



Development of Learning Media Linktree Based Website for Pancasila Education Subjects in Madrasah Ibtidaiyah

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ABSTRAK

Development Goals Study This For Knowing valid, practical, and effective learning media. Research This use method research and development with the ADDIE model which includes five stages: Validation implemented the results of the validator of the material, media and language of this media categorized as Valid, data collection technique used is observation, interviews, documentatio, questionnaires, and tests. Test results show The N-Gain value is 0.7154 or 71.54% which is included category high. With Thus, learning media Linktree based website This worthy used in the learning process of Pancasila Education for class V at MI Munawariyah Palembang. This media No only increase practicality in learning, but also effective in increase understanding student to Pancasila Education material. Research This give contribution in development of innovative and easy digital learning media accessible, so that can support the learning process teach more interesting and interactive in the technological era moment This. Conclusion of study This confirm that use of learning media Linktree based website can become effective and efficient alternative learning media for teachers and students at Madrasah Ibtidaiyah.

ABSTRACT

The purpose of this research development is to determine valid, practical, and effective learning media. This research uses a research and development method with the ADDIE model which includes five stages: Validation is carried out by the results of the validator of the material, media and language of this media is categorized as valid, Data collection techniques used are observation, interviews, documentation, questionnaires, and tests. The test results show an N-Gain value of 0.7154 or 71.54% which is included in the high category. Thus, this website-based Linktree learning media is suitable for use in the learning process of Pancasila Education for grade V at MI Munawariyah Palembang. This media not only increases practicality in learning, but is also effective in improving students' understanding of Pancasila Education materials. This research contributes to the development of innovative and easily accessible digital learning media, so that it can support a more interesting and interactive teaching and learning process in the current technological era. The conclusion of this study confirms that the use of website-based Linktree learning media can be an alternative effective and efficient learning media for teachers and students at Madrasah Ibtidaiyah.

INTRODUCTION

The internet and digital devices are now very developed. Various online platforms, such as learning videos, students and educators now can access it anywhere . Besides that , the digital era in education also encourages Work same global, allows students from all over the world for share knowledge and experience One each other (Subroto et al. 2023) . This No only enrich insightful, but also constructive generation young For face increasing challenges complex throughout the world. Different with method conventional, learning in the digital era offers a more approach interactive and personalized. In addition, with analytic education,

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teachers can supervise increase chart development student as well as give bait back, according with need individual (Fuad Try Satrio Utomo 2023). Existing innovations moment This make learning in the digital era is more from just transfer knowledge and also play a role in build skills crucial 21st century For face the world's ongoing challenges changed so that make role important A method interactive learning.

Participant educate expected capable control concepts, and develop the skills required. The selection of this media customized with need students (Astuti et al. 2024). Teachers know that student will difficult understand lesson without assistance with learning media, especially complex and complicated ones. With Thus, selecting appropriate learning media aim For increase participation students, making it easier greater understanding deep, and create environment interesting learning. Linktree is a learning platform that allows teachers to use various source Study in One page. (Andika and Yudiana 2022). Through Linktree, various content can be used device them. In addition, teachers monitor links that have been visited student For understand development them and adjust method learning to be more in accordance with need individual.

In research previously, the use of Linktree as a learning medium has analyzed, and the results show its effectiveness in increase understanding students. A study by Fina, et al., in 2023 found that the Linktree platform functioning as interesting and useful tools For deepen understanding student about source Power nature. (Prastiya, Sahari, and Wenda 2023). Approach innovative towards educational media This can contribute in a way significant For increase experience study in education basic, especially in adapt with environment Study in learning in the digital era. This is also supported by Selaturrohmah in 2023, in study This show that integrate interactive PowerPoint presentation with Linktree can in a way significant increase experience Study in education basis. (Selaturrohmah 2023). According to the extract in 2023, it said that media is based on Linktree in a way effective increase experience Study with integrate culture local to in content education (Sari 2023). This study highlight importance tool education innovative in foster deeper relationship in between students and legacy culture they, who in the end contribute to the experience learn more meaningful in education base.

Of several study previously above, although a number of studies show success use Linktree in increase results studying, not yet There is in -depth analysis about how is this media can implemented in a way specific in context learning at MI Munawariyah Palembang. Findings This can more efficient in teaching of Pancasila Education, as well as give contribution significant for development knowledge education. Novelty from study This lies

in the implementation technology Linktree in context education basic, especially For eye Pancasila Education lessons. As well as the use of systematic R&D methods For ensure the effectiveness and practicality of the learning media developed. This give contribution important to innovation in education in the digital era This with presenting efficient learning media , and providing convenience use and accessibility . Because previously Not yet There are those who are doing research at MI Munawariyah with learning media use Linktree . Pancasila Education is designed For form participant educate become individual For own attitude patriotism. One of the topic important in Indonesia is Pancasila education, which aims For implant values the basis of Pancasila to generation young. At MI Munawariyah Palembang, the lessons This given to students in each level school with hope can form character and understanding student

Reality on in line with results observation field work carried out at the Munawariyah Palembang Elementary Madrasah, has not yet Once applying learning media linktree on the eye lesson pancila, but the Madrasah Already own laboratories and internet facilities so that the linktree media is very appropriate developed and implemented in Madrasah Ibtidiyah Munawariyah, based on fact on importance For developing linktree media on the eyes lesson valid, practical and effective Pancasila.

RESEARCH METHOD

Type of research used in study This is research and development or the usual called with R&D. Research and development (R&D), or research and development, is methods used For create product new or increase products that have been there is, and test effectiveness product (Judijanto et al. 2024) Study This aim For developing learning media based a website called Linktree, special For eye lesson Pancasila in the fifth grade of MI Munawariyah Palembang. The goal is to make learning media interactive and interesting can increase atmosphere Study students inside class . Research was held at MI Munawariyah Palembang, which is located on Jln . KH. Abdullah Azhari, 13 Ulu Subdistrict, Sebrang Ulu II, Palembang City, South Sumatra, with code post 30115. Activities study ongoing from July 2024 to March 2025.

Study This using the Addie development model . The Addie model is a design model that is built in a way comprehensive as element procedural approach system at the level design material learning and development consisting of of five stages namely, Analysis, Design, Development, Implementation, and Evaluation. (Winaryati , Munsarif, and Mardiana

2021), at the stage analysis analyze fact in the field need from the related Madrasah Learning The curriculum used and the learning methods applied, after mapped furthermore designing learning media linktree in accordance with theme, and continued stage media development , after declared valid Next steps There is implementing the media in Madrasah Ibtidaiyah Munawariyah, and the final step is to evaluate the media that has been implemented. implemented Subject study is students and teachers of class VB, 3 selected in a way sampling purpose of selected teachers and students fulfil criteria mastering teachers and students used to carry out learning with utilizing IT experts validation that is media expert, expert materials and experts language. Object study is a learning medium linktree based website on the Pancasila Education subject. Data collection techniques used is observation implemented For see implementation methods used by teachers, interviews implemented For get information from VB homeroom teacher, and students VB classes, documentation implemented For see about object important at the relevant MI Munawariyah with research, questionnaire questionnaire used For know level Validation by Validator, and test implemented For measure how far this media can increase effectiveness Pancasila Education learning at MI Munawariyah .

Data analysis technique using Likert Scale. Likert Scale is effective method For collect data regarding attitudes and opinions in various discipline science , especially in study social . (Hikmawati 2020) With use Likert scale, researcher can evaluate validity, practicality, and effectiveness product in development of learning media linktree based website. Following table calculation use scale Likert.

Table 1. Likert Scale Scores

No	Instrument Item Answers	Score
1.	Very good	5
2.	Good	4
3.	Pretty good	3
4.	Not good	2
5.	Very Bad	1

(Hikmawati 2020)

For calculate the average data validity and practicality use formula as following:

$$P = \frac{F}{N} \times 100\%$$

P= Final Value

F= Score Acquisition

N= Maximum Score

After get percentage results validity and practicality , can determined with criteria as following

Table 2. Criteria Validity

Score	Percentage (%)	Validity Level	Information
5	81-100	Very valid	No revision
4	61-80	Valid	No revision
3	41-60	Quite valid	Partial revision
2	21-40	Less valid	Revision
1	0-20	Totally invalid	Total Revision

Table 3. Criteria Validity

Score	Percentage (%)	Validity Level	Information
5	81-100	Very Practical	No revision
4	61-80	Practical	No revision
3	41-60	Quite Practical	Partial revision
2	21-40	Less practical	Revision
1	0-20	Very impractical	Total Revision

(Nur Sa'adah and Wahyu 2020)

(Khasana Kurniawati, Tukiyo Tukiyo, and Bayu Purbha Sakti 2024)

Analysis effectiveness containing results from pretest and posttest scores from group class experiments and groups class control. For determine mark posttest participant educate complete if has achieve the KKM for Pancasila Education subjects with value 75. After get results from the pretest and posttest the average of second class , then count use normalized gain formula (N-Gain) with formula as following.

$$N\text{-Gain} = \frac{\text{Posttest} - \text{Pre test}}{\text{Maximum} - \text{Pre test}}$$

Information :

Posttest = Average posttest score

Pretest = Average pretest score

Maximum = Highest score on the test Information

Table 4. N-Gain Categories

No	N-Gain Value	Category
1.	$N\text{-Gain} > 0.7$	Tall
2.	$0.3 \leq N\text{-Gain} \leq 0.7$	Currently
3.	$N\text{-Gain} < 0.3$	Low

(Febrinita 2022)

RESULT AND DISCUSSION

Result

Research results, based on development of learning media based *website Linktree* with the ADDIE model, is as following:

Analysis

At the stage beginning ADDIE model development, researcher will analyze requirements and materials For determine necessary changes during the manufacturing process product . At this stage This there are two that are analyzed that is analysis Needs and analysis material. First, the researcher carry out the analysis process need by the process of collecting data on teacher learning media, curriculum school, availability facilities and resources learning, and problems faced student during the learning process. With do observation and interviews direct with class teacher Mrs. Nelly and students VB class at MI Munawariyah Palembang. Second, the researcher do analysis material with choose material diversity culture as subject Pancasila education. Next researchers interviewing the VB class teacher at MI Munawariyah Palembang to get information complete about material diversity culture in the eyes Pancasila Education lessons with observing CP, TP, and ATP in the Teaching Module.

Design

Stage furthermore that is designing media. Researchers determine objective learning , collecting learning media materials linktree , and designing learning media linktree with use a number of application . First, search for reference from book print students and teachers, in particular Pancasila Education books, which are related with material diversity culture. Second, choose the theme to be designed as references in making appropriate media with characteristics participant educate. Third, make learning video design and materials learning using Canva. Fourth , create question exercise using the quiziz z link and google form for the attendance menu participant educate . Fifth, after all media created , input all links into One link on linktree in accordance with the order we want. Sixth, initial menu design Linktree customized with demographics students, so that learning media based website Linktree can used as companion book package and ready used.



Figure 1. Initial Menu Design for Learning Media Linktree

Development

Next, the media that has designed, then done in the process of making media. All components that have been prepared furthermore combined become a learning medium Linktree based website that contains absence, material lessons, learning videos, and Quizizz. The Canva application is used For designing learning materials and videos, which contain material about diversity culture as part from eye lesson Pancasila education. After that, learning materials and videos uploaded to linktree website. Next , will There is question based training quizziz on linktree For evaluate ability students. And for attendance is made through Google Form application for attendance list students. After That done validation. At this stage validation, researcher has make in the form of questionnaire validation to 3 validator experts to lecturer at PGMI UIN Raden Fatah Palembang, namely media expert to Miss Yani Pratiwi, expert material to Mr. Agra Dwi Saputra and finally expert Language to Mrs. Nurlaeli, Questionnaire validation used For measure media validity and improvement If There is revision and input from the three validators. The following results recapitulation validation.

Table 5. Validation Results

Validation Questionnaire	Total Score	Maximu m Amount	Percentage (%)	Category
Media Expert	44	50	88%	Very Valid
Subject Matter Expert	43	50	86%	Very Valid
Linguist	39	50	78%	Valid
Total number	126	150	84%	Very Valid

Based on Validation from Media experts get score 44 with 88% presentation is categorized as very valid, Material Experts get score 43 with percentage of 86% very valid category, and Language Expert with score 39 percentage 78% Valid Category, based on the

validator data above can seen that media- based development linktree categorized as very valid and valid so that the media can used in Madrasah Ibtidaiyah Palembang, providing impact positive in innovation learning based technology

Implementation

At the stage implementation, researcher conduct a trial product in the VB class at MI Munawariyah Palembang. Researcher conduct a practical test moreover formerly with use group small group consisting of 5 students and 1 homeroom teacher VB class for fill in questionnaire practicality . Here results recapitulation practicality.

Table 6. Practical Results

Practicality Questionnaire	Total Score	Maximum Amount	Percentage (%)	Category
Teacher Questionnaire	48	50	96%	Very Valid
Student questionnaire (Small Group)	228	250	91.2%	Very Valid
Total number	276	300	92%	Very Valid

Then For test effectiveness product, researcher form group big. In one a class of 30 students shared into two groups: one group experiment with fifteen students, and one group control with fifteen students. For class experiment researchers conducting trials in the computer lab whereas For class control researchers do inside VB class with different learning process without using media. In the process of testing effectiveness researchers take mark from pretest and posttest from class control and class experiment with see whether class experiment more effective or on the contrary. Based on pretest and posttest results, class experiments using learning media linktree based website show results Study more good (average 86, all student completed) compared class control without using learning media (average 63.3, 6 students completed). Meanwhile based on results N-Gain calculation , class experiment produce further improvement Good with score of 0.7154 (71.54%) which is categorized as "High". Meanwhile that , class control only reach The N-Gain score is 0.2709 (27.09%) which is categorized as " Low ". With thus , it can concluded that use of learning media Linktree based website give impact more positive big in class experiment compared to class control . This is show that learning media Linktree based “ Effective ” website for increase results Study in the learning process.

Evaluation

For know success research and development done evaluation at each stage of the process. At the stage validation of media, materials, language For test validity of the media developed. Response educators and participants educate For test practicality as well as implementation of pretest and posttest For test effectiveness products. Through various processes that have been explained, can concluded that learning media Linktree based website For eye Pancasila Education lessons at MI Munawariyah Palembang have been proven to be "very valid, very practical, and effective " for used in activity Study teach.

Discussion

Based on the results Validity test of learning media Linktree based website done through questionnaire involving three validators: Miss Yani Pratiwi as media expert, Mr. Agra Dwi Saputra as expert material, and Mrs. Nurlaeli as expert language. The purpose of this test is For evaluate validity design or media display, content materials, as well as use language presented. Assessment results show that the media obtains score 88% of media experts, 86% of expert material, and 78% of expert language. With Thus, researchers conclude that learning media Linktree based website classified as "Very Valid". The criticisms and suggestions that emerged during the validation process analyzed more carry on For perfecting learning media Linktree based website , so that fulfil standard criteria for valid learning media. The same research performed by Efrida, Harry, and Legi regarding development of smart video learning media based Linktree . Validation performed show that the media is very valid with average score of 89% of media experts and experts 98.8% material Focus study This is on the use of digital platforms for increase interaction between teachers and students. (Sihombing , Andheska, and Elfitra 2023) However study This focuses on the design and validation of smart video learning media based Linktree , with validation by experts materials and media experts for see its effectiveness in increase ability write story fantasy , research this is at the elementary school level become mark positive for development science especially in Pancasila Education Material. Based on response from teachers and students , practicality test product done with involving Nelly, S.Pd.I. , class teacher VB, and 5 students others . Research results show that response from the teacher to reach score 96% in "Very Practical " category , while response student get score 91.2% in the same category . Therefore that, learning media Linktree based website This rated "very practical" and not need revision more continue. Although thus, criticism, feedback return, and recommendations

from educator as well as student will considered For increase media quality to suit with criteria practical as expected.

Research This the same as that carried out by Nirwana , et al., conducting a practical test For evaluate convenience use of learning media by teachers and students , collecting data through response from second group mentioned, as well as use category evaluation For determine level practicality of the media. Both also aim For increase media quality based on bait return obtained. (Akay et al. 2022) The difference lies in the type of media evaluated, where the research This focus on Linktree based website, while previously focuses on Edmodo -based e-learning, as well as focus validation and methods analysis used . Effectiveness product measured with analyze pretest and posttest results students in class experiments and classes control. Comparison pretest and posttest results done For determine which class shows further improvement significant . The average value of pretest and posttest results in both class counted use N-Gain formula. Based on results N-Gain calculation , class experiment show significant improvement with a score of 0.7154 (71.54%) was satisfactory "High" criteria and shows that the learning media is " effective ". On the other hand, the class control only reach N-Gain score of 0.2709 (27.09%), which is included in criteria " Low " and categorized as "Ineffective ". With thus , it can concluded that use of learning media Linktree based website give greater impact positive in class experiment compared to with class control. Study This own similarities with study previously conducted by Hafis and Kasmirah. In the research said , tested effectiveness of learning media Linktree- based microsite through design

CONCLUSION

research and development This produce learning media Linktree based website For eye Pancasila Education lessons for student class V SD/MI, which was developed using the ADDIE research model which includes five stages, namely Analysis, Design, Development, Implementation, and Evaluation. Linktree based website declared very valid with an overall average value of 84%, which means worthy used in the learning process in class V MI Munawariyah Palembang. Validation This done through a number of stages by three validators, namely media expert, expert materials and experts language, without need revision. Learning media It is also stated to be very practical with amount overall average score of 92%, indicating that this media Ready used in activity Study teaching in class V MI Munawariyah Palembang. Assessment practicality This obtained from questionnaires filled out by teachers and students who provide suggestions and comments. Linktree based website

proven effective For used in the learning process in class V MI Munawariyah Palembang. This seen from the average result evaluation end where the class experiment get average value of 71.54%, far more tall from class control that only reached 27.09%. With comparison this class experiment fulfil criteria effectiveness. This is show that Linktree based website can increase results Study students, based on results study This can concluded development of learning media linktree own impact positive for learning and getting used to student for near with technology with learning based linktree, research this is very relevant with development technology AI -based As means effective learning For students, with results study This Can developed on other theories so that the learning process in Pancasila Education material does not monotonous, for researchers furthermore study This is in the sub- chapter of Pancasila Redeveloped with more material broad and innovative

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