CHAPTER 1
INTRODUCTION

1.1. Background Of The Study

National Education has a vision of the realization of the education system as a strong and authoritative social institution to empower all Indonesian citizens to develop from qualified human beings so that they are able and proactively respond to changing times. Considering the economic growth and technological development in Indonesia which also affects the quality and quantity of an education of students and everything involved in it, especially in terms of Islamic education, there are many challenges that must be faced by the world of education in this country, given the increasing number of external influences. They are both positive and negative. For this reason, education in Indonesia is needed to provide a strong fortress and as a strong filter to our students.

The teacher is the spearhead and the central point to realize the progress of education in schools. However good and complete the curriculum, methods, media or learning resources, facilities and other infrastructure without the presence of professional teachers, it is impossible for educational goals to be achieved properly. With the efforts to optimize competencies made by each teacher in the school, student achievement will be improved and low student learning outcomes can also be improved too, through better learning process. And the process that applies in it must be strengthened by good Islamic education to shape the character of Islamic-moral students. For this reason, teachers must also endlessly upgrade themselves for advancement in education.

The development of knowledge and technology is increasingly encouraging renewal efforts in the use of technological outcomes in the learning process. The teachers are required to be able to use the tools that can be provided by the school, and it is also possible that the tools are in accordance

with the development and demands of the times. The tool in question is a tool used in learning that is learning media[1].

The role of the teacher is very important considering learning becomes more challenging in the Covid-19 period. Students should study at home with an online learning system with a variety of media or tools. The enactment of student regulations at home is certainly not easy for students. Feeling bored and sometimes lazy to work is the reason for lack of learning.

The existence of various complaints for several weeks after the enactment of the Learn From Home policy made educators have to find the right solution to overcome them. This presents many challenges given the active role of educators in the forefront in the world of education. For this reason, there are many methods and strategies undertaken by several schools by developing digital teaching materials that are allegedly able to provide solutions to thosecomplaints. The development of teaching materials will later become one of the learning resources needed by students after the pandemic.

The reason digital teaching materials can be one of the solutions in this pandemic is, first, Widodo and Jasmadi state that teaching materials are a means or learning in the form of learning materials which also includes methods, limits and one form of evaluation designed in a systematic and attractive way so that learning objectives can be achieved[2]. What needs to be underlined right now is that it is designed in an interesting way.

Second, it is more effective. Both effectiveness in learning and cost are important reasons for school operations. In addition, it can be a solution in minimizing the use of paper. Third, digital teaching materials become one of the tools that are close to the development of generation Z. Differences in habits from generation to generation affect the developing culture. However, it is not

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[1] Winda Sulistyoningsih, Thesis. Pengembangan Media Permainan *"Scrazzle"* Dalam Penguasaan Materi Pembelajaran Fiqih Di Kelas 5 ICP 1 MI Ma'arif NU Pucang Sidoarjo. Magister of Islamic Education Department, Muhammadiyah University Sidoarjo, 2015.

[2] Widodo, C.S. & Jasmadi. Panduan Menyusun Bahan Ajar Berbasis Kompetensi. 2015, Jakarta: PT Elex Media Komputindo.

only generation culture that has changed - demographics play an important role in this era.

Targeted learning requires information. Digital teaching materials with integrated questions can provide immediate feedback on what students have achieved where they need more help in learning. This development is one embodiment of learning 4.0 which is now being echoed.

MA Bilingual Muslimat NU Sidoarjo has developed digital teaching materials by empowering e-learning schools to facilitate the way students learn. The development of digital teaching materials in MA Bilingual Muslimat NU Sidoarjo is led by MI Muslimat NU Pucang and MTS Bilingual Muslimat NU. This development is one of the answers to the challenges that have arisen from era to era.

It is expected that the development carried out in several schools in Sidoarjo can be a pioneer for the future development of education. But in its implementation, not all schools in the Sidoarjo area have had wide opportunities in developing digital teaching materials. There are actually a lot of trainings both conducted by government and private institutions online. Maybe the information provided is not enough to spread, especially in Sidoarjo city schools. Hopefully education in Sidoarjo can develop and produce more and more creative and inspirational educators.

The reasons for the need for digital teaching materials on craft and entrepreneurship materials are as follows:1) The implementation of Learning and Entrepreneurship materials using e-learning is less interesting and boring for students, therefore a development of digital teaching materials is needed so that learning is formed that attracts the attention of students through e-learning media, 2) The teaching materials used at MA Bilingual Muslimat NU are limited to the KTSP 2013 teacher and student curriculum books provided by the government.

The teacher has a strategic position towards the success of student learning. In learning, it is not uncommon to find teachers dominating learning by applying conventional models, even from year to year without innovation.

The researcher chooses web-based e-learning because with e-learning learning activities it is possible to develop optimal for student learning flexibility, students can access learning materials at any time and repeatedly; the teacher can find out when students learn, what topics are learned, and several times certain topics are re-studied; as well as educational institutions will be available teaching materials that have been validated in accordance with their fields so that each teacher can use easily and the effectiveness and efficiency of learning in the department as a whole will lift. It is a collaboration work.

The researcher intends to develop a digital teaching material, by utilizing e-learning so that students can learn more fun and interactively by using technology-based learning. So the researcher raise the title **"Developing The Entrepreneurship Digital Textbook For 11th Grade In MA Bilingual Muslimat NU Sidoarjo"**.

1.2. Research Problems.

From the description above, the problem that arises is the complaint of students who are not accustomed to learning from home for a long period of time. In detail, the problems in this study are formulated as follows:

1. How is the process of development of The Entrepreneurship Digital Textbook in learning "Prakarya dan Kewirausahaan" for grade eleventh in MA Bilingual Muslimat NU Sidoarjo?
2. How is R&D's success criteria including validity, practicality, effectivenessin using The Entr Digital Textbook in learning "Prakarya dan Kewirausahaan" for grade eleventh in MA Bilingual Muslimat NU Sidoarjo?

1.3. Objectives of The Study

In general, this study aims to develop Prakarya dan Kewirausahaan teaching materials using English language instruction in 11th grade MA Bilingual Muslimat NU Sidoarjo. This research aims to:

1. Describe the process of learning by using The Entr Digital Textbook in learning "Prakarya dan Kewirausahaan" is effective for learning from home of grade eleventh in MA Bilingual Muslimat NU Sidoarjo.
2. R&D is to prove that The Entr Digital Textbook in learning "Prakarya dan Kewirausahaan" for grade eleventh in MA bilingual Muslimat NU Sidoarjo is valid, practical and effective.

1.4. Benefits of Research Results

This research can be beneficial for several parties, namely:

1. For teachers of Prakarya dan Kewirausahaan subjects who use English language instruction, this research can improve the quality of learning effectively and creatively.
2. For teachers, this research can improve and strengthen the quality of teaching so students are interested in doing learning at home.
3. For this research school it is useful to improve the quality and quality of education in MA Bilingual Muslimat NU Sidoarjo school.
4. For students this research can spur students to be enthusiastic and active in learning from home, fun and can improve learning outcomes.

1.5. Product Specifications Learning Expected Teaching Materials.

Learning teaching material products produced in the research and development of digital teaching materials in the subjects of Prakarya dan Kewirausahaan with Wirausaha Kerajinan dari Bahan Limbah berbentuk Bangun Ruang materials have the following specifications:

1. This learning material product is in the form of an animation-based learning video that can be accessed through e-learning and can be used as a learning resource by being displayed in front of the class through smart tv when the pandemic is over.
2. Digital teaching material products containing the subject matter of the Workshop and Entrepreneurship are equipped with animation-based learning videos.

3. This development product has components allows students to learn more easily because it is accompanied by:

    a. Core competencies, basic competencies and learning objectives.

    b. Prakarya dan Kewirausahaan with Wirausaha Kerajinan dari Bahan Limbah berbentuk Bangun Ruang materials are equipped with learning videos using several applications.

    c. Attention to the material in the form of animated images, attractive colors, tone of voice, music, video, and explanatory text.

    d. Practice questions to measure the level of understanding of students in digesting learning material in the realm of C3 to C6.

    e. Book guide.

    This digital teaching materials are accompanied by book guide that can be downloaded by e-learning students as well. This teaching material product contains subject matter for learning needs. while students can still use text books at home.

1.5. Assumptions and Scope of Research

The assumptions and scope of the research in this study are as follows;

1. Research Assumptions In this study developed with the following assumptions: a) innovative and varied teaching and learning process can increase student motivation in learning activities, b) By using instructional media in the form digital teaching materials, learning can be easier if the message being taught is clearer.

2. Research Scope

    In order to achieve the expected goals, the researcher limit the scope of the study as follows: a) subject matter in digital teaching materials that are developed only covers material Entrepreneurial Crafts from Waste Material in the form of Space Building, b) development models using R&D Borg & Gall) development of teaching materials in this study only about the material Entrepreneurial Crafts from Waste Material in the form of Build Space in a

MA Bilingual Muslimat NU Sidoarjo, d) testing of digital teaching materials products in this learning only reaches the product effectiveness test.

This e-learning learning is designed as a tool in the learning process, and the information center of the MA Bilingual Muslimat NU Sidoarjo. The product is expected in the development of digital teaching materials by using e-learning based web is able to bring learning to be more effective and efficient in improving the quality of education, and provide the information needs of MA Bilingual Muslimat NU Sidoarjo students.

Table 1.1

E-learning Website Navigation Menu and Its Functions

No	Menu	Function
1	Dashboard	Contains a brief profile of the school, rules and procedures for using e-learning
2	Announcement	It's a teacher's place to give announcement for all students about school and task.
3	Message	To write a message between teachers and students.
4	Teaching Schedule	To display the teachers' teaching schedule.
5	Task	A place for students to do the tasks.
6	Learning Material	A place for teachers to share the learning materials.
7	My Coments	To display or record all coments during the learning.
8	Teachers Filter	To display all the teachers' data
9	Students Filter	To display all the students' data
10	Logout	To end the session or logout the e-learning

1.6. Operational Definition

In the teaching and learning process, teachers must know the learning strategies so that the learning process can take place effectively and efficiently. For that the teacher must know and master the technique, especially in this pandemic time.

The learning strategy must be mastered by the teacher in conveying learning in class so that learning in the classroom can be effective and efficient so that the learning objectives can be achieved well. One of the strategics is by

developing the textbook while the learing is done for students who are doing learning from home.

For the first time, e-book is defined as a paper-book which is converted to digital form by using scanner or typing to be displayed on the computer[3]. This kind of book is called digital textbook in MA Bilingual Muslimat NU Sidoarjo. This digital textbook has got a lot of attention through the world[4], and also in some schools in Sidoarjo. They have already developed the e-book or digital textbook.

In the early of 1992, Van Dam offered about the electronik book or e-book as a media which used an electronic channels to save and transport many kinds of data or information and multimedia[5].

To support the challenges of the 21st century, Indonesia must be ready, so that the Indonesian government needs to produce students who are competent in 3 basic concepts in century skills. Then, formulated in the provisions of article 5 paragraph (3) government regulation number 31 of 2006 the national job training system needs to establish a presidential regulation on the Indonesian National Qualification Framework[6].

Education should be able to create teaching staff or teachers who can make the learning process more interesting by utilizing technology as a medium of learning media in the classroom.

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[3] Y. B. Lee, L. S., Ng, G. W., Ooi, J. Z., & Oon, "Merging Graphic Design and Multimedia Features in Digital Interactive e-book for Tourism Purposes," 2015.

[4] M. Czechowski, L., MA, "Problems with e-books: suggestions for publishers," vol. 99, no. July, pp. 181–182, 2011.

[5] C. Lai, "Integrating E-books into Science Teaching by PreserviceElementary School Teachers," vol. 2, no. 1, pp. 57–66, 2016

[6] PresidenRepublik Indonesia, "Peraturanpresiden republic Indonesia nomor 8 tahun 2012 tentangKerangkaKualifikasiNasional Indonesia" (On-line), available on http://kknikemenristekdikti.org/asset/pdf/perpres_no_8_tahun_2012_ttg_kkni.pdf (9 November 2017)