

## Increasing the Interest of Grade XI.10 Students in Learning Civic Education Through Genially Media at SMA Negeri 3 Palembang

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bahwa media pembelajaran Genially dapat meningkatkan minat belajar peserta didik kelas XI.10 di SMA Negeri 3 Palembang.

### ABSTRAK

Penelitian ini bertujuan untuk memaparkan upaya menerapkan media pembelajaran genially sebagai solusi untuk meningkatkan minat belajar peserta didik kelas XI.10 di SMA Negeri 3 Palembang. Metode penelitian yang digunakan adalah penelitian tindakan kelas yang dilakukan dengan 3 siklus pembelajaran yang terdiri dari Pratindakan atau Prasiklus, Pascatindakan (Siklus 1), dan Pascatindakan (Siklus 2). Adapun subjek dari penelitian ini yaitu peserta didik kelas XI.10 SMA Negeri 3 Palembang yang berjumlah 30 orang. Indikator dari minat belajar yang digunakan yaitu adanya perasaan senang, ketertarikan peserta didik, keterlibatan peserta didik, rajin dalam belajar, dan tekun dan disiplin dalam belajar. Hasil dari penelitian ini menunjukkan media pembelajaran Genially dapat meningkatkan minat belajar peserta didik. Hal tersebut dapat dilihat dari hasil angket minat belajar dengan kriteria keberhasilan 76%-100% dinyatakan tinggi, 56-75,9% dinyatakan sedang, 0%-55,9% dinyatakan rendah. Dari hasil kegiatan pratindakan rata-rata yang didapatkan yaitu 48,83 % dengan kategori rendah dan dilanjutkan pada kegiatan pascatindakan siklus ke-1 diperoleh persentase 68,9 % dengan kategori sedang dan tetap mengalami peningkatan pada kegiatan pascatindakan siklus ke-2 dengan persentase 80,2 % dengan kategori tinggi. Maka dapat disimpulkan

### ABSTRACT

*This research aims to explain efforts to apply genially learning media as a solution to increase students' interest in learning in class XI.10 at SMA Negeri 3 Palembang. The research method used is classroom action research which is carried out with 3 learning cycles consisting of Pre-action or Pre-cycle, Post-action (Cycle 1), and Post-action (Cycle 2). The subjects of this research were 30 students in class XI.10 of SMA Negeri 3 Palembang. The indicators of interest in learning used are feelings of joy, student interest, student involvement, being diligent in studying, and being diligent and disciplined in learning. The results of this research show that Genially learning media can increase students' interest in learning. This can be seen from the results of the interest in learning questionnaire with success criteria of 76%-100% being declared high, 56-75.9% being declared medium, 0%-55.9% being declared low. From the results of the pre-action activities, the average obtained was 48.83% in the low category and continued in the 1st cycle of post-action activities, the percentage was 68.9% in the medium category and continued to increase in the 2nd cycle of post-action activities with a percentage of 80.2% in the high category. So it can be concluded that Genially learning media can increase students' interest in learning in class XI.10 at SMA Negeri 3 Palembang.*

## 1. INTRODUCTION

In implementing learning, a teacher must create an interesting and dynamic learning environment with students. Teachers must also ensure that students feel comfortable, relaxed, and not bored or monotonous during the learning process (Wandiri Rizki Rora et al., 2022). Pancasila and Civic Education is one of the subjects that must be included in the education curriculum. This is stipulated in Law No. 20 of 2003 concerning the National Education System, article 37, which states that "The basic and secondary education curriculum must include (a) religious education, (b) civic education, (c) language, (d) mathematics, (e) natural sciences, (f) social sciences, (g) arts and culture, (h) physical education and sports, (i) vocational

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skills, (j) local content. The higher education curriculum must include (a) religious education, (b) civic education, (c) language (Lisnawati et al., 2022).

The importance of civic education for students is that it enables them to develop positive attitudes and values that will lead to the development of attitudes for students to be devout, moral, critical thinkers, intelligent, and responsible. However, the majority of students underestimate civic education and are not really interested in it. When teachers explain the lesson, students only focus on their own activities and do not listen to the teacher's explanation of the material, nor do they take the teacher's explanation seriously. In the classroom, the biggest problem for Civic Education teachers is student interest in learning. Teachers hope that every student can make the best use of their time in class so that learning objectives can be achieved as effectively as possible. However, teachers' intentions are often viewed differently by students, resulting in low student interest in learning (Bela Vista et al., 2023). The diverse characteristics of students can lead to differences in learning interests during civic education lessons. For a learning process to be successful, students must have a high level of interest in learning, thus demonstrating that interest has a significant influence on learning.

The process of teaching civics in schools usually emphasizes discipline and rules and requires memorization, which makes students feel bored with learning. This has an impact on students' interest in learning civics (Sari, 2023). The role of interest in learning is to motivate someone to do activities according to their desires. Interest in learning cannot grow on its own because there are many factors that can influence its growth. Learners are considered to have a strong interest in learning when they meet several indicators according to Brown in (Fatriyansyah & Saputro, 2023) These include: (a) Feelings of joy; (b) Student interest; (c) Student participation; (d) Diligence in learning; (e) Perseverance, discipline in learning, and having a learning plan. Interest in learning is the most important factor in the implementation of learning at the educational level, because without interest, a person cannot be considered a learner. So learning is not just memorizing facts or information, but learning is taking action and gaining certain experiences in accordance with the expected goals.

The use of media in the learning process is one of the supporting factors that can increase students' interest in learning. Therefore, appropriate tools are needed in the learning process so that students feel enthusiastic and do not get bored. Learning media can help teachers explain material that is conveyed through words. Game-based learning media can challenge students, make learning fun, and have a positive influence on students, even through educational games. One learning media that teachers can use in the learning process to increase students' interest in learning is Genially.

Educational games are one alternative learning method that can be applied in civic education. Based on the results of Sagoro's research in (Mata & Akuntansi, 2024) which states that educational games have a positive effect on increasing students' interest in learning. One educational game that can be used for learning is Genially. Genially is a platform for interactive animated content. Create interactive presentations, infographics, animations, multimedia, quizzes, and other content. Genially media can be used to present material or other presentations with more attractive and versatile features. Based on the results of Einstein's research in (Mata & Akuntansi, 2024) The use of Genially helps teachers develop interactive learning environments and increase student interest in learning. This is in line with research findings (Khoirun Ni'mah et al., 2022) which states that students' interest in learning can be increased through learning via Genially media.

The author observed this phenomenon at SMA Negeri 3 Palembang. Based on the author's observations, students tend to lack enthusiasm in participating in the learning process, such as being bored or busy with their own activities. In addition, the suboptimal use of technology makes learning in the classroom boring. Based on the results of brief interviews conducted by

the author with several students about Civic Education learning in the classroom, students prefer learning that integrates technology, especially interactive game-based learning media. The author is interested in discussing this phenomenon and finding a solution, namely using Genially learning materials to increase the interest of students in class XI.10 in PPKn learning and to see the difference in learning interest between students who use classical media and those who use Genially educational game media.

Based on the results of research from (Mata & Akuntansi, 2024) with the research title "Genially Educational Games: Media for Increasing Student Interest in Learning Bank Accounting Courses" obtained the results of an effectiveness analysis showing that the effectiveness level of educational games in bank accounting learning was 81.92%, which is in the effective category. Meanwhile, classical learning media had an effectiveness level of 74.56%, which is in the fairly effective category. Furthermore, the results of the research from (Fadilah & Kusdiyanti, 2023) with the title "Improving Student Learning Outcomes through the Development of Genially-Based Learning Media" with the results obtained that the media developed was categorized as very suitable for use in teaching and learning activities and there was an increase in learning outcomes after using Genially-based learning media in the correspondence subject for grade X OTKP. The third study was (Khoirun Ni'mah et al., 2022) With the title "Efforts to Increase Student Interest in Learning Through Genially Media in Online Indonesian Language Learning for Grade X Students at SMA Negeri 5 Malang" with an average increase in student interest in learning of 17.94%. Based on these results, it can be concluded that student learning interest in online Indonesian language learning for 10th grade students at SMA Negeri 5 Malang can be increased through learning using Genially media. Therefore, the author, together with the supervising teacher and PPL field supervisor, attempted to increase the interest of Grade XI.10 students in learning Civics through Genially media at SMA Negeri 3 Palembang.

## 2. METHOD

This study uses the classroom action research method. CAR is classroom action research or action research used to identify the causes of problems in the classroom and find solutions to existing problems in the classroom. The main objective of CAR is to improve and refine the learning process to increase interest in learning. The data source for this study was 30 students in class XI.10 at SMA Negeri 3 Palembang. The data collection technique used was purposive sampling, which is a sampling technique with specific considerations. The data obtained was then analyzed using quantitative and qualitative analysis. Quantitative data to measure student interest in learning was obtained from a questionnaire with a scoring system of 4 (SS), 3 (S), 2 (TS), and 1 (STS). The formula used to calculate the level of student learning interest is:  $P = \frac{F}{N} \times 100\%$ , where P=Percentage, F=Number of respondents who are pro, N=Total number of respondents (30 students).

The categories of learning interests according to Arikunto in (Mata et al., 2023) That is, 76%-100% is considered high, 56-75.9% is considered moderate, and 0%-55.9% is considered low. This study was conducted in three learning cycles, with the first step being the researcher conducting pre-cycle observation activities to find out how learning took place in the classroom before using Genially media. This was followed by two learning cycles for the author to use the proposed solution to see if there would be an increase in learning using Genially media.

## 3. RESULTS AND DISCUSSION

This classroom action research was conducted in class XI.10 at SMA Negeri 3 Palembang with the first step being the pre-cycle, which is the stage before the implementation

of Genially media. Then, the second stage was post-action, which was the stage after the implementation of Genially media. Student data was processed by distributing questionnaires after the implementation of Genially media in civic education learning. The following is an overview of the research results.

### Prasiklus

The pre-cycle is the initial step taken in the learning process before implementing Genially media in Civic Education lessons in class XI.10 at SMA Negeri 3 Palembang. This pre-cycle activity is a form of preliminary planning to find out in detail the students' abilities before implementing the media. Pre-cycle data was collected from a student questionnaire consisting of 20 questions related to learning interest prior to the application of Genially media in Civic Education learning. Based on the data obtained, the learning interest of students in class XI.10 at SMA Negeri 3 Palembang had an average of 48.83%, and this result was considered to be in the low category. A detailed explanation can be seen in the following table.

**Table 1. Learning Interest of Pre-action Students**

No.	Learning Interest Indicators	Percentage $P = F/N \times 100\%$	Description
1.	Feeling of joy	49.5%	Low
2.	Student Interest	50,83 %	Low
3.	Student Engagement	46,5%	Low
4.	Diligent in studying and diligent	49.83%	Low
5.	Diligence and discipline in studying and having a study schedule	47.5%	Low
Average		48,83 %	Low

Based on the data obtained in the table above, it can be concluded that students' interest in learning Civic Education is still low. The notes compiled from the five indicators of learning interest and results can be converted into a table according to Arikunto with a percentage of 48.83%. If the percentage of 48.83% is converted into a table according to Arikunto, it shows that the learning interest of pre-cycle students is low in the range of 0 and 55.9%, so that the interest of students is categorized as low. This data was obtained before the application of Genially media in Civic Education learning. Then, after knowing these results, the next step is to apply Genially media in the learning process.

### Post-action (Cycle 1)

Post-action is the second step taken after the action or application of Genially media in the PPKn learning process in class XI.10 at SMA Negeri 3 Palembang. Data was collected from a questionnaire distributed to students, which included questions related to their interest in learning after the application of Genially media in Civic Education learning. Based on the data obtained, the interest in learning among students in class XI.10 at SMA Negeri 3 Palembang was 68.9% on average, which is classified as moderate. In fact, these results can be seen in the table below.

**Table 2. Learning Interest of Students After the Intervention**

No.	Indicators of Interest in Learning	Percentage $P = F/N \times 100\%$	Description
1.	Feeling of joy	79,33%	Height
2.	Student Interest	73 %	Currently
3.	Student Engagement	61,5%	Currently
4.	Diligent in studying and diligent	69,33%	Currently

5.	Diligence and discipline in studying and having a study schedule	60,83%	Currently
Average		68,9 %	Currently

Based on the data obtained from the questionnaire, it can be concluded that the learning interest of students in Civics Education in class XI.10 at SMA Negeri 3 Palembang after the implementation of Genially media was at an average percentage of 68.9% in the post-intervention stage of the first cycle, which was categorized as moderate. In fact, the results show that one indicator is in the high category and four indicators are in the moderate category. There is only one indicator in the high category. In this cycle, student interest in learning is still in the moderate category, but there has been an increase compared to the pre-cycle. Cycle 2 improves planning and the learning process based on several reflections from cycle 1.

### Post-action (Cycle 2)

Post-action (cycle 2) is the third step taken after the action or application of Genially media in cycle 1 in the Civic Education learning process in class XI.10 at SMA Negeri 3 Palembang. Data was collected from questionnaires distributed to students and post-intervention activities (cycle 2), in the form of questions related to students' learning preferences after the application of Genially media in the PPKn learning process. Based on the data obtained, the learning interest of students in class XI.10 at SMA Negeri 3 Palembang reached an average of 80.2%, which is considered high. In fact, these results can be seen in the table below.

**Table 3. Learning Interest of Students After Action (Cycle 2)**

No.	Indicators of Interest in Learning	Percentage $P = F/N \times 100\%$	Description
1.	Feeling of joy	96,16%	Height
2.	Student Interest	95,83 %	Height
3.	Student Engagement	62,6%	Currently
4.	Diligent in studying and diligent	83,5%	Height
5.	Diligence and discipline in studying and having a study schedule	62,83%	Currently
Average		80,2 %	Height

Based on the data obtained in the table above, it can be concluded that the learning interest of students in Civics Education in class XI.10 at SMA Negeri 3 Palembang after the implementation of Genially media in cycle 2 was at an average percentage of 80.2%, which is categorized as High. In fact, the results show that three indicators are in the high category and two indicators are in the moderate category. In fact, the results can be seen from the post-action stage percentage, where all indicators have increased compared to the pre-action stage.

### Increased Interest in Learning Among Students Before and After Intervention

Based on the results obtained before and after the intervention, there was an improvement in all five indicators measured. The improvements resulting from the activities before and after the intervention can be seen in the table below.

**Table 4. Comparison of Learning Interest of Students Before and After Intervention**

No.	Learning Interest Indicators	Percentage Pre-action	Percentage Post-action Cycle 1	Improvement
1.	Feeling of joy	49.5%	79,33%	29,83%

2.	Student Interest	50,83 %	73 %	22,17%
3.	Student Engagement	46,5%	61,5%	15%
4.	Diligent in studying and	49.83%	69,33%	19,5%
5.	Diligence and discipline in studying and having a study schedule	47.5%	60,83%	21,33%
Average		48,83%	68,9 %	20,7%

Based on the comparison table of the pre-intervention percentage and post-intervention percentage for cycle 1, as well as the amount of improvement, it can be concluded that the learning interest of students in class XI.10 at SMA Negeri 3 Palembang has increased. This is evident based on all indicators, which have increased by 20.7%. The comparison table of the post-intervention percentage for cycle 1 with the post-intervention percentage for cycle 2 can be seen in the following table.

**Table 5. Comparison of Student Learning Interest after Cycle 1 and Cycle 2 Actions**

No.	Learning Interest Indicators	Post-Action Percentage Cycle 1	Percentage P=F/N X 100%	Improvement
1.	Feeling of joy	79,33%	96,16%	16,83%
2.	Student Interest	73 %	95,83 %	22,83%
3.	Student involvement;	61,5%	62,6%	1,1 %
4.	Diligent in studying and diligent	69,33%	83,5%	14,17%
5.	Diligence and discipline in studying, as well as having a study schedule	60,83%	62,83%	2%
Average		68,9 %	80,2 %	11,3%

Based on the table above, it can be seen that there was an increase in learning interest in the post-action activities of the second cycle. Therefore, it can be concluded that the learning interest of students in class XI.10 at SMA Negeri 3 Palembang increased significantly from the pre-action stage to the post-action stage of the second cycle. The results of this study prove that the application of Genially media in the PPKn learning process can increase the learning interest of students in class XI.10 at SMA Negeri 3 Palembang. This increase can be seen from the comparison table for each activity and the percentage increase in all indicators. The most significant increase was in the indicators of students' feelings of enjoyment and interest.

#### 4. CONCLUSION

The results of the study show that by comparing the percentages of pre- and post-interventions and the amount of improvement, it can be concluded that the learning interest of students in class XI.10 at SMA Negeri 3 Palembang increased after the implementation of Genially media. This can be seen based on the increase in the overall learning interest indicator. The average pre-intervention result was 48.83% in the low category, followed by a post-intervention result of 68.9% in the moderate category in cycle 1, and a further increase in the post-intervention result of 80.2% in the high category in cycle 2. Therefore, it can be concluded that the Genially learning media can increase the learning interest of students in class XI.10 at SMA Negeri 3 Palembang.

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