

## Analysis Of Problem Based Learning Model Assisted By Motion Graphic Video Against Student Learning Outcomes

MAHYUNI UJUNG

[mahyuniujung28@gmail.com](mailto:mahyuniujung28@gmail.com)

### Abstrak

*The purpose of this study was to analyze the effect of the video motion graphic based problem-based learning model on student learning outcomes. This research was conducted using library research methods. The data analysis technique in this research is to use documentation study technique by analyzing relevant journals or scientific articles related to the analysis of problem-based learning models assisted by video motion graphics on student learning outcomes. Based on the results of research conducted by previous researchers, it was stated that the problem based learning model assisted by video motion graphics was feasible and good for use in learning and had an effect on improving student learning outcomes. Thus, it can be ignored from the analysis that has been carried out that the problem-based learning model assisted with video motion graphics has an effect on improving student learning outcomes.*

**Kata Kunci:** *Problem Based Learning Model with Motion Graphic Video assisted, Student Learning Outcomes.*

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### 1. PRELIMINARY

Education for everyone is very important. In the educational process, of course, it is expected to get good results. Good learning outcomes can be obtained through studying in earnest. The factors that affect student learning success are generally influenced by internal factors and external factors. From the students themselves, while external factors come from the family environment, school environment, and community environment.

The improvement of good learning outcomes is not only supported by the willingness of students to want to learn well, but the learning methods used by teachers also affect student learning outcomes. The fact is that there are still some teachers who use learning models that are less attractive to students so that they make students less serious in participating in classroom learning. Teachers still dominate the learning process so that students are only passive. The current trend that students have to learn through problem-based learning is characterized by real problems. Based on the results of the observations obtained by researchers at SMK Budisatria Medan in accounting subjects, there are not a few students who tend to be passive in the learning process. Students play more when learning begins and students still do many other activities when learning takes place. This is because the

learning model used by teachers is less varied. The teacher uses a problem-based learning model which is considered less educational for students and is considered difficult in accounting subjects, this will have an impact on low learning outcomes. Even though there are many models and media that can be used in the learning process. Educational learning models can stimulate attention, think creatively and can foster student activity. By using a problem-based learning model students will be motivated to solve the problems faced and try to solve these problems. In addition to using a problem based learning model, learning can also use video motion graphic learning media. Motion graphics video is a type of media that can be used in conveying subject matter to students. The video is classified as a type of multimedia. Motion graphics can be used in most subjects. In this study motion graphics are used in accounting subjects. The use of video motion graphics is expected to emerge as a social phenomenon in the classroom, so as to create an atmosphere as if these social phenomena are experienced by students. Based on the background described above, there are many problems related to this research. However, the problem limitation is focused on Problem Based Learning Model Analysis with Motion Graphic Video on Student Learning Outcomes. Researchers have a goal to find out how to analyze problem based learning models with motion graphic video on student learning outcomes.

## **2. RESEARCH METHODS**

### **Location and time of study**

This research was conducted in the library of Muhammadiyah University of North Sumatra and the time of this research is planned for April to December 2020.

### **Sources and Research Data**

To collect the research data needed in this discussion, the author uses the library research method, namely research whose main object is journals that have something to do with the subject matter and other supporting sources. This research is called library research, by Therefore, the data source is obtained in two forms of data, namely primary data and secondary data.

Secondary data sources used by researchers are:

1. Application of Problem Based Learning (PBL) Learning Model to Improve Student Learning Outcomes of Class XI Accounting in Financial Accounting Subjects at SMK Negeri 1 Sooko Mojokerto. Karya Fenti fitria asvifah, Journal of Accounting Education. Volume 07 Number 03 Year 2019, 460-465.
2. Implementation of Problem Based Learning Strategies to Improve Computer Accounting Learning Outcomes for Students of SMK Negeri 1 Banda Aceh. Karya Iswinar. Serambi Akademika Journal of Education, Science and Humanities, Vol. 7, No. 5, October 2019 pISSN 2337– 8085 eISSN 2657- 0998.  
Implementation of Problem Based Learning Strategies to Improve Learning Outcomes of Basic Accounting for Class X Students of Accounting 1 at SMK N 1 Paste in the 2017/2018 school year. by Noviana Nur Vatoni (2018).
3. Improving Students' Accounting Learning Achievement in Basic Competencies in Managing Accounts Receivable Cards Using Problem Based Learning Learning Models in Class XI Accounting 2 SMK N 1 Muara Bungo. Karya Tiara. JURNAL TUNAS PENDIDIKAN EISSN-2621-1629 Vol. 3. No. 1 (October 2020)  
<Http://Ejournal.Stkip-Mmb.Ac.Id/Index.Php/Pgsd/Login>.
4. "The Effect of Implementation of Problem Based Learning Model Aided by Performance Assessment on Learning Outcomes of Class X Accounting Students of SMK Negeri 1 MAS-UBUDA Academic Year 2011/2012 Viewed from Academic Self-Concept" by Ni Wayan Martini, (2012).
5. Implementation of Problem Based Learning (PBL) Learning Model in Improving Learning.
6. Outcomes in Accounting Subjects in Class XI AK3 SMK Negeri 4 Klaten Academic Year 2015/2016. Naomi Fahma's work.
7. The Influence of PBL (Problem Based Learning) Model Using Accounting Learning

- Modules, and Accounting Learning Motivation on Accounting Learning Outcomes of Class XI Special Journal Material at SMK Negeri 10 Surabaya Karya Agustina Tri Rahayu, et al.
8. Implementation of Problem Based Learning Model to Increase Accounting Learning Activities for Class X Students of Accounting 1 at SMK Negeri 1 Pengasih in the 2015/2016 Academic Year. Tri Wahyuniyanto's work.
  9. Application of Problem Based Learning Learning Model to Improve Accounting Learning Achievement in Class XI Students of SMK Muhammadiyah 2 Moyudan Competence in Managing Inventory Cards for 2013/2014 Academic Year. Layla Suci Naylufar's work.
  10. Academic Year. Layla Suci Naylufar's work.
  11. Efforts to Increase Motivation, Participation, and Achievement in Accounting Learning Through the Application of Problem Based Learning Model for Class XI Students of Accounting at SMK Muhammadiyah 1 Yogyakarta for the 2015/2016 Academic Year. Shofia Suparti's work.

### **3. CONCLUSIONS AND SUGGESTIONS**

Based on data analysis from the results of this study, it can be concluded that:

1. The problem based learning model assisted with video motion graphics is very influential on student learning outcomes, and is suitable for use in shaping the teaching and learning process compared to using conventional models and media.
2. The problem based learning model assisted with video motion graphics can help students to develop new knowledge and be responsible for the learning they do.
3. The problem-based learning model assisted with video motion graphics also helps develop students' ability to think critically and develop their ability to adapt to new knowledge.
4. The problem-based learning model assisted by video motion graphics on student learning outcomes can provide opportunities for students to apply the knowledge they have in the real world.

Based on the results of the analysis carried out on the obtained journals, the researchers provide suggestions, namely:

- a. The next researcher should be able to develop or apply a problem based learning model assisted by motion graphic video.
- b. Teachers should be able to integrate problem-based learning models assisted by motion graphic video.
- c. For further research, it is hoped that a wider range of research sources can be carried out, in order to make comparisons for better quality.

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