The Effect of Using Capcut Media on The Science Learning Outcomes of Smp Negeri 1 Maiwa

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Abstract— **In order to determine the impact of employing Capcuit media on scientific learning outcomes for class VII students at SMP Negeri 1 Maiwa Regency of Enrekang patent, this study employs quantitative ideation and experimental research kinds. The research population consisted of all class VII students at SMP Negeri 1 Maiwa Regency of Enrekang Patent, and the samples were gathered from 28 of these students as well as Clu sampling. I'm sampling, says Ister Rando.In this study, there are 2 variables: the first is the independent variable, or the effect of using Capcuit media (x), and the second is the dependent variable, or the outcomes of scientific learning in class VII 3 students (y). The SMP Negeri 1 Maiwa Kabu i Patent Enrekang served as the research site for this project. The Muis Mean Rule was used to analyse the data after it had been obtained using the data collection technique of observation, tests, and documentation. Based on the analysis of the data, a value of X = 84.07 and a value of Y = 76.14 are obtained, allowing it to be observed that the usage of Capcut media has an impact on the outcomes of scientific learning for class VII students at SMP Negeri 1 Maiwa Kabu i Enrekang patent. According to the study's findings, class VII students at SMP Negeri 1 Maiwa, Kabu, and Patent Enrekang were influenced by their use of Capcut media in their science learning. This shows that the working hypothesis, according to which the usage of Capcuit media has an impact on the scientific learning outcomes of class VII students at SMP Negeri 1 Maiwa, is accepted.**

Keywords— **Capcut Media, Learning Outcomes, Scientific Learning**

I. INTRODUCTION

According to (Jeyaboopathiraja dkk., 2024; Purohit & Patheja, 2024; Smit Sibinga, 2024) education is a process of diverting from manual or vice versa through a human approach that is able to change the future and can control human beings through the mind and heart, as well as reason to observe His creation. Likewise explained by Oemar Hamalik that education is a process of change and adjustment for the better for the surrounding environment so that it can impact and influence people's lives (Al-Ahmari dkk., 2024; Koyama dkk., 2024; Kumar dkk., 2024). Education has a role important in human life, especially in meeting the increasing needs of life.

From the advantages of CapCut above, it is certainly not free from drawbacks. However, this is not a problem because CapCut has many interesting templates and of course it's free, it only requires a good network to use. Based on observations and interviews that have been conducted by researchers at SMP Negeri 1 Maiwa, Enrekang Regency, teachers still use printed books from the government, use Powerpoint, lecture methods in teaching, so that students feel bored in listening to learning because the discussion of science subject matter that is packaged is still not interesting. student. Therefore, with the existence of Capcut media it is hoped that it will help all complaints that exist in receiving previous learning.

CapCut application provides a variety of complete and interesting features in video editing and both in terms of filters, animations, templates, and so on, of course it can be accessed online and is useful for making learning media in the form of audio-visual in the form of videos. Video media used in the teaching and learning process has many benefits and advantages, including video as a substitute for the natural surroundings and can show objects that normally cannot be seen directly.

Formulation of the problem

Based on this background, the formulation of the research problem is Is There an The Effect of Using Capcut Media on The Science Learning Outcomes of Smp Negeri 1 Maiwa?

Research purposes

The purpose of the research is to find out whether or not there is an effect of using Capcut media on science learning outcomes for class VII students of SMP Negeri 1 Maiwa, Enrekang Regency?

Benefits of research

The results of this study, can provide the following benefits:

1) Theoretical benefits

The results of this study are expected to add insight and knowledge for readers related to the problems that exist in in this study and researchers can contribute to the development of education, especially in the application of instructional media to improve the learning process and learning outcomes in class.

2) Practical Benefits

   a. For student
      1. Improve and facilitate learning outcomes and students with using *Capcut* learning media .
      2. Students become more active and do not feel bored following the lessons in class.

   b. For teachers
      1. This research is expected to be able to provide information in the selection of instructional media in science subjects.
      2. Adding teacher references in teaching or directing students to improve student learning outcomes by using Capcut media *as* learning media.

   c. For researchers:
      1. Can be used as reference material in guiding and directing students to improve student learning outcomes by using *Capcut media* as a medium in learning as learning for researchers in solving problems scientifically.
      2. Instruct students to do creatively about making interesting pictures that are enjoyable for media users to enjoy.

LITERATURE REVIEW

According to the Big Indonesian Dictionary (KBBI) Influence is a power that comes from

something (people / objects) that shapes one's character, beliefs and actions (Chaldun dkk., 2024; Hassan dkk., 2024; Koppelmans dkk., 2024). One mind with Surakhmad defines influence as a force that arises from an object or person, as well as symptoms that can provide changes to what is around them. It can be concluded that influence is a power or power that can arise from something, be it character, people, objects, beliefs and actions of a person that can affect the environment around him.

1) *Media Capcut*

   a. *CapCut Media*

   Capcut is an application created by Byte Dance Ltd. Which is an application developer from an internet technology company in China on April 10, 2020 and continues to grow until now.

   Cap cut _ supports the video editing process on smartphones which has full features including effects, supports template provision, can be used without an internet connection, features that are easy for users to understand and understand so that they can make video editing easier. By using CapCut students can see and hear material as if the material being taught is real, videos that are shared can be viewed again if students do not understand the material being taught (McCoy & Perlis, 2024; McGee dkk., 2024; Şambel Aykutlu dkk., 2024). Capcut application is the application most chosen by editors because it has an artistic style with various filters and e- moji that display interesting effects and internally is in the form of a moving video animation that supports various audio in the video playback.

   Cap cutout application is a video editing application for Android smartphones which is currently popular among novice editors. This application is able to allow its users to do interesting video editing with various features and effects In addition,

the C ap c ut application also displays features that are easy for many people to understand and understand.

Mindset

Capcut media is a learning media that can be used by educators so that student learning outcomes can be achieved optimally, Capcut helps teachers to convey material through learning media so that it can increase student learning enthusiasm in a learning system that takes place with an attractive appearance so that students dynamic and learning system takes place in a conducive atmosphere.

For more details, the framework in this study can be described as follows this:

A. ***hypothesis***

A hypothesis is a provisional allegation, a temporary thesis that must be verified through scientific investigation. The hypothesis can also be said to be a temporary conclusion, which is a construct that still needs to be proven, a conclusion that has not been tested for truth (Yusuf, 2014). For this reason, before the authors conducted a study to find out whether or not there was an effect of using Cap Cut media on Science Learning Outcomes for Class VII Students of SMP Negeri 1 Maiwa, based on the above understanding, the research hypothesis was as follows:

1) *Null hypothesis (H 0)*

   There is no effect of the use of C ap cut media on science learning outcomes class VII students of SMP Negeri 1 Maiwa, Enrekang Regency.

2) *Alternative hypothesis (H 1)*

   There is an effect of the use of C ap c ut media on science learning outcomes for class VII students of SMP Negeri 1 Maiwa, Enrekang Regency.

II. Research Methods

A. *Approach and Type of Research*

This research uses a quantitative approach method. According to (Chen

Class	Man	Woman	Amount
VIII 1	10	1 7	2 7
VIII 2	11	1 5	2 6
VIII 3	11	1 7	2 8
TOTAL	32	49	81

; Ling dkk., 2024; Pei dkk., 2024) quantitative data is a research method based on postovistic (concrete data), research data in the form of numbers that will be measured using statistics as a calculation test tool, related to the problem being studied to produce a conclusion.

The quantitative approach is research that emphasizes the analysis of mumeric data (numbers) that are processed using statistical methods. Basically, Quantitative approach is used in inferential research (hypothesis testing) to conclude that the result is a probability of falsely rejecting the hypothesis of zero (nil). With quantitative methods, obtained significant group differences or relationships between the variables studied. In general, Quantitative research is large sample research.

This study uses a type of experimental research. According to (Sugiyono,2 01 9 :111). Experimental research can be said to be research that is used to find differences in certain treatments to others under controlled conditions (Bhatt & Chakrabarti, 2024; M. Lee & Sharma, 2024; Wang dkk., 2024). This study used one class as the research subject, in this study there was only one group that served as the control group and the experimental group.

Population and Sample

1) Population

Population is a generalized area consisting of objects or subjects that have certain qualities and characteristics determined by researchers to study and then draw conclusions (Ekhtiari dkk., 2024; Pascoe dkk., 2024; Shah dkk., 2024). Population is also interpreted as objects or subjects who are in an area and meet certain requirements related to research problems.

The population in this study were all students of class VII SMP Negeri 1 Maiwa, totaling 81 students. To obtain a clear picture of the state of the study population, it can be seen in the following el table

Table 3. 1 State of the Population
(Data source: SMP Negeri 1 Maiwa, Enrekang Regency)

2) Sample

According to (Al Haffar dkk., 2024; Huque & Kumar, 2024; Tuveri dkk., 2024)The sample is a factor of the number and characteristics possessed by the population. Based on the opinion above, the sample used in this study, namely *Cluster Random Sampling* , is carried out randomly on groups, not on individual subjects. *Random* is also taken by randomizing the existing population and not distinguishing between one subject and another (Alfarsi dkk., 2024; Best dkk., 2024; Boaitey dkk., 2024). The sample from a population of 81 students in class VII SMPN 1 Maiwa, so for this study, the researchers took a random sample, namely class VII 3 as many as 28 students, the researcher divided the sample into two groups. For more details, the sample can be seen in table 3.2 below:

Table 3.2 Circumstances _ Sample

Class	Sample
VIII 3	28
Amount	28

Source data: SMPN 1 Maiwa (observation 12 December 2022)

So the sample in this study were 28 students from class VII 3 of SMP Negeri 1 Maiwa, Enrekang Regency. The results of random sampling, the students were divided into two groups that is, student Which own number massage odd entered on group

experiment And student Which own number massage even entered on control group.

Table 3.3 Data Sample Study

No	Group		Amount
1	Experiment		14
2	Control		14
	Amount		28

Data Source: SMPN 1 Maiwa (observation 12 December 2022)

B. *Data Collection Techniques a*

Data collection techniques used in this study are:

1) *Observation*

Observation is a technique or method of collecting data by observing ongoing activities. The most effective way to use the observation method is to complement it with the observation format as an instrument (Obilor dkk., 2024; Pickard dkk., 2024; Xu & Richardson, 2024). The format is structured with sections about the event or behavior that is described as occurring. This method will be used in research that aims to directly observe learning in in class.

2) *Test*

In collecting data on student learning outcomes, researchers used tests, The test used is in the form of multiple choice (Balch dkk., 2024; Nazzal dkk., 2024; Ramasamy & Cheng, 2024). This technique is used to measure the learning outcomes of science subjects for class VII 3 students of SMP Negeri 1 Maiwa, E nrekang district. It was carried out in classes with the same form and number of questions and totaling 30 questions consisting of 4 answer choices namely A, B, C and D in order to find out the final results of student learning.

3) *Documentation*

Documentation technique is a data collection technique used to obtain data and information, both in the form of books, writings, drawings, documents in the form of reports and information that can support research. The documentation technique used to obtain data about the number of students who are active in the teaching and learning process

in class VII 3 of SMP Negeri 1 Maiwa, Enrekang Regency.

III. RESEARCH RESULTS

The research was conducted in class VII 3 of SMP Negeri 1 Maiwa, Enrekang Regency. The class is a sample of class VII 3 of SMP Negeri 1 Maiwa, Enrekang Regency, which was selected. In this study it will be divided into 2 groups, namely the experimental group which in the learning process will use Capcut media and the control group where in the process of learning activities do not use Capcut or use conventional learning After carrying out the learning process the two groups were given a test.

IV. CONCLUSION

After conducting research and analysis, the writer in this stage presents several conclusions based on the formulation of the problem that has been determined. The conclusion is as follows:

1. *Capcut* media in the learning process has an influence on the science learning outcomes of class VII students of SMP Negeri 1 Maiwa Enrekang district. This is because by using Capcut media, teachers and students can carry out the teaching and learning process more easily and convey information to students in a good and interesting way.

2. Based on the research results, in accordance with testing the hypothesis through data analysis, the average value was obtained, namely M x = 8 4.07 > M y = 76 .14. This means that the difference in the mean scores indicates that there is an effect of using Capcut media on the science learning outcomes of class VII students of SMP Negeri 1 Maiwa, Enrekang Regency. The results of the analysis with the final test show that students who are taught using CapCut media have a positive impact compared with student Which taught by using conventional learning (package book).

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