

THE EFFECTIVENESS OF USING PODCAST FOR STUDENTS' LISTENING SKILL OF 2nd GRADE STUDENTS SMA NEGERI 6 PEMATANGSIANTAR

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ABSTRACT

The use of technology in daily activities is increasingly attached to society. The use of internet gadgets in carrying out activities is increasingly being used. The use of technology in the field of education is also increasingly being used, one of which is the use of podcast media in helping students conduct audio-visual learning which can help SMAN 6 students in learning. The use of Podcasts as a learning medium can be used as a solution in conducting student-centered education. The use of Podcasts can show the role of technology and its derivatives in the world of education

Keywords: Learning Media, Audio, Podcast, SMAN 6.

INTRODUCTION

Technological advances today are developing very rapidly. The number of technologies created by humans in the hope of helping in human activities. This increasingly rapid technological development will be a real challenge to live in a modern era that is very sophisticated as it is today has brought us to an era that needs to be observant in using these technological advances. This very rapid technological development is able to penetrate various lines of human life individually and in social groups. Life at this time is very closely related to globalization, globalization itself means changing behavior patterns globally or globally. Changes in behavior patterns in question are changes in activities, one of which is activities in carrying out activities which are now dominated by the need for technology. The ease of doing activities that depend on the role of technology is a style that relies heavily on the use of media and information contained in gadgets. In college life, students use technology to process and extract various information and use technology to fulfill their desires in the form of entertainment, information, and social activities.

The use of technology today greatly facilitates human activities, which are very different from ancient times. Nowadays, the use of technology has resulted in humans becoming cosmopolitan creatures who rely on individualism in their daily lives. The use of gadgets or strings in Indonesia, especially among teenagers and students, is very important and never goes away, especially during a pandemic like today. However, the use of gadgets by teenagers is sometimes misused in daily life, gadgets themselves have many benefits such as a medium for communicating and sharing information, but sometimes gadgets can also be a medium or container that makes humans less productive. According to statistical data from the Digital Marketing Research Institute, estimates of e-marketers in 2018 show that the number of active gadget users in Indonesia is approximately 100 million daily active users. With the number of active gadget users, most of whom are smartphone users, Indonesia is the fourth largest active smartphone user country in the world after China, India and America. According to statistical data conducted in 2014, Indonesia made up 17% of the total population of Indonesia. who made new online purchases about 16%. Based on this percentage, it shows that most of the

Indonesian people are active gadget users. The use of gadgets is based on the religious features and services they have, Gadgets can also be used as a tool that can facilitate business activities, education, entertainment, communication, to facilitate documentation and data storage. This is what makes gadgets one of the most up-to-date technological developments over the last 50 years or so. The use of gadgets is then in the world of education and take advantage of these technological advances by utilizing gadgets and technology through podcasts. The use of Podcasts as a learning medium emphasizes the use of podcasts which can assist in improving students' ability to improve listening skills through podcast media.

THEORETICAL FRAMEWORK

Efectivition Audio Media for education (Erika Fibri, 2018) On Explaining the various efforts made by determining possible indicators in finding solutions that are able to explain how the role of learning media is in determining indications of good education for students in the era of educational adaptation during the adaptation period of new habits especially in Audio Media Education for Student. Student Adaptation in Online Learning in Era 4.0 During the Covid-19 Pandemic (Sultonah, S., & Kuntari, S. 2021). This study aims to explain the factors that can be part of determining indicators in the preparation of education that are in accordance with pandemic and post-pandemic conditions which explain how education should be able to run during the adaptation period which can help students in carrying out education that does not burden students psychologically. during online education.

METHOD

The method used in this research is descriptive qualitative. Quantitative research methods can be interpreted as research methods based on the truth, used to examine a particular population or sample. Data analysis is quantitative or statistical in nature with the aim of testing the established hypothesis. Considering that there is currently a global pandemic and also happening in Indonesia, data collection uses the questionnaire method (questionnaire). Questionnaire is a data collection technique which is done by giving a set of questions to respondents to be answered (Sugiyono, 2008:199). By utilizing *Google Form* containing questions that are disseminated and can be answered by students at the high school level.

DISCUSSION

Number of Gadget and Internet

Users Internet use in Indonesia according to data from the Indonesian Internet Service Providers Association (APJII) explains that internet use in Indonesia is 142.26 million or about 55% of Indonesia's population while 117 million or around 45% of Indonesia's population is still not yet reached by the internet. The data shows that the application of internet infrastructure in Indonesia is still not fully spread out. According to Kominfo data, there is also an uneven distribution of the internet in Indonesia which results in a lack of internet use, especially in 3T (Farthest, Foremost, Disadvantaged) areas, which are rural areas of Indonesia which are infrastructure very far from the facilities in the city, to be precise there are 7,666 villages that are still not connected to the internet, so the central government through Presidential Decree No. 131/2015 through the National Development Agency is trying to build adequate internet facilities in the village area.

Use of Podcasts for SMAN 6

Pandemic students which has been running for approximately 2 years, it is necessary to take an approach, especially in carrying out dictation where there is a change in the pattern of community interaction known as new habits, new habits in the field of education are habits in interacting between students and students. teachers who are carried out far apart or in a network, the learning media approach that can be done is learning media by utilizing the internet network as a medium for interacting activities, namely e-learning which is applied using media such as google classroom which is carried out in order to carry out learning activities more effectively in the middle limitations that exist during the new habit. Learning in the classroom has to be carried out in a networked form by utilizing internet media and gadgets in order to carry out learning well, the use of this gadget is used by the world of education during a pandemic and new habits so that it can become a substitute tool during the spread of the virus. In the implementation of online learning, students must be able to utilize technology and communication tools.

The use of e-learning learning media can help in conducting studies and reviews more easily with the use of e-learning for both teachers and educators, an educator can make assessments more easily because the use of e-learning can be detailed and organized. One example of an application that can be classified as an e-learning application is the google classroom application which in applying access as a teaching and learning medium is very easy to use, with the magnitude of integration by Google it is able to make several google products a liaison between students, with the use of google classroom users can be integrated with google calendar so that it can bring up notifications that can be received by students when there are new materials or assignments that will appear and enter the google calendar.

The use of e-learning applications as a learning medium in a study conducted by atsani in 2020 under the title Transformation of Learning Media During the Covid-19 Pandemic wrote about the results of research that researchers did by finding various conditions for using learning media, especially learning media using e-learning. learning as a learning medium used in the study found that changes in the new habit period must be adapted to the circumstances of students and educators who are in the midst of various obstacles and limitations, it is necessary to take an approach that is in accordance with these circumstances. Internet-based learning such as e-learning which can support learning activities that must be carried out using internet media intermediaries or in networks can be used as an alternative solution. Learning is also a challenge for the community in adapting the use of various media in daily learning activities.

Use of Gadgets and the Internet

The development of the digital world and the use of gadgets on a daily basis shows a massive increase and continues to be needed by the community. A research conducted by Hootsuite in 2018 revealed that the number of internet and gadget users in Indonesia has reached 132 million people. This number of gadget and internet usage shows that more than 50% of the total population of Indonesia is already using gadgets in data activities. This will certainly increase every year, especially during the Pandemic, where the need for gadgets continues to increase and is a mandatory requirement for the community. Meanwhile, in the same report, it is explained that of the hundreds of millions of internet users in Indonesia, 60% of them have accessed the internet using smart phones (smartphones).

Internet use carried out by rural communities can still be classified as very minimal use, in practice rural communities are still hindered by the internet facility itself starting from the lack of internet facilities and the lack of knowledge about how to use the internet. In terms of developing various sectors in rural areas, the role of the internet is urgently needed, such as the

economic sector. The use of this gadget then opens up many opportunities in the world and all its fields, for students with the use of gadgets can help various human activities through this research shows that students are very active in using gadgets and the internet. At SMAN 6 students themselves, 100% of the use of gadgets and the internet has been adapted to become a necessity and primary item that must be owned by students both in supporting learning activities and as a lifestyle for communicating and interacting socially.

Audio Learning Media

Until now, there are many existing learning media, and one of them is audio learning media. Then what is audio learning media? Audio comes from the word *audible*, which means sound that can be heard naturally by the human hearing system. Audio as a learning medium is sounds related to learning material, recorded using a voice recorder, then the recording is played back to students, using radio tapes, CDs, DVD players, and so on (Cecep Kustandi and Daddy Darmawan, 2020: 267). Messages conveyed through audio are in the form of auditory symbols, both verbal and nonverbal. Verbal messages such as spoken language, words, and so on. Meanwhile, novel messages are in the form of sounds, music, imitation sounds, and so on. Audio media has the benefit of stimulating children's thoughts, feelings, attention, and willingness to learn the content of the theme. Audio learning media indirectly provides a stimulus in training students' listening skills in learning. This media can maximize hearing acuity, to train students' concentration in analyzing and critical thinking. The following are the types of audio learning media (Putri and Nia Budiana, 2018: 107-108)

The Existence of Using Audio Learning Media

In the Big Indonesian Dictionary V online, existence means existence. Existence comes from the Latin *existere*, from the words *ex* (out) and *sistere* (appears or arises) which means what is, what is owned and what actuality is experienced (M. Dagun, 1990:6). Simply put, existence is something that exists and is known by a group of or more people and is believed to exist. The existence of audio learning media among high school students means reviewing whether teachers or teaching staff currently use and introduce audio learning media to students in learning or not. By utilizing a variety of audio learning media, students are expected to know and be able to describe it. I hereby conduct research using a questionnaire that is contained in the *google form* and distributed to high school students to present the existence of audio learning media based on the responses received. The following data were obtained:

No	Information	Percentage
1.	Know and Never (Positive)	83.3%
2.	Know and Never (Neutral)	16.7%
3.	Don't Know and Never (Negative)	0%

Positive : Knowing and never receiving learning with audio learning media in

Neutral : Knowing and never receiving learning with audio learning media in Schools.

Negative: Do not know and have never received learning with audio learning media at school.

From the data above, it is stated that 83.3% know and have received audio learning in schools and 16.3% know but have never received audio lessons in schools, and 0% who do not know and have never received audio lessons in schools. With this it can be stated that audio learning

media still exists today and continues to be used. Knowledge of audio learning media by students is able to explain the existence of audio learning media itself is not dim, other than teachers or educators who have to know it.

CONCLUSION

Learning media has many kinds. One of the existing learning media is audio learning media. By utilizing a sound-producing device to record subject matter, this media can be used by teachers or teaching staff in teaching and learning activities. Audio learning media emphasizes to train students' listening skills, by sharpening hearing and absorption in the brain. The large variety in learning media makes it impossible to dim one of them. With this, a research was conducted on one of the available learning media, namely the existence of audio learning media among high school students. And the results in this study prove that there are still many audio learning media and are used by teachers or teaching staff at the school where they teach. As a result, the existence of the use of audio learning media does not subside even though there are many other types of learning media. Gadgets can maximize the positive impact of gadgets. Excessive use of gadgets will affect students' emotions so that it will have an impact on the student's own environment which is not conducive. The use of podcast media as a learning medium, especially in improving understanding and development of hearing and interactive media can be a solution for SMAN 6 students.

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