

THE EFFECTIVENESS OF SCRAPBOOK IN INCREASING THE STUDENTS' ENTHUSIASM FOR LEARNING FUNCTIONAL TEXT IN X GRADE AT SMA NEGERI 2 NGANJUK

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Abstract— The aims of this study were: 1. To analyze the enthusiasm of class X students before using scrapbook media in learning English functional text material at Nganjuk 2 Public High School, 2) To analyze the enthusiasm of class X students after using scrapbook media in learning English functional text material at Nganjuk 2 Public High School, 3) To determine the effectiveness of scrapbooks in increasing student enthusiasm in learning English functional text material at Nganjuk 2 Public High School. The research design uses quantitative and this type of research uses pre-experimental with one-group pretest-posttest. This research was conducted at Nganjuk 2 Public High School in the 2022/2023 academic year, using a population of all class X students of Nganjuk 2 Public High School, the sample used by the author was class X-9, the treatment class consisted of 31 students. The sampling technique used purposive sampling. Collecting data in this study using a questionnaire test. The analytical technique used to analyze the data in this study is descriptive statistics, inferential statistics using the *t*-test. Based on test scores. Students get an average pre-test score of 75.935 and an average post-test score of 84.193. Based on the results of the analysis, it is known that the significant level is 5% for $Df = 30$, the value of $t_{count} = 6.622$ and $t_{table} = 1.697$, then $t_{count} > t_{table}$ which means H_0 is rejected and H_a is accepted. So that "Scrapbooks are effective in increasing student interest in learning functional texts in class X SMA Negeri 2 Nganjuk in the 2022/2023 Academic Year".

Keywords: Student enthusiasm, Scrapbook

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INTRODUCTION

English is an international language that must be learned by the countries in the world, and Indonesia in no exception. Even though in Indonesia itself English is a foreign language, the demands of modernization cannot be avoided. In this modern era, English is needed in various aspects, ranging from politics, law, economics, socio-culture, to education. But unfortunately the awareness of the Indonesian people on the importance of English is still very low. Even people in Indonesia aged 18-20 have a much lower level of proficiency, said Bish, in an official statement received by CNNIndonesia.com, Friday (18/11). Given the importance of English, in Indonesia, English is a compulsory subject, especially at the junior and senior high school levels. But unfortunately, many students find it difficult to learn English, and even think that learning English is very unpleasant. So that in Indonesia itself, teaching English is a challenge for educators, especially in frontier, outermost and disadvantaged areas, as said Yunita Yanti as EF Adults Indonesia Academic Operations Manager during a bold discussion on Monday (29/11/2021).

The factors which influence students in learning English are: (1) student motivation and enthusiasm, (2) intake of English, (3) the role of teaching staff and students in learning, (4) media and infrastructure, (5) learning materials, (6) learning environment. One factor that is very influential in learning English is the motivation and enthusiasm of students in learning English. This is in line with the opinion of Sumadi Suryabrata (1996: 13), that interest has a very important role in a field of education and work. According to Wardiana (2004: 149) students who have a high interest in learning will carry out more and faster activities, compared to students who are less motivated in learning. This is also supported by several previous studies. That is, there is a significant influence between students' learning interest on learning achievement with a regression coefficient of 0.028 (Amik, 2018:590).

Creativity has a significant influence on student learning outcomes, this is in accordance with Noveria's research (2009) with the result that there is a positive, strong, and significant influence between creativity on learning outcomes with a correlation coefficient of 0.660. And based on the results of multiple regression analysis (multivariate) it shows that there is a positive and significant relationship between learning creativity and learning interest on learning outcomes, which is the result of research (Novita & ., 2022:27). One of the type of creativity is scrapbook media, which stated that scrapbook learning media was very suitable for use as a learning medium in class X, and could increase the learning motivation of class X students (Fauziyah et al., 2020:28).

The purpose of this research is to analyze the students' enthusiasm of the tenth grade students before and after using scrapbook media in learning English functional text material at SMA Negeri 2 Nganjuk and to find out whether the scrapbook is effectiveness in increasing the students' enthusiasm for learning functional text in tenth grade at SMA Negeri 2 Nganjuk.

Research Methods

This type of research is quantitative research. Quantitative research is research that is in the process of research, hypotheses, empirical data, data analysis, conclusions in the end, all using computational measurements, numerical data or using statistical calculations (Rukminingsih, et al., 2020:15). In this study using the experimental method. The experimental research method is a research method by minimizing independent variables that affect the problem under study by manipulating one or several independent variables to look for the influence of a variable on other variables under conditions that are determined and controlled carefully and thoroughly (Hikmawati, 2017: 136). In this study, the independent variable was the use of scrapbook media and the dependent variable was students' enthusiasm in learning functional texts. The independent variable is the variable that gives influence, while the dependent variable is the variable that gets influence.

In this study, researchers wanted to find out whether scrapbooks were effective in increasing student enthusiasm for learning by measuring student enthusiasm before and after using scrapbook media, so this study used a one group pretest-posttest pre-experimental design. The one group pretest-posttest experiment is a study conducted in a group, by giving a pretest before giving treatment, then giving a posttest after treatment, so that it can compare conditions before and after treatment (Hikmawati, 2017: 148). In this study, the researcher used one class of tenth grade students at SMA Negeri 2 Nganjuk. Where the class was used as an experimental class, namely the class was given a pretest to measure enthusiasm for learning before treatment, then given treatment, then gave a posttest to measure enthusiasm for learning after treatment.

In this study using one group pretest-posttest pre-experimental design, so this samples are not taken randomly and using purposive sample. (Hikmawati, 2017: 147). Purposive sample is determined on the basis of certain considerations (Sahir, 2021:36). The sample in this study were students of class X-9 with a total of 31 students at SMA Negeri 2 Nganjuk, where the population consisted of 9 classes, each consisting of approximately 31 students from a total population of 342 students.

The instrument is a tool used in the process of collecting data, so it must be reliable, correct, and must be scientifically accountable (Fauzi & dkk, 2022:77). In this study, researcher used a questionnaire to collect data. There are two questionnaire, Questionnaire 1 aims to find out how enthusiastic students are in learning English before applying the scrapbook media. Questionnaire 2 aims to find out how enthusiastic students are in learning English after applying the scrapbook media. The questionnaire was in the form of 25 questions, which asked students' opinions about learning English and how enthusiastic students were before using scrapbook media. The questionnaire must have a specified score so that it can be calculated and produce conclusions. The following is the score for each of the answer criteria from the statements in the questionnaire are : (1) always with a score of 4, (2) often with a score of 3, (3) sometimes with a score of 2, (4) never with a score of 1.

Data about students' enthusiasm in learning functional texts was obtained through a questionnaire with a total of 25 items, and the scores used in the questionnaire were 1 to 4. The data from the results of the questionnaire were then calculated or measured by determining mean to calculate the score on all aspects of learning enthusiasm, and get the percentage level of learning motivation. After knowing the average score of the students' enthusiasm questionnaire before and after using the scrapbook, then calculating the percentage of students' motivation levels before and after using the scrapbook.

After knowing the average pre-test and post-test, then calculating determining standard of deviation score, then calculating determining t-test. A different test was carried out to knowing the learning motivation score using the paired t test. The t-count value is compared to the t-table at a significant level of 5%. If t-count is greater than t-table, then there is a significant difference. According to Hikmawati (2017:55), the following is considered a hypothesis if the t-count value is compared to the t-table at a significant level of 5% and the result is that the t-count is greater than the t-table, then H_a is accepted and it can be concluded that scrapbook is effective in increase students' enthusiasm for learning functional texts in tenth grade SMA Negeri 2 Nganjuk Academic Year 2022/2023.

After that, calculate initial and final enthusiasm scores using the gain score formula. The gain score is the difference between the before and after values that are used to analyze the data before and after values and can be compared and a significant test can be carried out from the difference between the average gain scores (Amri & Vionanda, n.d., 2013:75).

RESEARCH RESULTS AND DISCUSSION

The pre-test was carried out before treatment, students had to answer the questions in the questionnaire in the amount of twenty-five questions, the form of the questions was multiple choice which asked students' opinions about learning English and how enthusiastic students were before using scrapbook media. The number of students who attended the class and took the test was 31 students. From the pre-test, researcher find that highest score on the pre-test was 90 and the lowest score was 59, there are 12 students with less criteria, 10 students with sufficient criteria, 8 students with good criteria, and 1 student with very good criteria. Based on the results of the table above, the average score of students' enthusiasm before being taught using scrapbook media was 75,935, with the presentation is 75,935 %.

In the pre-test questionnaire, each indicator has a score that will be used to determine the percentage of students' learning enthusiasm indicators before using scrapbook media. From the results of the pre-test it is known that the score of each indicator is as follows:

Table 1: Indicator scores of students' enthusiasm before using scrapbook.

No.	Indicator	Pre-test Points	Indicator Points	Percentage (%)
1	High drive and desire to learn.	713	992	72

2	Desire and desire to succeed	352	496	71
3	Hopes and aspirations for the future	338	372	91
4	Learning reward	183	248	74
5	Interesting activities in learning	490	620	79
6	Conducive learning environment	278	372	75

High drive and desire to learn with a percentage of 72%, which means that the motivation and desire for student learning is still relatively low. This is due to a lack of joy and enthusiasm for student learning, a feeling of laziness in learning, and a lack of student focus in learning. Desire and desire to succeed is also still low, namely 71%. This is due to the lack of curiosity of students and a lack of student interest in learning. Hopes and aspirations for the future are high with a percentage of 91%. Learning reward is relatively low with a percentage of 74%, this is due to the teacher's lack of attention to student achievement. Interesting activities in learning are low with a percentage of 79%. This is because learning is monotonous, boring, not creative, and the media is less attractive. Conducive learning environment is also low, with a percentage of 75%, because the learning atmosphere is less fun, less conducive, and less fun.

The post-test was carried out after treatment, students had to answer the questions in the questionnaire in the amount of twenty-five questions, the form of the questions was multiple choice which asked students' opinions about learning English and how enthusiastic students were after using scrapbook media. The researcher also demonstrated and analyzed data collection through a post-test which was applied to the same class and the same number of students.

From the post-test, researcher find that the highest score on the post-test was 96 and the lowest score was 75, There are 8 students with sufficient criteria, 19 students with good criteria, and 4 students with very good criteria. Based on the results of the table above, the average score of students' enthusiasm after being taught using scrapbook media was 84,193, with the presentation is 84,193 %.

In the post-test questionnaire, each indicator has a score that will be used to determine the percentage of students' learning enthusiasm indicators after using scrapbook media. From the results of the pre-test it is known that the score of each indicator is as follows:

Table 2: Indicator scores of students' enthusiasm after using scrapbook.

No.	Indicator	Pre-test Points	Indicator Points	Percentage (%)
1	High drive and desire to learn.	810	992	82
2	Desire and desire to succeed	377	496	76
3	Hopes and aspirations for the future	355	372	95
4	Learning reward	198	248	80
5	Interesting activities in learning	575	620	93
6	Conducive learning environment	297	372	80

From the table above it can be seen the results of student learning enthusiasm in each indicator of enthusiasm. Each indicator has increased quite high. High drive and desire to learn with a percentage of 82%, which means that there is an increase in student motivation and desire to learn. This is due to the joy and enthusiasm for student learning, the feeling of pleasure in learning, and the increased focus of students in learning. Desire and desire to succeed is 76%. This is due to increased student curiosity and student interest in learning. Hopes and aspirations for the future are high with a percentage of 95%. Learning reward is with a percentage of 80%, this is due to the teacher's attention to student achievement. Interesting activities in learning with a percentage of 93%. This is because learning is not monotonous, not boring, creative, and interesting media. Conducive learning environment with a percentage of 80%, because the learning atmosphere is fun and conducive.

From the results of the pre-test and post-test showed that there were differences in scores on each indicator between before and after using scrapbook media on students in learning functional texts. Where each indicator has increased the score of students' enthusiasm for learning. From the pretest and posttest values of all samples, the average was then calculated to find out whether the scrapbook media was effective in increasing enthusiasm for learning. Based on the results of the study showed that the average value between the pretest and posttest was different. The average score of students' enthusiasm before using scrapbook media was 75.935 and the average score of students' enthusiasm after using scrapbook media was 84.193. To find out whether the effectiveness is significant or not, researchers used the T distribution. This can be seen from the calculation of the t test formula obtained $t_{count} = 6.622$ and $t_{table} = 1.697$ with a significance level of 5% so that H_a is accepted and H_0 is rejected. Which means the hypothesis proposed by the researcher "accepted" and the category of enthusiasm is currently with gain score calculation results is 0,343. The hypothesis put forward: "Scrapbooks are effective in increasing students' interest in learning functional texts in class X SMA Negeri 2 Nganjuk Academic Year 2022/2023".

CONCLUSION AND RECOMMENDATION

Based on the research and testing of statistical data that the researcher did, in this chapter the researcher have conclusions related to the problem formulation and research objectives, namely as follows: (1) the students' enthusiasm of the tenth grade students before using scrapbook media in learning English functional text material at SMA Negeri 2 Nganjuk is 75,935%, (2) the students' enthusiasm of the tenth grade students after using scrapbook media in learning English functional text material at SMA Negeri 2 Nganjuk is 84,193%, (3) the hypothesis was accepted with $t\text{-count} = 6.622 > t\text{ table} = 1.697$, and the category of enthusiasm is currently with gain score calculation results is 0,343. So, Scrapbook is effective in increasing students' enthusiasm for learning functional texts in tenth grade of SMA Negeri 2 Nganjuk Academic Year 2022/2023.

Based on the results of research and discussion, this research can be recommendation as: (1) In learning activities, each learning method or strategy used must be in accordance with the material and needs, and be able to increase enthusiasm and enthusiasm for student learning, because it can affect student achievement and learning benefits. So that every aspect needs to be considered very carefully, balanced and in accordance with the atmosphere of students and the needs of students, (2) Teachers should create learning systems and learning media that are more independent, innovative and creative so that students are more courageous in giving their own opinions in the learning process and are enthusiastic about learning. For schools, schools need to pay more attention to the facilities available and improving facilities can increase student enthusiasm for learning, (3) Students are free to express their opinions as long as they are relevant to the topic of study. It's best for them to be more open with their beliefs and answer any questions the teacher asks them. Regarding the teacher's role in training or guiding students to be more courageous, it is very important, in the practice of lifelong learning, students will get used to showing courage in class, (4) To increase children's enthusiasm, especially in learning, parents should establish close communication with their children and always encourage them, (5) It is intended that the results of this research can serve as guidelines for additional research, so that it can be carried out and developed.

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