

**THE INFLUENCE OF YOUTUBE LEARNING MEDIA ON THE
UNDERSTANDING OF THE MATERIAL, THE SIZE OF CENTRAL
SYMPTOMS AND THE RELIABILITY OF STATISTICS SUBJECTS FOR
STUDENTS**

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Abstract

This research aims to (1) determine the feasibility of YouTube learning media on central symptom measurements and reliability. (2) Find out the effect of YouTube learning media on central symptom measurements and reliability. This research was conducted on students. The research method used was Research & Development with the EDDIE development model. The results of this research: (1) Development of YouTube media on material measuring central symptoms and manufacturing reliability according to 3 material experts with an average of 95% in the category "Very worthy." Media expert validation was carried out on 2 experts and obtained an average result of 93% in the "Very worthy" category. an average of 95% in the "Very worthy" category. Media expert validation was carried out by 2 experts and obtained an average result of 93% in the "Very feasible" category. YouTube media in the material measuring central symptoms and reliability was declared suitable for use in teaching and learning activities based on the average value of the small group feasibility test with assessment scores. 82%, the medium group with an assessment score of 84%, and the feasibility test for the large group obtained an assessment score of 87% in the category "Very Feasible." (2). The influence of YouTube media on the material measuring central symptoms and reliability is stated to have a very big influence on students' understanding of learning material

Keywords: Influence, YouTube learning media, understanding of central symptom measurement material and reliability.

INTRODUCTION

In the era of globalization characterized by rapidly developing technology and increasingly fierce life competition, every individual is able to compete. Quality and highly competitive human resources must be prepared through quality education in order to produce a generation that is able to face global competition. Learning design is sought so that students can carry out learning activities by utilizing technology that is developing today. Basically, the influence of technological development has touched all spheres of life and all circles. Not only adults who feel the impact of technological developments but also young adults. The fact that there are children (students) is more interested in playing gadgets or just fiddling with computers or laptops than reading books. This will be a problem for parents and teachers because students find it difficult to carry out the learning process. Coupled with

difficult and less interesting material. Especially in learning statistics, most students have the perception that statistics are quite difficult to learn.

The success of a lesson will depend largely on the preparation of a teacher. The preparation of a teacher before delivering material includes preparing learning tools. Without good planning, learning will not run smoothly and the results are not as we expect. The learning tools used must of course continue to be developed in order to continue to produce innovations in learning.

Low mastery of material is a problem that must be found a solution, especially for teachers and prospective teachers. A teacher or prospective teacher must have creativity and sensitivity to phenomena that occur in the environment. This is also stated by (Intisari, 2017) that teachers must have creativity in order to be able to make innovations in learning. Learning must be designed so that students feel happy so that they are comfortable when learning. Students need a tool or media that is able to realize the material being studied. In order for the learning process to be more optimal, learning resources are needed as well as learning media that can make it easier for students to understand the concepts studied.

RESEARCH METHOD

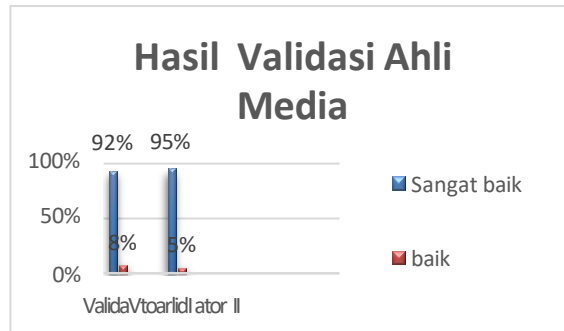
This research includes development research known as Research and Development (R&D). This research procedure refers to the EDDIE development model in Sugiyono (2017). The study was conducted on Stain students in December 2023. This research data collection technique uses observation and questionnaires. Data research instruments are preliminary study instruments in the form of needs questionnaires and validation instruments for material experts and media experts.

RESULT AND DISCUSSION

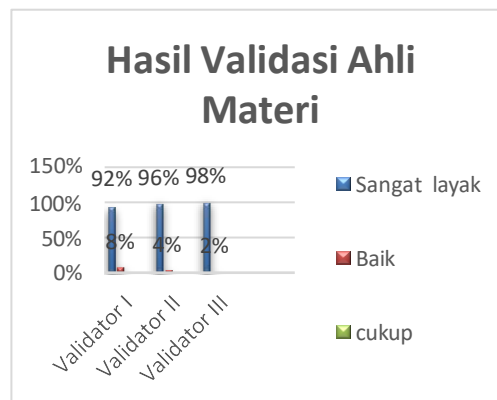
The process of conducting YouTube learning media research on understanding the material of central symptoms and reliability in statistical subjects. The first step taken is the development of YouTube products in steps.

1. Conceptualize a learning video
2. In the process of video editing
3. Learning media uploading.

After the learning media product is carried out, the next stage is the validation stage of media experts and material experts,



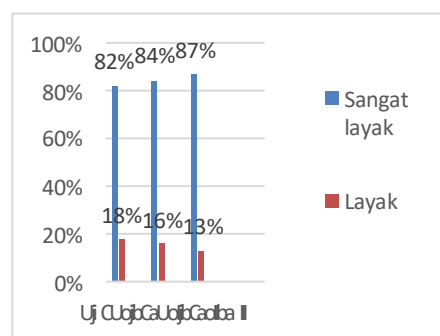
Media expert validation results



Material expert validation results

After the learning media is declared valid by material experts and media ahli then a trial is carried out on students.

Description of Feasibility Trial Results Data conducted on 27 students with the results of trials conducted 3 times.



The first trial was conducted on a small scale stiffened to 5 students with results of 82% with the category "very feasible", then the second trial was carried out on a moderate scale on 13 students with results of 84% with the category "sanagat feasible" and the third trial was carried out on 27 students with results of 87% with the category "very feasible" The process of conducting research on the influence of youtube learning media on understanding material size Central Symptoms and Reliability in Statistics Subjects for

students can be concluded This research and development is carried out using the ADDIE method which consists of 5 stages, namely: 1). namely 1). Analisis (analysis),2). Design,3). Development,4). Implementation,5).evaluation.

The feasibility of media is assessed from the results of validation of material experts, media experts and also the results of media trials on students Material expert validation was carried out by 3 material experts and obtained an average of 95% with the category "Very feasible". Media expert validation was carried out on 2 experts and obtained an average result of 93% with the category "Very decent". Meanwhile, learning media trials on students were carried out in 3 stages, namely small-scale trials carried out on 5 students and obtained 82% results with the category "Very feasible". Meanwhile, a temporary trial is being carried out on 13 students with the category "Very feasible". The results of feasibility trials have increased at each stage of trials ranging from small and medium-scale trials, especially for large-scale trials conducted on 27 students with an average score of 87% with the category "Very feasible". It can be concluded that the influence of YouTube learning media on the understanding of the material, the size of the central symptom and the reliability of statistical subjects for students.

CONCLUSION

The influence of YouTube media for learning media helps students to learn more interesting, effective and relevant in learning content. YouTube media is also very useful in the learning process to increase motivation for learning understanding and to be more active in following learning. Steps to use youtube for learning media: 1) Create a learning video concept, 2) In the video editing process, 3) Upload learning videos to youtube. Furthermore, feasibility tests and small, medium and large group trials were carried out, which were carried out on Staim Mandailing Natal students to see the influence of YouTube learning media on the understanding of the material, the size of central symptoms and the reliability of statistical subjects for students.

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