# Turnitin The Utilization of Smartphones in Learning Media on Social Studies at

by 1 1

**Submission date:** 12-Jun-2024 01:01PM (UTC+0500)

**Submission ID:** 2399238376

**File name:** 9397-30868-1-PB.pdf (498.62K)

Word count: 5130 Character count: 28645

# The Innovation of Social Studies Journal

Vol. 5, (1), September 2023: 60-68

ISSN: 2716-2354 (p); 2723-1119 (e) DOI: https://doi.org/10.20527/issj.v5i1.9397

# The Utilization of Smartphones in Learning Media on Social Studies at SMPN 13 Banjarmasin

# Rusmaniah 1, Muhammad Ilhami 2, Nursahid 3, Jumriani 4, Muhammad Rezky Noor Handy 5

- <sup>1</sup> Social Studies Education Department, FKIP Lambung Mangkurat University; rusmaniah@ulm.ac.id
- <sup>2</sup> Social Studies Education Department, FKIP Lambung Mangkurat University; ridha.ilhami@ulm.ac.id
- Social Studies Education Department, FKIP Lambung Mangkurat University; nursahid601@gmail.com
- Social Studies Education Department, FKIP Lambung Mangkurat University; jumriani@ulm.ac.id
- 5 Social Studies Education Department, FKIP Lambung Mangkurat University; rezky.handy@ulm.ac.id

### ARTICLE INFO

### Keywords:

Smartphone; Learning Media; Technology

### Article history:

Received 2023-05-02 Revised 2023-08-14 Accepted 2023-08-28 Published 2023-09-01

#### ABSTRACT

The development of information technology today has reached all aspects of people's lives. Currently, the form of information technology application that is in great demand by the public is a smartphone. Technology has an important role in everyday life and uses it in various aspects of life, for example today many are using technology in learning to find information about work with smartphones. Social studies teachers at SMP Negeri 13 Banjarmasin in general still apply conventional learning methods in the process of teaching and learning activities. Conventional methods and media provided by teachers in learning can be seen when teachers only use whiteboards as learning media and lecture methods or simple discussions in teaching and learning activities. This study used qualitative research methods. This method is used to understand and describe phenomena that occur in the field, namely at SMP Negeri 13 Banjarmasin. in this way can explain in depth what happened in the field by using the method of observation, interviews, and documentation. The reason teachers are unable to develop instructional media, especially using smartphones, is because of their limited ability in the field of computer technology and assume that developing instructional media is a time-consuming and complicated activity. There are various uses of smartphones by social studies teachers such as smartphones as a tool for finding learning media, smartphones as a tool for accessing online learning media, and smartphones as a tool for developing learning media. So that learning that takes place using technological media is very supportive of learning and is something that is needed in increasing students' learning interest.

# Corresponding Author:

Rusmaniah

Social Studies Education Department, FKIP Lambung Mangkurat University; <a href="mailto:rusmaniah@ulm.ac.id">rusmaniah@ulm.ac.id</a>

# 1. INTRODUCTION

In the course of teaching and learning activities must adjust the psychological development that occurs in students. Teaching and learning activities will be effective if the teacher can create learning

https://ppjp.ulm.ac.id/journals/index.php/iis

media that are appropriate to the age development of students and in accordance with the material (Hasan et al., 2021). So that teachers can use learning media that can create interaction in teaching and learning activities and make students not bored in participating in ongoing learning.

The development of information technology has now reached all aspects of people's lives. Currently, the form of information technology application that is very popular with the public is smartphones. Smartphones are mobile devices equipped with an operating system like a computer. Smartphones can implement various forms of multimedia just like computers, only the advantage is that smartphones have high mobility and can be operated more effectively (Ismanto et al., 2017).

Technology has an important role in everyday life and uses it in various aspects of life, for example currently many people use technology in learning and looking for information about work using smartphones. A smartphone is a device that can be used for communication, capabilities such as a computer/PC and in it there is also a function called Personal Digital Assistant (PDA) (Mandias, 2017). Smartphones can also support daily activities and can increase individual productivity. Smartphone users seem to have become a culture, because many advantages have been offered on smartphones so it would be a shame if they weren't put to good use. In the world of education, smartphones can also be applied as learning media that builds interactive between teachers and students during learning.

Social studies teachers at SMP Negeri 13 Banjarmasin generally still apply conventional learning methods in the process of teaching and learning activities. Conventional methods and media provided by teachers in learning can be seen when teachers only use blackboards as learning media and simple lecture or discussion methods in teaching and learning activities. Even though this does not conflict with educational principles, it is just that teachers have not been able to optimize their abilities in developing methods and utilizing learning resources.

Meanwhile, in the current era of education, we are entering the world of media, because teaching and learning activities are required to reduce the lecture method and then replace it more with the use of media so that learning becomes more meaningful. Current learning emphasizes more activeness and skills in participating in ongoing learning. This can be a level of urgency in using media effectively, improving quality, speeding up and simplifying teaching and learning activities in the classroom (Nurseto, 2012).

# 2. METHOD

This study used qualitative research methods. Qualitative research methods are research that can create a picture of conditions in the field (Anggito & Setiawan, 2018)This method is used to understand and describe phenomena that occur in the field, namely at SMP Negeri 13 Banjarmasin. In this way, you can explain in depth what is happening in the field using observation, interviews and

documentation methods. Then the subject of the research was the social studies teacher at SMPN 13 Banjarmasin.

### 3. RESULTS AND DISCUSSION

The reason teachers are unable to develop learning media, especially using smartphones, is because of limited abilities in the field of computer technology. Teachers consider that developing instructional media is a time-consuming and complicated activity. Teachers have the opinion that developing learning media requires good computer engineering skills and qualified graphic design. In the use of smartphones, in general teachers do not have knowledge regarding their use in the field of education, currently the use of smartphones is only limited to communication and social media tools. Meanwhile, the use of smartphones in learning media is still minimal. The use of smartphones by social studies teachers as learning media is as follows:

# 1. Smartphone as a tool for finding learning media

Apart from being used as a communication tool, smartphones are also used by teachers to find learning media. At SMPN 13 Banjarmasin, teachers look for photos on Google or videos on YouTube pages as learning media via smartphone. In this activity, the teacher also involves students. The teacher gives instructions to students on the day before the scheduled lesson to bring a smartphone, then during the lesson the teacher again gives instructions to open the YouTube page and watch videos together that are appropriate to the learning material.

The use of technological learning media in this era of globalization is innovative as a teacher, because it adapts to current developments and students' needs in digesting learning (Muhson, 2010). Although this technology-based learning media requires special skills so that students can understand the material that has been presented during the learning activity.

One of the technologies that can be used as a learning medium is YouTube. YouTube is an online video sharing media website that is most popular with people today. YouTube users are spread throughout the world from various ages, from children to adults. This can be seen through the statistics on the list of the largest social media platforms in the world, as follows (Ruby, 2023):

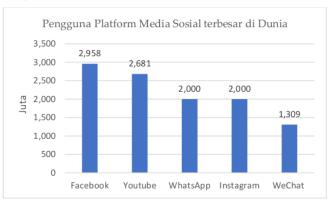


Figure 1. Statistics of Social Media Platform Users in the World

Sources: Research Datas (2023)

Based on Figure 1, it can be seen that YouTube is a social media platform with the second largest number of users after Facebook in the world. Not to mention the newest feature update, namely Youtube-Short or this short video feature, which is available after the drastic increase in Tiktok users as social media in the world. This creates tight competition in the world market for social media platform users. However, since this update, YouTube has made a huge improvement in its development. In short, this social media platform is more user-centric.

Then YouTube has become an alternative to watch other than television. YouTube also has great potential to be used as a learning medium. With the inclusion of YouTube as an alternative learning media, it is hoped that students can improve their ability to collaborate with technology that is increasingly developing over time (Lestari, 2017). Youtube can provide a stimulus to learning, such as when a teacher uploads a learning video on YouTube, so in fact the video is not only used as a learning medium between teachers and their students, but can also be used by all YouTube users, be it students from other schools or reused by other teachers.

The use of YouTube as a learning medium allows teachers to create interesting, fun and interactive learning conditions and atmosphere. When carrying out face-to-face learning in class, learning videos on YouTube can also be used for interactive learning. This can increase interest in learning and support learning that makes students become independent learners, because YouTube can be a free video-based library.

# 2. Smartphone as a tool to access online learning media

The Covid-19 pandemic has had a huge impact on people's lives. All areas of life are forced to adapt in order to survive during this pandemic, including in the field of education. Face-to-face conventional education is very difficult to implement during this pandemic. Online distance education

is the most realistic option to implement. This adaptation also has an impact on the learning models and methods applied.

Based on the circular of the Minister of Education and Culture Number 4 of 2020, learning from home via distance learning must: (1) Provide a meaningful learning experience for students, without being burdened by the demands of completing all the achievements of the grade promotion or graduate curriculum, (2) Focus on life skills education including regarding the Covid-19 Pandemic, (3) Providing variations in learning activities and assignments from home between students, according to their respective interests and conditions, including considering gaps in access/facilities for learning from home, (4) Providing feedback on evidence or Home learning activity products that are qualitative in nature and useful for teachers without being required to give qualitative grades (Mendikbudristek, 2020).

At SMPN 13 teachers and students use smartphones to access online-based learning media, namely using internet network connectivity. One of the applications used is zoom. This was expressed by Mr. Rokman as principal of SMPN 13 Banjarmasin:

"During the pandemic yesterday we used smartphones for learning, namely through the zoom application, but now it's no longer" (interview April 4, 2023).

Zoom is a cloud-based video conferencing or online meeting service application or software that has features such as group messaging and secure session recording (Brahma, 2020). The use of the zoom application has a very good role in the learning process, especially if done correctly (Hyder et al., 2007). This zoom application can also be used for other than learning purposes, because Zoom Meeting and Google Class Room are communications that can take place verbally by individuals (Haqien & Rahman, 2020). When compared with the use of other learning applications where communication activities occur only in writing. What's more, the use of this application can be used on smartphones and PCs or laptops. Continuous video conferencing on Zoom requires a stable internet network so that teachers and students must use good internet access so that learning that takes place with the Zoom meeting application used is not interrupted. Even though it was not effective at that time, due to the current situation, its use really supported the ongoing teaching and learning activities (Far-Far, 2021).

Online learning is a process of teaching and learning activities that occur remotely by utilizing various technologies to achieve goals for a broad and large target group (Dewi & Sadjiarto, 2021). One of the challenges of online learning is that the learning process is prone to triggering student boredom, especially if the teacher guides the learning process in a monotonous manner. Apart from that, internet connection is also a major factor in the continuity of learning. However, on the other hand, the use of ICT is a necessity in distance learning, including the application of learning content or media. The

pandemic has also forced teachers to utilize ICT in learning, both in the learning media and the media

Learning media is one component of learning. Accurate selection of media and learning models to be applied is one of the factors in the success of effective learning. According to (Arsyad, 1997), the selection of learning media must be based on certain criteria, namely: 1) in accordance with the objectives to be achieved, 2) appropriate to support the lesson content, 3) practical, flexible and durable, 4) the teacher is skilled in using it, 5) target grouping, and 6) technical quality.

Many learning media based on educational platforms appear to support the implementation of learning in schools (Alami, 2020). Media that can be used for online learning during this pandemic must also be chosen appropriately according to needs so that it is effective in achieving learning goals. The media must at least meet several criteria, including: (1) Easily accessed by teachers and students, (2) Motivate students to learn, (3) support students' independent learning, (4) support the achievement of learning goals. Based on these criteria, smartphone-based learning media, especially Android, is one of the appropriate media to use for online learning today.

The use of smartphones as learning media according to (Rogozin, 2012) which states that by using smartphones as learning media, (1) . provide more in-depth learning opportunities (2). students can develop learning through searching information from the internet, (3). train their skills in carrying out practicums because of the principle of mobility possessed by smartphones. (4). It is further said that by using smartphones students are able to build their competencies in a dynamic way. So that using smartphones as teaching media can provide a place for various kinds of online learning applications with the aim of learning to be effective and achieve learning goals, learning applications that can be used such as WAG (Whatsapp Group),

# 3. Smartphone as a learning media development tool

Smartphone (Android) based learning media can be categorized into two, namely (1) requires an internet connection to use it (on-line based), (2) does not require an internet connection (off-line). At least smartphone-based learning media can be realized in two forms, namely games and second, Interactive Multimedia. The selection of the type and form of media to be developed must be based on needs analysis. Needs analysis is very necessary so that the media developed can be used effectively.

Developing learning media based on Android smartphones certainly requires software (software/applications) to create it. Some software that can be used by teachers to develop their own Android-based media includes Microsoft PowerPoint, Articulate Storyline, Unity, Smart Apps Creator, Canva, etc. Learning using smartphones can build students' interest and gain new experiences, because they can be used anytime and anywhere, making it easy for students to review or view material they have studied at school (Rahmat et al., 2019).

Social studies teachers at SMPN 13 Banjarmasin in developing learning media are still limited. The application used by teachers in developing learning media is through the Canva application, where teachers at SMPN 13 Banjarmasin have received training in creating learning media through the Canva application. However, the development of learning media by teachers is still not routinely carried out due to limited time and ideas in making it. According to Mrs. Jumiati, a social studies teacher at SMPN 13 Banjarmasin, making learning media requires time and sometimes teachers are also busy teaching, checking assignments and other school activities. Apart from that, making learning media also requires creative ideas and competence in operating the applications used. which is an obstacle, especially for senior teachers.

The high number of smartphone users among teachers is not accompanied by teachers' ability to use smartphones as learning media development tools. So in this case it is necessary to carry out training to increase teacher competence in using smartphones.

Media is a tool that can provide stimulus to students so that teaching and learning activities run as desired (Hafid, 2011). Learning media in general based on the theory that has been described is a tool in the learning and teaching process. Anything that can be used to stimulate the thoughts, feelings, attention and abilities or skills of learners through communication activities and so that it can encourage the learning process can be said to be a learning medium. In its development in educational activities, media is used as a learning resource that can provide real understanding for students. The type of media that is widely used in learning activities is multimedia media.

Smartphone is a cellular telephone device developed by implementing a computer-based operating system. Smartphone usually means not too ordinary or designed more sophisticated and smart, when compared to technology which is increasingly developing due to the era of globalization which has made smartphones an object that appears very often because many people already have them, both living in urban and rural areas (Paridawati et al., 2021). The operating systems used on smartphones today are generally the Android operating system developed by Google<sup>TM</sup> and iOS which was created by the computer company Apple<sup>TM</sup>. The development of smartphones to date is not only limited to being a communication tool, but currently smartphones are widely used as a learning medium.

Considering the high use of smartphones by students, teachers should facilitate students using smartphones. As a learning support medium. As stated by Peñalvo et al. that today's students have grown up using devices such as computers, cell phones, and video consoles for almost every activity; from study activities, work, or just entertainment (Peñalvo et al., 2012). Kitchenham believes that the use of smartphones in educational programs makes this device a form of device that can be used as an alternative in media development (Kitchenham, 2011).

The use of smartphones in education is known as mobile learning technology (m-Learning). Their effectiveness and role have greater capabilities than laptops or PCs or computers (Nisa et al., 2020). So far, its use has become a primary need in all circles of society, because it offers various kinds and can adjust the needs desired by each individual. The use of m-Learning was stated by Fombona et al. can make a positive contribution to participants to access learning materials or as learning media (Fombona et al., 2017). In addition, Laurillard argues that by using smartphones in education, making this technology have a central role to be used as a means of conveying information to students through mobile device technology (Laurillard, 2007). The use of smartphones as learning media is supported by Rogozin who states that using smartphones as learning media provides more in-depth learning opportunities for students because by using smartphones students can develop learning through searching for information from the internet, as well as train their skills in carrying out practicums because of the principle mobility possessed by smartphones (Rogozin, 2012). It is further said that by using smartphones students are able to build their competencies in a dynamic way. The use of smartphones as a learning medium is supported by Rogozin who stated that using smartphones as a learning medium provides deeper learning opportunities for students because by using smartphones students can develop their learning through searching for information from the internet, as well as train their skills in carrying out practicums because of the principle mobility possessed by smartphones (Rogozin, 2012). It is further said that by using smartphones students are able to build their competencies in a dynamic way. The use of smartphones as learning media is supported by Rogozin who states that using smartphones as learning media provides more in-depth learning opportunities for students because by using smartphones students can develop learning through searching for information from the internet, as well as train their skills in carrying out practicums because of the principle mobility possessed by smartphones (Rogozin, 2012). It is further said that by using smartphones students are able to build their competencies in a dynamic way.

# 4. CONCLUSION

Media is a tool that can provide a stimulus to students so that teaching and learning activities run as desired. The reason teachers are unable to develop instructional media, especially using smartphones, is because of limited abilities in the field of computer technology and the assumption that developing instructional media is an activity that takes up a lot of time and is complicated. There are various uses of smartphones by social studies teachers such as smartphones as a tool for finding learning media, smartphones as a tool for accessing online learning media, and smartphones as a tool for developing learning media. Given the high use of smartphones by students, teachers should facilitate students using smartphones. Its effectiveness and role have greater capabilities than laptops

or PCs or computers. So far, its use has become a primary need in all levels of society, because it offers a variety of products and can adapt to the needs of each individual. Using smartphones, students are able to build their competencies in a dynamic way. So that learning that takes place using technological media really supports learning and is something that is needed to increase students' interest in learning. Suggestions for further research are expected to carry out effectiveness and practicality tests in using smartphones as learning media. because it offers a variety and can adapt to the needs of each individual. Using smartphones, students are able to build their competencies in a dynamic way. So that learning that takes place using technological media is very supportive of learning and is something that is needed in increasing students' learning interest. Suggestions for further research are expected to carry out effectiveness tests and practicality tests in the use of smartphones as learning media. because it offers a variety and can adapt to the needs of each individual. Using smartphones, students are able to build their competencies in a dynamic way. So that learning that takes place using technological media is very supportive of learning and is something that is needed in increasing students' learning interest. Suggestions for further research are expected to carry out effectiveness tests and practicality tests in the use of smartphones as learning media. So that learning that takes place using technological media really supports learning and is something that is needed to increase students' interest in learning. Suggestions for further research are expected to carry out effectiveness and practicality tests in using smartphones as learning media. So that learning that takes place using technological media really supports learning and is something that is needed to increase students' interest in learning. Suggestions for further research are expected to carry out effectiveness and practicality tests in using smartphones as learning media.

# REFERENCES

Abbas, E. W. (2018). *Penguatan Pendidikan IPS Di Tengah Isu-Isu Global*. Program Studi Pendidikan IPS. Abbas, E. W. (2020). *Menulis Artikel Konferensi Internasional*. Program Studi Pendidikan IPS.

Alami, Y. (2020). Media Pembelajaran Daring pada Masa Covid-19. Tarbiyatu Wa Ta'lim: Jurnal Pendidikan Agama Islam, 2(1), Article 1.

Anggito, A., & Setiawan, J. (2018). Metodologi Penelitian Kualitatif. CV Jejak (Jejak Publisher).

Arsyad, A. (1997). Media pengajaran. PT Raja Grafindo Persada.

Brahma, I. A. (2020). Penggunaan Zoom Sebagai Pembelajaran Berbasis Online Dalam Mata Kuliah Sosiologi dan Antropologi Pada Mahasiswa PPKN di STKIP Kusumanegara Jakarta. Aksara: Jurnal Ilmu Pendidikan Nonformal, 6(2), 97. https://doi.org/10.37905/aksara.6.2.97-102.2020

Dewi, T. A. P., & Sadjiarto, A. (2021). Pelaksanaan Pembelajaran Daring Pada Masa Pandemi Covid-19. Jurnal Basicedu, 5(4), Article 4. https://doi.org/10.31004/basicedu.v5i4.1094

Far-Far, G. (2021). Efektifitas Penggunaan Aplikasi Zoom Meeting Dalam Pembelajaran Di Masa Pandemi Covid-19. ISTORIA Jurnal Pendidikan Dan Ilmu Sejarah, 17(1), Article 1. https://doi.org/10.21831/istoria.v17i1.37421

Fombona, J., Pascual-Sevillana, Á., & González-Videgaray, M. (2017). M-learning and Augmented Reality: A Review of the Scientific Literature on the WoS Repository. 25(2).

- https://doi.org/10.3916/C52-2017-06
- Hafid, A. (2011). Sumber dan Media Pembelajaran. Sulesana: Jurnal Wawasan Keislaman, 6(2), Article 2. https://doi.org/10.24252/.v6i2.1403
- Haqien, D., & Rahman, A. A. (2020). Pemanfaatan Zoom Meeting untuk Proses Pembelajaran pada Masa Pandemi Covid-19. SAP (Susunan Artikel Pendidikan), 5(1), Article 1. https://doi.org/10.30998/sap.v5i1.6511
- Hasan, M., Milawati, M., Darodjat, D., Harahap, T. K., Tahrim, T., Anwari, A. M., Rahmat, A., Masdiana, M., & Indra, I. M. (2021). Media Pembelajaran. Tahta Media Group. http://eprints.unm.ac.id/20720/
- Hidayat, R., & Khalika, N. N. (2019). Bisnis dan Kontroversi Gerakan Indonesia Tanpa Pacaran. Retrieved October 17, 2019, from tirto.id website: https://tirto.id/bisnis-dan-kontroversi-gerakan-indonesia-tanpa-pacaran-cK25
- Hyder, K., Kwinn, Miazga, R., & Murray, M. (2007). Synchronous e-learning. In The eLearning Guild's Handbook on Synchronous e-learning. The eLearning Guild.
- Ikhwan, M. (2019). Ulama dan Konservatisme Islam Publik di Bandung: Islam, Politik Identitas, dan Tantangan Relasi Horizontal. In I. Burdah, N. Kailani, & M. Ikhwan (Eds.), *Ulama, Politik, dan Narasi Kebangsaan*. PusPIDeP.
- Ismanto, E., Novalia, M., & Herlandy, P. B. (2017). Pemanfaatan Smartphone Android Sebagai Media Pembelajaran Bagi Guru Sma Negeri 2 Kota Pekanbaru. Jurnal Pengabdian UntukMu NegeRI, 1(1), 42–47. https://doi.org/10.37859/jpumri.v1i1.33
- Juniarti, K., Corry, C., & Napitu, U. (2022). Pemanfaatan Smartphone Sebagai Media Pembelajaran Berbasis Daring Bagi Peserta Didik SMA Pada Masa Pandemi Covid-19. BEST Journal (Biology Education, Sains and Technology), 5(2), Article 2. https://doi.org/10.30743/best.v5i2.6220
- Kitchenham, A. (2011). Blended Learning across Disciplines: Models for Implementation.
- Laurillard, D. (2007). Pedagogical forms for mobile learning: Framing research questions.
- Lestari, R. (2017). Pengunaan Youtube Sebagai Media Pembelajaran Bahasa Inggris. http://publikasiilmiah.ums.ac.id/handle/11617/9566
- Mandias, G. F. (2017). Analisis Pengaruh Pemanfaatan Smartphone Terhadap Prestasi Akademik Mahasiswa Fakultas Ilmu Komputer Universitas Klabat. CogITo Smart Journal, 3(1), Article 1. https://doi.org/10.31154/cogito.v3i1.47.83-90
- Mendikbudristek. (2020). Surat Edaran Mendikbud No 4 Tahun 2020 Tentang Pelaksanaan Kebijakan Pendidikan Dalam Masa Darurat Penyebaran Corona Virus Disease (COVID- 19) [Pusdiklat.kemdikbud.go.id/]. Berita. https://pusdiklat.kemdikbud.go.id/surat-edaran-mendikbud-no-4-tahun-2020-tentang-pelaksanaan-kebijakan-pendidikan-dalam-masa-darurat-penyebaran-corona-virus-disease-covid-1-9/
- Muhson, A. (2010). Pengembangan Media Pembelajaran Berbasis Teknologi Informasi. Jurnal Pendidikan Akuntansi Indonesia, 8(2). https://doi.org/10.21831/jpai.v8i2.949
- Mutiani, M., Supriatna, N., Abbas, E. W., Rini, T. P., & Subiyakto, B. (2021). Technological, Pedagogical, Content Knowledge (TPACK): A Discursions in Learning Innovation on Social Studies. *The Innovation of Social Studies Journal*, 2(2), 135-142.
- Nisa, H., Permana, A., & Firmansyah, R. (2020). Peranan Smarthphone Dalam Dunia Pendidikan Di Masa Pandemi Covid-19. TEMATIK, 7(2), Article 2. https://doi.org/10.38204/tematik.v7i2.460
- Nurseto, T. (2012). Membuat Media Pembelajaran yang Menarik. Jurnal Ekonomi Dan Pendidikan, 8(1). https://doi.org/10.21831/jep.v8i1.706
- Paridawati, I., Daulay, M. I., & Amalia, R. (2021). Persepsi Orangtua Terhadap Penggunaan Smartphone Pada Anak Usia Dini Di Desa Indrasakti Kecamatan Tapung Kabupaten Kampar. Journal on Teacher Education, 2(2), Article 2. https://doi.org/10.3100/jote.v2i2.1329
- Peñalvo, F. J. G., Zangrando, V., Holgado, A. G., González, M. Á. C., Pardo, A. M. S., Forment, M. A., Janssen, J., Griffiths, D., Mykowska, A., Alves, G. R., & Minović, M. (2012). TRAILER project overview: Tagging, recognition and acknowledgment of informal learning experiences. 2012

- International Symposium on Computers in Education (SIIE), 1-6.
- Rahmat, R. F., Mursyida, L., Rizal, F., Krismadinata, K., & Yunus, Y. (2019). Pengembangan media pembelajaran berbasis mobile learning pada mata pelajaran simulasi digital. Jurnal Inovasi Teknologi Pendidikan, 6(2), Article 2. https://doi.org/10.21831/jitp.v6i2.27414
- Rajiani, I., Musa, H., & Hardjono, B. (2016). Research article ability, motivation and opportunity as determinants of green human resources management innovation. *Research Journal of Business Management*, 10(3), 51-57.
- Rogozin, K. (2012). Physics Learning Instruments of XXI Century. Proceedings of the World Conference on Physics Education, 1st Edition, 913–923.
- Ruby, D. (2023, June 6). YouTube Statistics 2023: Data For Brands & Creators. DemandSage. https://www.demandsage.com/youtube-stats/

# Turnitin The Utilization of Smartphones in Learning Media on Social Studies at

**ORIGINALITY REPORT** 

18% SIMILARITY INDEX

12%
INTERNET SOURCES

0%
PUBLICATIONS

**6**% STUDENT PAPERS

MATCH ALL SOURCES (ONLY SELECTED SOURCE PRINTED)

6%

★ Submitted to Universitas Muhammadiyah Sidoarjo

Student Paper

Exclude quotes

On

Exclude matches

< 4%

Exclude bibliography