Android platform is able to attract students' attention, so it has the potential to increase their knowledge and learning outcomes in Javanese language subjects.

There are several previous research results which also argue that the use of educational games via digital platforms has a positive impact. In using word search learning media based on Android games, if applied in elementary schools, this is considered very necessary, considering several considerations, both positive and negative. Elementary school students if Android is involved in learning will also motivate students to have more enjoyable learning. The development of online or digital based games is currently increasing so that they can be played on all kinds of media, especially mobile phones. If you look at it, the impact provided by online or digital-based games is increasingly diverse. (Wibawa, 2017).

Several previous studies also stated that there was a significant positive correlation between the influence of Android media-based learning to improve student learning outcomes. Rohmadiyah (2022). Apart from that, Nasrullah et al., (2022) also stated that the results of their research hypothesis test showed that there was an influence of the use of Android-based mathematics learning media assisted by Smart Apps Creator on students' self-regulation. In research conducted by Yuningsih et al., (2022) the results also stated that Android-based learning media also increased creativity test scores where the experimental class at that time managed to reach 96.48% and the control class at 85.24%.

Muhammad Riyan (2021) stated that this Android-based educational game aims to involve the role of students in the learning process, namely so that the goals that have been created are easily achieved and learning activities become more interactive, effective and efficient. This game is also able to hone students' abilities in learning activities. The abilities that students need to have in the educational aspect are cognitive, affective and psychomotor abilities. The abilities above must be encouraged with learning media that directly involves students in learning activities.

Cole & Todd (Ramdani et al., 2020, p. 435) state that if the evaluation results and student activities in the learning process are good, then the learning media used is also interactive for students and can improve their learning achievement. In line with the opinion above, Gede Anom et al (2022) stated that learning media is anything that in the learning process can help teachers to make it easier to convey lesson material to students so that they can achieve learning goals. By having teachers use learning media, abstract learning activities can become more concrete. This means that the learning carried out will be easier for students to understand.

From several expert opinions regarding the Android-based word search learning media above, it can be concluded that this learning media has a positive impact on students in learning activities. This online-based word search learning media is an interactive, effective

and efficient media so that it can attract students' attention and has the potential to increase their knowledge and learning outcomes in Javanese subjects.

## Conclusion

In the learning process, choosing the right learning media can improve students' ability to understand and develop students' knowledge. Learning Javanese at the elementary school level is considered difficult because most of the terms in Javanese are not commonly heard by students. Responding to this problem, researchers found a solution, namely by creating Android-based word search learning media that contains the names of Javanese culture. From the results of what researchers conducted in class V MI Ma'hadut Thullab Gresik which consists of two classes. The first class carries out learning without word search media and the second class carries out learning activities using word search media. The results of 60 student respondents showed that the average class score after implementing word search learning media was much higher compared to the previous class. Student learning outcomes show a significant increase in average score, namely reaching 83,200 when applying word search learning media, while students who do not use word search media have an average learning outcome score of 48,583.

So, it can be concluded that the use of word search learning media based on Android games is an interactive, effective and efficient innovation to improve student learning outcomes at MI Ma'hadut Thullab.

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