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The Use of Android-Based Educational Games Using Articulate Storyline 3 in Science Learning During a Pandemic

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Abstract

This research aims to describe (1) the use of android-based educational games using the articulate storyline 3 application in science learning during the pandemic, (2) the learning experiences gained by students by using android-based educational games in science learning during the pandemics. This research used a qualitative descriptive research design. The subjects of this research were science teachers and students of class VII.1 MTsN 4 Pasaman . The object of this research is the use of android-based educational games using the articulate storyline 3 application in science learning. The data collection method used is the method of observation, interviews, and documentation. The results of this study are (1) the use of android-based educational games in science learning, first the students are in the learning process in the classroom, the teacher sends the game to all students in apk format, students install the application on their respective androids according to the teacher's direction, all students learn the material of elements, compounds, and mixtures in applications and take quizzes, (2) the learning experience gained by students by using android-based educational games, which makes it easier for students to understand the material of elements, compounds, and mixtures in learning, making learning more interesting, effective and efficient, motivating students in the learning process, and students' difficulties because some people don't have androids and have to join other students.

Keywords– *Educational games; Articulate storyline 3; Science learning*

1. Introduction

The industrial revolution 4.0 brought rapid changes, especially in the world of education. Hoyles & Lagrange (in Putrawangsa & Uswatun, 2018) emphasize that the world's education system is influenced by new technologies. The impact of the industrial revolution 4.0 in the world of education is marked by the emergence of changes in educational technology and learning technology. Changes that occur due to the industrial revolution 4.0 which must utilize technology as a tool in the learning process are expected to make it easier for educators in the teaching and learning process.

Teachers as central figures in the world of education, must be able to adapt and follow developments in the current digital era. This is a determinant of student success in mastering the material being studied. With the current pandemic situation, it is necessary to do an interactive multimedia learning innovation so that learning is more effective.

MTsN 4 Pasaman , is wrong one madrasa in the district Pasaman , who also prepare participant educate follow competitive welcome the metaverse era and digitization education . Various innovation learning try developed at MTsN 4 Pasaman , although sometimes blocked with existence limitations means and infrastructure , including means learning on eye science lessons . However _ on reality Thing this not yet done in science learning at MTsN 4 Pasaman . Theory learning that should be participant educate must get experience direct most only given with method lecture . This thing Becomes challenge for science teachers for create something creation and innovation new in learning . Science learning should be could packed with interesting and interactive , so no boring for students .

For resolve Thing that , researcher using learning media that are interactive . Learning media no only utilized by educator however , also could utilized by participant educate . Learning media that can used as means study independent for participant educate wrong the only one is articulate storyline 3 app .

Based on background behind problem that has been described , then submitted formula problem as following (1) how use of educational games

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android based using app articulate storyline 3 in learning science class VII.1 MTsN 4 Pasaman ? (2) how experience learning gained _ participant educate with use app articulate storyline 3 in learning science class VII.1 MTsN 4 Pasaman ?

in line with problem , goal study this is (1) describes use of educational games android based using app articulate storyline 3 in learning science class VII.1 MTsN 4 Pasaman (2) describes experience learning gained _ participant educate with use of educational games android based using app articulate storyline 3 in learning science class VII.1 MTsN 4 Pasaman . By theoretical , result study expected could add knowledge related use of educational games android based using app articulate storyline 3 in science learning , in particular on Theory elements , compounds , and mix . Temporary that , aspect practical in study this , namely (a) for teachers, research this could made guidelines for increase quality learning through use of educational games android based using app articulate storyline 3 in science learning , in particular on Theory elements , compounds , and mix (b) for madrasah, research this used as a ingredient consideration and improvement use of educational games android based using app articulate storyline 3 in science learning , in particular on Theory elements , compounds , and mixture so that teacher quality and results study participant educate could increased (c) for study other , research this could made wrong one guidelines in To do activity related use of educational games based on android using app articulate storyline 3 in science learning , in particular on Theory elements , compounds , and customized mix _ based on characteristics participant educate.

The articulate storyline 3 application is a software that provides features such as videos, images, animations, audio photos and others. Articulate storyline has almost the same function as the Microsoft Power Point application. The articulate storyline application makes learning centered on students. Students explore information from various sources, then collect the information obtained in the articulate storyline application and students can give each other feedback on presentation activities that can add information. Articulate storyline has

several interesting advantages to be able to support the learning process, (1) it can be made easily yourself, both experienced and not, (2) can include several forms of files, such as text, images, videos, animations, and so on, (3) can be in the form of audio and visual, sound and images can be made in the articulate storyline, (4) there is an application for making quizzes without uploading files that are outside, and (5) providing interactive content that involves students more in learning. There are several reasons the articulate storyline application is used as an independent learning medium, including (1) in the 2013 Curriculum it is stated that learning activities must be student centered, (2) students can learn according to their abilities by collecting information obtained in the articulate storyline application, (3) the articulate storyline application is in accordance with the characteristics of today's students who are happy with something new to foster student learning motivation, (4) learning using the articulate storyline application is designed for independent learning easier to use anytime and anywhere. anywhere, and (5) new innovations in independent learning so that in the learning process students are more creative and innovative. The learning process using the articulate storyline application is carried out by students by forming a group, exploring knowledge from various sources, pouring the knowledge gained in the articulate storyline application, and presenting the students' findings. Thus, this study examines students' independent learning activities using the articulate storyline application.

Similar research on the use of articulate storyline applications as independent learning media in science has never been carried out. However, there have been several similar studies that have been conducted. Even though similar research has been carried out, of course there are differences with the research that the researcher wrote. The similar research conducted as follows. Research conducted by Rianto (2020) with the title "Interactive Learning Based on Articulate Storyline 3". This research has similarities with the research that the researchers did, namely both researching the application of articulate storylines. Therefore, this research is still said to be similar research. But still, this study has

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differences with research conducted by researchers . Rianto uses computers as learning media for students, while researchers use students' androids in learning.

In addition, there are also differences in the research object, research subject, research location, and research design. This has attracted the attention of researchers to study further the use of the articulate storyline application as an android-based learning medium in science subjects. Thus, the researcher is interested in describing the research entitled "The Use of Android-Based Educational Games Using Articulate Storyline 3 in Science Learning During a Pandemic".

2. Method

Study this use design study descriptive qualitative . Subject in study this is an eye teacher science lessons and participant educate class VII.1 MTsN 4 Pasaman . Object in study this is use of educational games android based using app articulate storyline 3 in science learning . Data collected with method observation , and method interview . Technique analysis descriptive qualitative . As for Step data analysis includes Data Reduction , Data Presentation , and Withdrawal Conclusion.

3. Result and Discussion

Use of educational games android based using app articulate storyline in activity learning done in room class . Participant educate use their android phone each . However , there are also participant students who use android together with friend one table because no have cell phone . Previously , researcher more formerly designing own educational game this and sent _ to student android already in form ready app (apk) for installed . Following is picture educational game design researcher based android for alone

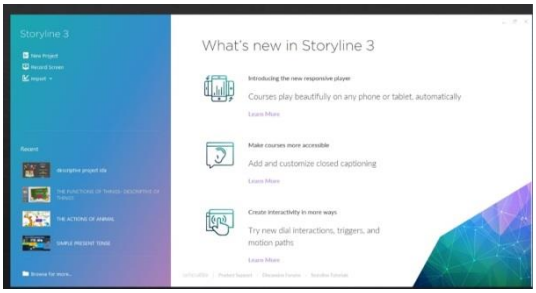

Figure 1. Appearance Articulate Storyline 3 Aplikasi App

Figure 2. Appearance Early Educational Game Android Based

Figure 3. Form Educational Quiz Game Android Based

Next participant educate install apk sent _ by the teacher through their respective androids in accordance directions that have been delivered . Educational games this could played over and over again without use internet quota (offline) . Next participant educate could play each game up to get score highest later . Following is picture use of educational games based on android in class VII.1 MTsN 4 Pasaman .

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Figure 4. Student Working on Educational Games Based on Android

Figure 5. Student Work Quiz On Game

Use of educational games android based using app articulate storyline 3 in learning science class VII.1 MTsN 4 Pasaman make activity learning more interesting and mean for students . Experience learning gained _ participant educate with use of educational games android based using app articulate storyline 3 in learning science class VII.1 MTsN 4 Pasaman give positive impact _ based on Interview with participant learn , get statement as following . First , the use of app articulate storyline in science learning can make it easy participant educate in understand Theory elements , compounds , and mix . Second , the use of educational games android based using app articulate storyline 3 in learning science class VII.1 MTsN 4 Pasaman make learning more effective and Empower use . Third , the use of educational games android based using app articulate storyline 3 in science learning can motivate participant educate in the learning process . Fourth , the difficulties of students because of some people don't have android and must join together student other

4. Conclusion

There are two conclusions that can be be delivered based on formula problem , result research , and discussion research . Conclusion the is as following . First , the use of educational games android based using app articulate storyline 3 in learning science class VII.1 MTsN 4 Pasaman make activity learning more interesting and mean for students .

Second , experience learning gained _ participant educate with use of educational games android based using app articulate storyline 3 in learning science class VII.1 MTsN 4 Pasaman give positive impact _ based on Interview with participant learn , get statement as following . First , the use of app articulate storyline in science learning can make it easy participant educate in understand Theory elements , compounds , and mix . Second , the use of educational games android based using app articulate storyline 3 in learning science class VII.1 MTsN 4 Pasaman make learning more effective and Empower use . Third , the use of educational games android based using app articulate storyline 3 in science learning can motivate participant educate in the learning process . Fourth , the difficulties of students because of some people don't have android and must join together student other.

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