



How Effective is the Use of Digital Evaluation Media in Learning Student: A Review

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Abstract

The learning process is monotonous and lacks media and facilities inadequate learning will affect learning outcomes and ways of thinking students. Evaluation is part of the process that is used as a rejection. Lecturer evaluation by giving grades and completeness predicates to students contributes greatly and must be updated along with development factors. One of them is digital evaluation. During the process, learning is evaluated to have found a method that is efficient, acceptable, and makes students enthusiastic and able to complete the next assignment to attract students' interest. This can be achieved by applying technology as a new tool for assessing learning. Researchers achieved research that uses a systematic literature review method, which aims to identify effective digital learning evaluation methods in various journals and research journals on educational evaluation. Next, literature from various databases is interpreted and a review is made about the use and success of digital evaluation media for students and teachers in learning statistics through applications or the web. Therefore, research findings suggest that digital evaluation tools can increase students' interest and desire to learn and use them to greatly help lecturers interactively deliver lessons.

Keywords: media, education, themes, digital technology, basic education

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Introduction

In an increasingly advanced industrial era, many updates occur in all aspects of life. Advances in information and communication technology (IPTEK) have had a huge impact on human life. The convenience offered by technology makes All actions practical and can be carried out

quickly. Example update happens, namely science is increasingly developing, the use of digital technology in various fields, to the emergence of terms such as AI, and big data, and with the emergence of the Internet of Things (IoT), it has become clear that humans need to adapt. to comply with the changes. The presence of technology in the field of education digital helps educators develop concepts and creativity in the process learn by using learning tools. Media comes from the word "medium", which means "tool" (Zamiri & Esmaeili, 2024); (Ratnasari & Haryanto, 2019). Its function is as a learning resource and system component to achieve learning goals. During the learning process, media can function as an intermediary between teachers and educators. to disseminate designed concepts and communication methods through the delivery of messages addressed to students. However, learning is an activity. transfer of knowledge carried out by a teacher to his students. (Sejati et al., 2019), Learning is a process of interaction between teachers and students. and learning resources in the learning environment. Learning media are tools and activities used to improve knowledge, impart skills, and change everyone's perspective. Using the right learning media can attract students' interest in learning. The use of learning media increases theoretical mastery. According to (Sokolović et al., 2023) tests, training, and media are also needed that continue to be developed.

The teacher's inability to convey information through words or phrases Certain problems can be overcome by using learning media in the process. Learning is considered as a tool for teachers to teach. but more than that, in situations where learning media are used to connect messages from the messenger (teacher) to the recipient of the message (student). One of the possible media types used to support learning in the current era of computers and the internet smartphones or electronic devices. Digital learning is an educational tool used in line with current developments. According to (Alenezi, 2023) explains that digital learning sources are all types of physical communication in the form of software that is created, used, and monitored to meet the needs of learning to increase the effectiveness and efficiency of the teaching and learning process. Digital learning helps improve active learning, construction of knowledge, research, and export of students (Alshammery & Alhalafawy, 2023); (Reichert-Schlaß et al., 2023). Digital media can play a role in the learning process, providing opportunities and opportunities for students to seek further information with internet access, improve critical thinking skills, and solve problems through Communication and working together. Providing learning materials using digital technology. interesting, interactive, and contextual in audio and visual form (Sailer et al., 2021a), By considering the previous explanation, it can be concluded that learning media digital is a tool that functions as an intermediary between instructors and students in the delivery process of concepts and dissemination of knowledge to expand knowledge, change perspectives, and instill skills through the use of visual and audio software contextual, interesting and interactive.

Digital learning media creates interesting and active learning, increasing student creativity, helping overcome problems, and increasing students' critical and creative reasoning power. One integrated teaching model is thematic learning instruction), an educational system that combines students, both individual and group to actively investigate and discover scientific ideas complete, significant, and original (Kamalov et al., 2023) according to reality in this way, thematic learning creates an engaging learning approach to several subjects that provide students with meaningful experiences (Yu, 2024); (Darling-Hammond et al., 2020) added that thematic learning methods in elementary schools combine between combine knowledge, perspectives, abilities, and other elements, utilizing the skills each student has to interact and complement and integrate the abilities of each student so that each Using this model, students face challenges as they continue to identify their abilities by relating their different sensory organs to their environment to become more active and critical in student-centered learning. This research aims to find related influences use of digital educational tools for thematic learning used by elementary school students, both positively and negatively for the world exercise.

Methodology

Systematic Literature Review (SLR) research is a type of research. This research began by finding problems and reviewing various journals to evaluate and understand any available research. Researchers conducted an examination and found literature studies and references from various journals that have been published from 2015 to 2024. Then researchers categorize mainly according to the source of statistical learning evaluation. The selected journals are arranged in a tabulation that includes the author's name and year of publication, journal title, and research results. After this step is completed, the researcher reviews it and reviews the journal more specifically, especially concerning the findings studies.

Results and Discussion

Research results, which include literature examination, analysis, and summary of many articles related to tools for assessing learning: is an example of an application that can be used for learning like the WhatsApp group application is a type of application that is operated via the internet network. WhatsApp is changing one that can be used as a learning resource during the pandemic. This WhatsApp application allows us to talk online and share various things file types such as videos, photos, PowerPoint, Word, and others. Apart from WhatsApp software. In addition, the Quizizz application can be used in group learning and increasing student involvement in online education (Pratama, 2021); (Pham, 2023). Additional platforms like Google Forms are perfect for gathering diverse perspectives from far-flung people, as well as others as well as. Mathematics is an abstract and related subject about data analysis, starting from data collection methods, and visualization, Analyzing data and making decisions based on data is a course that combines theory and practice. Practicums and assignments will be used to provide practical activities. Lessons are emphasized so that students understand concepts use statistics correctly and solve them. Most students face problems in the learning process and know statistics. Some argue that the pandemic caused it to become less effective in learning (Xia et al., 2022); (Reimers, 2022); (Coman et al., 2020).

Lecturers like facilitators learning is always related to the development of technology (Sailer et al., 2021b). Based on government regulations that encourage education carried out online during the coronavirus pandemic educators or lecturers must be proficient in using technology to implement learning and evaluation to obtain accurate data about learning outcomes as well as student success when learning remotely. Application Lecturers can use learning as an alternative to creating an atmosphere Learning becomes more interesting and less boring, especially when learning models, learning approaches, and strategies that are appropriate and supported by the media designed to increase engagement, learning activities, motivation, creativity, and student academic achievement (David & Weinstein, 2024); (Licorish et al., 2018). One form of new progress is the development of communication and information technology science, and this helps education (Haleem et al., 2022). At this time, many digital learning applications can be used for assessment in learning to make students interested during the learning process teaching both directly (face to face) and online. Statistics is a course that students must take. This is because of knowledge. In everyday life, statistics are very important, but numerous students believe that statistics are irrelevant for everyday life a day and are very challenging to understand.

Some people believe that statistics is a subject that is complicated so they don't need to be studied and students don't like studying statistics. Therefore, interactive alternative learning is needed so that able to attract students' attention so that they enjoy studying statistics more namely applying learning and evaluating using digital tools as resources. Examples of learning evaluation applications that can be used include Kahoot, Quizizz, and web apps specifically designed to help with evaluations made by students. Using digital applications for evaluation can make things easier for professors and students to carry out assessments at the end of the lesson. However, still Many teachers do not have the tools to assess learning in an environment where it is not only an obstacle but also a challenge. Limitations Apart from that, some lecturers still experience difficulties in managing learning,

evaluation, and supervision. Therefore, interactive digital evaluation media, such as applications or the web, can serve as sufficient references and guides high level in dealing with online education problems.

Conclusion

A good learning process is when the teacher or lecturer can evaluate activities after the learning process is complete because evaluation activities are an important part of learning. After the evaluation, the lecturer will know how well he managed to deliver the material as well as knowing how successfully students received the material taught. Assessment is the basis of the evaluation process, and assessment is a measurement. The assessment will be carried out after all documents are completed and delivered, which is usually

Conflicts of Interest

The authors declare no conflict of interest.”

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