

**INTERACTIVE LEARNING MEDIA INNOVATION PPT VIDEO
ANIMATION IN IMPROVING CRITICAL THINKING MI/SD
STUDENTS IN THE 21ST CENTURY ERA**

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ABSTRAK

Ilmu pengetahuan dan teknologi merupakan salah satu bidang kehidupan yang berkembang pesat seiring dengan kemajuan zaman terutama pada abad 21. Kemajuan ilmu pengetahuan harus dibarengi dengan kemajuan sistem pendidikan suatu bangsa. Pemerintah Indonesia telah melakukan beberapa upaya untuk meningkatkan kualitas pendidikan. Untuk meningkatkan kualitas pendidikan, ide-ide kreatif dan orisinal yang segar dari pihak-pihak yang terlibat dalam pendidikan sangat dibutuhkan. Penelitian ini bertujuan untuk mendeskripsikan inovasi media pembelajaran interaktif berbasis video PPT animasi dalam peningkatan keterampilan berpikir kritis siswa MI/SD di era abad 21. Metode penelitian yang digunakan adalah metode telaah pustaka yang bersumber dari buku, jurnal, ebook, ataupun artikel ilmiah lainnya yang berkaitan dengan inovasi media pembelajaran interaktif berbasis video PPT animasi dalam peningkatan keterampilan berpikir kritis siswa MI/SD di era abad 21. Hasil penelitian menjelaskan bahwa dengan menggunakan media pembelajaran yang kreatif dan inovatif yang berbasis teknologi saat ini, siswa sekolah dasar dapat meningkatkan keterampilan berpikir kritis mereka selama proses pembelajaran. Media power point berbasis video animasi merupakan salah satu jenis media yang menarik digunakan guru di dalam kelas untuk memudahkan dalam menyampaikan materi dan mempermudah siswa memahami materi. Video pembelajaran PPT berbasis animasi tidak hanya menarik, tetapi juga interaktif, memungkinkan siswa untuk terlibat secara aktif dalam proses pembelajaran. Jika siswa lebih terlibat dalam pembelajaran, kemampuan berpikir kritis siswa dapat meningkat. Berpikir kritis adalah salah satu kualitas yang harus dimiliki siswa di 21. Pembelajaran yang disertai media, seperti video pembelajaran PPT berbasis animasi, merupakan salah satu teknik untuk meningkatkan kemampuan berpikir kritis.

Kata kunci: Inovasi Media Pembelajaran, Video PPT Animasi, Berpikir Kritis, Abad 21

ABSTRACT

Science and technology is one area of life that is growing rapidly along with the progress of the times, especially in the 21st century. The progress of science must be accompanied by the progress of a nation's education system. The Indonesian government has made several efforts to improve the quality of education. To improve the quality of education, fresh creative and original ideas from parties involved in education are needed. This study aims to describe the innovation of interactive learning media based on animated PPT videos in improving critical thinking skills of MI/SD students in the 21st century. The research method used is a literature review method sourced from books, journals, ebooks, or other related scientific articles. with the innovation of interactive learning media based on animated PPT videos in improving critical thinking skills of MI/SD students in the 21st century era. The results of the study explain that by using creative and innovative learning materials based on current technology, elementary school students can improve their critical thinking skills during the learning process. Power point media based on animated videos is one of the interesting types of media used by teachers in the classroom to make it easier to convey material and make it easier for students to understand the material. The animation-based PPT learning videos are not only interesting, but also interactive, enabling students to be actively involved in the learning process. If students are more involved in learning, students' critical thinking skills can increase. Critical thinking is one of the qualities that must be possessed by students at 21. Learning that is accompanied by media, such as animation-based PPT learning videos, is one technique to improve critical thinking skills.

Keywords: *Learning Media Innovation, Video PPT Animation, Critical Thinking, 21st Century*

INTRODUCTION

In the 21st century or the era of the industrial revolution 4.0, human life has undergone many changes and is also required to become quality human resources in all respects. Changes in this era can not be denied by anyone. As we know that in the

21st century, there has been a total change in terms of society, the environment and also in their daily lives. The 21st century is also known as the knowledge age, which is a time when all aspects of life are based on knowledge. The most important changes occur in the field

of education, nowadays technology and education are developing rapidly. However, education in Indonesia is still relatively low compared to other countries. So education in Indonesia must be improved immediately in order to be able to give birth to a generation that excels in various fields, especially in the field of education, so that the Indonesian nation is able to compete with other countries and is not left behind due to the increasingly rapid global flow (Rahmatullah et al., 2022).

Improving the quality of human resources through education is the key to being able to follow the development of the Industrial revolution 4.0. This 21st century learning applies creativity, critical thinking, cooperation, problem solving, communication skills, community and character skills. Critical thinking skills are very important to be mastered by students so that students are more skilled in compiling an argument, and are able to face the problems that will be faced later (Kahar et al., 2021).

This research was conducted by Wuri Susilowati, et al with the

title of the article on improving critical thinking skills and social studies learning outcomes through interactive power point media. In his research, he explained that for the 2020/2021 academic year, students at SDN 2 Jetiswetan, Pedan District, Klaten Regency can improve critical thinking skills and social studies learning outcomes by using interactive powerpoint media. The increase in every cycle is the proof (Susilowati et al., 2022). Furthermore, research conducted by Indiyanti and Umm Sholihah whose article title is the development of animation-based presentation media to improve the mathematical critical thinking skills of MTs students. In the research, the article explains that the animation-based power point learning media produced, according to research, is valid in terms of media validity, material content validity, and student reactions to the provided media, and is able to improve critical thinking skills of VII grade students at MTs N. 7 Nganjuk, East Java (Indiyanti & Sholihah, 2021). Alif Agung Wicaksono, et al also conducted research on digital media in empowering 21st century critical

thinking skills in science learning in elementary schools. In his research, he explained that digital educational games, videos, youtube, power point, macromedia/adobe flash, digital comics, e-books, flipbooks, augmented reality, virtual reality, educational websites, educational television, and educational applications, such as teacher rooms, quipperschools , and smart classrooms, are examples of digital media innovations in empowering 21st century critical thinking skills in science learning in elementary schools (Alif Agung Wicaksono, Lola Depra, Silva Maharani, Syahrial, 2017).

The above research focuses more on PPT interactive media in improving students' critical thinking. While this research focuses on the innovation of interactive learning media based on animated PPT videos in improving critical thinking skills of MI/SD students in the 21st century. The focus of the study is how animated PPT videos improve critical thinking skills of MI/SD students in the 21st century.

The 21st century is also marked by technology that develops

rapidly, so various technological advances should begin to be applied in the world of education so that learning is more innovative and creative. Technology-based creative and innovative learning can improve students' critical thinking skills during the learning process. One of them is the innovation of animated video-based power point media used by teachers to facilitate the delivery of material, besides animation-based PPT learning video media can realize interactive learning, so students are actively involved in learning, if students are more active and involved in learning then will improve critical thinking skills in students (Andrian & Rusman, 2019).

In addition to the world of education, learning has entered the 21st century era which is marked by technological developments. However, the influence of an environmental condition also makes teachers have to be creative in the teaching and learning process. The situation in question has been experienced 2 years ago in all corners of the world, namely the COVID-19 outbreak (Kintoko & Mulianingsih, 2022).

The existence of this covid 19 outbreak, creating new rules, namely to limit interaction and maintain distance in order to break the chain of transmission of the covid 19 outbreak that has infected all parts of the world, so the teaching and learning process which was originally carried out in classrooms directly cannot be carried out. The epidemic condition that occurred 2 years ago became a test as well as a challenge for teachers to continue to be creative, creative and innovative in designing technology to help learning to prepare for the demands of the 21st century education world (Al-Sakkaf et al., 2021).

One of the forms of teacher creativity in utilizing technological developments in learning is through the media used in the learning process. The media is in the form of PPT which is made into an animation-based video. The media can attract students in the learning process, with the interest of students the material presented by the teacher can be understood well. In addition, this animated PPT video media is also interactive media that makes students more active in learning, and

this increases students' critical thinking skills. So that the expected learning objectives can be achieved (Sartika et al., 2020).

Therefore, the author conducted a study on the innovation of interactive learning media based on animated PPT videos in improving critical thinking skills of MI/SD students in the 21st century era. With the aim of knowing how animated PPT videos improve critical thinking skills of MI/SD students in the era 21st century

METHOD

There is also this type of research using qualitative research through digital literature studies. Digital literature study is a series of activities related to methods of collecting data, reading, and taking notes and processing research materials through digital browsing. The data collection technique used to obtain relevant materials, and in accordance with this article, is library research. The data obtained in this article are sourced from digital surveys, namely from journals and books. Furthermore, the relevant data is used to support the author's ideas and is used as the basis or basis for

making this article, with the title of interactive learning media innovation based on animated PPT videos in improving critical thinking skills of MI/SD students in the 21st century era.

DISCUSSION

Interactive Learning Media

Advances in information technology have brought significant changes in various aspects of life. Learning in schools is growing rapidly, and the use of technology can facilitate the flow of knowledge without being limited by space and time. All information can now be accessed instantly by users thanks to technological advances. This condition of course also encourages efforts to use technology to improve learning outcomes (Bahroni et al., 2019).

Technology plays an important role in achieving learning objectives. Learning media which is a means of learning aids related to the senses of sight and hearing is one example of the results of technology. Educators can then build a conducive learning environment, determine learning methods, and foster a positive emotional climate among

students. The learning process which was originally only spoken and written can be enriched with various learning models using learning media (Asela et al., 2020).

Learning communication using oral alone will not be able to help students to easily understand learning material, especially those that are abstract, it takes an equipment or media that can concretize the abstract material. Thus, learning media is needed that is able to overcome these problems. One alternative choice is technology-based interactive learning media as a form of learning media that can describe real and clear material that is abstract or not real and adaptive to the development of information and communication technology. In accordance with the demands of the 21st century learning process which demands an integrated computer-based learning process and technology. Interactive learning media is one of the answers to the problem of abstract learning materials, packaging interactive learning media in the form of computer software along with adding good animated visuals will attract the

desire of students to learn and understand abstract learning concepts. In addition, interactive learning media is a form of learning media that can adapt to technological developments, learning demands in the 21st century (Paul et al., 2018).

Learning Media consists of two words, namely media and learning. The word media comes from Latin and is the plural form of the word "medium" which literally means intermediary. So the media is an intermediary or messenger from the sender to the recipient of the message. Another opinion says that the media comes from the Latin *medius*, which literally means 'middle', 'intermediary' or 'introduction'. In Arabic, the media is an intermediary (*waasaailah*) or an introductory message from the sender to the recipient of the message. Therefore, in language, the media can be said as an intermediary tool or an introduction to a message from the sender of the message to the recipient of the message (Yanto, 2019).

Learning is a process in which students interact with education and learning resources in a

learning environment. Learning is a valuable tool provided by educators to assist students in acquiring knowledge, mastering skills, and developing character, as well as creating attitudes and beliefs. In other words, learning is a process that allows students to learn effectively.

Interactive is a two-way communication relationship or more of the communication components themselves, but what is meant by interactive is reciprocal communication between the communication media and the user, starting with data input by the user and receiving a response from the media, resulting in interaction. Based on this, interactive learning media can be defined as all software and hardware that can be used as intermediaries to send the contents of teaching materials from learning resources to students using learning methods that can provide feedback to users based on what has been inputted into the media. learning. media.and experts that with interactive media learning, student learning outcomes increase, because learning through the senses of sight

and hearing is easier to understand than learning through oral and written (Irawan, 2017)

Animated PPT Videos

The online learning process that involves the assistance of information communication technology (ICT) indirectly requires educators to improve their quality in the field of digital literacy. This is in accordance with the regulation of the Minister of National Education No. 16 of 2007 which states that a teacher must have competence in the field of information and communication technology. In addition, Permendikbud No.22 of 2016 in the standard process, namely the learning principle used is that the teacher must be able to utilize information and communication technology to improve the efficiency and effectiveness of learning. In learning each subject, the use of computer technology has been widely carried out. An example that is often encountered is the use of computer programs or applications that can be accessed for free by learners, namely learning media created using the Powerpoint

application (Rumini & Soegiyanto, 2021).

This Powerpoint application is easy and simple but can provide great benefits for learning. This application can display text, images, sound, and video. Thus, it can accommodate all interactive learning activities such as listening, reading, writing and also playing visual games.

With various facilities for making object animations, the resulting display from Powerpoint can be as attractive as programs built with more sophisticated applications. In addition, audio visual presentation or better known as multimedia makes visualization more interesting. Learning by developing multimedia learning media like this can present a display in the form of non-sequential, nonlinear, and multidimensional text with branching links and nodes interactively. This display will make the user more flexible in choosing, synthesizing, and elaborating the knowledge that has been mastered, so that he can also create interactive learning media.

**Kemampuan Berpikir Kritis Abad
21**

A nation that is not ready to face the development of science and technology, which is developing very quickly, will certainly be left far behind from other nations. For this reason, in the 21st century, schools are required to have creative thinking skills (creative thinking), critical thinking and problem solving (critical thinking and problem solving), communicating (communication), and collaborating (collaboration) or commonly referred to as the 4Cs (Dalil Rohman et al., 2022).

Lawrence in Suratno, states that creativity is an idea or human thought that is innovative, efficient and understandable. In contrast to Lawrence, Chaplin in Yeni Rachmawati and Euis Kurniati, stated that creativity is the ability to produce new forms in the arts or in the arts, or in solving problems with new methods. Suratno argues that creativity is an imaginative activity that manifests (embodiment) the ingenuity of the mind that is capable of producing a product or solving a problem in its own way (Barak & Bedianashvili, 2021).

Every human being must have the skill to think. Thinking is a natural nature that is carried out at all times in all life activities. Thinking itself is divided into several levels ranging from the simplest which only requires memory, to the highest level and requires reflection.

Critical thinking is a directed and clear process that is used in mental activities such as solving problems, making decisions, persuading, analyzing assumptions and conducting scientific research. Critical thinking is the ability to think in an organized way. Critical thinking is the ability to systematically evaluate the weight of personal opinions and the opinions of others.

Critical thinking is essentially an active process in which a person thinks things through deeply, asks questions for himself, finds relevant information for himself rather than accepting things from others. Elaine B. Johnson says that the purpose of critical thinking is to achieve deep understanding. Meanwhile, Fahrudin Faiz, stated that the purpose of critical thinking is simple, namely to guarantee, as far as

possible, that our thinking is valid and correct. With the ability to think critically students will be able to solve the problems they face (Srivastava, 2019).

Communication is the process of language exchange that takes place in the human world. Therefore, communication always involves humans both in intrapersonal, group and mass contexts. Communication researchers prove that until now language is recognized as the most effective medium in communicating in an interaction between individuals such as counseling and coaching activities, teaching and learning processes, workplace meetings and others.

Students must be taught to be able to collaborate with others. Collaborate with people who are different in their cultural background and values. In exploring information and constructing meaning, students need to be encouraged to collaborate with their classmates. In working on a product, students need to be taught how to appreciate each person's strengths and abilities and how to take on roles and adapt appropriately to them.

Animation PPT Video in Improving Critical Thinking Skills for MI/SD Students in the 21st Century Era

The rapid development of science and technology requires educators to make efforts to use technology in the teaching and learning process. One of the efforts that can be done by combining the teaching and learning process with technology is developing learning media. Learning using technology affects student learning outcomes. The development of learning media using technology is commonly referred to as multimedia. Multimedia is a learning process that involves the senses and organs of the human body (Tong-Zhigang, 2021).

In multimedia, media is combined with various kinds of text, graphics, animation, sound and video so that the media becomes interesting. Multimedia that is made interesting can improve student understanding and response. There are 2 kinds of learning media developed in learning media, namely in the form of software and hardware, but the learning media developed in this study is in the form

of software only. The software used for the development of learning media is Microsoft PowerPoint.

Microsoft PowerPoint is a presentation application program used to create attractive and professional presentation slides with transition effects and animations. The advantage of using Microsoft PowerPoint is that the presentation of PowerPoint slides can be made very interesting, the contents of PowerPoint slides can be animated, so that it can increase student learning motivation. The development of this PowerPoint learning media will later combine text, graphics, sound, and video. The addition of transition effects and animations to the media makes the media developed to be animated. The learning media developed are interactive so as to make learning effective and efficient. This is evident from the results of research on the implementation of online-based exams that involve students actively in working on questions and the students respond favorably/positively (Artal-Sevil et al., 2018).

CONCLUSION

Creative and innovative learning media based on technology today, elementary school students can improve their critical thinking skills during the learning process. Power point media based on animated videos is one of the interesting types of media used by teachers in the classroom to make it easier to convey material and make it easier for students to understand the material. The animation-based PPT learning videos are not only interesting, but also interactive, enabling students to be actively involved in the learning process. If students are more involved in learning, students' critical thinking skills can increase. Critical thinking is one of the qualities that must be possessed by students at 21. Learning accompanied by media, such as animation-based PPT learning videos, is one technique to improve critical thinking skills.

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