

Development of Spiritually Charged Learning Media to Improve Learning Outcomes

Binti Lailatul Rohmawati¹, Sugiono², M. Anas³

^{1,2,3}Masters of Economic Education, University of Nusantara PGRI Kediri, Indonesia

Corresponding Author: Binti Lailatul Rohmawati

DOI: <https://doi.org/10.52403/ijrr.20240522>

ABSTRACT

Learning media development is an activity to create, improve, or improve the quality of learning information sources so that the desired learning objectives can be achieved. The development of learning media for Automation of Financial Management includes a processing process that involves all activities related to finance, making financial reports and achieving goals for the common good. The development of learning media with spirituality content is related to the profile of Pancasila students in the first element dimension, namely the dimension of faith, fear of God, and noble character, which teaches students to have good morals in relation to God. The problem in this study is how to develop learning media with spirituality to improve learning outcomes. The purpose is to find out the development of learning media with spirituality to improve learning outcomes at SMKS Ngunut Tulungagung.

A research approach that conducts research, development, and testing of a product is called a research and *development* approach which produces certain products that are in accordance with the needs analysis. This research and development can test the effectiveness of the product so that the product can be useful for students. This research uses the Borg and Gall development model, which uses several stages for its development. The research uses the ASSURE approach with the steps

needed to design and create an effective, efficient, and attractive teaching material.

The results showed that (1) The first material expert validation received a score of 80, meaning good assessment, and the second material expert validation received a score of 93, meaning very good. (2) The first learning media expert validation received a score of 72, which means it is quite qualified, and the second learning media expert validation received a score of 83, which means it is good. (3) So the development of spiritually charged learning media with the One Day One Letter system can be used to improve learning outcomes.

Keywords: Financial Governance
Automation Learning Media, Spirituality,
Learning Outcomes

INTRODUCTION

In the learning process of implementing education in schools, learning media is needed to obtain successful learning and learning objectives. Learning is expected to be student-centered, so that students are expected to be enthusiastic about learning and independent learning, and teachers continue to monitor students. Students are expected to be able to do learning in knowledge and skills. Teachers and students really need learning media in learning activities.

The learning process is important in imparting knowledge to students, students are trained to be active and independent in

learning activities. Students today must continue to be directed to become students who can utilize technology. Technology is well utilized in terms of the learning process. The learning process must be planned by the teacher by considering the student's situation, because the ability between one student and another is not the same. Therefore, teachers must provide the same service to all students, so that students receive maximum learning. For this reason, teachers must prepare maximum learning media.

Complete learning media development can increase the effectiveness of learning activities, if learning activities do not have learning media then students will have difficulty learning. So, teachers must be able to plan learning media concepts that are interesting and easy to understand.

Learning media development is an activity to create, improve, or improve the quality of learning information sources so that the desired learning objectives can be achieved. The development of learning media in the form of learning videos is interesting and has a positive impact on student enthusiasm and motivation, as well as student learning outcomes. The development of learning media for Automation of Financial Management includes a processing process that involves all activities related to finance, making financial reports and achieving goals for the common good.

The subject of Automation of Financial Management is a subject that contains learning materials that learn about financial management, either companies or individuals. So, learning media must be planned optimally, so that students can easily and like the subject. So, teachers must help students to create learning well, so that students feel motivated to learn Financial Management Automation and combined with learning videos that can be used to make learning interesting and students eager to learn.

According to Hamka (2018), learning media is a physical or non-physical tool that is deliberately used as an intermediary

between educators and students in understanding learning material to make it more effective and efficient. So that learning material is more quickly accepted by students as a whole and attracts students' interest in learning further.

The development of learning media has been found by many experts, so I am interested in developing learning media for Financial Management Automation with Spirituality to Improve Learning Outcomes. Despite modern times, we must continue to develop spirituality so that the learning process is successful in terms of religious and general knowledge to be useful in life. Thus, students and teachers must encourage each other so that learning can be maximized.

Teachers must encourage students to have an attitude of spirituality through various forms of assignments of learning activities that encourage students to discuss and respect each other among other students. By learning, students are educated to always be grateful for the gift of the universe given to them by God Almighty through responsible utilization. Spirituality is the basic need of the highest human achievement in life regardless of ethnicity or origin. These basic needs include physiological needs, security and safety, love, respect and self-actualization. Self-actualization is a spiritual stage of a person, where it is abundant with creativity, joy, love, peace, tolerance, humility and has a clear purpose in life.

The role of the teacher is very important to improve and adjust student absorption with the learning media that has been prepared. Teachers can enrich it with creations in the form of other activities that are appropriate and relevant to improve learning outcomes.

According to Nugraha (2020), learning outcomes are the abilities of students obtained after learning activities. Meanwhile, according to Wulandari (2021), learning outcomes are certain competencies or abilities achieved by students after participating in the teaching and learning process and include cognitive, affective, and psychomotor skills. Based on the

understanding of several experts above, it can be concluded that learning outcomes are the result of the cognitive, affective, and psychomotor learning process obtained according to students' abilities.

Improving learning outcomes is one of the foundations for improving education as a whole. Efforts to improve the quality of education are an integrated part of efforts to improve human quality, both aspects of ability, personality, and responsibility as citizens of society.

Teachers and students are involved in the learning process, so the success of a lesson, the quality of students can never be separated from the role and efforts of teachers who have competence in their fields. In improving learning outcomes, teachers who truly have competence in teaching are needed, because in essence teachers who truly have competence and ability in teaching, meaning that teachers have an important role in planning, learning processes, and learning development, thereby improving good learning outcomes.

The development of learning media with spirituality content is related to the profile of Pancasila students in the first element dimension, namely the dimension of Belief, Fear of God, and noble character, which teaches students to have good morals in relation to God. The main elements in this dimension include religious morals, personal morals, morals towards humans, morals towards nature, and state morals.

Research at SMKS Ngunut Tulungagung is a type of Research and Development research using research methods to develop and test products that will be developed in the world of education with the Borg and Gall Development Model. The type of data is in the form of documentation data from instruments and interview results. Then the data that has been collected from students is then analyzed using descriptive methods by collecting data, compiling, processing and analyzing data so that a description of the problem under study is obtained. Based on the description above, the author took the research title, namely "Development of

Learning Media with Spirituality to Improve Learning Outcomes".

LITERATURE REVIEW

1. Learning Outcomes

a. Definition of Learning

According to Muin (2012), learning is an individual process through mental experience, physical experience and social experience to build ideas or experiences of material or information. According to Firmansyah (2015), learning is a process where the mechanism will change its behavior as a result of experience. Meanwhile, according to Lestari (2017), every individual will mature due to learning and experiences experienced throughout his life.

b. Definition of Learning Outcomes

According to Nugraha (2020), learning outcomes are the abilities of students obtained after learning activities. Meanwhile, according to Wulandari (2021), learning outcomes are certain competencies or abilities achieved by students after participating in the teaching and learning process and include cognitive, affective, and psychomotor skills.

c. Learning Outcome Objectives

According to Kunandar (2013: 70), the objectives of assessing student learning outcomes are: Tracking student progress, meaning that by conducting an assessment, the development of student learning outcomes can be identified, namely decreasing or increasing, checking students' competency skills, meaning that by conducting an assessment, it can be seen whether students have mastered these competencies or have not mastered them. Furthermore, certain actions are sought for those who have not mastered these competencies, detect competencies that have not been mastered by students, meaning that by conducting assessments, it can be seen which competencies have not been mastered

and which competencies have been mastered, become feedback for student improvement, meaning that by conducting an assessment, it can be used as a reference material to improve student learning outcomes that are still below standard (KKM).

d. Benefits of Learning Outcomes

According to Kunandar (2013: 70), the benefits of learning outcomes that teachers do, namely: Knowing the level of competency achievement during and after the learning process takes place, Provide feedback for students so that they know their strengths and weaknesses in the process of achieving competence, Monitoring progress and diagnosing learning difficulties experienced by students, Feedback for teachers in improving the approach methods, activities, and learning resources used, Provide alternative assessment options to teachers, Provide information to parents about the quality and effectiveness of learning carried out at school.

e. Learning Outcome Indicators

According to Sudiyanto & Puspitasari (2010: 10), the use of indicators as a measuring tool of a variable is very necessary, related to providing a means of ease in understanding its meaning. According to Benjamin S. Bloom in Ricardo & Meilani (2017: 194), cognitive home is a change in behavior that occurs in cognition. The learning process consists of activities ranging from stimulus reception, storage and brain processing.

f. Factors that affect learning outcomes

According to Syah, Muhibbin (2016: 129), there are several factors that influence student learning outcomes, namely: Internal factors (factors from within students), namely the state or physical and spiritual condition of students, External factors (factors from outside the student), namely the environmental conditions around the student, Approach to learning factors,

namely the type of student learning effort that includes strategies and methods used by students to carry out learning activities for learning materials.

2. Learning Media Development

a. Definition of Learning Media Development

According to Kurniawan (2016), to be able to increase productivity in education, it is necessary to pay attention to the learning process. The learning process can run well if all elements of education can run optimally, including educators, students, learning facilities, curriculum, and the surrounding environment.

Teachers develop learning media so that learning activities can be delivered well to students to provide understanding and mastery of learning in problem solving. The development of learning media in schools needs to pay attention to student characteristics and student needs according to the curriculum, which demands more student participation and activation in learning. Whether or not a lesson is successful is determined by professional teachers who have good input and adequate facilities, which are provided by schools with teacher creativity.

Meanwhile, according to Tafonao (2018), the role of learning media in the learning and teaching process is a unity that cannot be separated from the world of education. Learning media is anything that can be used to channel the sender's message to the recipient, so that it can stimulate students' thoughts, feelings, attention, and interest in learning.

So, it can be concluded that learning media is a tool for the teaching and learning process, namely everything that can be used to stimulate thoughts, feelings, attention and abilities or skills of students so that it can encourage the learning process in students.

Learning media development includes an activity to create, improve, or improve learning outcomes so that the desired learning objectives can be achieved.

b. Types of Learning Media

According to Sanjaya (2013), the kinds of learning media consist of:

- 1) Based on its characteristics, the media can be grouped into: Audio media, Audio visual media
- 2) Based on capabilities, the media can be grouped into: Media that have extensive and simultaneous functions, such as radio and TV. With this media, students can understand many things simultaneously without having to use a special place, Media that have time and space limitations, for example slide films, films, videos, and others.
- 3) Based on how it is used, media is grouped into: Media that requires a projector, Media that does not require a projector

3. Development of Spirituality-Infused Learning Media to Improve Learning Outcomes

a. Definition of Development of Learning Media with Spirituality

Each individual's spirituality is influenced by culture, development, life experiences, beliefs and ideas about life. Spirituality also provides a feeling related to intrapersonal (relationship between oneself), interpersonal (relationship between others and the environment) and transpersonal (relationship that cannot be seen, namely a relationship with divinity which is the highest power). The elements of spirituality include spiritual health, spiritual needs, and spiritual awareness. The spiritual dimension is an amalgamation of psychological, physiological, or physical, sociological and spiritual elements.

There are several things that can improve student learning outcomes with learning media, namely the teaching and learning process becomes easy and interesting, student learning efficiency can increase, helping student learning concentration, increasing student learning motivation, providing a

comprehensive experience in learning, students are involved in the learning process.

b. Benefits of Developing Learning Media with Spirituality

The habituation activities of SMK students implementing One Day One Letter-based before learning begins are carried out with the aim of bringing goodness to both students, teachers, and for the SMKS Ngunut Tulungagung institution. One Day One Letter-based learning activities are carried out every day before carrying out teaching and learning activities (KBM) begins.

MATERIALS & METHODS

A. Development Model

The research process to create or improve products is called development, which is research that seeks to develop certain products according to current needs. *Research and Development* is a research method to develop and test products that will be developed in the world of education. There are various research models that can be used as a reference in this *Research and Development* research. A research approach that conducts research, development, and testing of a product is called a research and development approach (*Research and Development*). Which produces certain products that are in accordance with the needs analysis. This research and development can test the effectiveness of the product so that the product can be useful for students.

In the field of education, the focus of learning activities, development research focuses on the field or design in the form of a design model of teaching materials or learning media for the learning process. This research uses the Borg and Gall development model, which uses *awaterfall* flow at the development stage. The Borg and Gall development model has relatively long stages, because there are 10 steps of implementation, namely:

1. Research and information gathering.
2. Planning

3. Development of product draft (develop preliminary form of product)
4. Preliminary field testing
5. Refinement of the initial product (main product revision)
6. Main field testing
7. Refining the product from the field test (operational product revision)
8. Operational field testing
9. Refining the final product (final product revision)
10. Dissemination and implementation

B. Development Procedure

The development procedure is in the form of distributing questionnaires for students, testing the use of learning techniques, and direct practice in using learning media with spirituality to improve learning outcomes. The learning media development procedure is carried out in the following ways:

1. Analyzing the subject of Automation of Financial Management
2. Analyzing learning materials to determine the expected competencies in the subject of Automation of Financial Management
3. Developing learning media for Automation of Financial Management
4. Evaluate and validate learning media by experts
5. Make initial revisions to the learning media on expert recommendations
6. Conducting initial revised learning media trials
7. Learning media refinement

The development of learning media for Financial Management Automation with spirituality content has been tested based on One Day One Letter, so that this learning media is very beneficial for students,

because students have gained religious knowledge and general knowledge with an underlying religious character, so that students can have a better personality.

C. Model/Product Trial

1. Trial Design

Product trial designs can use designs commonly used in quantitative research, namely descriptive or experimental designs. What needs to be considered is the accuracy of choosing a design for a particular stage (individual, small group, or field) so that the data needed to improve the product can be obtained completely.

2. Trial Subjects

The characteristics of the test subjects are clearly and completely identified, including how the test subjects are selected. Product test subjects can consist of experts in the field of product content, experts in the field of product design, and/or target users of the product. The technique of selecting the test subjects and the characteristics of each test subject involved must be clearly identified.

RESULT

A. Data Analysis Results

1. Material Expert Validation Results

The results of the validation of material development with the One Day One Letter system get an average score of 3 and 4, namely with a total score of 93, which is very good, which means that the material can be used for learning media materials for Spirituality-Charged Financial Management Automation to improve learning outcomes.

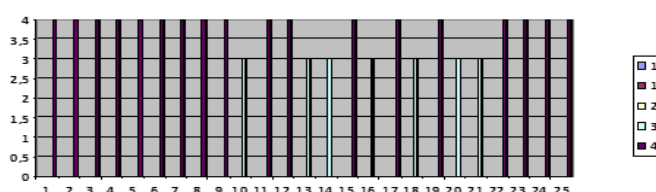


Figure 1. Data Hasil Validasi Ahli Materi

Learning Media Expert Validation Results

The results of the validation of the learning media assessment get an average score of 3

and 4, meaning that the value of 83 is good, meaning that the learning video learning media has been developed which is the best for supporting student learning.

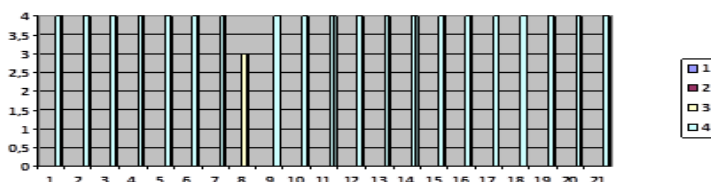


Figure 2. Data Hasil Validasi Media Pembelajaran

Expanded Model Testing (Broad Trial Description)

The learning media for spiritually charged learning videos based on One Day One Letter has been validated by material experts and learning media experts and given suggestions for improvement, then corrected in accordance with the suggestions of material and learning media experts, after which the learning media was tested and used in the learning process of class XII OTKP SMKS Ngunut Tulungagung on Monday, November 27, 2023 as many as 15 students. After being evaluated, the learning media must be repaired, finished repairing the learning media ready for use. On Thursday, November 30, 2023 teaching materials were used in the learning process for 30 students. So, the data from the results of questionnaire research by 30 students about the development of learning media for spiritually charged learning videos based on One Day One Letter to improve learning

outcomes is stated to be very helpful for students in the learning process, besides that students also feel very happy to learn Financial Management Automation about managing imprest method petty cash fund reports by reading and learning short letters of the Koran as a basis for students to live a better life. Before using this learning media, students were difficult to condition, students found it difficult to learn short letters of the Koran, and students found it difficult to make imprest method petty cash fund reports. However, now students are very eager to learn and easily understand the material. So, this learning video learning media really helps the learning activity process.

Learning activities using learning media development to improve student learning outcomes, namely by providing training to 30 students to make imprest method petty cash fund reports. The following data are the results of students making reports and petty cash imprest method, namely:

Table 1. Data on Student Learning Outcome Assessment Results

No.	Value	Total
1	0 – 19	0
2	20 – 39	0
3	50 – 59	2
4	60 – 79	3
5	80 - 100	25

So, it can be concluded that the learning outcomes of 30 students who carry out learning activities using spiritually charged learning media are very eager to learn and easy to understand. Based on the assessment results, that students are able to make management reports and petty cash imprest method, namely, 2 students get scores between 50 - 59, 3 students get scores between 60 - 79, 25 students get scores between 80 - 100.

CONCLUSION

Based on the results of research on the development of spiritually charged learning media to improve student learning outcomes at SMKS Ngunut Tulungagung, Department of Office Automation and Governance, it can be concluded as follows:

1. This research includes development research (*Research and Development*) which uses the Borg and Gall development model, which uses several stages for its development.
2. The design of learning media development uses the ASSURE approach, namely by recognizing the characteristics of potential users of learning media, determining the competencies or learning objectives that students need to have after using learning media, designing learning media in accordance with predetermined learning objectives, producing learning media in accordance with the design that has been made, involving students in using learning media, evaluating and revising the learning media that has been developed.
3. The development of learning media with spirituality content is related to the profile of Pancasila students in the first element dimension, namely the dimension of Belief, Fear of God, and noble character, which teaches students to have good morals in relation to God. The main elements in this dimension include religious morals, personal morals, morals towards humans, morals towards nature, and state morals. Using spirituality-based One Day One Surat to train students to memorize short letters in the Quran which are also useful in prayer readings that use short letters. The development of learning media for Financial Management Automation with spirituality is applied properly and carefully, so it will be able to play a good role in improving learning outcomes. So that students get science and religious knowledge, which is very useful as a provision for students to live life either individually or in groups.
4. Learning materials and media have been validated by experts, namely there are results from the validation of the first material expert getting a score of 80 meaning good assessment, and the second material expert validation getting a score of 93 meaning very good. While the validation of the first learning media expert gets a score of 72, which means it is quite qualified, and the validation of the second learning media expert gets a score of 83, which means it is good. So the development of spiritually charged learning media with the One Day One Letter system can be used to improve learning outcomes.
5. Learning video learning media can be used in the learning process and has met the requirements. Learning video learning media is used in the student learning process which makes students more enthusiastic about learning, students also do not feel bored learning, students enjoy learning, and students easily understand the learning competencies achieved so that student learning outcomes increase.
6. Improving student learning outcomes at SMKS Ngunut Tulungagung is done optimally, teachers try to provide the best in terms of learning needs and services to students. Students are comfortable learning will produce good quality learning, meaning that students more easily understand the learning material, are eager to learn by using the learning media that has been

determined, and students are not bored learning because learning techniques are different from others.

7. The learning media of spiritually charged learning videos has advantages, namely:
 - a. Learning media that attracts attention and increases students' concentration of thinking in the learning process in class. With a combination of colors, images, and videos, students are more enthusiastic about learning.
 - b. Learning media with short Quranic letters makes students more enthusiastic about learning.
 - c. This learning media makes students feel comfortable and easy to learn.
 - d. How to use learning media is easy, it can be seen with students' laptops or cellphones. So, students can learn anywhere.
 - e. While the weaknesses contained in the learning video learning media, namely:
 - f. Requires skills and creativity to make this learning media
 - g. Takes time to design this learning media
 - h. Need to choose the right short Quranic letter as the basis of learning

Declaration by Authors

Acknowledgement: None

Source of Funding: None

Conflict of Interest: The authors declare no conflict of interest.

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How to cite this article: Binti Lailatul Rohmawati, Sugiono, M. Anas. Development of spiritually charged learning media to improve learning outcomes. *International Journal of Research and Review*. 2024; 11(5): 177-186. DOI: <https://doi.org/10.52403/ijrr.20240522>
