

## The Influence of the Use of Capcut-Based Learning Videos on the Learning Outcomes of Fine Arts Students in Class VIII Of SMP Negeri 2 Baranti

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### ARTICLE INFO

*Keywords:* Learning Media,  
Capcut Application, Learning  
Outcomes

*Received :* 03, April

*Revised :* 16, April

*Accepted:* 22, Mei

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### ABSTRACT

This research aims to determine the effect of Capcut-based learning videos on class VIII students' fine arts learning outcomes at SMP Negeri 2 Baranti. This research uses a Quasi-Experimental type of research. The sample from this research was class VIII B, totaling 26 students. Tests and documentation are the methods used in this research to obtain data. The data analysis technique in this research uses the mean formula. Based on research, according to hypothesis testing through data analysis, the initial test score (Y) was lower than the final test score (X), namely  $Y=53.07 < X=85.19$ . The difference in the results proves that the alternative hypothesis ( $H_a$ ) which states that there is an influence of the use of Capcut-based learning videos on the Fine Arts learning outcomes of class VIII students at SMP Negeri 2 Baranti is "accepted", while the null hypothesis ( $H_o$ ) which states there is no influence of the use of learning videos Capcut based on Fine Arts learning outcomes for class VIII students at SMP Negeri 2 Baranti was "rejected".

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## **INTRODUCTION**

One of the most important issues that must be considered and improved in a country is its education system. Education aims to guide children's natural tendencies toward the greatest level of safety and enjoyment as individuals and members of society (Pristiwanti et al., 2022). National Education System Law no. 20 of 2003 states in Article 1 Paragraph 1 that education is a conscious and planned effort to create a learning atmosphere and learning process so that students actively develop their potential. For humans, education is a facility and means that makes it easier to direct, develop, and guide individuals and others toward a better life (Syamsunir & Agussalim, 2021). One thing that can support education is learning media. Learning media is a tool that can make it easier for educators in learning activities. According to Hamka's definition (2018), learning media refers to any deliberate use of physical or non-physical tools to act as a link between teachers and students to help them understand lesson material in a way that maximizes efficiency and effectiveness to increase the speed of students in receiving lesson material effectively overall and attract their interest to learn more (Nurrita, 2018a).

In addition, everything that can be used to generate emotions, ideas, focus, and/or abilities of students to encourage learning is considered a learning medium (Rahmatullah et al., 2023). Learning media, which started as an aid for visual and audio learning and later expanded to include computer technology, is a way for teachers and students to communicate and engage while still working to achieve learning goals (Al Munawarah, 2019). Learning media is a collection of instruments or means to summarize knowledge in the form of learning materials to stimulate someone's curiosity in learning and help them achieve learning goals (Zahwa & Syafi'i, 2022).

As a tool for editing videos, Capcut offers several tools to increase its visual appeal. This software is highly regarded for its ability to demonstrate the stimulus capture process as well as the early phases of immersive editing information. With this feature-rich program, making HD films or photos in videos look sharper and have the best quality is very easy (Aprilliana & Efendi, 2022). Utilizing comments from the official website CapCut.com (2023), said that the application is a video editing application that is quite easy to run, "Create videos on the go: Capture memorable moments and create on the go. Cut, trim, and edit videos with the Caput app to record and celebrate life. Finish editing with ease in just a few minutes and share your work on social media" (Nurdiansyah et al., 2023). It can be concluded that the cap cut application is a very helpful, practical, and interesting tool that can help editors in the community, especially those who are just starting. This application can also be used to create audio-visual learning media because high-quality videos can only be produced with one editing program (Aprilliana & Efendi, 2022).

The skills acquired by students after being involved in the learning process are known as learning outcomes, and these include cognitive, affective, and psychomotor skills (Nurrita, 2018b). Because learning activities include a process, learning outcomes, and learning activities are interrelated (Tasya & Abadi, 2019). When compared with previous learning, learning results show a

higher level of mental growth for students (Puspitasari & Nurhayati, 2019). Learning outcomes are findings that lead to changes in student behavior (Mutiaramses et al., 2021). Learning outcomes are defined as students' performance in studying a topic at school measured by their test scores, which indicate how well they understand the material (Irawati et al., 2021).

After conducting observations, researchers found information regarding the learning methods applied by subject teachers. Most subject teachers teach using the lecture method. Regarding the problem of learning content that uses theoretical lecture techniques, students appear disinterested and lethargic with this approach; if this is allowed to continue, there is a possibility that student learning outcomes will decline (Muhlisa et al., 2023). With learning media such as cap cut-based learning videos, it can be an attraction for students to listen to explanations of the material presented by educators and can also study the material at home using mobile phones. Therefore, in a situation like this, the author wishes to take the title "The Effect of Using Capcut-Based Learning Videos on the Fine Arts Learning Outcomes of Class VIII Students at SMP Negeri 2 Baranti."

## LITERATURE REVIEW

As a tool for editing videos, Capcut offers several tools to increase its visual appeal. This software is highly regarded for its ability to demonstrate the stimulus capture process as well as the early phases of immersive editing information. With this feature-rich program, making HD films or photos in videos look sharper and have the best quality is very easy (Aprilliana & Efendi, 2022). Utilizing comments from the official website CapCut.com (2023), said that the application is a video editing application that is quite easy to run, "Create videos on the go: Capture memorable moments and create on the go. Cut, trim, and edit videos with the Caput app to record and celebrate life. Finish editing with ease in just a few minutes and share your work on social media" (Nurdiansyah et al., 2023). It can be concluded that the cap cut application is a very helpful, practical, and interesting tool that can help editors in the community, especially those who are just starting. This application can also be used to create audio-visual learning media because high-quality videos can only be produced with one editing program (Aprilliana & Efendi, 2022).

## METHODOLOGY

This research uses quantitative methodology. Many numbers are applied to this quantitative research, from data collection methods to data analysis. Data from the field that is present or expressed in numerical form is known as quantitative research data; or referred to as qualitative data which is converted into numerical form by changing qualitative values into quantitative values (Ramdhan, 2021).

In this research, experimental and quantitative research approaches were used. This research methodology aims to evaluate the effect of treating problems in certain groups with other groups using alternative therapies.

Quantitative research techniques called experimental methods are used to determine, under conditions that can be controlled, the impact of the treatment outcome, or independent variable, on the outcome, or dependent variable. The method applied in this research is quasi-experimental. It is said to be quasi-experimental because the research subjects are humans who cannot be forced or strictly controlled. The research in question is Quasi-Experimental Design using One Group Pretest and Posttest Design, namely an experiment carried out on one group only without a comparison group or control group. The independent variable in this research is the use of capcut -based learning videos. Meanwhile, the fine arts learning outcomes of class VIII students at SMP Negeri 2 Baranti are the dependent variable in this research.

The population in this study was 134 people or the entire number of class VIII students at SMP Negeri 2 Baranti. Sampling was carried out using probability sampling techniques with the type of Simple Random Sampling. The sampling method known as Probability Sampling ensures that each member of the population has an equal chance of being selected as a sample (Retnawati, 2017). Meanwhile, Simple Random Sampling is the easiest sampling process carried out fairly, giving each individual an equal opportunity to be selected (Sumargo, 2020). In this study, researchers chose class VIII B, totaling 26 people, to be used as samples.

Data analysis is a research activity carried out after all the information needed to answer the problem being studied has been collected. The data collected in this technique is analyzed using descriptive statistical techniques in the form of a mean. The data analysis procedure includes the categorization of student scores based on test results.

Scores are converted into grades in the formula below :

$$N = \frac{\text{Skor perolehan}}{\text{Skor Maksimal}} \times 100$$

Source: Arifin (2012)

N: Student Value

SP: Acquisition Score

SM : Maximum Score

100 : Standard Score

If you want to know whether or not there is an effect of using capcut-based learning videos on the fine arts learning outcomes of class VIII students at SMP Negeri 2 Baranti, the researcher uses the following mean formula:

$$M_y = \frac{\sum f_y}{N_y} \quad M_x = \frac{\sum f_x}{N_x}$$

Source: Arifin (2012 )

Information :

$\sum f_y$  : Total pretest score

- $N_y$  : Number of pretest students  
 $M_y$  : Average pretest score  
 $\sum f_x$  : Total posttest scores  
 $N_x$  : Number of posttest students  
 $M_x$  : Average posttest score

The data obtained from this formula will be used to test hypotheses that were not proposed. If the average of the posttest results  $>$  the average of the pretest results then there is an influence of the use of Capcut -based learning videos on fine arts learning outcomes, conversely if the average of posttest results  $<$  the average of pretest results then there is no influence of the use of learning videos on fine arts learning outcomes.

## RESULTS AND DISCUSSION

The following research findings come from the results of multiple choice tests and documentation used as data collection tools. In this section, you must provide us with each step taken to accomplish your studies. You must not put too much the result of descriptive statistics here; on the other hand, it should be summarized in an easier to read table or graphs. You must not forget the numbers for every table and chart presented in your paper.

Table 1. Fine Arts Test Results for Class VIII Students at SMP Negeri 2 Baranti

No	<i>Pretest</i>		<i>Posttest</i>	
	Score	Mark	Score	Mark
1	10	50	18	90
2	12	60	16	80
3	12	60	18	90
4	9	45	16	80
5	13	65	18	90
6	10	50	16	80
7	10	50	18	90
8	10	50	17	85
9	11	55	16	80
10	10	50	18	90
11	9	45	17	85
12	9	45	16	80
13	11	55	18	90
14	11	55	15	75
15	13	65	19	95
16	12	60	20	100
17	11	55	17	85
18	13	65	18	90
19	12	60	18	90
20	14	70	20	100
21	8	40	17	85
22	10	50	17	85
23	7	35	14	70

24	10	50	16	80
25	10	50	15	75
26	9	45	15	75

Source: (Student pretest and posttest answer sheets )

Pretest results that received the highest score from the students were a score of 14 with a score of 70, while the lowest score was a score of 7 with a score of 35. Meanwhile, during the posttest, the highest score was 20 with a score of 100 and the lowest score was a score of 14 with a score of 100 value 70. From the test results, namely the results of the pretest and posttest , they were then combined to see the effect of using capcut -based learning videos to improve the fine arts learning results of class VIII students at SMP Negeri 2 Baranti. The following table shows the details of the results:

Table 2. Calculation of Mean Work

<i>Posttest</i>		<i>Pretest</i>		
<b>FX</b>	<b>F</b>	<b>X/Y</b>	<b>F</b>	<b>Fy</b>
200	2	100		
95	1	95		
720	8	90		
425	5	85		
480	6	80		
225	3	75		
70	1	70	1	70
		65	3	195
		60	4	240
		55	4	220
		50	8	400
		45	4	180
		40	1	40
		35	1	35
<b>2,215</b>	<b>26</b>	$\Sigma$	<b>26</b>	<b>1,380</b>

Posttest and pretest scores with a maximum value of 100 uses the following mean formula:

$$M_y = \frac{\Sigma f_y}{N_y} \quad M_x = \frac{\Sigma f_x}{N_x}$$

$$M_y = \frac{1380}{26} \quad M_x = \frac{2215}{26}$$

$$M_y = 53,07 \quad M_x = 85,19$$

Based on these calculations, the students got an average score of 53.07 on the pretest , and 85.19 on the posttest. The aim of this research is to find out whether the use of capcut-based learning videos can influence the learning outcomes of class VIII students at SMP Negeri 2 Baranti. To take samples, the researchers used the Probability Sampling method with the Simple Random

Sampling type where the population of class VIII was 134 and the sample was 26 people. The test was carried out twice, namely to test students' understanding of the lessons taught without Capcut -based learning videos ( pretest ) then a test is carried out after the presentation of the material using a Capcut- based learning video ( posttest ).

By using the values obtained from the study findings, this shows that the values obtained after using media in the form of capcut- based learning videos are better. By using data analysis to evaluate the hypothesis, the findings of this research produce an average competency score for fine arts learning outcomes using Capcut -based learning videos of  $53.07 < 85.19$ , so it can be concluded that there is an influence of using Capcut- based learning videos on art learning outcomes the appearance of class VIII students at SMP Negeri 2 Baranti was " accepted ". So the hypothesis which states that there is no effect of using capcut- based learning videos on the fine arts learning outcomes of class VIII students at SMP Negeri 2 Baranti is " rejected ".

## CONCLUSIONS AND RECOMMENDATIONS

Based on research findings and in accordance with analysis and hypothesis testing, the mean pretest score was lower than the posttest mean , namely  $Y = 53.07 < X = 85.19$ . The difference in scores shows that the use of capcut- based learning videos has an influence on the learning outcomes of class VIII students at SMP Negeri 2 Baranti. Therefore, it could be said that the hypothesis which states that the use of capcut- based learning videos has an influence on student learning outcomes in class VIII of SMP Negeri 2 Baranti is acceptable. When compared with students who were not taught using learning videos, the results of the final test analysis showed that students who were taught using learning videos had a good effect.

## FURTHER STUDY

This research still has limitations so further research needs to be done on the topic "The Influence of the Use of Capcut-Based Learning Videos on the Learning Outcomes of Fine Arts Students in Class VIII Of SMP Negeri 2 Baranti."

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