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Educandy Website As An Evaluation Tool In Learning Tarkib Nahwu Grade V Students

Destia Harsita, Muhammad Triwibowo, Miftahul Huda, Umi Machmudah

Universitas Islam Negeri Maulana Malik Ibrahim Malang, Universitas Islam Negeri Maulana Malik Ibrahim Malang, Universitas Islam Negeri Maulana Malik Ibrahim Malang, Universitas Islam Negeri Maulana Malik Ibrahim Malang

Email: destiaharsita224@gmail.com, tribowokrenz@gmail.com, dr.miftahulhuda@pba.uin-malang.ac.id, machmudah@pba.uin-malang.ac.id.

Abstract

This research aims to find out 1). steps for using the Educandy Website as a tool for evaluating Tarkib Nahwu learning 2). Effectiveness of the Educandy Website as an evaluation tool for teaching and learning Nahwu. This research uses a mixed method, namely a combination of quantitative and qualitative methods. The data collection techniques used are documentation and questionnaires. The results of this research show the steps for using the Educandy Website as an evaluation tool for teaching and learning nahwu, which is supported by three features, namely words, matching and quiz questions. Meanwhile, learning Arabic through the Educandy website can support the Tarkib Nahwu learning process very effectively. This is proven by the questionnaire distributed via Google Forms which received a score of 80%.

Keywords: Evaluation, Educandy Website, Tarkib Nahwu

Abstrak

Penelitian ini bertujuan untuk mengetahui 1). langkah-langkah penggunaan Website Educandy sebagai alat evaluasi pembelajaran tarkib nahwu 2). Efektivitas Website Educandy sebagai alat evaluasi pembelajaran tarkib nahwu. Penelitian ini menggunakan *mixed method* yaitu metode gabungan antara kuantitatif dan kualitatif. Teknik pengumpulan data yang digunakan adalah dokumentasi, dan kuesioner. Hasil penelitian ini menunjukkan langkah-langkah penggunaan Website Educandy sebagai alat evaluasi pembelajaran tarkib nahwu, yang didukung oleh tiga fitur yaitu words, matching pairs, dan quiz questions. Adapun pembelajaran bahasa Arab melalui Website Educandy mampu Penunjang Proses Pembelajaran tarkib nahwu secara sangat efektif. Dibuktikan dari angket yang disebar melalui google form yang mendapatkan nilai 80%.

Kata Kunci: Evaluasi, Website Educandy, Tarkib Nahwu

Introduction

Information technology is growing rapidly and has a major impact on various sectors of human life, including education¹. This revolution makes communication and information technology accessible from anywhere through an internet connection, changing the paradigm of the learning process. In this context, technology not only acts as a means of delivering material, but also as an evaluation tool with many online quiz applications. By utilizing devices such as computers, laptops, or smartphones². Today, technology is increasingly not negligible and has become a necessity for everyone. In fact, in the learning process, the use of technology becomes very important and necessary. This aims to motivate students to be more interested in learning, so that they can develop learning skills and innovate through these learning activities.³

With the development of technology, it is very important for elementary school teachers to utilize technology for learning in accordance with the concept of the Curriculum. Teachers are required to be proficient in using technology, especially information technology in learning. Where the technology can facilitate teachers in the learning process, one of which is to make evaluation tools. It is hoped that with the advancement of technology, teachers will have no difficulty in making evaluation tools and students will not have a sense of anxiety about learning evaluation⁴.

Conventional evaluation tools can be said to be less practical because they still use paper as an evaluation tool, corrections and assessments carried out by teachers are also manual, wasting time and more work must be recognized. Effectiveness in minimizing student cheating by copying the answers of their friends, so that the evaluation results obtained are less able to correctly show the achievement of these students. Apart from the above problems, evaluating learning not only involves assessing learning outcomes,

¹ Dinda Ramdani, Eka Rizal, and Zulkifli Zulkifli, "Pemanfaatan Game Educandy Dalam Pembelajaran Bahasa Arab Di SDI Sjech M. Djamil Djambek Bukit Tinggi," *Al-Tadris: Jurnal Pendidikan Bahasa Arab*, October 2023, 152–68, <https://doi.org/10.32332/an>.

² Friska Dwi Setiawati Purba and Dara Fitrah Dwi, "PENGEMBANGAN EVALUASI HASIL BELAJAR BERBASIS DIGITAL DENGAN APLIKASI EDUCANDY PADA TEMA PANAS DAN PERPINDAHANNYA SISWA KELAS V DI SD NEGERI 107423 TANJUNG GARBUS," *ARMADA: Jurnal Penelitian Multidisiplin* 1, no. 7 (July 13, 2023): 731–39, <https://doi.org/10.55681/armada.v1i7.706>.

³ Heri Hidayat et al., "PERANAN TEKNOLOGI DAN MEDIA PEMBELAJARAN BAGI SISWA SEKOLAH DASAR DI DALAM

PEMBELAJARAN PENDIDIKAN KEWARGANEGARAAN," *Jurnal Pendidikan Kewarganegaraan Undiksha* 8, no. 2 (2020), <https://doi.org/https://doi.org/10.23887/jpku.v8i2.24759>.

⁴ Zulfahmi Lubis and Yasmin Harahap, "Pengembangan Media Pembelajaran Bahasa Arab Berbasis Web Educandy Untuk Siswa SMP Cerdas Murni Tembung," *Reslaj: Religion Education Social Laa Roiba Journal* 6, no. 1 (2024): 657–73, <https://doi.org/10.47476/reslaj.v6i1.4753>.

but also the processes that occur throughout the learning process in each implementation.

Evaluation in the context of learning is often considered the equivalent of an exam, but it is important to remember that the two, although interrelated, do not encompass all the same meanings. Learning evaluation not only includes assessment of learning outcomes, but also involves understanding the processes that occur during the entire learning process). Educators have the freedom to choose the form of evaluation that is appropriate for their classroom situation. Although some commonly used forms of evaluation include written exams with multiple-choice questions or essays, the conduct of these evaluations can often leave learners feeling bored and overwhelmed. One of the reasons is the monotony model or form of quizzes applied by educators ⁵.

Based on this, researchers try to present interesting new innovations for online learning evaluation. This innovative effort is implemented in the form of web-based learning materials with the aim of providing fun learning evaluation tools and encouraging students to play an active role

in learning Arabic ⁶. Educandy application is software designed or created with the aim of stimulating thinking activities, increasing focus, and facilitating problem solving. This type of application belongs to the category of media used to provide learning as well as increase the knowledge of its users through a unique and interesting format. ⁷ Educandy is a web application that has a slogan 'making learning sweeter' ⁸. This game is included in the category of learning games, but has a more diverse and entertaining variety, so students will not feel bored. Users can jump right in and join without creating an account, while teachers can design engaging lessons by adding a few questions. Generally, students will be interested in new learning methods accompanied by learning media through this application. ⁹.

⁵ Maziyatul Ulya, "PENGUNAAN EDUCANDY DALAM EVALUASI PEMBELAJARAN BAHASA INDONESIA," *Lingua Rima: Jurnal Pendidikan Bahasa Dan Sastra Indonesia* 10, no. 1 (January 2021): 55–63, <http://jurnal.umt.ac.id/index.php/lgrm>.

⁶ Fina Fadhilah Nur, "Pengembangan Media Bahasa Arab Menggunakan Web Educandy," *Al-Ittijah : Jurnal Keilmuan Dan Kependidikan Bahasa Arab* 14, no. 1 (February 18, 2023): 51–62, <https://doi.org/10.32678/al-ittijah.v14i1.5609>.

⁷ Sesilia Ferdianti and Agus Saeful Anwar, "Pemanfaatan Media Pembelajaran Educandy Berbasis Games Edukasi Pada Pelajaran Matematika Untuk Meningkatkan Hasil Belajar Kognitif Siswa Sekolah Dasar," *Jurnal Lensa Pendas* 8, no. 1 (February 1, 2023): 17–22, <https://doi.org/10.33222/jlp.v8i1.2482>.

⁸ Muhammad Andrian, Factur Nanda Risa, and Muhammad Rahmattullah, "Penerapan Media Aplikasi Berbasis Web Educandy Sebagai Tes Pembelajaran Prakarya Di Era Digital," January 2022, 80–85, <https://ojs.mahadewa.ac.id/index.php/prospek/article/view/1729>.

⁹ Muhammad Irvan and Rita Arni, "Implementasi Scientific Approach, Case Method Dan Project Based Learning Dalam Pembelajaran Bahasa Jepang 12 Oktober 2022 PENGUNAAN GAME

The app offers the facility to create quizzes in the form of games. The use of this quiz maker application becomes a method that changes evaluation or exam activities to be more fun, while still providing education. Educandy has three core game features, namely words, matching pairs, and quiz questions. That said, all three features can be transformed and created into a variety of other games, including word search, hangman, anagrams, nought & crosses, crosswords, match-up, memory, and multiple choice. In the Educandy App, there are also eight learning game models that can be created, such as Crosswords (crossword puzzle), Multiple Choice (multiple choice), Word Search (searching for words in random letter order), Noughts & Crosses (choosing answers with transverse tactics), Spell It (giving answers by spelling letter by letter), Anagram (exchange of letters in words so that they get other meanings), Match-up, and Memory (choosing answers in the order specified).¹⁰

EDUKASI DENGAN EDUCANDY SEBAGAI ALTERNATIF PEMBELAJARAN KOSAKATA BAHASA JEPANG,” in *Prosding Seminar Nasional Bahasa Jepang MINASAN IV* [MINASAN IV, 2022, 64–71, <https://www.educandy.com>.

¹⁰ Prabawati Nurhabibah, Fikriyah Fikriyah, and Komala Dewi, “PENGEMBANGAN WEBSITE EDUCANDY SEBAGAI ALAT EVALUASI PADA PEMBELAJARAN BAHASA INDONESIA UNTUK SISWA KELAS V,” *Fon: Jurnal Pendidikan Bahasa Dan Sastra Indonesia* 17, no. 2 (October 29, 2021): 255–64, <https://doi.org/10.25134/fon.v17i2.4652>.

This study revealed a number of problems in the process of evaluating learning outcomes, especially related to the use of conventional evaluation tools, using paper. The implementation of the evaluation is also considered impractical because it relies on conventional media, and the calculation of grades requires a long time with multiple-choice questions and essays. In addition, this study notes that an evaluation tool in the form of quizzes using the Educandy application has not been applied to make the evaluation process feel more enjoyable. In the context of learning innovation, this research responds to technological developments (IPTEK) by finding solutions so that thematic learning evaluation becomes more interesting. Therefore, this study proposes alternative evaluation tools in the form of educational games, especially using the Educandy application. The use of educational games is considered beneficial because it can make learning more interactive and visualize the material so that students do not feel bored. Through this approach, it is hoped that learning evaluation can be more effective and efficient by utilizing technology in helping the learning process.

To achieve Arabic learning indicators that include four language skills, namely Listening (Istima'), Speaking (Kalam), Reading (Qira'ah) and Writing

(Kitabah) it is necessary to learn Tarkib as an introductory method to harmonize the arrangement of words and sentences contained in the four language skills. Tarkib is closely related to the Science of Nahwu which is the basis for good and correct grammar of Arabic, both in writing and communication.

The previous research with discussions similar to the research conducted by researchers is: (1) Fina Nur Fadhilah in 2022, about the Development of Arabic Media Using Web Educandy. This can be proven by the results that educandy media is suitable to be used as an evaluation media for Arabic language learning at the elementary school level. The use of educandy media also received a "positive" response from 40 grade IV students of SDIT Muhammadiyah Bandongan in Magelang with a percentage of 92.5% showing increased interest and motivation in learning Arabic, and as many as 85% showing students' mastery of Arabic vocabulary increased (Fina Nur Fadhilah, 2022). (2) Sesilia Ferdianti, Agus Saeful Anwar's research in 2022, on the Utilization of Educational Games-Based Educandy Learning Media in Mathematics Lessons to Improve Cognitive Learning Outcomes of Elementary School Students. This can be proven by the results of the T test processing obtained a significance value of

0.000 where the results of the processing are smaller than < 0.05 so that it can be said that H_0 is rejected and H_a is accepted. From the presentation of these calculations, it can be concluded that there is an influence on the use of Educational Games-based Educandy Media on mathematics subjects (Sesilia Ferdianti, Agus Saeful Anwar, 2022). And (3) Aisyah Nurhikmah's research, Hasnah Putri Madiant in 2023, on the Development of Learning Media Through Educandy Games to Improve Student Learning Character in Elementary Schools with the results saying that it shows that the use of educandy games has increased and raised enthusiasm to gain knowledge, then the use of educandy game media has a good influence on learning interest. With this influence, meaningful learning will be created. Students achieve meaningful learning, then students will also get used to implementing positive habits, obeying rules, being punctual, and orderly doing things while in the surrounding environment. From all that has been.

The researcher explained above, that this study is a research that continues previous research with differences in research objects, namely researchers focus more on learning tarkib nahwu through the educandy application. The purpose of this study is to analyze the educandy website as

an evaluation tool in learning Tarkib Nahwu.

Method

The research uses a combined method between quantitative methods and qualitative methods or *mixed-method* approaches. The design used is case study design. In this study we will see 1). steps to use the Educandy Website as a learning evaluation tool tarkib nahwu 2). The effectiveness of using the Educandy Website as a learning evaluation tool tarkib nahwu. Qualitative data is used to explain the steps to use the Educandy Website as a learning evaluation tool tarkib nahwu. Data collection techniques through documents, in the form of writing, images, and quantitative data are used to explain the effectiveness of using the Educandy Website as a learning evaluation tool tarkib nahwu. Data analysis techniques were collected through questionnaires in the form of google forms with samples involving class V students consisting of 20 people. Description of data that forms percentages to give meaning to the data obtained based on the results of the questionnaire, with the following categories: 80% - 100% = Very Effective , 60% - 79% = Effective, 40% - 59% = Quite Effective, 20% - 39% = Less Effective, 0% -19% = ineffective.

Results and Discussion

Steps To Use The Educandy Website As A Learning Evaluation Tool For Tarkib Nahwu

1. Visiting Website Pages

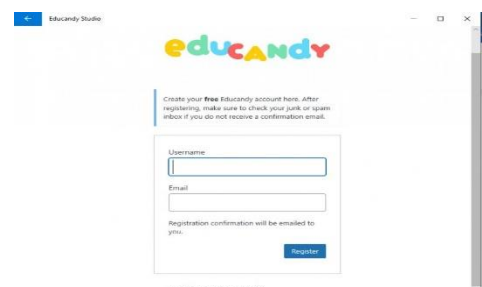
The first step that must be done is to make an evaluation question that is adjusted to the material in the student's book. Then the next step can be done by visiting the Educandy Website using the www.educandy.com address then it will be directed to the following initial page display.



Picture 1. Displays The Home Page Website Educandy

2. Sign In Website

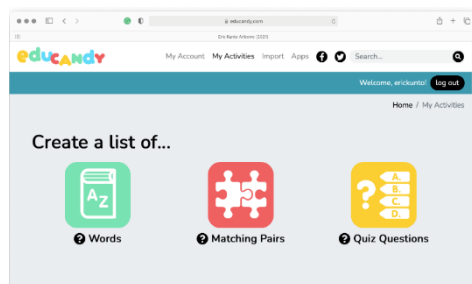
After visiting the Educandy Website, then the next step is to sign in or register using an email address as follows.



Picture 2. View Sign In/Educandy Website Registration

3. Question Input

Then the next step is to submit the questions to the Educandy Website. But before the question input process, teachers must choose what type of questions they want to make and then adjust to the main features that are available on the Educandy Website. This Educandy website has 3 main features such as words, matching pairs, and quiz questions.



Picture 3. Display Of Features And Input About The Educandy Website

In this case, the researcher tried to input several questions using the matching pairs feature. Here's the matching pairs question page.

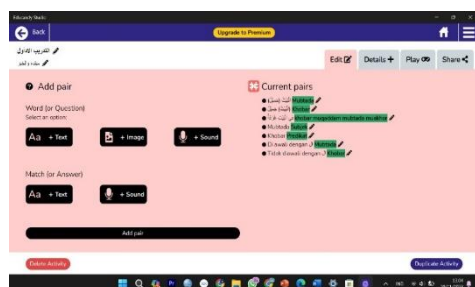


Figure 4. Display Of Material Input On Educandy Website

In this study, the process of inputting questions on the website was carried out by utilizing the matching pairs feature, and students answered the questions using the Multiple Choice option. During the question answering, participants were given 30 seconds for each question. If the participants' answers are correct, they will get a score of 20 points, according to the maximum score given on each question. Points are not reduced if the participant's answer is wrong, but participants still have the opportunity to find the right answer if the processing time has not reached 30 seconds. If the participant cannot answer correctly within 30 seconds, then the answer is considered incorrect.

After completing all the questions, the website will display the final score or the total score obtained by participants from the entire question work. Participants were then asked to screenshot the final score and send it to a WhatsApp group as proof of task completion. This process provides an

overview of participants' performance in answering evaluation questions using Multiple Choice on the Educandy platform. All these steps are expected to facilitate the monitoring and evaluation of participants' learning outcomes in the context of tarkib nahwu.

The effectiveness of using the Educandy Website as a learning evaluation tool tarkib nahwu

As the results of research that have been obtained through google forms distributed to class V totaling 20 people as follows:

Diagram 1. Fun Educandy Games For Students



Diagram 1 explains that educandy games are fun games in the learning process of tarkib nahwu. Of the 20 people, who answered Yes, 17 people (80%) which means they like to learn tarkib nahwu using educandy games. As for the 3 people who answered No (20%) which means they didn't learn to use the educandy game.

It can be concluded from the explanation above that educandy games are applications that are favored in the learning process tarkib nahwu, because educandy has

provided many kinds of games, so students are happy in the learning process.

Diagram 2. Games Educandy Is Interesting To Do The Questions Given

soal-soal yang diberikan melalui Educandy membuat pembelajaran tarkib nahwu menjadi lebih menarik bagi saya.
20 jawaban

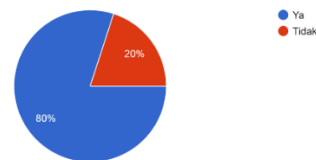


Diagram 2 explains that educandy games are interesting games in the learning process of tarkib nahwu. Of the 20 people, 17 answered Yes (80%) which means that students are very interested in doing the questions given by the teacher in the form of educandy games. There were 3 people who answered No (20%) which means that educandy games do not make students interested in doing the questions given.

It can be concluded from the explanation above that the educandy game is an interesting application in the learning process of tarkib nahwu, because educandy presents lesson questions in the form of a very interesting game.

Conclusion

Based on the results of the research analysis, it can be concluded as follows:

1. The results of this study, it can be concluded that the steps to use Educandy include the process of

inputting questions with the matching pairs feature, the choice of Multiple Choice format, giving 30 seconds per question, and scoring a maximum score of 20 points. The evaluation results are automatically displayed at the end of the process, and participants are asked to provide proof via screenshot of the score to the WhatsApp group. Overall, these steps allow for an efficient, responsive, and interactive evaluation process.

2. In terms of effectiveness, this study concluded that the Educandy Website is very effective as a learning evaluation tool tarkib nahwu. Proven from the results of the questionnaire distributed through *Google Form*, with a value of up to 80%.

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