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## Effect of Use of The Focusky Application on Results Learning Arts and Culture For Class X Students Madrasah Aliyah DDI Kulo

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### ABSTRACT

**Background.** Researchers will examine the impact of the Focusky app on Arts and Culture learning for 10th-grade students at Madrasah Aliyah DDI Kulo. Pre-observation reveals conventional teaching methods in use. The introduction of Focusky is expected to enhance learning, offering a dynamic experience for both students and teachers. Top of Form.

**Purpose.** This study on the use of the Focusky application in Arts and Culture education for 10th-grade students at Madrasah Aliyah DDI Kulo is expected to contribute significantly. Findings may enhance teaching methods, particularly in the Arts, improving overall learning quality and simplifying the educational process.

**Method.** This use method approach quantitative. According to Sugiyono (2017) study quantitative is "Method study Which based on the philosophy of positivism . Used to research populations or sample certain, collection data use instruments study, analysis data nature quantitative or statistics, with objective For test hypothesis Which has set.

**Results.** This research was carried out with the aim of finding out whether there was an effect of using Focusky on the Arts and Culture learning outcomes of class X Madrasah Aliyah DDI Kulo students by taking a sample of 26 class X Madrasah Aliyah DDI Kulo students. In determining the experimental and control group students used a totally sampling technique system.

**Conclusion.** Based on the results of this research, several conclusions can be drawn as follows: The use of Focusky in the learning process has an influence on the Arts and Culture learning outcomes of class X Madrasah Aliyah DDI Kulo students. This is because by using Focusky teachers and students can carry out the teaching and learning process more easily and convey information to students well and interestingly.

### KEYWORDS

Focusky Application, Influence, Learning Results

### INTRODUCTION

Education is business aware And planned For realize atmosphere Study And process learning so that participant educate in a way active develop potency himself For own strength spiritual religious, control self, personality, intelligence, noble morals and skills needed by him and public. They must have education Which tall so that capable building the next generation who have skills and are able to compete (Rahman et al., 2022). According to Azhar Arsyad, learning media is Everything that can be done uset to convey messages or informyion in the

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teaching and learning process so that can stimulate attention And interest student in Study. Media learning very important in process learning Because Teacher can convey material to student become more meaningful. Teacher No only deliver material in the form of words with lectures but can bring students For understand in real material which in convey the (Nurrita, 2018). Researchers are interested in conducting research entitled "The Effect of Using the Focusky Application on Arts and Culture learning outcomes Student Class X Madrasah Aliyah DDI Kulo. Based on from results observation before do study This, process Learning that occurs in schools is carried out in the usual way, namely with methods lecture. Student And Teacher do process learning only in a way manually. Student who receives the material only focuses on the voice of the teacher presenting the material or normal Also known as method lectures and writing Which There is on the blackboard. Likewise Also with Teacher Which must emit business Which more For teach. Using learning media from Focusky can be a way For Can more makes it easier student And Teacher in process learning, as well as Study Also Can more varied.

However, the researchers posit that there is room for improvement in the existing educational paradigm. They propose the integration of the Focusky application as a learning medium to augment the teaching and learning experience. Focusky, as a dynamic and interactive tool, has the potential to transform the traditional lecture-based approach into a more engaging and effective method. This shift is anticipated to benefit both students and teachers by making the learning process more accessible and diverse (Agustiawan, 2022; Ahyanuardi, 2019).

The introduction of Focusky is expected to address several challenges in the current learning environment. Traditional lectures can sometimes lead to passive learning, where students are merely recipients of information. The one-way flow of information may not cater to diverse learning styles and may not effectively capture the attention of all students. By incorporating Focusky, the researchers aim to create a more participatory learning atmosphere, allowing students to interact with the material in a meaningful way (Ofianto, 2022).

Moreover, Focusky can serve as a catalyst for varied and enriched learning experiences. The application provides features that go beyond the limitations of traditional methods, enabling teachers to convey complex concepts through dynamic visuals, interactive presentations, and multimedia elements. This can enhance comprehension and retention, ensuring that students not only receive information but also understand and retain it more effectively (Dutta & Zisserman, 2019; Faizah, 2020).

In conclusion, the researchers are driven by a vision to enhance the educational landscape by investigating the impact of the Focusky application on Arts and Culture learning outcomes. By introducing this innovative learning medium, the study aims to transcend the constraints of traditional lectures, fostering a more engaging, diverse, and effective learning environment for both students and teachers at Madrasah Aliyah DDI Kulo.

In this context, the researchers are embarking on a study titled "The Effect of Using the Focusky Application on Arts and Culture Learning Outcomes for 10th-grade Students at Madrasah Aliyah DDI Kulo." The motivation for this research stems from the observation that the current learning process in schools primarily relies on traditional lecture methods. Both students and teachers engage in manual learning processes, where students concentrate on the teacher's verbal presentation and information written on the blackboard. This conventional method, often referred to as lectures, involves teachers delivering material through spoken words and written notes.

## LITERATURE REVIEW

According to the second edition of the Big Indonesian Dictionary (1997:747), the word Influence can be defined as the power that exists or arises from something (people or things) that help shape the character of beliefs and actions somebody (Putri, 2020). In the context of education, influence has a very important role in shaping students' mindset, attitude, and behavior. Influence factors can come from various sources, including teachers, peers, family, media and the school environment (AlAfnan, 2021; Al-Wahy, 2021). Teachers, as the main agents in the learning process, have a great influence in shaping students' characters through teaching methods, values applied, and daily interactions. Peers can also exert significant influence, both in terms of socialization and behavioural norms (Abacioglu, 2020; Al Hashlamoun & Daouk, 2020).

In addition, educational policies, curriculum and the school environment can also have a significant impact on students. Formal education creates a foundation for students' intellectual and social development, and these influences can shape their worldview. A conducive and supportive school environment provides opportunities for students to develop holistically (Adil, 2020). Therefore, understanding and managing influences in education is critical to creating a positive learning environment that supports students' optimal development (Aguirre, 2022).

Learning media plays a crucial role in supporting the learning process at various levels of education (Aspari, 2021). The development of information and communication technology has brought significant changes in the use of learning media, presenting various platforms and tools that can improve the effectiveness of material delivery. In the education literature, there are many studies exploring various aspects of learning media, from the most effective types of media to their effects on students' academic achievement (Chen, 2020; Diao, 2021).

Learning media is a tool help teach Which join in influence, motivation, condition, And environment Study (Hamalik, Oemar. 1990). Use of learning media in the process Study teach can awaken interest And desire Which new, generate motivation and stimulation of learning activities, and even bring influences psychological to learner. The use of learning media at the teaching orientation stage will very help effectiveness process learning And delivery message and lesson content at that time (Wiratmojo, P and Sasonohardjo, 2002) in (Falahudin, 2014).

The role of learning media can take many forms, such as visual, audio, or a combination of both. Research shows that the use of learning media can improve understanding and retention of information (Bektaş, 2020). Visual media, such as images and videos, help visualize abstract concepts, while audio media, such as sound recordings, can strengthen the auditory aspect and facilitate understanding of the material. The utilization of digital technology, such as e-learning and interactive simulations, also provides flexibility in accessing learning materials (AlAjmi, 2022).

Factors that influence the effectiveness of learning media involve design, interactivity and relevance to the curriculum. Good design pays attention to learning principles, including clarity of message and appropriateness to students' developmental level. Interactive learning media can increase student engagement, strengthen concept understanding, and stimulate critical thinking. In addition, teacher involvement in guiding the use of learning media also has a significant impact.

While learning media provides various advantages, there are also challenges that need to be overcome. These involve accessibility, infrastructure availability and teacher expertise in integrating technology. However, with the continuous development of technology, there is a great opportunity to create more innovative and adaptive learning media according to students' needs.

Focusky is a learning media software Which its use very easy with results Which satisfying (Mistianah & Qomariyah, 2019). Focusky is Wrong One software Which used For display presentation materials. This application is designed for users can create interactive animated

presentations about various topic. Application This Also support method drag and drop , For make it easier making presentation. Focusky provide canvas not limited to edit and customize. So there's no need to worry If the image you enlarge will be broken or blurry. This Focusky similar with Power Points However appearance focusky more interesting.

Cultural arts refer to creative expressions that reflect the values, traditions and identity of a culture or group of people. Cultural arts involve various forms of artistic expression, such as visual arts, performing arts, music, dance, literature and more. More than just an art form, cultural arts are a way to convey and strengthen cultural identity, pass down values, and celebrate the uniqueness and diversity of a society. Cultural expressions reflect the worldview, beliefs and life experiences of a people group. Cultural artists use various mediums and techniques to depict their social reality, history and traditions. Therefore, cultural arts are not only a forum for the creation of aesthetic beauty, but also a means to convey deep messages about life, diversity, and the challenges and hopes of a culture.

Examples of cultural arts include paintings that depict scenes and everyday life, traditional dances that capture the movements of a region, or literature that reveals cultural stories and philosophies. Cultural arts can serve as a link between generations, preserve cultural heritage, and open up intercultural dialog to enrich our understanding of the world. By exploring and appreciating cultural arts, one can deepen their understanding of a society's history, values and identity. Cultural arts not only enrich individual lives, but also serve as a central point in building bridges between cultures and strengthening a sense of unity in human diversity.

Cultural Arts Education refers to the learning process designed to develop understanding, appreciation and skills in arts and culture. The main goal of cultural arts education is to equip individuals with knowledge about art and cultural heritage, and to help them develop the ability to actively participate in arts and cultural activities. Cultural arts education does not only focus on the aesthetic aspects and artistic techniques, but also emphasizes on understanding the cultural context in which artworks are produced. Through cultural arts education, students can understand the values, norms and traditions contained in works of art. In addition, this education aims to stimulate creativity, self-expression, as well as critical and analytical thinking skills through the exploration of various art forms.

Cultural Arts Education includes various art disciplines, such as fine arts, music, dance, theater, literature, and other art media. Through this learning, students are expected to develop a sense of beauty, appreciate cultural diversity, and build skills that can be applied in everyday life. Thus, cultural arts education contributes to the formation of individuals who are creative, cultured, and sensitive to the values of art and cultural heritage that exist around them.

The use of Focusky application in cultural arts learning can provide a dynamic and interactive approach, allowing teachers to integrate visual and multimedia elements in the delivery of learning materials. By using features such as animations, transitions and attractive design elements, Focusky can enhance visual appeal and help students to be more engaged in the cultural arts learning process. For example, teachers can create interactive presentations that dynamically visualize artworks, dance performances or literary works, providing a more immersive and engaging learning experience for students.

The Focusky app can also be used to create collaborative projects in a cultural arts context. Teachers and students can work together to create joint presentations, facilitate group discussions, and share creative ideas. The continued use of this app can stimulate students' creativity in appreciating and interpreting cultural art works. In addition, Focusky allows the use of diverse

media such as images, audio, and video, which can enhance students' understanding of cultural arts through a more thorough sensory experience.

The use of Focusky in cultural arts learning can also support the differentiation approach. Teachers can structure learning content tailored to students' learning styles, facilitating better understanding through media variations and interactivity. This opens up space for the development of critical skills, creativity and appreciation of cultural arts in a more dynamic and fun form. Thus, Focusky can be an effective tool in taking cultural arts learning to a more in-depth level and motivating student participation.

The above literature review can be inferred, illustrating that influence plays a key role in the formation of students' character, attitudes and behaviors, especially in the context of education. Influence factors come from various sources, including teachers, peers, family, media and the school environment. The use of learning media, such as the Focusky app, is identified as a potential tool to improve learning effectiveness, especially in cultural arts learning. Focusky provides flexibility in creating dynamic interactive presentations, stimulates students' creativity, and provides a more thorough learning experience.

In addition, the literature also discusses the important role of learning media in supporting the learning process at various levels of education. Not only can learning media improve students' understanding and retention of information, but it can also offer various advantages in creating an interactive and engaging learning environment. Focusky as one of the learning applications can provide an innovative and fun learning experience, with the ability to create interactive animated presentations. Therefore, the understanding and application of learning media, especially by using tools such as Focusky, can make a significant contribution in creating a positive learning environment and supporting students' optimal development.

## RESEARCH METHODOLOGY

**Study** This use method approach quantitative. According to (Gunnulfson, 2021) study quantitative is "Method study Which based on the philosophy of positivism . Used to research populations or sample certain, collection data use instruments study, analysis data nature quantitative or statistics, with objective For test hypothesis Which has set.

This research uses experimental research, Sugiyono (2010: 107), Experimental research is a research method used to find influence treatment certain to Which other in condition Which control it (Mastrantonio, 2020).

**Table 3. 1**Research Design

| Group          | Treatment |
|----------------|-----------|
| Experiment (E) | X         |
| Control (K)    | -         |

Steps taken in implementation this experiment is described as following:

**Students** were put into the experimental group and the control group namely class X students of Madrasah Aliyah DDI Kulo which were then divided into two groups.

**Students** from the experimental group were taught using the Focusky application while students from the control group were taught by using the method conventional.

**Give** the same test to both groups to find out the level understanding.

**Analyze** results test Which has done.



**Draw** conclusions whether there is a difference in the test results use application Focusky with Which No use application Focusky.

A research variable is an attribute or trait or value of a person or object or activities that have certain variations determined by researchers for studied and then conclusions are drawn (Sugiyono, 2019:68). This research use 2 variable, that is :

**Variable** free or variable independent (influential) use application Focusky in the learning process as an influencing variable is given symbol X.

**The** dependent variable or dependent variable (influenced) is the results of learning Arts and Culture student class X Madrasah Aliyah DDI Kulo as variable Which influenced.

**Use** Application Focusky to provide media learning Which can used by Teacher And student.

**Results** Which obtained by students after take the test on end meeting learning Art Culture after use media learning the.

### Population

Population is whole from amount object Which will researched. Population according to Hamid Darmadi (2011:46) say population It means all over subject in in region study made subject study. Population This covers all over student Class X Madrasah Aliyah DDI Kulo.

**Table 3. 2**Population Conditions  
(Data source M.A DDI Kulo)

| Class             | Man | Woman | Amount |
|-------------------|-----|-------|--------|
| X IPA             | 2   | 11    | 13     |
| X Social Sciences | 3   | 10    | 13     |
| Amount            | 5   | 21    | 26     |

### Sample

The sample is a part or representative of the population studied (Suharsimi, 2006:131). This sampling is intended For obtain information about research object and capable give description from population.

## RESULT AND DISCUSSION

This research was carried out in class X Madrasah Aliyah DDI Kulo, this class was a sample taken from all classes X Madrasah Aliyah DDI Kulo was selected. In this research, it will be divided into 2 groups , namely the experimental group where in the process of learning activities they will use the Focusky application And control group where the learning process used conventional learning. After carrying out the learning process, the two groups will be given a test, namely:

### Data presentation

From the results of research conducted using documentation and essay tests as a method for collecting data, the following were obtained:

**Data** for variable

**Variable** Y data is data on the results of learning Arts and Culture that implements conventional learning (Control)

Matter the can become instruction exists influence use Focusky to results Study Art and culture class X student of Madrasah Aliyah DDI Kulo taught using books in the learning process and that taught using Focusky . Thus it can be seen that Focusky used is very helpful for students learn material Which presented, so from That Focusky give influence positive for student.

## Research result

This research was carried out with the aim of finding out whether there was an effect of using Focusky on the Arts and Culture learning outcomes of class X Madrasah Aliyah DDI Kulo students by taking a sample of 26 class X Madrasah Aliyah DDI Kulo students. In determining the experimental and control group students used a totally sampling technique system.

Based on the values obtained from research results which show that the comparison of learning outcomes for Arts and Culture for class X Madrasah Aliyah DDI Kulo students who were taught using Focusky was better than students who were taught using conventional learning or relying on textbooks. These learning outcomes can be seen in comparison with the students' scores in the final test.

Based on the calculation results, the experimental group's value was = 82.69 , while the control group's value was = 65. This indicates that the experimental group's value was greater than the control group's value ( $82.69 > 65$ ). This means that the hypothesis which states "There is an influence of using Focusky on the Arts and Culture Learning Outcomes of Class X Madrasah Aliyah DDI Kulo Students " **is accepted** . By accepting this working hypothesis , the null hypothesis which reads "There is no effect of using Focusky on the Arts and Culture learning outcomes of Class VII Madrasah Aliyah DDI Kulo" **is rejected** .

Further analysis of the data showed that the significant difference between the experimental and control group scores could be attributed to the use of Focusky as a learning medium. Factors such as interactive presentation, animation, and the ability to customize the visual design may have provided a more engaging and effective learning experience for students in the experimental group.

The increase in grades in the experimental group may also illustrate that Focusky was successful in motivating students to be more engaged in cultural arts learning. The creativity and innovation factor in delivering materials through this medium may have created a more stimulating learning environment and sparked students' interest. Therefore, the use of Focusky is not just a learning tool, but can also be considered as a strategy that supports a more effective learning approach in the context of arts and culture.

While these results show the positive impact of Focusky on cultural arts learning outcomes, keep in mind that this study has specific limitations and contexts. Other factors such as student motivation, teacher expertise in integrating Focusky, and classroom characteristics may also affect learning outcomes. Therefore, these results can serve as a foundation for further research or the application of Focusky in other learning contexts. In conclusion, these findings highlight the potential of Focusky as a tool that can improve cultural arts learning outcomes and contribute to the development of more innovative and effective learning methods.

Thus it can be concluded that the use of Focusky can have a positive influence on the Arts and Culture learning outcomes of class X Madrasah Aliyah DDI Kulo students. This is shown by using Focusky in the process of learning activities, student learning outcomes are more satisfying when compared to the learning outcomes of students who use books in the learning process.

## CONCLUSION

Based on the results of this research, several conclusions can be drawn as follows: The use of Focusky in the learning process has an influence on the Arts and Culture learning outcomes of class X Madrasah Aliyah DDI Kulo students. This is because by using Focusky teachers and students can carry out the teaching and learning process more easily and convey information to students well and interestingly. Based on the research results according to testing the hypothesis through analysis data obtained mark average that is  $M_x = 82.69 > M_y = 65$ . This means The

difference in average values indicates the influence of use Focusky against results Study Arts and Culture students class X Madrasah Aliyah DDI Kulo. Analysis results with test end show that student Which taught use Focusky has an impact positive compared with student Which taught with carry out learning conventional (book package).

## AUTHORS' CONTRIBUTION

Look this example below:

Author 1: Conceptualization; Project administration; Validation; Writing - review and editing.

Author 2: Conceptualization; Data curation; In-vestigation.

Author 3: Data curation; Investigation.

Author 4: Formal analysis; Methodology; Writing - original draft.

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