



Development of Technological Learning Media to Increase Students' Civic Knowledge

M. Malik Purnama^{1*}, M. Mona Adha², Ryzal Perdana³, Dina Maulina⁴
^{1,2,3,4} Universitas Lampung, Bandar Lampung, Indonesia



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ABSTRACT

Objective: This study focused on developing Bekatal learning media (Digital Civics Education) to enhance students' civic knowledge. This was motivated by issues identified in students' understanding of civic knowledge. The study analyzed the feasibility and effectiveness of Bekatal learning media for enhancing students' civic knowledge. **Method:** The research employed the Four D (4D) model, involving samples from both experimental and control classes. **Results:** The findings indicate that the Bekatal learning media developed to enhance students' civic knowledge is feasible for use, with expert The findings show that the Bekatal learning media which was developed to increase students' civic knowledge is suitable for use, with the categories of very appropriate assessment from subject matter experts, very appropriate from media experts, very appropriate from language experts, and very appropriate from evaluation experts. Furthermore, from the results of the t-test, it can be concluded that there is an increase in students' civic knowledge before and after using Bekatal learning media. Based on these data, it can be concluded that the Bekatal learning media is feasible and effective in enhancing students' understanding of civic knowledge. **Novelty:** This research provides an innovative technological learning media that makes users feel the sensation of playing with learning materials by the learning objectives. So that users feel energized and like they are learning but feel like they are playing.

INTRODUCTION

The world is constantly changing and evolving. These changes require humans to adapt to innovations. These shifts are marked by the emergence of various eras currently present in the world, ranging from the era of digitalization, disruption, and globalization to other such periods. These changes are not limited to one or two countries; every country, including Indonesia, is experiencing these new eras. Indonesia has undergone significant changes in its way of life due to the advent of these eras. One era that has brought about substantial change in Indonesia is the digitalization era. The arrival of this era has transformed various sectors of life, from work activities and culture to education. Educational activities that involve aspects of the Industry 4.0 era entail classroom processes and activities that utilize developments in information and technology (Alakrash & Razak, 2020; Bilotta et al., 2021; Himmetoglu et al., 2020; Moraes et al., 2023; Sein-Echaluce et al., 2024). Therefore, to maximize the use of technology in various aspects of life, the roles of all stakeholders, including educators and parents, are crucial. Parents at home play a significant role in shaping the character of students.

Education in Indonesia currently leverages advancements in digitalization, one form of which is learning media that utilizes digital media to support the learning process. Using these media represents one of the benefits of the digitalization era in Indonesia. Adaptations must accompany the rapid changes in era and technology.

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