

The Effect of Using the Tiktok Application as a Learning Media on the Activeness and Learning Outcomes of Class XI Social Sciences Students in Sociology Subjects at SMA N 1 Ampek Angkek

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Abstract: This research is motivated by education which is a process of changing attitudes in a person and knowledge in its implementation requires careful planning in order to achieve educational goals. The use and selection of learning media is one way to improve learning. Tiktok as a video entertainment application has many features that allow it to be used as an audiovisual learning medium. This study aims to determine how the effect of using the Tiktok application as a learning media on the activity and learning outcomes of students in the Sociology Subjects of class XI Social Sciences at SMA N 1 Ampek Angkek. The research approach uses a Quasi-Experimental quantitative approach using a 2x2 Factorial research design. The research location is SMA N 1 Ampek Angkek which is located in Kanagarian Lambah, Ampek Angkek District, Agam Regency. The population in this study were students of class XI IPS and the sample of this study were students of class XI IPS 4 for the Experiment class who would use the Tiktok application as a learning medium and XI IPS 1 for the control class who did not use the Tiktok application as a learning medium. Data analysis used quantitative analysis techniques using t-test to test the hypothesis. The results of the study found that: 1). There are differences in the activity of students who use Tiktok as a learning medium with students who do not use the Tiktok application as a learning medium, 2). There are differences in the learning outcomes of students who use the Tiktok application as a learning medium with students who do not use the Tiktok application as a learning medium. This happens because the Tiktok application can stimulate the active learning of students through activities that are not boring. By looking at the learning video content before students enter the learning material, it stimulates students to show an attitude of interest in learning so that these students are involved in every learning process and students can produce good learning outcomes.

Keywords: Tiktok, Learning Media, Learning Outcomes

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I. INTRODUCTION

Education is a person's conscious effort to grow and develop the potential that exists within the individual optimally (Pupu, 2021). Education is defined as the process of changing the attitudes and behavior of a person or group of people in an effort to mature humans through teaching and training efforts, as well as processes, methods, and the act of educating. In the sense that a person will develop better if he has taken the level of education well. The concept of education is not just a means of transferring knowledge. However, education also serves to educate an individual not only to understand a science, but also to practice it in everyday life and behave well according to the values and norms that apply in society. Through education, humans can develop themselves and utilize the potential of nature and the social environment for the benefit of their lives. Education is also a basic need in the development of the nation and state.

To meet the educational needs of the community, a formal educational institution was formed. Formal education has successive programs for each type and level of education and can be applied uniformly in all places that have the same conditions. Schools are formal educational institutions for the community according to their stages of development and tiered starting from elementary school (SD), junior high school (SMP), high school (SMA) and universities. Someone will get knowledge according to the level of formal education where learning will be arranged in a curriculum. To run the curriculum, in the teaching and

learning process, a process is needed, such as learning tools that contain a syllabus, semester and annual programs, KKM.

Learning media can be said as learning aids, namely everything that can be used to stimulate the thoughts, feelings, attention and abilities or skills of students so that it can encourage the learning process. (Mustofa, 2020) Learning media is also a means to channel learning messages and information . This limitation is still quite broad and deep, covering the understanding of sources, environment, people and methods used for learning purposes. Media are all tools (aids) or objects used in learning, with the intention of conveying learning messages (information) from sources (educators and other sources) to recipients (students). (Cecep, Dedy 2020) the use of learning media at the learning orientation stage will greatly help the effectiveness of the learning process and the delivery of messages and learning content. Media is a supporting factor in achieving learning objectives. Everything that can convey a learning message while simultaneously being able to stimulate the attention, thoughts and feelings of students so that the learning process occurs is also called learning media (Dwi Yunita, Astuti Wijayanti, 2017). There are many types of learning media. In general, learning media are divided into three types, namely visual learning media, audio learning media and audio visual learning media. Visual learning media can be in the form of images such as maps.

Learning video is one example of audio-visual learning media. (Andrew, 2021) Audio-visual learning media is a media that combines the senses of sight and hearing as an intermediary in conveying content. Learning video is a video that contains pictures and is combined by sound for an explanation of the material being taught. The learning video aims to be a tool for educators to explain the material to students. Learning videos are also useful for students to repeat learning and deepen the material on the material that has been taught by educators. For this reason, educators must make creative and innovative learning videos to help increase the activeness of students in learning in order to get good learning outcomes.

Along with the times, technology is also growing, including in the field of communication and information. Many social media have sprung up as a means of

entertainment for the community such as Facebook, Path, Snapchat, Instagram and others whose applications can be accessed using a PC/Laptop or Smartphone. In addition, there are video platform applications that are used by the public as a means of entertainment, one of which is Tiktok. In 2015, a video platform application for entertainment facilities emerged called Musically which can make videos with music accompaniment as well as dubbing. Tik Tok, also known as Douyin, is a Chinese social network and music video platform launched in September 2016 by Zhang Yiming, the founder of Toutiao. The app allows users to create their own short music videos. Tik Tok began to boom in Indonesia in 2017. At that time, many children and teenagers were accessing the video for entertainment. (Yohana and Tony, 2020) The number of TikTok application users in Indonesia has reached more than 10 million, the majority of which are school-age children (students). This has led to many names appearing as tiktok artists who have a bad impact on children and teenagers because they show a lot of dancing and even dubbing that violates the norm. Because of this, Tiktok has also received an image as an application that has a negative impact on children and teenagers and is dubbed an application that makes people lazy and an application "stupid" (search on the playstore). However, TikTok has established itself as the most downloaded application with 45.8 million times. That number beats other popular applications such as YouTube, WhatsApp, Facebook Messenger, and Instagram. The TikTok application was blocked on July 3 2018, TikTok began to be blocked in Indonesia. The Ministry of Communication and Information has been monitoring this application for a month and found that there will be a lot of reports complaining about this application. However, with various considerations and new regulations, in August 2018 the Tik Tok application can be downloaded again. One of the regulations that are suspected is the user's age limit, which is 11 years old. In 2020 the content in tiktok is growing because it is not just making music videos and dabbing, but also there are several effects and updates that can make cooking tutorials, DIY.

The tik-tok application is an entertainment platform application that can be used to watch and upload videos. Tiktok can upload videos with a maximum duration of 3

minutes. However, behind the shortcomings of Tiktok with its short duration, this application also has its own advantages. In this tiktok application, users can directly record and edit the application according to the effects available in the tiktok application. At first the tiktok application was known as an application for lipsyng and video dubbing, but as the application improved, there were many effects in tiktok that made content creators create quality content. Therefore, there is a lot of content provided by tiktok such as tutorials, DIY to content that smells of knowledge. Just like youtube.

The selection of learning media affects the activity of students. (Dwi and Eko, 2020) the selection of learning media is included in classroom management by the teacher. Class management carried out by the teacher properly will create a conducive learning atmosphere so as to increase the learning activity of students. according to Kustiono (2010:79) Audiovisual learning media in the form of multimedia can contribute to students in the learning process, which is effective in developing the imaginative power of students, able to convey historical messages of an event visually, and able to arouse students' enthusiasm for learning. because in learning planning from educators is something that greatly affects the acceptance of students in learning. The active learning of students can be created through the selection of interesting and not monotonous learning media. (Artya, 2018) The activeness of students also determines the learning outcomes of students. The existence of active students can support success in learning with learning outcomes in the form of good grades. With the high level of student activity, it will affect student learning outcomes because students who are active in learning will get more experience and higher learning outcomes, and vice versa. Thus, the activeness of students in learning affects the learning outcomes obtained by students. The existence of active students can support success in learning with learning outcomes in the form of good grades. With the high level of student activity, it will affect student learning outcomes because students who are active in learning will get more experience and higher learning outcomes, and vice versa. Thus, the activeness of students in learning affects the learning outcomes obtained by students. The existence of active students can support success in learning with learning

outcomes in the form of good grades. With the high level of student activity, it will affect student learning outcomes because students who are active in learning will get more experience and higher learning outcomes, and vice versa. Thus, the activeness of students in learning affects the learning outcomes obtained by students.

SMA N 1 Ampek Angkek is one of the schools in Agam Regency, West Sumatra which has 30 students with majors in Mathematics and Natural Sciences. Sociology is one of the subjects in the Social Sciences family. Sociology subjects in Class X are taught once a week or in three hours of learning, while classes XI and XII are taught twice a week or four hours of learning. To carry out classroom learning, the Teacher Council at SMA N 1 Ampek Angkek has prepared everything related to learning before learning begins. This is one of the efforts so that the learning provided to these students is well structured, in order to get good results as well. However, The following are the class averages in the 1st and 2nd semester exams for class X IPS SMA N 1 Ampek Angkek.

Table 1.1 learning outcomes of students in class X IPS at SMAN 1 Ampek Angkek

No	Class	Odd Semester Final Exam Average	Even Semester Final Examination Average	Number of Students	KKM
1	X IPS 1	55.76	54.5	36	75
2	X IPS 2	54.97	52.9	36	
3	XIPS 3	56.66	55.4	36	
4	XIPS 4	58.62	55.4	35	

Source: Sociology Subject Educator at SMA N 1 Ampek Angkek

Based on the table above, we can see the average test scores for even and odd semesters for class X social studies students at SMAN 1 Ampek Angkek. In the table it can also be concluded that the average semester test scores of students are still very low, it is below 6.00 while the KKM for sociology subjects is 75. Therefore, there are problems with student learning outcomes, it is necessary to improve the teaching and learning process including in the selection of learning media in order to increase interest that

has an impact on student activity and can improve student learning outcomes by making learning videos from Tiktok and serve as initial learning media to obtain first information before group discussions are held.

This research on Tiktok as a learning media has been carried out, the first being a study by Lira Ayu Afdetis Mana in 2021, entitled Student Responses to Tiktok Applications as Indonesian Language Learning Media. This study explains how to use Tiktok as a medium for learning Indonesian. This study also explains how students respond to the tiktok application and the results are obtained. First, most of the students think that the tiktok application is a good, profitable and entertaining application. Second, students strongly agree if Tiktok is used as a learning medium. Third, there are several basic competencies of learning Indonesian that have been watched by students from Tiktok, namely narrative text, procedure text, exposition text, explanation text and anecdotal text, although not all students have watched the text on tiktok. Fourth, because of its easy application and various features, the Tik Tok application can be used in learning Indonesian. To find out the effectiveness of the Tik Tok application in improving Indonesian learning outcomes.

The two researches by Syafitri, Lusi and Arsil, Arsil and Hariandi, Ahmad in 2021 are entitled "Implementation of Online Learning in PJOK Content through the Use of TikTok Applications as Learning Media in Class II Elementary Schools. In this study, it was found that the implementation of online learning in PJOK content through the use of the TikTok application can encourage students to actively participate in learning activities even though it is done from home. The implementation of learning activities through the use of the TikTok application can encourage students' physical activity to design the emotional, motor and social growth and development of students. By using the TikTok application as a learning medium, students become more active in participating in learning activities. In the implementation of online learning activities in PJOK content through the use of the TikTok application as a learning medium, strong collaboration between teachers and parents is needed. In this case, in addition to parents being able to encourage students' enthusiasm for learning, parents can also take advantage of

the features contained in the TikTok application. As is often used by students, namely the video recording feature, background sound, edit and share. The conclusion in this study can be seen that the implementation of online learning in PJOK content through the use of the TikTok application as a learning medium can encourage students to be active in participating in learning activities,

The third research by Ericha Tiara Hutamy et al in 2021, entitled "Students' Perceptions of the Use of Tiktok as a Learning Media" whose research results showed that 55.36% of class XI students majoring in Online Business and Marketing at SMKN 1 Makassar liked the use of Tiktok as a Learning Media in even semester of the 2021 academic year. Like a tiktok coin, it also has 2 sides, there are advantages and disadvantages as a learning medium. Therefore, it is hoped that Tiktok can be a reference for learning media for certain materials such as what was done in this study, namely advertising materials in the retail business.

The four studies carried out by Ericha Tiara Hutamy, Andi Naila Quin Azisah Alisyahbana, Nur Arisah, Muhammad Hasan, were conducted in 2021. The results showed that in the conventional learning process, the learning outcomes obtained by students still received scores below the KKM. However, when the learning process uses tik tok as a medium of learning, the learning outcomes of students increase and are successful in terms of achieving KKM scores. Therefore, it can be concluded that the use of tik tok as a learning medium can improve learning outcomes, however, for its use it still has to adjust the relevance of the material to be used.

The five studies were from Elsa Putri Ermisah syafri and Umi Kalsum in 2021. The results of this study were: (1) The learning process during the Covid-19 pandemic experienced many obstacles, especially in the preparation of interesting learning media. (2) The use of TikTok as a learning media for Civics is very helpful for teachers to explain the subject matter. This can attract students' interest in the learning process. (3) TikTok becomes an alternative and attractive learning media. This is in line with Kolb's experiential learning (abstract conceptualization, concrete experience, active experimentation, and reflective observation). Broadly

speaking, these applications can attract the interest, creativity, and motivation of students while learning.

From the five studies above, they have similarities with the research that the researcher will do, namely using the Tiktok application as a learning medium, but what distinguishes what the researcher will examine from the research above is the research that the researcher will do to see how the effect of using the Tiktok application is. as a medium of learning on the activity and learning outcomes of students and for research methods using quasi-experimental quantitative methods while the five studies above have not done how the effect of using tiktok applications as learning media on student activity and learning outcomes.

II. METHOD

This research is a quantitative research. The choice of this method because in this study to see how the influence between two variables. Experimental research is the most scientifically reliable research because it is carried out with tight control on confounding variables outside the experiment (Jaedun, 2011). Quasi-Experience is a development of true experimental design which is difficult to implement. Quasi-Experiment is a type of experiment that is considered good because it meets the requirements. The requirement is that there are other groups that are not subject to experiments and participate in getting observations (Cucu, 2019). This study uses a 2x2 factorial design.

The place where this research was conducted was at SMA N 1 Ampek Angkek in September-November 2021. The research population was students in class XI IPS while the sample was students in class XI IPS 4 and XI IPS 1. The instruments in this study were observation sheets and written test questions. . Data analysis using normality test, homogeneity and hypothesis testing with t-test.

III. RESULT AND DISCUSION

A. Result

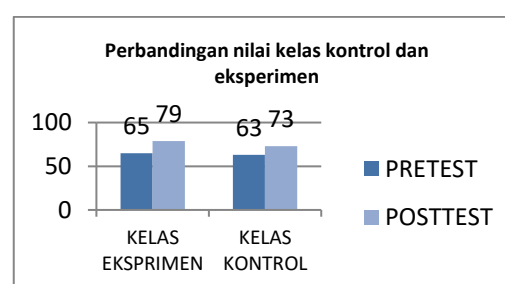
The results of this study indicate that

1). There are differences in the activity of students who use the Tiktok application as a learning medium with students who do not use the Tiktok application as a learning medium.

ACTIVITY INDICATOR	EXPERIMENT CLASS	CONTROL CLASS
Indicator 1	91.6%	90.8%
Indicator 2	23.4%	7.5%
3 indicator	23.4%	8.3%
4 . indicator	21.9%	12.5%
5 . indicator	15.1%	0.00 %
6 . indicator	99.2%	98.3%
7 . indicator	18.9%	7.5%

From the table above, it can be seen that the calculation of the percentage between the experimental class and the control class on the activity of students who have been observed through the observation sheet and calculated in an accumulation of 6 meetings and a percentage that the results obtained are that the activeness of students in the experimental class has a higher percentage of each activity indicator than the control class. . This shows that the use of the Tiktok application as a learning medium in the learning process is considered effective for increasing the activeness and involvement of students in learning. This is also evidenced by the results of hypothesis testing using the t-test, namely the value of $t_{count} = 16,914$ with $dk = 42$. H_a is accepted if $t_{count} > t_{table}$. $T_{table} = 1,684$. then the conclusion is H_a is accepted and H_0 is rejected.

2). There are differences in the learning outcomes of students who use the Tiktok application as a learning medium with students who do not use the Tiktok application as a learning medium.



From the diagram above, it can be seen that the comparison of pretest and posttest scores in the experimental class and the control class can be seen. the result is that the learning outcomes of students in the experimental class are higher than the control class. This shows that the use of the Tiktok application as a learning medium in the learning process is considered effective for improving student learning outcomes. This is also evidenced by the results of hypothesis testing using the t-test, namely

the value of $t_{count} = 47,919$ with $dk = 42$. H_a is accepted if $t_{count} > t_{table}$. $T_{table} = 1,684$. then the conclusion is H_a is accepted and H_0 is rejected

B. Discussion

Based on the data analysis of the research results that have been carried out, further discussion of the research results is carried out. From the results of the data description and hypothesis testing, it is known that there are differences in the activity and learning outcomes of students who use the Tiktok application as a learning medium and students who do not use the tiktok application as a learning medium. The Tiktok application is an application that is very popular with the public, especially the age of teenagers or those who are still studying. So this tiktok application is considered capable of attracting the attention of students in learning so that it can increase student activity and learning outcomes.

The activeness of students in learning is to emphasize understanding of something they face in learning. Student activity is an important basic element in successful learning (Nanda, 2020). Active learning is a process of teaching and learning activities whose subjects are intellectually and emotionally so that students are able to participate actively in carrying out learning activities (Sudjana, 2010). Therefore, the selection of learning media is very important given that the use of learning media is also one way to increase the activities of students in learning. Using learning media that students prefer will make students participate intellectually and emotionally in learning.

The learning process is essentially a process of interaction between teachers and students which contains student activities through various interactions and learning experiences experienced by both (Nugroho, 2016). The activeness of students is an important element that must be considered in the learning process. The role of the teacher to invite students and create a more active class atmosphere when learning takes place is very important, thus students will be motivated to construct their knowledge because students are the subject of the learning (Jossapat, Firelia 2021). The activeness of students in learning is an important and fundamental thing because the activeness of students in learning activities is to emphasize understanding of the problems or everything they face in the learning process.

How students understand a given material, depends on the activity of students during the learning process.

Based on the results of observations for the activity of students carried out during the research which amounted to 6 meetings, the activeness of students was observed through observation sheets by the observer and analyzed the data. So from the results of the data analysis that has been carried out, the number of students with active categories in the experimental class is more than the control class. In the experimental class, there were 9 students who entered the active category, while only 3 students were active in the control class.

Based on the percentage of activity for each activity indicator that has been carried out, there is also a difference in the percentage of each indicator, based on the findings that the percentage per indicator of the experimental class is higher than the control class. There are even some indicators that have very significant differences. In addition, based on the hypothesis testing conducted, it also proves that there are differences in the activity of students who use the Tiktok application as a learning medium with students who do not use the Tiktok application as a learning medium. So from the results of the t-test, it is found that the value of $t_{count} = 16,914$ with $dk = 42$. H_a is accepted if $t_{count} > t_{table}$. $T_{table} = 1,684$. then the conclusion is H_a is accepted and H_0 is rejected.

So based on the explanation above, we can conclude that the use of the Tiktok application as a learning medium can affect the activity of students. because the use of learning media is one element that must exist in learning. Learning media helps teachers convey information to students related to learning materials. In a psychological didactic, learning media really helps the psychological development of children in learning (Septy, 2021). For this reason, as educators, teachers must prepare learning media that are interactive, communicative, creative and innovative in conveying messages or information conveyed by teachers. Based on the results of this study, the Tiktok application is able to become an interactive, communicative, and interactive learning media.

Learning outcomes as a measurement of the assessment of learning activities or learning processes are expressed in symbols, letters, or sentences that tell the

results that have been achieved by students in a certain period (Lina, 2019). Learning outcomes are also a reference in concluding whether students are able to master learning or not. The success of the learning process can be seen from the learning outcomes. Therefore, to produce learning outcomes as expected, the teacher must design the learning process well, one of which is the use of learning media.

In this study, the learning outcomes of students in the experimental class using the Tiktok application as a learning medium, with the control class not using the Tiktok application as a different learning medium. In the experimental class learning outcomes are higher than the control class. Based on the results of data analysis conducted, the experimental class learning outcomes for the posttest average value were 79 while the control class was 73. Meanwhile, from the results of hypothesis testing, it was found that $t_{count} = 47,919$ with $dk = 42$. H_a was accepted if $t_{count} > t_{table}$. $T_{table} = 1,684$. then the conclusion is H_a is accepted and H_0 is rejected. This means that there are differences in the learning outcomes of the control class and the experimental class.

So based on the explanation above, the use of the Tiktok application as an effective learning media to improve student learning outcomes. because good learning outcomes are obtained from a good learning process. A good learning process is obtained from good planning, one of which is what media is used in the learning process. The use of learning media is very helpful in the effectiveness of the learning process during the teaching and learning process (Nurul, 2019). With the use of good learning media, the learning material will be delivered properly, therefore students are also able to construct their understanding of the learning material so that they get the expected learning outcomes. In this study, the Tiktok application is considered capable of conveying learning messages,

The use of learning media is one way for teachers to deliver learning to be more effective, efficient and interesting. Learning media is an intermediary between the source of the message and the recipient of the message, thus it is hoped that it can help stimulate thoughts, feelings, attention and willingness so that they are encouraged to be involved in learning. Therefore, in choosing learning media the teacher must be careful so that the use of this learning

media is efficient and can achieve what is expected, so in this study the Tiktok application has been proven to be used as an audiovisual learning media that can encourage the mind, attention and willingness of participants. Educate in following the ongoing learning process and be active in learning activities. that the use of the tiktok application as a learning medium can increase the activeness of students, so that student learning outcomes also increase. This shows that the Tiktok application as an entertainment application, can be converted into a supportive application to be used as a learning medium, so that students do not get bored of learning and encourage student activity in learning.

IV. CONCLUSION

Based on the results of observations during learning in the experimental class and control class, there are differences in student activity between the two sample classes where the experimental class uses the Tiktok application as a learning medium while the control class does not, so differences in student activity in the two classes are observed which is the experimental class of students. more active because it uses the Tiktok application as a learning medium, which indicates that the Tiktok application as an entertainment application that is widely used by society today, including teenagers, is considered capable of increasing student activity in learning because it uses applications that are favored by teenagers. For hypothesis testing, the activeness value obtained $t_{count} = 16,914$ with $dk = 42$. H_a is accepted if $t_{count} > t_{table}$. $T_{table} = 1,684$. then the conclusion is H_a is accepted and H_0 is rejected.

There are differences in the learning outcomes of students from the experimental class who use the Tiktok application as a learning medium with students from the control class who do not use the Tiktok application as a learning medium. on the learning outcomes of both classes, the value of $t_{count} = 47,919$ with $dk = 42$. H_a is accepted if $t_{count} > t_{table}$. $T_{table} = 1,684$. then the conclusion is H_a is accepted and H_0 is rejected. So from the results of data and statistical analysis, it shows that the learning outcomes of students who use the Tiktok application as a learning medium in the experimental class are higher than those of students who do not use the Tiktok application as a learning

medium in the control class. Thus, the Tiktok application has an effect on improving student learning outcomes.

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