



## Student response to digital books in class x swimming subject

Whilis Putri Pitaloka DS<sup>1</sup>, Hadi Suhendro<sup>2</sup>

<sup>1</sup>Universitas Tanjungpura, Pontianak, Indonesia

<sup>2</sup>SD Negeri 7 Sungai Raya, Pontianak, Indonesia

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### ABSTRACT

The Physical Education, Sports and Health learning guide is only a textbook containing material and movement pictures. Meanwhile, in this day and age, the average student already has a gadget that they always carry everywhere, students need media as a guide that can be carried and easy for students to access and they can observe the complete series of movements. The purpose of this research is to determine students' responses to digital books. The method used in this research is quantitative descriptive. The research results showed a positive response after learning with digital books with a percentage reaching 93.98% from 33 students.

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### Corresponding Author:

Whilis Putri Pitaloka DS,  
Universitas Tanjungpura,  
Email: [putripitaloka8899@gmail.com](mailto:putripitaloka8899@gmail.com)

## INTRODUCTION

Technological developments affect all aspects, especially in the field of education. This also motivates teachers to utilize technology in teaching activities (Santosa et al., 2021). Apart from that, the use of technology can improve the quality of education (Fitria et al., 2022). Educational technology is the same as media in learning to facilitate the delivery of learning (Triwidiya, 2021) and can support teaching and learning activities in the classroom (Rachmadtullah et al., 2022). Teachers are actors in the learning process at school both online and offline (Fauziyah et al., 2022). Teachers must have ideas in designing learning (Hilir, 2021). Teachers are required to adapt and make efforts to improve learning, including by utilizing technology as a learning medium.

Various current information on the Internet can be used as a learning medium (Mustikawati, 2019). Attractive learning media creates learning activities that are meaningful and easy to understand (Rusdiana et al., 2021). Media is a way of conveying information between teachers and students which aims to stimulate student knowledge (Hasan et al., 2021). Apart from that, media is also a tool used as a guide to provide information to recipients (Nurfadillah, 2021). Learning media also functions as an intermediary for delivering learning material at all levels of education. There are many types of learning media that can be used effectively according to certain learning materials (Kharissidqi & Firmansyah, 2022). Learning media refers to anything that can be used to convey information or information during the teaching process, so that it can stimulate students' attention and interest in learning (Tommy Yuwono, 2021). Based on the opinions of the experts above, it can be concluded that learning media is a tool for conveying information to students and as a support for learning.

Based on observations made, so far the learning guides for Physical Education, Sports and Health have only been in the form of textbooks containing material and pictures. There is no freestyle swimming learning media that can be observed by students directly and in full. Meanwhile, in this day and age, the average student already has a gadget that they always carry everywhere, students need media as a guide that can be carried and easy for students to access and they can observe the complete series of movements. From this problem, an alternative solution to the problem is to design digital book learning media which aims to determine students' responses to digital books and so that students are motivated and skilled in performing freestyle swimming movements. This digital book is packaged in HTML format which can be accessed using the internet. This digital book contains material about freestyle swimming, videos of freestyle swimming movements from sliding movements, hand movements, foot movements and how to take a breath as well as interactive higher order of thinking skills (HOTS) practice questions. This digital book also uses West Kalimantan swimming athletes as movement demonstrators. This is done to minimize movement errors in swimming, both in terms of warm-up, core and cool-down. so that later users of this digital book can understand freestyle swimming movements completely.

This digital book can be a guide for teachers and students and can be effective in conveying lesson material. This digital book allows students to study individually or in groups outside of class hours without having to bring a textbook and students can also find out their understanding by doing the practice questions in the digital book. Digital books are a form of learning material that is presented independently and arranged systematically in electronic form (Dirgatama et al., 2021). A form of book that can be viewed electronically or via computer (Pendidikan 2, 2020). Books designed in digital or electronic form that can be used more easily via technological media such as PCs, netbooks, smartphones and laptop (Francisca et al., 2022). Digital books can be used as teaching materials Interactive because it allows students to interact with the digital book used (Wonda et al., 2022).

Previous research conducted by (Francisca et al., 2022) showed that students were interested in using digital books (e-books) in terms of appearance. Then research conducted by (Yanti & Ampera, 2021) shows that the percentage results show that students need various media to expand their knowledge and students can be motivated in learning by using digital books. Furthermore, research conducted by (Agustiningsih, 2021) stated that test results using digital books obtained an average score of 88.0 with classical completeness obtaining 96.8%.

Based on these problems and the absence of similar research at Panca Bhakti Sungai Raya Vocational School, a digital book was designed which aims to determine students' responses to digital book learning media and also to support student learning, both in terms of knowledge and skills in the PJOK swimming subject matter class X

## RESEARCH METHODOLOGY

The method used in this research is quantitative descriptive with the aim of knowing the results of student responses to digital book learning media. Descriptive research is a type of research that aims to present a complete picture/exploration and clarification of a phenomenon (Rafiq, 2020). Aside from that, As a problem solving process, by describing the condition of the subject or object of study (can be an individual, organization, society, or other person) at a certain time based on facts that can be observed or emerge (Chandra, 2021). The selection of sampling used was purposive sampling which was deliberately determined by the researcher based on certain considerations. The sampling that will be studied is 33 students of class X Accounting. The location of this research was carried out at SMKS Panca Bhakti Sungai Raya which is located at Jl. Bugis trench Management of total assessment score data which will be analyzed in percentage form with the following formula:

$$p = \frac{f}{n} \times 100\%$$

Information:

P = Percentage of assessment scores

f = Score obtained

n = Expected maximum score

Student responses were analyzed after they used digital books. The following are the interpretation criteria used in determining student responses. If the calculation results of the student response questionnaire reach a percentage of 81%-100% they are categorized as very interesting, 61%-80% are categorized as interesting, 41%-60% are categorized as less interesting, 21%-40% are categorized as not interesting, 0%- 20% are categorized as very unattractive

**Tabel 1.** Assessment of interpretation criteria (Dewi et al., 2022)

Percentage	Interpretation Criteria
81% - 100%	Very interesting
61% - 80%	Interesting
41% - 60%	Less attractive
21% - 40%	Not attractive
0% - 20%	Very Uninteresting

## RESULTS AND DISCUSSIONS

When students use this digital book, the first thing the students say is how to use it. After knowing how to use it, students looked engrossed in reading the lesson material using their gadgets, playing videos of swimming movements and felt challenged by the evaluation in the digital book because after doing the practice questions students could find out the results obtained and if the answer was wrong or right then they would there are emotions that will emerge. This can be seen from the response questionnaire given by students after using the digital book. In line with research conducted by (Asyhar et al., 2021), the results of the research show that student responses are categorized as strong and teacher responses are categorized as very strong. Then research conducted by (Nurul Apsari & Erlin Eveline, 2022) showed that the results of research using digital books were declared suitable for use as learning resources and attracted students' attention. The results of student responses in this study showed a positive response. Calculation data from the results of student response questionnaires to digital books can be seen in the table below:

**Tabel 2.** Calculation of student response questionnaires

No	Statement	Assessment Alternatives				Score Each Item	Rs Media	% Rs Media
		SS	S	TS	STS			
1	The text or writing on digital books is easy to read	18	15			117	3,55	88,64
2	Text or writing is not blurry	30	3			129	3,91	97,73
3	The images and videos presented are clear or not blurry	26	7			125	3,79	94,70
4	The images and videos presented are interesting	20	13			119	3,61	90,15
5	The images and videos presented are in accordance with the material	23	10			122	3,70	92,42
	Average					122,4	3,71	92,73
6	The material presented in digital books is systematic/sequential	19	14			118	3,58	89,39
7	I can follow learning activities step by step	27	6			126	3,82	95,45

No	Statement	Assessment Alternatives				Score Each Item	Rs Media	% Rs Media
		SS	S	TS	STS			
8	The sentences and paragraphs used in this digital book are easy for me to understand	25	8			124	3,76	93,94
	Average					122,6	3,72	92,92
9	The language used in digital books is simple and easy to understand	28	5			127	3,85	96,21
10	The letters used are simple and easy to read	30	3			129	3,91	97,73
	Average					128	3,88	96,97
11	I am very interested in using this digital book	16	17			115	3,48	87,12
12	This digital book encourages me to discuss with other friends	24	9			123	3,73	93,18
13	The digital book uses examples that are easy to understand	31	2			130	3,94	98,48
14	I can understand freestyle swimming learning material using digital books	28	5			127	3,85	96,21
15	This digital book contains an evaluation test that makes it easier to find out my understanding of swimming learning material	22	11			121	3,67	91,67
	Average					123,2	3,73	93,33%
	Overall Aspect Average					124	3,76	93,98%

Based on the calculation of student responses above, it shows a positive response after learning with digital books with a percentage reaching 93.98% from 33 students. The student's response was that digital books were easy to use and interesting so that students could learn independently and there were pictures and videos that students could observe to make it easier for students to understand the lesson material and there were also practice questions to measure the level of students' understanding of the material.

## CONCLUSION

Based on the results of the research conducted, it can be concluded that students' responses to digital books on class X swimming material at SMKS Panca Bhakti Sungai Raya can be categorized as "Very Interesting". This can be seen from the percentage of student response questionnaires which reached 93.98%. It is hoped that the research that has been carried out will have a contribution to the world of education and can be used as an alternative in learning Physical Education, Health and Sports regarding freestyle swimming. This research also has limitations in developing the content of the material. For this reason, future researchers can develop the material widely.

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