

Development of interactive-based civic education encyclopedia learning media to improve Pancasila student profiles

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Abstract

The Pancasila Student Profile must be implemented in students to cultivate their capacity, accomplishments, and virtuous demeanor. The objective of this project is to create an interactive multimedia encyclopedia learning tool for Pancasila and citizenship education, with the purpose of enhancing the knowledge and understanding of Pancasila among students at Korpri Karawang High School. The study methodology employed is a research and development technique utilizing the ADDIE paradigm, incorporating a mixed method approach. Methods for gathering data using a questionnaire. The employed data analysis techniques include deductive analysis, inductive analysis, reliability testing, validity testing, normalcy testing, homogeneity testing, independent samples mean testing, and hypothesis testing. The findings indicated that the evaluation of the civic education Encyclopedia learning media validation tool demonstrated its suitability at a rate of 80%. After being provided with civic education encyclopedia learning material, there has been a notable disparity in the enhancement of the Pancasila students' profile among the class X students at Korpri Karawang High School. The comparative sample test conducted on the experimental class using the paired sample test yielded a



significance result of 0.000. This indicates that the null hypothesis $H_0: \mu_c = \mu_k$ is rejected, as 0.000 is less than 0.05. Consequently, the alternative hypothesis $H_1: \mu_c > \mu_k$ is accepted. The research suggests that teachers should include technology into the learning process by utilizing civic education encyclopedia learning media products. These products may be effectively utilized to enhance student learning.

Keywords: civic education; encyclopedia; learning media; Pancasila Profile Student

Introduction

Education is a crucial aspect of an individual's life for the best cultivation of their potential, talents, and abilities. It enables individuals to recognize and harness their capabilities in accordance with their personal or communal requirements. Hence, education plays a pivotal part in defining an individual's proficiency in skill development. School is an institution that provides structured education within a community, enabling students to acquire information and cultivate their potential, talents, and abilities. The teaching and learning process is one of the school activities, which is conducted by instructors and pupils.

The teaching and learning process involves the exchange of ideas and knowledge between educators and students, which includes engaging in conversations within the realm of education. During the execution of teaching and learning activities, the teacher has certain indicators that they want to attain. Nurdin (2015) and Muleya (2020), contends that the inclusion of civic education in the national curriculum is essential for instilling social, political, economic, cultural, and technical values in learners. This integration enables them to actively participate in their communities and make meaningful contributions to development. Prior to conducting the learning activities, the teacher develops these indicators to assess the progress of learning. By utilizing learning media, the teacher may effectively execute the set objectives.

Oxley & Morris (2013) observe that the advancement of global citizenship has become a prominent objective of education in several nations, signifying a transition from a national to a broader global understanding of citizenship. According to Abdi et al. (2006), citizenship encompasses more than only the political rights and responsibilities that are given or regulated by the state. According to UNESCO (2013), civic education is often regarded as the primary focus of global citizenship education in several nations. Pontes et al. (2019), assert that civic education, when implemented as a well-structured and well-implemented school subject, can serve as a means to foster civic engagement. By effectively educating individuals about citizenship, it has the potential to address the primary challenges confronting society and contribute to the cultivation of ethical principles within communities.

Learning media serves as a means for educators to convey instructional content, enhance student ingenuity, and improve student engagement (Marpanaji et al., 2018). Learning media in civic education learning is a crucial tool in teaching and learning, enhancing communication of intended meanings and achieving learning objectives (Abdulkarim et al., 2018; Andriani, 2020; Rachmadtullah et al., 2018). Furthermore, teachers employ learning media to engage with students during the execution of learning tasks. Kolb posited that learning is a social phenomenon characterized by the interplay between individual and collective knowledge (Kolb, 2015).

The efficacy of a teacher in conveying planned educational content through learning media can significantly impact students' comprehension and subsequent application of the subject in real-life situations following their engagement with the learning materials. Kemp & Dayton (1985) believe that the media serves as a conduit for transmitting messages from senders to recipients in the communication process. Muleya (2020) asserts that employing active civic learning pedagogical methods in the instruction of Civic Education can result in societal change and transformation. The changes in educational experience can be attributed to the contextual shifts in society (Parker-Gwin & Mabry, 1998).

An encyclopedia is a type of reference book that serves as a dictionary or reading material. It provides detailed information on the meaning of vocabulary and covers a wide range of

knowledge in various fields. Encyclopedias are typically enhanced with illustrations, pictures, and other media elements to aid in understanding concepts and material (Chaer, 2007). Encyclopedias may be categorized as general or national encyclopedias, special or subject encyclopedias, international or universal encyclopedias, and online encyclopedias based on their kind (Saleh & Sujana, 2009). An encyclopedia, whether used as a reading book, dictionary, or enrichment book, does not have a direct correlation with the current educational curriculum.

The Ministry of Education and Culture launched the Pancasila Student Profile in 2020, which consists of six indicators: 1) faith, fear of god almighty, and noble character; 2) independence; 3) collaboration; 4) global diversity; 5) critical reasoning; and 6) creativity. these indicators are closely linked to the Indonesia education roadmap 2020-2035, which is a response to global technological, social, and environmental changes (Sufyadi et al., 2021). This policy was formulated in reaction to occurrences in the Indonesian citizenship sphere, including infringements of the ideals and norms of Pancasila within society. Hence, it is imperative to implement the Pancasila Student Profile in students to cultivate their competence, accomplishments, and virtuous demeanor. The objective of this endeavor is to provide students with the necessary skills and knowledge to become exemplary and astute members of society (Wahab & Sapriya, 2011). Thus, the current and future challenges are anticipated to not hinder the progress of Indonesia's youth, but rather propel them towards future innovative advancements.

Based on these problems, researchers conducted research on the development of Pancasila and Civic Education (PCE) learning materials in high school. The main purpose of this research is to create an educational tool for teaching PCE in the form of an encyclopedia, which will be accessible to all students throughout Indonesia. The purpose of this tool is to improve the Pancasila Student Profile.

Method

This research will be conducted at SMAS Korpri Karawang. The subjects in this study were high school students, civic education teachers, school principals and peers. At the preliminary study stage, high school students taking Civics courses at SMAS Korpri Karawang will be conducted. Respondents to be interviewed were taken from each school as many as two students, one teacher, colleagues and the principal. Data analysis techniques in the development of this research are qualitative and quantitative.

This research is a type of research and development (research and development) with the ADDIE model; this model is used because it is most suitable when manufacturing products and testing their effectiveness. The purpose of this study was to determine the development of an interactive multimedia-based encyclopedia learning media for Pancasila Education and Citizenship to increase the profile of Pancasila students. The approach used in this research is qualitative and quantitative. The combination of a qualitative approach and a quantitative approach is known as mixed methods, where a qualitative approach is used to see the process, while a quantitative approach is used to look at results (Creswell, 2014)

While the method used is the method of Research and Development (RnD). RnD is a process or steps to develop a new product or improve an existing product and can be accounted. For example, Borg and Gall said that Educational Research and Development is a process used to develop and validate educational products (Gall et al., 2007). In other words, research and development is a series of procedures or steps used to develop new products or improve existing products.

Gall et al. (2007) have outlined 10 distinct phases for doing development research, which are as follows: The process involves conducting research and gathering information, creating a plan, developing an initial version of the product, conducting initial field testing, revising the main product, conducting main field testing, revising the operational product, conducting operational field testing, revising the final product, and finally disseminating and implementing it. The data gathering techniques employed encompassed both qualitative and quantitative

methodologies, with qualitative approaches involving observation, interviews, and documentation.

Conversely, the quantitative approach employs a questionnaire. Hence, the data analysis methodology employed to scrutinize the data obtained from development study is qualitative. Simultaneously, the average computation of the questionnaire and the outcomes of student evaluations/tests is quantitative in nature. Quantitative data analysis is conducted before qualitative data analysis to provide a smooth transition and preserve consistency. This approach guarantees that the examination of research data is an ongoing and uninterrupted activity. During the development stage, qualitative data analysis techniques were implemented, drawing from data analysis in the field. The Miles and Huberman model involved three simultaneous activities: data reduction, data display presentation, and conclusion drawing/verification (Miles et al., 2014) During the technical testing phase, data analysis employs analytical procedures that rely on a quantitative approach. Quantitative methods are utilized in conjunction with various model tests, examining quantitative outcomes using SPSS version 27.

The data analysis in this study was conducted using the following methodologies: The user's text contains terms related to different types of analysis, reliability testing, validity testing, instrument reliability, normalcy assessment, and homogeneity testing. Additionally, it mentions testing the average of two independent samples. Statistical hypothesis testing.

Results and Discussion

The encyclopedia of civic learning-based interactive multimedia is presented in the form of a website. The use of this encyclopedia is intended to be used in dynamic and flexible situations, both offline and online learning in the classroom. This condition is in line with the background in this research that there is a policy decided by the Ministry of Education and Culture in 2020 regarding the profile of Pancasila students.

The policy was made as a form of response to phenomena that occurred in Indonesian citizenship life at this time, such as violations of Pancasila values and norms that exist in society. The Pancasila Student Profile certainly needs to be actualized in students so that they can have the ability, achievement, and noble character. This goal is hope as well as an effort to prepare students so that they can live as good and intelligent citizens (Wahab & Sapriya, 2011)

The development of the Encyclopedia of PCE begins with the analysis stage. The first thing to do is have a discussion with the research team; from this discussion stage, it can be analyzed by starting the preparation of citizenship terms from the A-Z alphabet, then the material to be used is the material taught in the Civics Class X Senior High School subject, including Chapter 2 material.

Concerning the Provisions of the 1945 Constitution in the life of the nation and state, with sub-materials concerning the Territory of the Unitary State of the Republic of Indonesia and sub-B of the Position of Indonesian Citizens and Residents. Clark (1992) explains that an encyclopedic work must also reflect upon its own creative process. Mendelson (1976) and (Clinton, 2012) views encyclopedic narratives as attempts to render the full range of knowledge and beliefs of a national culture, while identifying the ideological perspectives from which that culture shapes and interprets its knowledge.

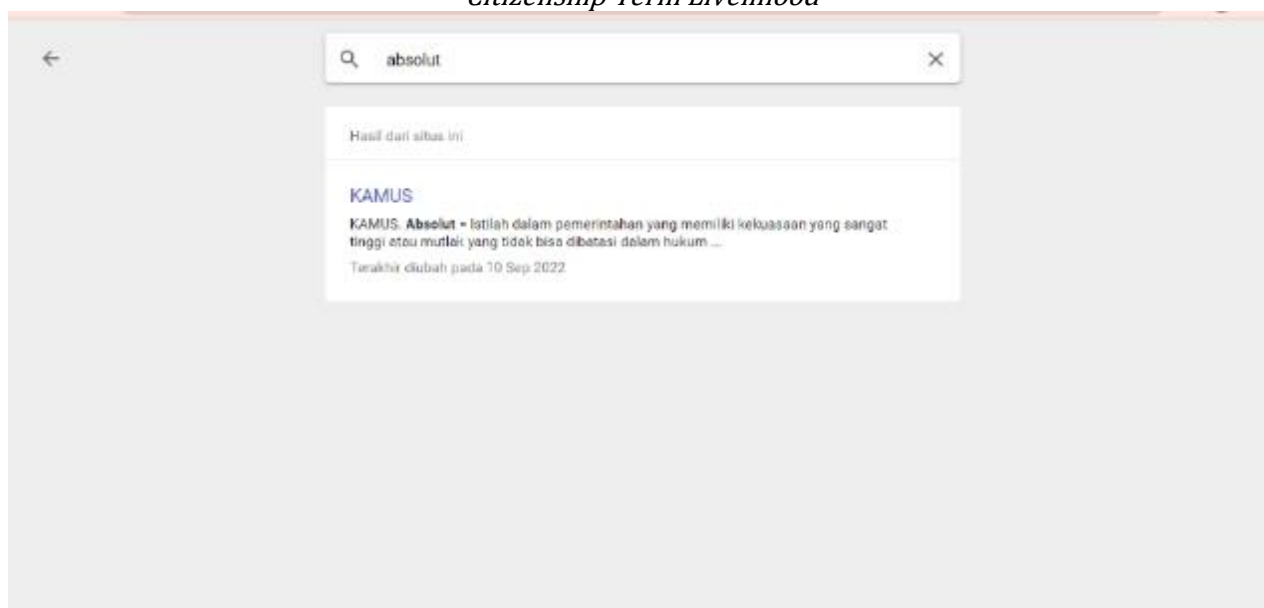
The citizenship terms from the A-Z alphabet are contained in the composition of the Civics Encyclopedia content; these citizenship terms contain meanings and explanations for each term related to citizenship. The Civics Encyclopedia specifically has a livelihood feature that aims to make it easier for users to find information and explanations of citizenship terms as desired by users. There are more than 400 citizenship terms in the Civics Encyclopedia dictionary. Then the design stage, at the design stage the research team determines the website title, determines the website page, adds a draft of citizenship terms from the A-Z alphabet to the website page, and designs the interface or application interface.

Figure 1.
Encyclopedia civic education feature Design



Winataputra (2001) said that conceptually epistemologically, civic education can be seen as an integrated knowledge system which has the mission of cultivating the potential of students to have "civic intelligence" and "civic participation" as well as "civic responsibility" as Indonesian citizens in the context of character and civilization of the Indonesian nation with Pancasila. The content contained in the Civics Encyclopedia consists of citizenship terms and their explanations that can be searched in the livelihood feature; the use of the Civics Encyclopedia in searching for citizenship terms is used like a dictionary in general. After the design stage is done, then do the product development stage.

Figure 2.
Citizenship Term Livelihood



At the validation stage of the assessment instrument for the Civics Encyclopedia of learning media, to determine the feasibility of the Civics Encyclopedia of learning media using the assessment instrument sheet. An instrument can be valid if it is able to measure its target and is not only consistent in its use (Gall et al., 2007). The trial of the Civics Encyclopedia began by involving five respondents in reading and using the prepared Civics Encyclopedia. The indicators for assessing the learning media of the Civics Encyclopedia are (1) the instructions

for filling out the validation sheet are clearly stated; (2) the suitability of the criteria with the assessed aspects; (3) the use of language in accordance with the enhanced spelling; (4) the words used are clear and do not cause double interpretation. The following table shows the results of the assessment of the feasibility of the Civics Encyclopedia learning media instrument by experts.

Table 1.
Instrument Validation Score

Validator (student) to-	% Suitable criteria	Eligibility Category
1	80%	Worth the fix
2	80%	Worth the fix

The results of the assessment of the Civics Encyclopedia learning media validation instrument, based on table 1 indicate that the instrument used is feasible, but there are some parts that need to be improved.

After the product development stage is carried out, then carry out the implementation stage by conducting a feasibility test of the civic education Encyclopedia learning media. Media is a communication tool used in the learning process to bring information in the form of teaching materials so that students become more interested in participating in learning activities. Media is any tool that can be used as a channel for messages to achieve learning objectives (Erstad & Silseth, 2023).

Encyclopedias are reading books, dictionaries, or enrichment books that do not have a direct relationship to the school curriculum. Encyclopedias can also be interpreted as dictionaries or reading materials that provide explanations of the meaning of characters and descriptions of things and cover various fields of science, which are usually equipped with illustrations, pictures, and other media elements to understand concepts or materials (Chaer, 2007). Encyclopedias have the following characteristics: (a) the themes are arranged alphabetically or follow a certain scientifically logical system; (b) an explanation of the theme accompanied by pictures that are interesting, relevant, and informative with the theme being discussed; (c) the theme has a high level of completeness or is complete; (d) each theme is discussed comprehensively; (e) all the themes presented are consistent with the language field of the encyclopedia; and (f) the encyclopedia is equipped with a glossary, index, and bibliography (Common European Framework of Reference for Languages, 2001).

The Civics Encyclopedia learning media plays a crucial role in shaping students into good, intelligent, and responsible citizens. The Pancasila Student Profile, launched by the Ministry of Education and Culture in 2020, consists of six indicators: having faith, fearing God Almighty, having noble character; being independent; working together; global diversity; critical reasoning; and creative. These indicators are integral to the Indonesia Education Roadmap 2020-2035, which addresses global technological, social, and environmental changes (Sufyadi et al., 2021).

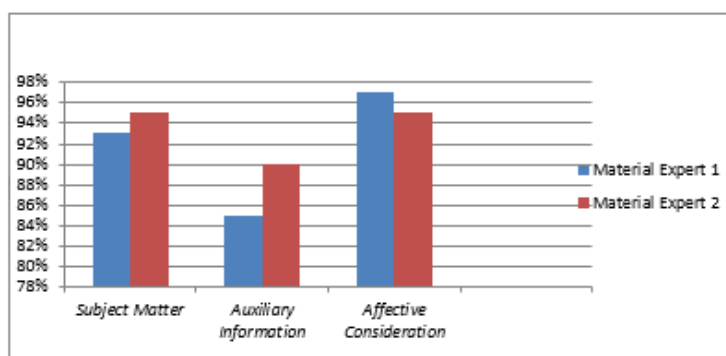
The indicators emphasize the importance of understanding religious teachings and beliefs, being independent, cooperation, global diversity, critical reasoning, and creativity. They encourage Indonesian students to maintain their noble culture, locality, and identity while fostering mutual respect and the possibility of forming a positive new culture. Critical reasoning skills enable students to objectively process information, build relationships, analyze, evaluate, and conclude it. Creative thinking skills enable students to modify and produce original, meaningful, useful, and impactful products (Hursen et al., 2023). Thus, civic education is designed to develop the competence of good, intelligent, and responsible citizens based on Pancasila values. Civic education is a learning program that, programmatically procedurally, seeks to humanize, civilize, and empower human beings/students for themselves and their lives to become good citizens as demanded by the nation's constitutional juridical imperative.

As for the criteria for being a good and ideal citizen in the digital era and the 21st century, Cogan & Derricott (2014) proposed the following characteristics: 1) the ability to see and approach problems as members of a global society; 2) the ability to cooperate with others cooperatively; 3) the ability to understand, accept, appreciate, and be able to accept cultural differences; 4) the capacity to think critically and systematically; 5) the desire to resolve conflicts in a non-violent way; 6) desire to change lifestyle and consumptive habits; 7) the ability to be sensitive and protect human rights, and 8) the desire and ability to participate in politics.

In the 21st century, technology and information development are accelerating, impacting human life sustainability. The Civics Encyclopedia learning media aims to develop students' potential and ability to use technology, aligning with digital citizenship education. It aims to develop adolescents' ability to consume online information critically and responsibly, engaging them in positive online social and political discussions. The feasibility of the Civics Encyclopedia learning media is evaluated based on factors such as subject matter, auxiliary information, affective considerations, interfaces, navigation, pedagogy, and robustness. The goal is to develop students' critical and responsible online consumption skills.

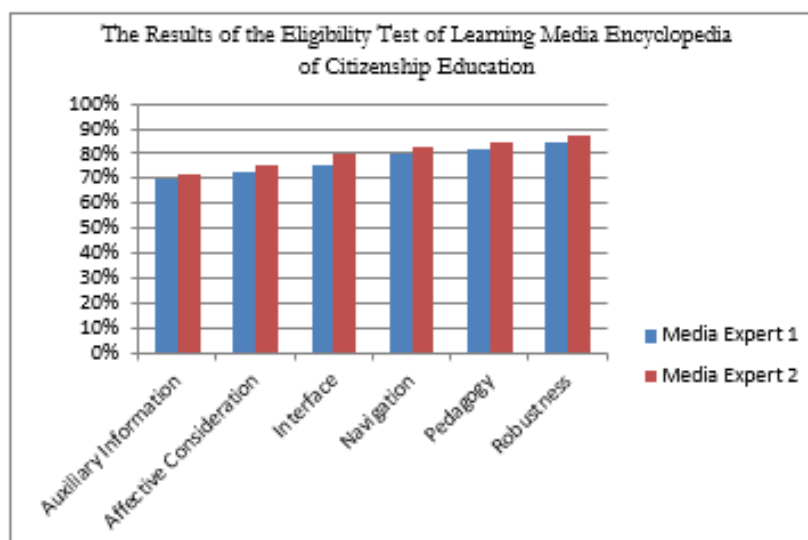
The feasibility of the material contained in the Civics Encyclopedia is assessed by two material experts and a media expert. The following is the measurement of the feasibility of the material.

Figure 3.
Feasibility Test Results for Citizenship Education Encyclopedia Materials



Based on Figure 3, the material expert gave a score of on the subject matter of 93%, auxiliary information 85%, and affective consideration 97%. In comparison, the second material expert gave a score of on the subject matter of 95%, auxiliary information 90%, and affective consideration 95%.

Figure 4.
The Results of the Eligibility Test of Learning Media Encyclopedia of Citizenship Education



Furthermore, the researchers analyzed the feasibility test of the Civics Encyclopedia of learning media, and the feasibility of learning media met three aspects; 1) learning aspects: for example, discussing the clarity of general and specific learning objectives and the delivery of effective learning designs and learning principles; 2) material aspects: for example about urgency, balance, contextuality, and depth of material; 3) media aspect: contains for example about the accessibility and ease of use of media (Hursen et al., 2023).

Based on Figure 4, the results of the feasibility test of the Civics Encyclopedia learning media obtained from Media Experts 1 are 70% auxiliary information, 73% affective consideration, 75% interface, 80% navigation, pedagogy 82%, and robustness of 85%. On the other hand, the results obtained from Media Expert 2 include auxiliary information at 72%, affective consideration at 75%, interface at 80%, navigation at 83%, pedagogy at 85%, and robustness at 87%.

Furthermore, the last stage in the development of the Civics Encyclopedia, which was carried out after the trial at the implementation stage, was evaluation. The evaluation stage was carried out to improve the encyclopedia per the suggestions and inputs given by the respondents, students, teachers, and the school. The improvements made include: (1) improving the cover design to make it more attractive: and (2) improving the writing and language of citizenship terms.

Conclusion

Artificial intelligence (AI) has revolutionized various aspects of life, but it also presents challenges, particularly for students who may lack the necessary legal awareness and critical thinking skills. Legal awareness, a conscious attitude rooted in human knowledge, understanding, attitude, and behavior, is crucial to prevent deviant behavior. To effectively utilize AI based on Pancasila values, it is essential to build legal awareness in students. The educational process plays a strategic role in forming legal awareness, ensuring compliance with legal regulations, and creating a prosperous society based on law. Education develops all aspects of human personality, including knowledge, values, attitudes, and skills related to law, especially in the use of AI. By incorporating Pancasila values into AI usage, students can benefit from the benefits and conveniences of AI technology, while also fostering a more ethical and responsible society.

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