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Development of Wattpad-Based Learning Media on Materials Avoiding Promiscuity in Secondary Schools

Putriani[1], A. Riawarda[2], Makmur[3], Andi Arisal[4]
[1-3]Institut Agama Islam Negeri (IAIN) Palopo
Jln. Agatis, Balandai Village, Bara District, Palopo City, Indonesia
[4]Universitas Muhammadiyah Palopo
Jl. General Sudirman No.Km. 03, Binturu, District. Wara Sel., Palopo City, Indonesia
[1]2001773257@iainpalopo.ac.id

Abstract. This research aims to develop and evaluate the effectiveness of Wattpad-based learning media on the material "Staying Away from Promiscuity" at SMA Negeri 5 Luwu. This media is designed to increase students' interest and understanding in Islamic Religious Education. The research method follows the ADDIE model, which includes analysis, design, development, implementation, and evaluation. Media is designed by creating covers, characters, and materials, then validated by media, materials, language, and learning experts. The implementation involved trials on 29 students and evaluations using pre-tests and post-tests. The study results showed that the media was declared very valid by all validators and received a positive response from students, with aspects of media, attractiveness, material, and language obtaining an average score of "Very Valid". The increase in the average score from pre-test (49) to post-test (90) and the percentage of post-test scores (80%) indicate the effectiveness of the media in increasing students' understanding and motivation. This study recommends expanding the use of technology in learning and training for teachers.

Keywords: Wattpad-Based Media, Avoiding Promiscuity, Educational Development.

1. Introduction

The learning process is an activity between teachers and students to achieve learning goals (Fatmawati, 2021). The teacher determines the success or failure to achieve learning goals because the teacher does not only convey learning but, more than that, a teacher must be able to guide students who grow and develop each other both in attitude, physical and psychological (Wulandari, 2023). In teaching and learning activities teachers must create a fun atmosphere for teaching and learning activities so that students do not get bored and get bored quickly (Puspita, 2023). Given the great responsibility that a teacher bears, a teacher must realize that they are a field worker who directly implements education and is the spearhead of the success of education.

Using teaching media in the teaching and learning process can arouse new desires and interests and generate motivation for students in the teaching and learning process (Puspitarini & Hanif, 2019; Lestari, 2023). The use of suitable media can be beneficial for students to learn according to their abilities and can clarify to learn according to their abilities and can clarify the presentation of the material; the presence of media in the learning process has a very urgent meaning, the unclarity of the material conveyed can be helped by presenting the media as an intermediary(Rizki Wahyuningtyas, 2020).

Based on the results of interviews with Islamic education teachers of class X at State High School 5 Luwu, it is known that teachers still deliver material theoretically, and the teaching materials used by teachers are only in the form of package books by applying conventional learning

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methods such as the lecture method. As a result, the learning process tends to be monotonous and boring, and many students are less active in learning, such as not paying attention to the teacher's explanations and telling stories with their peers when the teacher explains the subject matter. Therefore, it is a medium that can be used in the learning process.

In a modern era with increasingly sophisticated facilities and infrastructure, teachers are required to master technology, which means that teachers must be able to learn in the classroom by utilizing existing technology (Montolalu & Langi, 2018; Kristiawan & Muhaimin, 2019; Astuti et al., 2021). One of the media that can be used in the process of learning material away from promiscuity is Wattpad-based media. The Wattpad application can be used as an innovation in technology-based learning media; Wattpad that presents media in the form of stories can be a new thing in the field of Islamic Religious Education so that it can attract the attention of students (Khoerunnisa et al., 2022; Efendi et al., 2023).

Various previous studies have used similar media, research by (Aya Navila, 2022) about "Development of Wattpad-Based Learning Media Using the Socio Scientific Issues (SSI) Approach on Changes in the Environment of Class X of Senior High School". Other research conducted by (B et al., 2022) about "Improving Short Story Writing Through the Wattpad Application in Grade XI Students of SMA Negeri 3 East Luwu". The above research discusses the wattpad-based learning media used in high schools.

Based on the description above, the researcher is interested in developing Wattpad-based learning media on materials away fr to explore the stages of developing Wattpad-based learning media, finding out the results of the validity test of Wattpad-based learning media, and finding out the effectiveness of Wattpad-based learning media on materials to stay away from promiscuity in class X State High School 5 Luwu.

This research is based on understanding the importance of diverse learning approaches (differentiation) in Islamic religious education (Andajani, 2022). Literature studies show that learning differentiation can improve learning effectiveness by accommodating different learning styles and different levels of student understanding(Azizah et al., 2023; Halimah et al., 2023; Mubarok, 2023). In addition, the literature also highlights the need for the integration of strong and morally responsible character values in society.

2. Method

This research uses a type of R&D (Research and Development) research using the ADDIE development model, which consists of 5 stages: analysis, design, development, implementation, and evaluation. (Tegeh & Kirna, 2013). This research was conducted at State High School 5 Luwu, at Jl. Jambu, Bajo District, Luwu Regency, South Sulawesi Province, this research was carried out from April to May 2024. The steps in the research and development process show a cycle that begins with analyzing a problem that requires solving using a certain product. The next step is to determine the characteristics or specifications of the product to be produced. The subjects in this study are 29 students in class X. The data collection techniques in this study use observation, questionnaires, interviews, and documentation. The data analysis technique used in this study consists of analyzing media validity, media feasibility, and learning outcomes for each statement on a Likert scale. The criteria for assessing a product using the following formula (Komara A., 2023):

$$\text{Presentation} = \frac{\sum \text{Total Value}}{\sum \text{Maximum Score}} \times 100\%$$

$$< g >= \frac{\text{Skor Posttest} - \text{Skor Pretest}}{\text{Maximum Score} - \text{Skor Pretest}}$$

Table 1. Validity criteria

Interval	Criteria
3,01-4,00	Very Valid
2,01-3,00	Valid
1,01-2,00	Quite Valid
0,00-1,00	Less Valid

Table 2. Effectiveness Criteria

Interval	Criteria
90-100	Very high
80-89	high
70-79	Keep
60-69	Low

3. Result

Stages of Development of Wattpad-Based Learning Media on Materials Staying Away from Promiscuity

a. Analysis Stage

The analysis stage is the first step in developing this learning media. Several needs analysis and curriculum analysis activities are carried out at this stage. A needs analysis is carried out to identify basic problems with using learning media. The researcher observed the problems that arise in learning Islamic Religious Education at SMA Negeri 5 Luwu through interviews with students and educators regarding the use of learning media in the learning process.

Based on the results of an interview with one of the class X educators of SMA Negeri 5 Luwu, it is known that the teaching materials used in the learning process are only in the form of package books and have never used learning media. Therefore, the solution to this problem is to update teaching materials, such as Wattpad-based or other learning media, that can increase students' interest in and motivation to learn Islamic religious education.

In addition, curriculum analysis is carried out to determine the curriculum used in schools, core competencies, basic competencies, and materials in Islamic Religious Education learning that can be used to create learning media. This analysis is important to ensure that the learning media developed is by curriculum standards and can help achieve the learning goals set.

b. Design Stage

At this stage, the researcher prepares a media creation plan that begins with making a cover or cover in the Canva application, after which the researcher determines the characters and characters, then makes the product or story adapted to the material. After the product is made, the researcher publishes it so students can easily determine it.

1) Create a cover in the Canva app

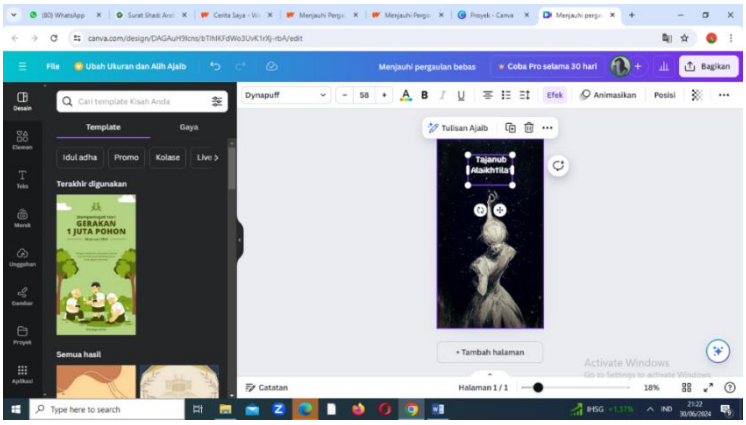


Figure 1. Creating a cover in the Canva app

The cover is made as attractive as possible so that students are interested in using the media; then, the researcher makes a design that begins with a prologue to attract students' curiosity.

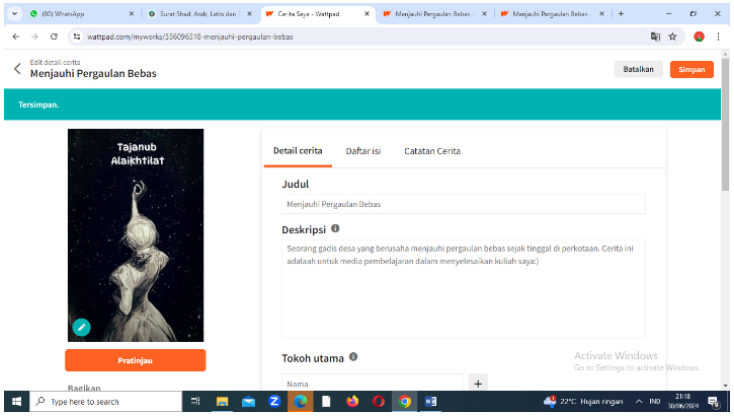


Figure 2. Putting on the cover

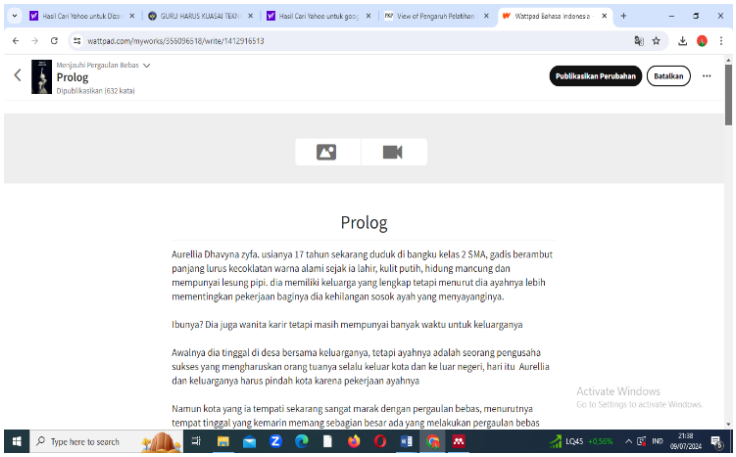


Figure 3. Making a Prologue

2) Material Design

The preparation of material is called an existing reference. The material is prepared in sequence, making it easier for students to read. The chosen material stays away from promiscuity and is based on basic competencies.

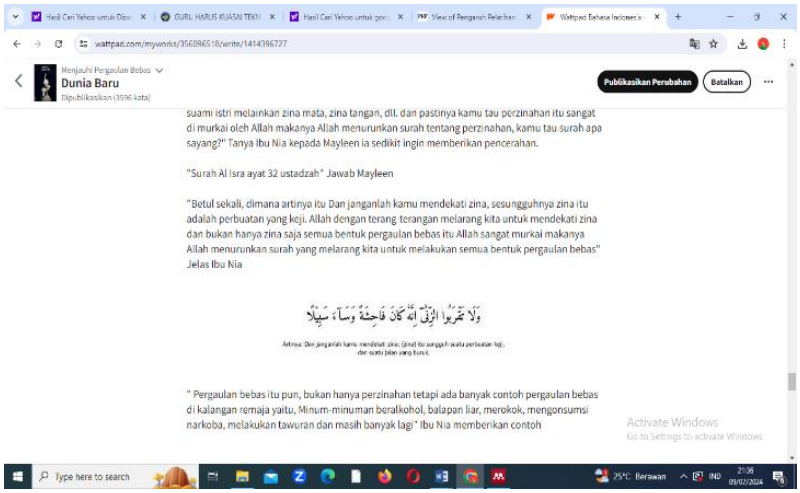


Figure 4. Verses on Staying Away from Promiscuity

c. Development Stage

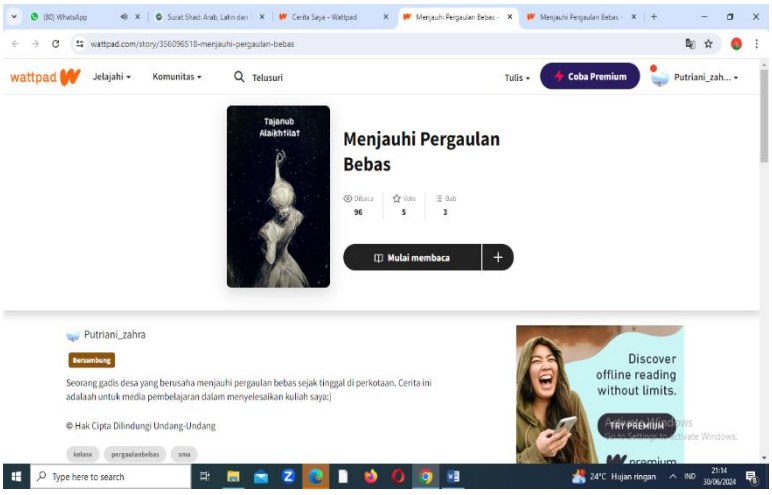


Figure 5. Developed product prototypes

At this stage, the researcher provided a Wattpad-based media validation sheet to four validators, namely, media experts, material experts, linguists, and learning experts, who aimed to test the validity of Wattpad media products as well as revise the product from the validation results in the form of suggestions or input from the four validators.

The aspects assessed by the four validators are the aspects of material, media, language, ease of use, and attractiveness. The results of validation by media experts obtained very valid qualifications, the results of validation by material experts obtained very valid qualifications, the results of validation by linguists obtained very valid qualifications, and the results of validation by learning experts obtained very valid qualifications.

d. Implementation Stage

At this stage, it is a product trial for class X students of State High School 5 Luwu, totalling 29 students. The trial aimed to determine the feasibility of wattpad-based learning media used in the Islamic Religious Education learning process and to discover the shortcomings of wattpad-based learning media.

e. Evaluation Stage

There are two types of evaluation stages in the ADDIE approach, namely formative and summative evaluation. Formative evaluation is carried out along with product development at each stage to improve the Wattpad-based learning media developed. The formative evaluation in this study is validation from media experts, material experts, linguists, and learning experts. The summative evaluation was carried out to determine the level of mastery of the competencies taught; summative evaluation in this study was carried out by giving pre-tests and post-tests to students.

Results of the Validity and Effectiveness Test of Wattpad-Based Learning Media on Materials Staying Away from Promiscuity

The assessment of validators' and students' responses to developing Wattpad-based learning media on materials away from promiscuity has been compiled, and data on product validation results and student responses have been produced. This product is validated with a questionnaire, and the student's responses are also used to present the data from the validation and student responses.

a. Media expert validation questionnaire

Validation carried out by media experts is used to assess Wattpad-based media products.

Table 3. Data Recapitulation of Media Expert Validation Results

No.	Assessed aspects	Validation Values	Criteria
I	Media	3,60	Very Valid
2	Attraction	2,50	Valid
3	Ease of Use	2,67	Valid

Based on the media expert validation recapitulation results, The media aspect received a validation score of 3.60 with the "Very Valid" criteria, indicating that media experts consider this aspect very good. The attractiveness aspect obtained a score of 2.50 with the "Valid" criterion, which indicates that this learning medium is quite interesting even though there is still room for improvement. Meanwhile, the ease of use aspect was rated at 2.67 with the "Valid" criterion, indicating that this learning medium is quite easy to use, although several things may need improvement to achieve perfection.

b. material expert validation analysis

The results of the validation analysis of material experts on Wattpad-based learning media can be described as follows:

Table 4. Data Recapitulation of Material Expert Validation Results

No.	Assessed aspects	Validation Values	Criteria
I	Material	4,00	Very Valid
2	Content Eligibility	4,00	Very Valid
3	Linguistics	3,67	Very Valid

Based on the results of the material expert validation data Recapitulation, three aspects are assessed: the material, the feasibility of the content, and the language. The material aspect received a validation score of 4.00 with the "Very Valid" criteria, indicating that the material expert considered the content presented to be excellent and met the set standards. The feasibility aspect of the content also received a score of 4.00 with the criterion of "Very Valid", which indicates that the material's content is considered very feasible and suitable for use. Meanwhile, the linguistic aspect was rated at 3.67 with the criterion of "Very Valid", indicating that the use of language in the material was very good, although there was little room for improvement.

c. Learning expert validation questionnaire

The results of the validation analysis of learning experts on Wattpad-based learning media can be described as follows:

Table 5. Data Recapitulation of Learning Expert Validation Results

No.	Assessed aspects	Validation Values	Criteria
1	Material	3,80	Very Valid
2	Linguistics	3,00	Valid
3	Media	3,71	Very Valid
4	Ease of Use	3,67	Very Valid

Based on the results of the recap of the validation data of learning experts, four aspects are assessed: material, language, media, and ease of use. The material aspect received a validation score of 3.80 with the "Very Valid" criterion, indicating that the learning experts considered the material's content very good and met the set standards. The linguistic aspect received a score of 3.00 with the criterion of "Valid", which indicates that the use of language in the material is considered quite good, although there is still room for improvement. The media aspect received a score of 3.71 with the "Very Valid" criterion, showing that the media used was very good and effective in supporting learning. Finally, the ease of use aspect was assessed at 3.67 with the "Very Valid" criterion, indicating that this learning media is very easy for users to use.

d. Student response questionnaire

The results of the analysis of students' responses to Wattpad-based learning media can be described as follows:

Table 7. Data Recapitulation of Student Response Results

No.	Assessed aspects	Average	Criteria
1	Media aspects	3,62	Very Valid
2	Aspects of attraction	3,72	Very Valid
3	Material aspects	3,71	Very Valid
4	Language aspects	3,76	Very Valid

Based on the results of the recap of student response data, four aspects are assessed: the media aspect, the attraction aspect, the material aspect, and the language aspect. The media aspect received an average score of 3.62 with the "Very Valid" criterion, showing that students considered the learning media to be very good and effective. The attractiveness aspect obtained an average score of 3.72 with the "Very Valid" criterion, indicating that this learning media is very interesting for students. The material aspect was also rated very high, with an average score of 3.71, and the "Very Valid" criterion showed that the content of the material presented was very good and to the needs of the students. Finally, the language aspect received an average score of 3.76 with the "Very Valid" criterion, indicating that the language used in the learning media is very good and easy for students to understand.

The effectiveness test is carried out by providing tests consisting of pre-test and post-test. The trial was conducted on 29 students of class X MIPA 2, State Senior High School 5 Luwu, who had compiled and produced data on the pre-test and post-test results.

Table 8. Pre-Test and Post-Test Results Data Recapitulation

No.	Assessed aspects	Average
1	a. Pre-test	49
2	b. Post-test	90
3	Maximum Score	100
4	Score Percentage	80%
5	Category	High

Based on the results of the pre-test and post-test data recap, there was a significant change in the average score of students before and after using the learning media. The average score on the pre-test was 49, while the average score on the post-test increased dramatically to 90. With a maximum score of 100, this increase shows that the learning media used effectively improves students' understanding. The percentage of the average post-test score is 80%, which falls into the "High" category.

4. Discussion

Students need interesting learning strategies to achieve optimal results, with the presentation of material as a narrative occurring in adolescent life, making students more motivated to learn (Amini et al., 2023). The use of learning media is not only focused on the purpose and content of the learning media but also needs to consider other factors that play a role in the use of learning media, such as student characteristics, learning models or strategies, time allocation, facilities and infrastructure and so on.

This research produced a Wattpad-based learning media product. In this study, the evaluation of wattpad-based learning media that focuses on Islamic Religious Education and Ethics subjects away from free association in class X of State High School 5 Luwu resulted in a very positive assessment from various aspects. The validation involves media experts who provide very valid qualifications, material experts who provide very valid qualifications, linguists who provide very valid qualifications, and learning experts who provide very valid qualifications. The response of students who provide qualifications is very feasible, and summative evaluations with pre-tests and post-tests provide high qualifications. It shows that the Wattpad-based media has met the expected standards in terms of presentation and language use.

Based on validation by experts, student responses, and student evaluations, it can be concluded that Wattpad-based learning media, far from promiscuity, is feasible and effective for use in class X of State High School 5 Luwu. This conclusion confirms the feasibility and effectiveness of using wattpad-based media as a learning tool that can improve students' understanding of the material more interactively and interestingly.

The theory underlying the feasibility of using wattpad-based media in learning refers to cognitive theory that emphasizes the learning process in the human mind (Abdullah, 2019). Wattpad media as a technology-based learning medium becomes an immersive learning experience, allowing students to better understand the concept of the material being studied.

The findings of this study contribute to the existing literature by reaffirming the importance of the creative use of learning media in education. As a specific example, Wattpad media shows its potential to facilitate deeper and more memorable learning for students. It is relevant for materials away from promiscuity and can also be applied to other learning materials. This research paves the way for further development in designing and implementing innovative learning media that can support an effective learning process. This study's results align with cognitive theory because they

show that learning using Wattpad media helps students understand the material and avoid promiscuity.

Previous research stated that Wattpad-based learning media can improve learning outcomes and student learning achievement because of its attractive presentation. Other research also said Wattpad-based learning media can improve students' understanding (Ningrum et al., 2023). The advantage of the Wattpad application is that it can be accessed through the website without practically downloading it. They can be used anytime and anywhere if the mobile phone is connected to the internet channel or downloaded and entered into the library. They can be read without an internet network, which makes it easier for students to use this Wattpad-based learning media. This study implies that students are not easily saturated in the classroom during the learning process because it can attract students' attention.

This study implies that the use of Wattpad-based learning media can overcome challenges that are often faced in the teaching and learning process, such as student saturation in the classroom; by presenting learning materials in the form of narratives, Wattpad-based learning media can maintain students' interest and understanding during the learning process. In addition, the stories or narratives provided are the reality of today's times, so this application provides students with a new and interesting learning experience. The ability of learners to choose their learning topics and have greater control over the learning process can also increase motivation as well as understanding and independence of learning. Thus, implementing Wattpad-based learning media can positively improve student learning outcomes and create a new learning environment in Islamic Religious Education learning.

Although this study offers valuable insights into the feasibility of using Wattpad media in learning, some limitations must be acknowledged. One is the scope of research limited to the specific context of learning the material of avoiding promiscuity in one educational institution. Environmental conditions and characteristics of students in other schools may differ, so it is necessary to make adjustments and retests to ensure the effectiveness of the Wattpad application in different contexts. In addition, although this study has measured the level of satisfaction and response from teachers and students, no follow-up research has been conducted to evaluate the long-term impact of the use of this learning medium on students' academic achievement and skill development over a longer period. Therefore, broader and more in-depth follow-up research can help strengthen the findings and implications of this study.

5. Conclusion

This research aims to develop and evaluate Wattpad-based learning media on the material "Staying Away from Promiscuity" at SMA Negeri 5 Luwu. This media was successfully validated with the "Very Valid" criteria by experts in media, materials, language, and learning and received a positive response from students with an average score of "Very Valid" in aspects of media, attractiveness, material, and language. The pre-test and post-test results showed a significant increase from an average score of 49 to 90, with the percentage of post-test scores reaching 80%, which is classified as "High". It indicates that Wattpad-based learning media effectively improves students' understanding.

This study recommends that technology-based media such as Wattpad are used more often in learning, and teachers receive training to maximize their use. This research's contribution lies in providing innovative learning media that has proven effective and increases student motivation and understanding.

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