Pelatihan Pemanfaatan Aplikasi *Genially* Sebagai Media Pembelajaran Inovatif Berbasis Digital Bagi Guru SMP Negeri 6 Inamosol, Seram Kabupaten Bangian Barat

Training On The Utilization Of Genially Application As Digital Based Innovative Learning Media For Teachers At SMP Negeri 6 Inamosol, Seram Bangian Barat Regency

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Abstract: *Training on the utilization of the Genially application as an innovative digital-based learning media for teachers at SMP Negeri 6 Inamosol, West Seram Regency, is an important initiative in improving the quality of education in the region. The training method consists of 3 steps, namely preparation (correspondence and coordination and needs analysis), implementation (socialization and training/practical and mentoring) and evaluation (testimony and post test). The training participants consisted of 10 people. The results showed that the training participants were very enthusiastic and able to create a variety of learning media with the Genelly application. This was also evident from the testimonials of 10 teachers who felt that the topics given were very interesting, and the training material for developing digital-based learning media with the Genelly application as a medium in the teaching and learning process was very useful. With this training, it is expected that teachers will become agents of change in improving the quality of education in West Seram Regency through the effective use of digital technology.*

Abstrak

Pelatihan pemanfaatan aplikasi Genially sebagai media pembelajaran inovatif berbasis digital bagi guru di SMP Negeri 6 Inamosol, Kabupaten Seram Bagian Barat, merupakan sebuah inisiatif yang penting dalam meningkatkan kualitas pendidikan di wilayah tersebut. Metode pelatihan terdiri dari 3 langkah yaitu persiapan (surat menyurat dan koordinasi serta analisis kebutuhan), impelementasi (sosialisasi dan pelatihan/prkatik dan pendampingan) dan evaluasi (testimony dan post test). Peserta pelatihan terdiri dari 10 orang. Hasil penelitian menunjukan bahwa peserta pelatihan sangat antusias dan mampu menciptakan beragam media belajar dengan aplikasi Genelly hal ini juga Nampak dari testimoni 10 orang guru yang merasa topik yang diberikan sangat menarik, dan materi pelatihan pengembangan media pembelajaran berbasis digital dengan aplikasi Genelly sebagai media dalam proses belajar mengajar sangat bermanfaat. Dengan pelatihan ini, diharapkan guru akan menjadi agen perubahan dalam meningkatkan kualitas pendidikan di Kabupaten Seram Bagian Barat melalui pemanfaatan teknologi digital yang efektif.

Kata kunci: Digital, Genially Inovativ, Media Pembelajaran

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INTRODUCTION

Education in Indonesia has undergone significant changes in recent years, especially in terms of the integration of digital technology in the learning process (Rakuasa, 2023). This effort is driven by the rapid development of information and communication technology (ICT) that allows educators to access various online learning resources. One approach that has emerged is the utilization of Genially application as an innovative digital-based learning media (Bajeri & Radzwan, 2022). According to Bajeri & Radzwan, (2022), this application allows teachers to create interactive and engaging learning materials with various multimedia elements, such as images, video, and audio.

Especially in Seram Bangian Barat Regency, education is an important part of improving the quality of life of the community. However, in the implementation of education in this area, there are still several challenges that need to be overcome, including in terms of improving the quality of learning. Teachers at SMP Negeri 6 Inamosol are faced with the demand to provide effective and interesting learning for students, which is in accordance with the times. In this context, the utilization of the Genally application as an innovative digital-based learning media can be a potential solution (Rahayu et al., 2023).

Although the utilization of digital technology in learning is expected to have a positive impact, teachers' use of the Genally app at SMP Negeri 6 Inamosol may still face some barriers. These challenges may include limited access to digital devices, limited technological skills, and lack of training in the use of this app. Therefore, it is important to identify these issues to be able to optimize the utilization of the Genally app in improving the quality of learning at SMP Negeri 6 Inamosol. In fact, there are still teachers who are not ready to face the changes that exist and still lack knowledge related to the utilization of technology-based learning media (Sari & Yarza, 2021). This is due to the lack of teacher knowledge regarding the learning media in question and the lack of ability to design lessons that utilize technology-based media to support learning (Nenohai et al., 2021).

This research aims to explore the extent to which the utilization of Genally app as an innovative digital-based learning media has contributed to the improvement of learning at SMP Negeri 6 Inamosol, West Seram Bangian Regency. In addition, this study will also analyze the barriers faced by teachers in adopting this technology and seek possible solutions to overcome these barriers. Thus, this research is expected to provide valuable insights for the development of more effective and innovative education strategies in this area.

At the initial interview stage, both the principal and the teacher council stated that the Genially application had never been used by teachers at SMP N 6 Inamosol because of the

topographical condition of the school which is in the mountains and far from urban areas coupled with accessibility in the form of roads and internet networks that are less stable so that teachers lack sources of information in terms of developing creative and innovative learning media in the teaching and learning process so that teachers still apply conventional learning models. Thus, it is expected that through this training, teachers can utilize various templates from Genially to students so that it is hoped that the class will become fun and can help teachers evaluate learning outcomes creatively and fun for students (Manakane et al., 2023)

This research has significant relevance to efforts to improve the quality of education in the area of West Seram Bangian District, as well as to encourage the adoption of digital technology in the learning process in schools. In addition, the results of this study can also contribute further to the understanding of how technology can be integrated into the education curriculum effectively in areas with limited accessibility and infrastructure challenges.

RESEARCH METHODS

Community Service Activities (PKM) were carried out on Saturday, June 13, 2023 at SMP Negeri 6 Inamosol, Hunitetu District, Seram Bagian Barat Regency, and attended by 10 teachers (Permanent and Honorary). The most common training method is through training, which is detailed as follows:

1. **Preparation Stage.**

Preparatory activities begin with communication with SMP N 6 Inamosol which is a partner, then a letter is sent from the study program, and an assignment letter from the Director of FKIP Unpatti, after that, coordinate activities with the principal in terms of time and location to be carried out and analyze the needs of teachers in Digital-based Learning Media development training. After that, the service team made training materials that would be distributed to the trainees during the activity.

2. **Implementation Stage.**

This stage is divided into:

   a) Socialization of digital-based learning media development training with the Genally application, at this stage preparing teachers to be able to take part in training activities for making digital-based learning media.

   b) Preparation of technological devices, at this stage the teachers need technological devices, namely the participants' laptops and internet wifi facilities in order to access the Genially application.

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c) Training in making digital-based learning media with the Genially application, at this stage participants actively participate in every activity.

3.   Monitoring and Evaluation stage

At this stage the teacher designs digital-based learning media using the Genially application and the application. The role of the PKM team and the role of the teacher (partner) in accordance with the target activities carried out then the distribution of questionnaires is carried out as a form of implementation of the evaluation stage in the implementation of this community service. The training participants gave responses related to the service activities by filling out the questionnaire that had been provided and then the data became the basis for analyzing descriptively the achievement of the training activities. Descriptively analyzed data to explain the achievement of training activities based on increased evaluation of understanding and evaluation of trainees' skills. For more details, the flow chart of community service activities can be seen in Figure 1
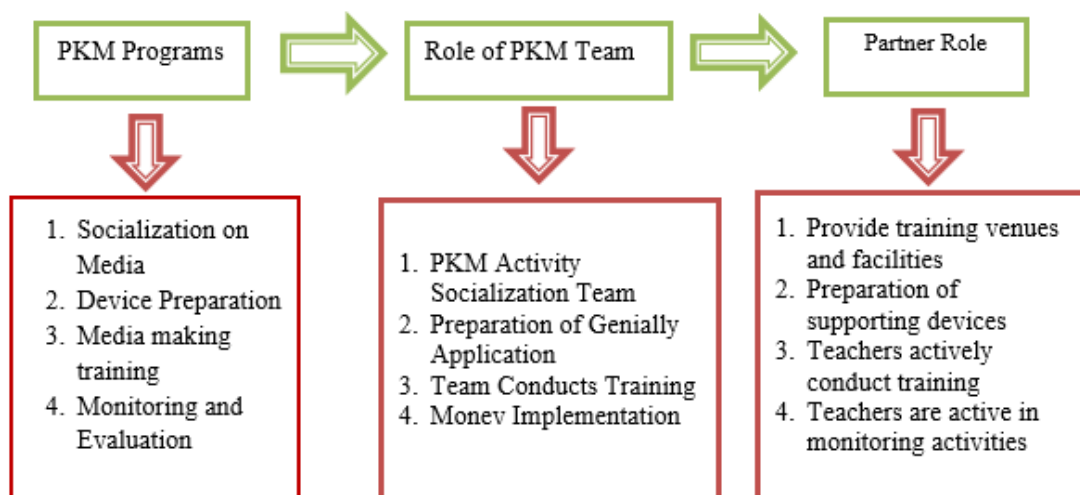

Figure 1. Flow of service activities

RESULTS AND DISCUSSION

PKM activities began with the team coordinating with the head of SMP N 6 Inamosol, Hunitetu sub-district, West Seram Regency and determining the time of implementation The results of this coordination then the PKM Team analyzed the needs and conducted a Focus Group Discussion (FGD) with the principal. Activities in PKM activities are detailed as follows:

1. Socialization of Digital learning media development training

Before the training, the Service Team explained the concept of digital learning media and was attended by the Principal and Teacher staff of SMP N 6 Inamosol, PKM activities were carried out interactively and smoothly, during the socialization of Digital learning media development (Figure 2). At the PKM Team socialization event, there were discussions and questions and answers between the PKM team and teachers as partners. During the discussion, information was exchanged on learning media that had been used. The target of this PKM activity is that teachers understand the concept of digital media with geneally and wordwall applications and then develop digital-based learning media tailored to the subjects taught and will be used during the teaching and learning process in the odd semester 2023/2024.

Figure 2: Socialization Activities by the PKM Team

2. Preparation of Technology Tools

Preparation in the training of making digital-based learning media using the Genially application requires the technological devices used. The main devices in achieving smooth training are provided by the PKM team including internet packages, laptops, Infokus (LCD), and digital cameras. While the preparation of supporting tools by teachers (partners) is an Android mobile device while the devices that have been prepared by the school are laptops / notebooks, electric hook-ups, classrooms that have been equipped with a Wifi Hostpot that can be accessed freely by teachers of SMP N 6 Inamosol, Hunitetu District, West Seram Regency.

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3. Digital-based Media Training

Digital-based learning media development training using the Genially application is carried out with several syntax activities: (1) Preparation of technology devices (devices) with laptops/note books connected to the internet. Some trainee teachers use the School Wifi Hostpot. (2) Registering an account on the Genially application. Each teacher is expected to have an active e-mail account, to register, (3) Teachers are asked to register on the Genially application for free with the link https://app.genial.ly/create. (4) Furthermore, in a tutorial with step by step stages explained by Susan E Manakane.S.Pd, M.Pd from the PKM team and assistance from Anelia Wlyari to all teacher participants at SMP N 6 Inamosol, Hunitettu District, West Seram Regency. The training process of making digital-based learning media can be seen in Figure 3 and the results of teacher designs using the Geneally application can be seen in Figure 4.

Figure 3. Training process for making digital-based learning media

Digital-based learning media with the Geneally application has been developed and is ready for use. The results of the training look very good, from 10 teacher participants who took part in the training produced a variety of templates on digital-based learning media, namely Geneally and Woordwool applications based on teacher choices according to the characteristics of the subjects of each teacher at SMP N 6 Inamosol. Digital Media Design with Genially Application from Partners
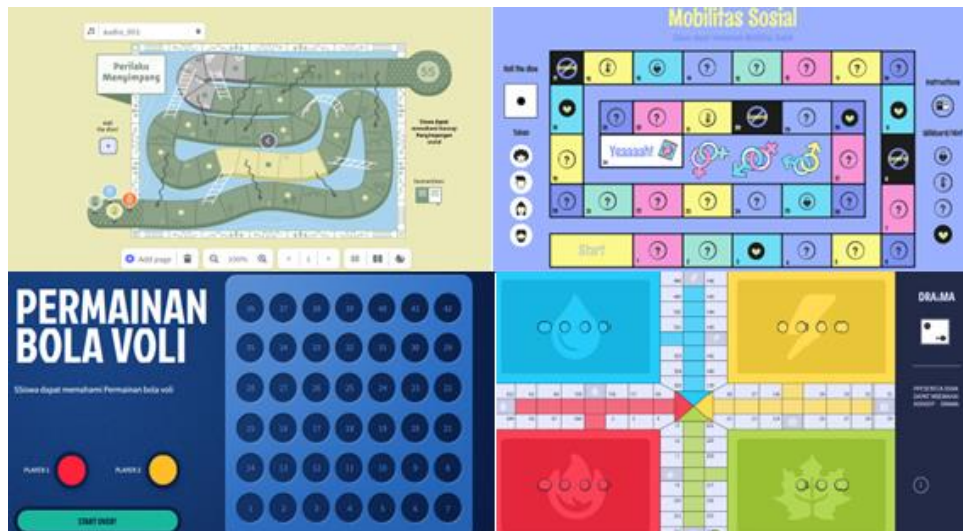
Figure 4. The results of learning media design by teachers using the Genially application

4. Monitoring and Evaluation

Monitoring of digital-based learning media development training using the Genially application carried out by the PKM team with the aim of seeing the sustainability of the activity program and its effectiveness. The results of monitoring activities, that teachers have been able to develop digital-based learning media but have experienced a few obstacles, namely an internet network that is not very stable. Evaluation of PKM programs related to the implementation of activities is carried out with questionnaires distributed to partners to measure the success of PKM activities. The evaluation results showed that as many as 10 teachers had not mastered the Genially application before the training and after the new training mastered the Genially application to be used as a digital learning media

At the end of the training session, social studies, physical education and Indonesian language teachers presented their work and expressed great interest in the templates prepared by the Geneally and Woorwall applications and will apply them in the teaching and learning process, and the Head of SMP N 6 Inamosol hopes that there can be more similar activities related to learning media that can be designed by teachers in order to increase the motivation of students and the professionalism of teachers in designing the learning process considering that SMP N 6 Inamosol has just been pioneered, So that it is still minimal in many ways but has a strong desire to design meaningful learning in the learning process, then partners are asked to fill in the results of evaluating the level of satisfaction with the implementation of digital-based learning media development training activities with the Genelly application. The results of training and mentoring can be described as follows:

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1. First, about the topic of Genelly, out of 10 respondents (100%), 2 (20%) respondents stated that the topic was interesting and 8 (80%) respondents stated that it was very interesting.

2. Second, about the suitability of the Genelly application as a teaching media with the needs of teachers, 9 (90%) respondents stated that it was very suitable and 1 (10%) respondent stated that it was suitable.

3. Third, about Partners' responses about the attitude during the mentoring process provided during the training so that the training process can take place and be meaningful to the teachers, out of 10 (100%) respondents, 8 (80%) respondents stated very good and 2 (20%) respondents gave good responses.

4. Fourth, about the usefulness of the training material for developing digital-based learning media with the Genelly application as a medium in the teaching and learning process. Of the 10 (100%) respondents, 9 (90%) respondents strongly agreed and 1 (10%) respondent agreed.

The development of science and technology encourages the creation of creative learning media, to meet these demands the task carried out by teachers is to be able to create innovative and creative technological tools to help the teaching and learning process take place so that learning objectives are achieved (Pessy et al., 2022) At present digital development is so advanced, teachers are not the only source of information for learning. Therefore, teachers must be able to become facilitators and motivators for their students to find and utilize learning resources through digital advances. This is also an inspiration for students to be more active in learning and finding information sources through developing technology (Syahputra, 2022). Furthermore, through the training and mentoring activities carried out, teachers are able to design and design learning media based on the Genelly application based on the subjects they teach. Genelly is an application that can be used as learning media, learning resources, and assessment tools for teachers and students. Genelly can also be interpreted as a web application used to create fun quiz-based games. In addition, Genelly can also be used to design and review assessments in learning (Nissa & Renoningtyas, 2021) Furthermore, this can enable an increase in student learning achievement (Wafiqni & Putri, 2021).

CONCLUSION

Learning in the Era of rev. 4.0 and 5.0 requires teachers to innovate according to the characteristics of generation Z and millennials today. Technological developments will certainly be part of the learning process, therefore teachers must be able to present it as part of the learning process both in the classroom and outside the classroom. From the results of the training that has been conducted to teachers at SMP Negeri 6 Inamosol, Hunitetu District, West Seram Regency, it appears that teachers are very enthusiastic about developing digital-based learning media by utilizing various templates in the Genelly application. It is expected that teachers can realize the use of tamplates contained in the Genelly application in the teaching and learning process, of course the learning process will be very enjoyable and meaningful for students but also can help teachers in conducting learning assessments. Suggestions for further activities need to follow up on the training activities that have been carried out by increasing the time allocation, a good internet connection so that training materials and practice of Genelly implementation can take place in the classroom.

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