Online Geoboard Media in Mathematics Learning: Understanding the Concept of Two-Dimensional Figure

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ABSTRACT

Learning is a process of adding insight, improving skills, and changing attitudes for the better. In introducing the shape of the room, the teacher finds it difficult to embed the concept, by using the online media geoboard to make it easier to understand the concept of flat shape. This study aims to describe how the influence of using Geoboard online in improving students' understanding of mathematical concepts in the learning of Bangun Datar in the fourth grade of elementary school. Type of research This type of research uses the Mix method, namely data collection using qualitative and quantitative. Sampling using purposive sampling with a total of 28 students and research design using Explanatory Sequential Design. This study involves several variables as research categories, namely student responses and concept understanding. Data analysis used descriptive and inferential statistics. The result is that the response variable and concept understanding have a significant effect, with a value of sig <0.05 and on each dominant variable in the good category, so that the online geoboard media has an effect on students' understanding of the flat shape concept. Therefore, the use of geoboard online media can be used as an alternative to fun learning and is appropriate for the age of elementary school children. In addition to making it easier for teachers to introduce hereditary culture, namely games, students are also more active in learning.

1. INTRODUCTION

Learning is a process of adding insight, improving skills, and changing attitudes for the better (Baturay & Yukselturk, 2015; Lee, 2014). Good learning will produce good quality students too, therefore the learning process continues to be developed (Veisi et al., 2019; Zhang et al., 2020). One of them is learning to use learning media, which can be used as a learning method for elementary school students, because learning while playing can instill character in students who mix and match (Hartini et al., 2018). In learning activities at school, students are taught various subjects according to their level, one of which is mathematics. Mathematics is a lesson given to students ranging from basic education to higher education to equip students with the ability to think logically,
systematically, logically, creatively, and critically as well as the ability to work together (Asrial et al., 2020). In primary school education, mastery of mathematical competencies is important because mathematics is always used in everyday life (Asrial et al., 2020; Brandt & Chernoff, 2015). In particular, the Ministry of National Education stated that the purpose of learning mathematics is to understand mathematical concepts, explain the relationship between concepts, and apply concepts or algorithms (Susanto, 2013). Understanding includes goals, behaviors, or responses that reflect understanding of written messages contained in a communication (Broström, 2017). Understanding mathematical concepts is also very important in the learning process, because understanding concepts will make it easier for students to understand learning competencies and so that students have good basic provisions to achieve other basic skills such as reasoning, communication, connection, and problem solving. (Asrial et al., 2020; Febriyanto et al., 2018; Susanti et al., 2020; Wulandari, 2015).

In Learning to Facilitate the Implanting of Mathematical Concepts in the need for Learning Media. Learning media is anything that can be used to convey messages or information in the teaching and learning process so that it can stimulate students' attention and interest in learning, making it easier to instill concepts. (Atapukang, 2016). Learning media has many functions in classroom learning, namely making learning more effective and efficient, increasing student interest and motivation, and making students happier and less bored (Andriyani & Suniasih, 2021; Ratminingsih, 2016). Especially in Mathematics In elementary schools, the importance of media is to convey learning to students because at this time students receive something real and logical (Wahyuningsyas & Sulastono, 2020; Zaini & Dewi, 2017). Mathematics is a symbolic language that has a practical function to express quantitative and spatial relationships (Sundayana, 2016). Mathematics examines abstract objects and their mindset is deductive (Kefar, L, 2017). Based on the cognitive development of elementary school students at the concrete operational stage, elementary school-aged children generally have difficulty understanding abstract things (Di Ceglie, 2018; Susanto, 2013). Therefore, there is a need for educational media that can bridge children at the concrete operational stage in studying mathematics as an abstract science. Media in learning can be interpreted as a tool or the like that can be used as a messenger in a learning activity (Asrial et al., 2021; Nisa & Supriyono, 2016). One of the important materials that must be mastered in learning mathematics is geometry. Geometry is very important to learn, Geometry helps humans have a complete appreciation of their world, geometry plays a major role in the field of mathematics (Antara et al., 2020).

Based on the track record and collaboration with the homeroom teacher in class IVA at SDN 13/I Muara Bulian on August 3, 2018. Researchers obtained data on 28 students in learning mathematics, it can be seen that 78.5% of students did not understand the material, concepts taught by the teacher on geometry material. To help solve these problems, it is necessary to manipulate objects used for learning mathematics which are commonly called media or teaching aids, concrete learning media are needed that can emphasize the importance of real contexts that can provide opportunities for active and creative students. Students will be easier to remember and understand a learning concept if they build their own knowledge through real contexts. The form of concrete media that can be used to improve students' conceptual understanding is Geoboard media. The use of Geoboard Online media will also increase students' appreciation of the competence of flat building materials and this Geoboard media can be used as a learning medium as well as an interesting educational game. Geoboard is a nail board that can be used in learning geometry, this nail board is only made of thin wood and then nailed to this area makes learning more effective (Mayasari et al., 2017; Sibiya, 2020). Geoboard is a teaching aid in elementary school that is useful for instilling concepts or understanding of geometry in learning, such as the introduction of flat shapes, introduction of the circumference of flat shapes, and determining or calculating the area of a flat shape flat shape (Mudaly & Sibiya, 2018; Sundayana, 2016). Based on this description, the researcher is interested in conducting research on geoboard online learning media which aims to see the effect of understanding concepts in Mathematics Learning. The difference between this research and other research is that this research examines technology-based online media, while other studies research media in general. This study aims to describe how the influence of using Geoboard online in improving students' understanding of mathematical concepts in the learning of Bangun Datar in the fourth grade of elementary school.

2. METHOD

This study uses a quantitative and qualitative approach (Mixed Method) if the researcher has questions that need to be tested in terms of the type of research and the process, and involves the combination of quantitative and qualitative methods in one study. By using the research design Explanatory Sequential Design, which is a design that implies the collection and analysis of quantitative as the main data and then qualitative data in two successive phases in one study (Wipulanusat et al., 2020). The population in this study is the total number of fourth grade students at SD Negeri 13/I Muara Bulian. The samples used were all fourth grade students of SD N 13/I Muara Bulian, which amounted to 28 students. In determining the sample, a sampling technique was used, namely purposive sampling in which the technique of determining the sample was carried...
out with certain considerations where the criteria applied by the researcher were considerations of the condition of the school and students, the school studied by the researcher. Researchers use electronic teaching materials, which makes it easier for the data obtained by researchers to see understanding the concept of flat shapes using geoboard online media. The research instrument used a questionnaire and interviews. Questionnaire is a data collection tool that can be done by distributing a series of questions and written statements to resource persons from members of the research sample (Gunawan et al., 2019; Sudibyo et al., 2017). The questionnaire used is a character questionnaire of love for the homeland and love of peace as well as a response questionnaire for the use of online goeboard media. With the number of valid questions each 12 items. As for the reliability is calculated using the Cronbach alpha formula. After the instrument was tested and analyzed for reliability, the reliability coefficient of the response questionnaire was 0.750 and for Concept Understanding was 0.740, so it could be concluded that the instrument was reliable. The questionnaire uses a Likert scale category with the types of scales strongly agree (SS), agree (S), not sure (N), disagree (TS), and strongly disagree (STS). On each question that has a positive value in the instrument that has a value of: SS = 5, S = 4, N = 3, TS = 2, and STS = 1. The score is reversed for the value on the negative item. Questionnaires given to respondents were used to measure quantitative data. Table 1 shows a research questionnaire grid.

### Table 1. Student Response Questionnaire Grid for Online Geoboard

<table>
<thead>
<tr>
<th>No</th>
<th>Aspect of Assessment</th>
<th>Statement</th>
<th>Amount</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Easy to understand</td>
<td>Easy to understand</td>
<td>3</td>
</tr>
<tr>
<td>2</td>
<td>Fun Enthusiasm</td>
<td>Spirit when learning</td>
<td>3</td>
</tr>
<tr>
<td>3</td>
<td>Clear and structure</td>
<td>Clear pictures and writing</td>
<td>3</td>
</tr>
<tr>
<td>4</td>
<td>Easy to use</td>
<td>Can be used alone</td>
<td>3</td>
</tr>
<tr>
<td></td>
<td><strong>Total</strong></td>
<td></td>
<td><strong>12</strong></td>
</tr>
</tbody>
</table>

Interviews were also conducted with students to determine students' responses to the online geoboard media. With the student interview grid as shown in Table 3.

### Table 2. Grid In Teacher Interviews

<table>
<thead>
<tr>
<th>No</th>
<th>Aspect</th>
<th>Statement</th>
<th>Amount</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Media use</td>
<td>Is it easy to use</td>
<td>5</td>
</tr>
<tr>
<td>2</td>
<td>Student Response</td>
<td>Passion and focus in learning</td>
<td>5</td>
</tr>
<tr>
<td>3</td>
<td>Result</td>
<td>Increased understanding of concepts</td>
<td>5</td>
</tr>
<tr>
<td></td>
<td><strong>Total</strong></td>
<td></td>
<td><strong>15</strong></td>
</tr>
</tbody>
</table>

Data analysis in this study used descriptive statistics and inferential statistics. Descriptive statistical information is statistical information used to analyze data by describing or describing the data collected, without intending to draw conclusions that can be applied generally or generalize. This study uses descriptive statistics.
using the maximum, minimum, mean and standard deviation values. Whereas inferential statistics are statistical calculations used to analyze data from samples and the results will be generalized or concluded for the population from which the sample was taken (Sutopo & Slamet, 2017; Widiana, 2016). By using the assumption test, namely normality and linearity tests by taking the results of the sig value decisions on the processed data. And using hypothesis testing, namely regression testing with the provision that if the value of sig < probability 0.005 then there is an effect of one independent variable (X) or more on the dependent variable (Y) or the hypothesis is accepted. If the value of sig > 0.005 then there is an effect of the independent variable (X) on the dependent variable (Y) or the hypothesis is rejected.

3. RESULT AND DISCUSSION

Result

The questionnaire used in this case is a response to the use of online media for students' geoboards. The questionnaire resulted in student responses to the online goboard media that had been disseminated and processed at SD Negeri 13/I Muara Bulian which can be seen in the Table 4.

Table 4. Student Response to the Use of Geoboard online media

<table>
<thead>
<tr>
<th>Interval</th>
<th>Attitude</th>
<th>Gender</th>
<th>Total</th>
<th>Mean</th>
<th>Min</th>
<th>Max</th>
<th>Median</th>
<th>Std.dev</th>
<th>%</th>
</tr>
</thead>
<tbody>
<tr>
<td>86 – 90</td>
<td>Very not good</td>
<td>0</td>
<td>1</td>
<td>1</td>
<td></td>
<td></td>
<td></td>
<td>3.57</td>
<td></td>
</tr>
<tr>
<td>91 – 95</td>
<td>Not good</td>
<td>1</td>
<td>0</td>
<td>1</td>
<td></td>
<td></td>
<td></td>
<td>3.57</td>
<td></td>
</tr>
<tr>
<td>96 – 100</td>
<td>enough</td>
<td>1</td>
<td>1</td>
<td>2</td>
<td>102.7</td>
<td>86</td>
<td>110</td>
<td>97.3</td>
<td>5.9</td>
</tr>
<tr>
<td>101 – 105</td>
<td>good</td>
<td>7</td>
<td>3</td>
<td>10</td>
<td></td>
<td></td>
<td></td>
<td>35.7</td>
<td></td>
</tr>
<tr>
<td>106 – 110</td>
<td>Very good</td>
<td>9</td>
<td>7</td>
<td>16</td>
<td></td>
<td></td>
<td></td>
<td>57.14</td>
<td></td>
</tr>
<tr>
<td>TOTAL</td>
<td></td>
<td>18</td>
<td>10</td>
<td>28</td>
<td></td>
<td></td>
<td></td>
<td>100</td>
<td></td>
</tr>
</tbody>
</table>

The results of the response questionnaire on the application of online goeboard media with results of 57.14% (16 of 28 students) which are included in the very good category, in the good category the results are 35.7% (10 out of 28 students), in the moderate category the results are 21.42% (6 of 28 students) in the bad category obtained results of 3.57% (1 of 28 students) and in the very poor category obtained results of 3.57% (1 person out of 28 students), therefore it can be seen that in The application of the game of hide and seek at SDN 13/I Muara Bulian is in the very good category. Where this can be seen from the data on the number of students who have filled out a questionnaire containing several questions that have been processed by researchers and produce the data. The results of the questionnaire on understanding the concept of online geoboard media showed that there were 28.57% (8 of 28 students) who were included in the very good category, in the good category the results were 35.7% (10 out of 28 students), in the moderate category the results were 21.42% (6 of 28 students) in the bad category obtained results of 10.71% (3 of 28 students) and in the very bad category obtained results of 3.57% (1 person out of 28 students), so this can be seen from the data the number of students who have filled out a questionnaire containing several questions that have been processed by researchers and produced the data. The resulting data shows the understanding of the online media concept of geoboards in the classroom in the good category.

Regression Test

Table 5 shows the results from the data obtained on goboard online media.

Table 5. Regression Test at State Elementary School 13/I Muara Bulian

<table>
<thead>
<tr>
<th>Model</th>
<th>Sum of Squares</th>
<th>df</th>
<th>Mean Square</th>
<th>F</th>
<th>Sig.</th>
</tr>
</thead>
<tbody>
<tr>
<td>Regression</td>
<td>1259.074</td>
<td>1</td>
<td>1259.074</td>
<td>10.701</td>
<td>0.003</td>
</tr>
<tr>
<td>Residual</td>
<td>2941.445</td>
<td>25</td>
<td>117.658</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Total</td>
<td>4200.519</td>
<td>26</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

From the Table 4, it is used to see whether there is a simultaneous influence between the two X variables on Y. Based on the table above, it can be seen that the significant value is 0.00 where the sig <0.05. From the existing sig value in accordance with the decision making, the existing hypothesis is accepted, namely that there is an effect on the variable X simultaneously on the variable Y.
Discussion

Learning Media is a tool to support learning (McDougall & Potter, 2019; Widodo & Wahyudin., 2018). With the existence of learning media, the learning process will be easier. One of them is this online geoboard media to make it easier for students to understand in mathematics building lessons. Not all students can understand concepts quickly because each student has a different cognitive, with this learning media it can help in understanding concepts and become more interesting in learning. Online geoboard media is a media that is in smartphone applications, following the era of technology in education. Technology greatly facilitates human work, one of which is in the field of education, with technology-based learning media, learning will be more effective and students will be more interested in learning (Puspitarini & Hanif, 2019). The use of geoboard online learning media in class IV Elementary School 13/I Muara Bulian was given a response questionnaire to see student responses. With the results obtained in the good category, with the results obtained 57.14% with 16 out of 28 students in the State Elementary School 13/I Muara, this is because the use of online learning media geoboard students are more active in learning, not only have the ability in the realm of cognitive abilities but students will also have affective and psychomotor abilities. The use of geoboard online learning media is considered very suitable for the character and age of elementary school children. The use of geoboard online learning media in learning is not only on students' cognitive, affective and psychomotor abilities. By being integrated with online learning media, Concept Understanding can also be measured, in a questionnaire where the results are obtained in a good category, namely 35.7% with 10 out of 28 students from the State Elementary School 13/I Muara Bulian. Concept understanding is shown by understanding students, being able to explain and compare flat shapes.

The hypothesis test can be seen from Table 5 that the regression test is carried out to see whether the proposed hypothesis is acceptable or not. Regression tests were carried out on the responses and understanding of students' concepts. The regression test that was carried out was the result of the distribution of the questionnaire at the State Elementary School 13/I Muara. In the regression test analysis that has been carried out the proposed hypothesis can be well received, it can be seen in the table that the sig value is less than 0.05. At the State Elementary School 13/I Muara Bulian, the result is known to have a significant value of 0.00 where the value of sig <0.05. From the existing sig value in accordance with the decision making, the existing hypothesis is accepted, namely that there is an effect on the variable X simultaneously on the variable Y. The use of Geoboard Online media will also increase students' appreciation of the competence of flat building materials and this Geoboard media can be used as a learning medium as well as an interesting educational game. Geoboard is a nail board that can be used in learning geometry, this nail board is only made of thin wood and then nailed to this area makes learning more effective (Mayasari et al., 2017; Sibiya, 2020). Geoboard is a teaching aid in elementary school that is useful for instilling concepts or understanding of geometry in learning, such as the introduction of flat shapes, introduction of the circumference of flat shapes, and determining or calculating the area of a flat shape flat shape (Mudaly & Sibiya, 2018; Sundayana, 2016).

The position of this study is to become a benchmark for the use of online media in learning with previous research, namely examining the influence of online learning media in students' understanding and interest in learning physics concepts. Student responses during learning by integrating learning media obtained good response results, they prefer to do learning by playing, the integration of online geoboard media can also measure students' conceptual understanding in public elementary schools. The novelty in this research is to know the effect of the results of using geoboard online media at the State Elementary School 13/I Muara Bulian. The variables studied are the variables studied, there are 2 variables, namely response and understanding of the concept of using geoboard learning media. This study is to determine the effect of using geoboard online media in public elementary schools on response and understanding. The implication of the research on Understanding the Flat Shape Concept for Fourth Grade Elementary School Students: Implementation of Geoboard Online Media in Mathematics Learning is that the use of technology-based learning media can make learning easier for both teachers in teaching and students in learning. The limitation of this research is the use of online media for flat-shaped mathematics lessons. The impact for students is to make it easier to understand the concept of flat shape and increase interest and motivation in learning. Recommendations of this research for teachers as educators in the field of education and schools to be able to use online media in learning to measure and determine the response and understanding of students, due to the rapid development of technology in Indonesia to facilitate the teaching and learning process in elementary schools, the use of technology should be maximum.

4. CONCLUSION

The use of online geoboard media for understanding the concept of flat shapes has an influence between the response as variable X and understanding the concept of Variable Y. In this study, the dominant results were in the good category, from the data obtained on the use of online geoboard media in learning. This is reinforced by the results of the regression test at the State Elementary School 13/I Muara Bulian which has been carried out
on 2 X variables, namely Response and Concept Understanding as Y variable. Therefore, the use of geoboard online media can be used as an alternative to fun learning and is appropriate for the age of elementary school children. In addition to making it easier for teachers to introduce hereditary culture, namely games, students are also more active in learning.

5. REFERENCES


