SYSTEMATIC LITERATURE REVIEW: THE USE OF DIGITAL LEARNING MEDIA TO ENHANCE STUDENTS' LEARNING MOTIVATION

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Abstract
In this era, the use of digital learning media is essential for creating engaging and effective educational experiences. Digital learning media makes the teaching and learning process become interactive for the students and gains the students' interest and also enthusiasm. This study aims to describe the impact of using digital learning media to gain the students' learning motivation. This research method is using Systematic Literature Review (SLR). Data collection was carried out by documenting and reviewing all articles related to the use of digital learning media published in the 2018-2023 period. The articles used in this study were 10 articles from accredited national journals obtained from the Google Schoolar database. There are several digital learning media that can be used to support the process of learning based on the articles include the use of Animation Video media, Audio, Visual, and Audio Visual Media, Digital Board Games, and Quizizz Applications. Based on this research, it was found out that the use of digital learning media can be used to foster the students motivation for learning and also lead to improve their learning outcomes, enthusiasm for learning and the effectiveness of students in learning
Keywords: Digital Learning Media, Students' Motivation, Systematic Literature Review

Introduction

Education is a planned effort to create an atmosphere of learning and learning process in such a way that students can actively realize their potential. The learning process should be interesting, interactive and enjoyable in order to motivate students in learning. According to PP No.19 Year 2015, the learning process on educational units is organized interactively, inspiring, fun, challenging, motivating students to participate actively, as well as providing sufficient space for initiative, creativity, and independence according to the talents, interests, and physical and psychological development of students.

There are many ways that teachers can use in motivating their students to learn. Students who have a high motivation will be easier to succeed. In order to have a good quality of learning, there are several aspects that play an important role, namely: conditions of a supportive learning environment, the use of innovative learning media, use of diverse and attractive teaching methods with attention to student behavior. The role of educators in the teaching process is a factor in the success of learning. (Astuti et al., 2019).

According to Rachmawati et al., (2020), some majority schools still implement traditional learning such as giving tasks without using learning media. The lack of variation in these learning methods and media causes students to find it difficult to develop their creative thinking abilities, as they have difficulty in solving problems. In addition, the answers given by some learners tend to be too common and familiar due to the lack of variation in the learning given. In order to increase the motivation, interest in learning and reduce their dependence on the presence of teachers, the teacher can use interactive and relevant teaching materials and media. This approach will also encourage an independent attitude in the learners.

One of the most important aspects of learning is the motivation of learners. (Winastiti et al., 2012). According to Suwarma et al., (2023), learning motivation serves as a driver that encourages learners to participate actively, develop interests, and better outcomes in the learning process. One of the efforts that can increase the motivation of students is by using interesting learning media. According to Abraham et al.,. (2004), learning media is everything that can be used as a learning material so that it can stimulate attention, interest, thoughts, and

feelings of students in learning activities to certain learning goals. Examples: images, charts, models, movies, videos, computers, and so on. In this era, teachers can apply interactive learning media that is based on the latest technology. Learning media can fulfill three main functions when it is used by a large number of individuals, groups, or groups of listeners, i.e. 1) motivate interests or actions, 2) present information, and 3) provide instruction.

New technologies in the world of education, creating opportunities for educators or teachers to use technology to support teaching processes and activities in classroom and outside the classroom. (Bullock, 2015; Akyuz & Yavuz, 2015; All, Nunez, & Looy, 2015). Thus, by applying digital media in learning, it is expected to increase the motivation of students in learning. Based on the results of research Maisarah et al., (2022), showed that the use of digital media in the learning process provides stimulation and motivation to students so that they can improve their learning performance.

The use of digital learning media has proven to be effective in increasing the motivation of students in the learning process. This makes researchers interested in conducting a systematic study of literature on the use of digital learning media on English language subjects. In the end, researchers can apply digital learning media to learning English.

Method

The method used in this article is SLR (Systematic Literature Review). This method is done by identifying, studying, evaluating, as well as interpreting or interpreting all existing research. The method will review and systematically identify journals that in each process follow the specified steps. (Triandini, Jayanatha, Indrawan, Werla Putra, & Iswara, 2019). Based on this phase, then the researchers collected journal articles through Google Scholar.

The journal article in this study consists of 10 articles obtained from Google Scholar. The keyword used is "The use of digital learning media to motivate students". Articles collected are only articles published in the period 2018-2023. From the various articles found, the researchers selected 10 articles that were closely related to the keywords used.

The next step is to group the articles that have been found related to the application of digital learning media to the motivation of the students either relate to the type of digital learning media used or their learning outcomes in general. The articles were submitted into tables that included the author's name, title, year of publication, journal name, type of research and research results. After that, the articles will be reviewed and analyzed in depth especially on the results of the research being studied in the discussion section and the conclusion section. In the final phase, the researchers compare the findings studied in the article and draw conclusions. (Sartika & Octafiani, 2019).

Findings and Discussions

The article data that was analyzed related to the application of digital learning media to the motivation of students is shown in Table 1.

Table of 1. List of results articles

No.	Name of Author	Name of Journal	Title of Article
1.	Fitriani et al., (2018)	Journal of Elementary Education	Use of Learning Media ICT-Based to Improve Motivation and the Result of Learning Science in Solar System Materials.
2.	Terananda Z. N. et al., (2020)	Jurnal Teknologi Pendidikan	Effectiveness of Media Board Games Digital on Materials Degree of

			Comparison to Increase English Language Learning Motivation of High School Students in Surabaya
3.	S. Sumardi U. et al., (2021)	Jurnal Teknologi Pendidikan	Impact of Video Media Use on Learning Motivation
4.	Maisarah et al., (2021)	Jurnal Pendidikan Bahasa Indonesia	Emergency of Digital Media Development on Learning Indonesian Language
5.	Mayasari A. et al., (2021)	Jurnal Tahsinia (Jurnal Karya Umum Ilmiah)	Impact of Visual Media on Learning Materials on Learning Motivation of Students
6.	Afrilia L. et al., (2022)	Jurnal Cakrawala Pendas	Media Efficiency Video-based Learning Animation to Increase Learning Motivation of Class IV Elementary School Students
7.	Lubis C. T. and Mavianti (2022)	Jurnal Raudhah	Application of Visual Audio Media in Increasing the Motivation to Learn Islamic Religion Education in Children
8.	Jamaluddin et al., (2022)	Jurnal Pendidikan Islam	Impact of the use of ICT-based teaching materials and printed materials on motivation to learn on teaching objects of equality in MAN 1 Sinjai
9.	Novriyandi et al., (2023)	Jurnal Pendidikan Matematika	Digital Learning Media Integrated with Malay Culture to Improve Students' Numeration Ability and Motivation
10.	Al-Jannah M. et al/. (2023)	Jurnal Guru Pencerah Semesta (JGPS)	Student perception of the use of the Quizizz application as a learning medium in the eyes of English language teaching

Research conducted by Fitriani et al., (2018), this research raises the problem of the low motivation and learning outcomes of science in the sixth grade students of SDN 257 Pelita, Lengkong, Bandung City. This study is based on Classroom Action Research. (CAR). The purpose of this study is to find out the improvement of science learning motivation through the use of ICT-based learning media, To determine the increase in science learning outcomes using ICT-based learning media. The subjects of this study were 30 students. The results showed that the use of ICT-based learning media that can be in the form of powerpoints, videos, and images can help teachers in delivering learning material on materials that are difficult for students to accept so that ICT-based learning media can increase motivation and learning outcomes of students. This has an impact on students' motivation, students who were initially less interested and considered this material were difficult to understand and change into more enthusiasm because it felt fun and easy to understand and learn.

Research from Terananda Z. N. et al., (2020), using the type of experimental research, using control group design consisting of two groups of research namely experimental class and

control class. Class controls use lecturing methods, while experimental classes use learning methods with digital board games media. Data collection using student learning motivation lifts. The data obtained was analyzed using an independent sample t-test. The research aims to develop digital media board games to enhance student learning motivation. Independent sample t-test results for learning motivation of 0,000 or significance <0,05 (0,000 <0,05) signified significantly in increasing student learning motivations.

Penelitian dari S. Sumardi U. et al., (2021), the method used in this study is through a literature study which collects several previous studies to describe the concept of learning media, the concept of video media, the concept of learning motivation, and the influence of media use. Based on the above studies, it can be concluded that there is a positive influence of the use of video media on the learning motivation of students. With the use of media in particular video while learning, students become more enthusiastic, learning is done in a fun atmosphere, actively discussing, and dare to comment on the video shows and associate them with learning materials.

Maisarah et al., (2021), conducted research using methods of literary study. The method used is qualitative descriptive research. The use of digital media-based can increase vocabulary for students, and the use of digit-based media provides stimulus and motivation to students.

Research by Mayasari A. et al., (2021), This research is a quantitative descriptive study. This research was carried out by conducting a survey on the influence of visual media on Pancasila material on the motivation of students of 3rd grade in MI Fathul Khoer. The results of this study can be concluded that the influence of visual media on Pancasila material on the motivation of 3rd grade students Mi Fathul Khoer 90% of students strongly agree that learning using these visual media can enhance student motivation in learning especially on Pancasila materials.

Afrilia L. et al., (2022), conducted research uses experimental methods for quantitative research because the data obtained are related to numbers that can be calculated systematically. The purpose of this study was to find out how effective the use of animated video-based learning instruments was in increasing learning motivation, and to find out how to increase the learning motivation of fourth grade elementary school students when using animated video-based learning media. The population of this study were fourth graders at SDN Lhok Pawoh, while the sample in this study was the fourth grade students at SDN Lhok Pawoh totaling 40 students. The number of students in class IV.1 SDN Lhok Pawoh is 20 people and class IV. as many as 20 people. The results describe t-test > t-table, until Ho is rejected and it can be concluded that an increase in learning motivation was found in elementary school students by applying animated video-based learning media (Ha accepted).

Penelitian dari Lubis C. T. and Mavianti (2022), This type of research is qualitative with a descriptive approach. This study aims to determine the application of Audio-Visual Learning Media in Improving Learning Motivation of Islamic Religious Education in Children 5-6 Years Old. The population of all children aged 5-6 years was selected as a sample for class B1 and B2. The results of the study concluded that audio, visual, and audiovisual learning media were effectively used to improve students' understanding of prayer. The use of visual audio media such as movies makes learning more interesting, motivates and eliminates boredom in the online and offline learning process.

Jamaluddin et al., (2022) conducted research using ex post facto methods, with a quantitative approach. Population in this study is class XI MAN 1 Sinjai in 2019/2020 which consists of 9 rombels with the number of students 238 people, method of sampling using Equal Size Cluster Random Sampling obtained samples in class XI religion of 24, class XI MIPA 3 of 32, and class XI IPS 4 of 28 people with the amount of samples of 84 people. Variables in this study are dependent variables and independent variables. The aim of this research is to know the significant impact between the use of ICT-based teaching materials and print materials together on learning motivation. Thus, there is a significant influence between the use

of learning materials based on TIK and printed teaching materials in conjunction with the learning motivation on the subject of Akhlak Aqidah.

Novriyandi et al., (2023) conducted research with the methods used in research and development. (R&D). The development model used is an ADDIE model that consists of 5 stages and is modified into three stages: Analysis, Design, and Development. The research instrument is a validation sheet to see whether the learning media is valid and practical. The data analysis technique used in this research is descriptive quantitative. Hasil analisis menunjukkan bahwa media pembelajaran digital yang terintegrasi dengan budaya melayu dapat meningkatkan motivasi dalam pembelajaran budaya, meningkatkan kemampuan berhitung siswa.

Al-Jannah M. et al. (2023), conducting quantitative descriptive research (descriptive quantitative). The researchers used probability sampling techniques using cluster samplings. This study used research subjects of 12th grade MIA 1 pupils with a total of 27 pupils. This study was conducted at the 3rd National High School. This research uses data collection techniques through Google forms and documentation. Among them was a more positive percentage of students regarding the ease and facility of the quizz application, which is 48.1%, students are happy in using the Quizz app (48.1%), which can automatically increase the motivation of students in learning.

The results of the study revealed that various types of digital learning media, such as ICT, digital board games, video, digital media, visual, audio, as well as digital showed a positive impact on student enthusiasm and their learning outcomes. These studies show that the use of these media can create more interesting, fun, and interactive learning, thereby increasing student participation and enthusiasm in the learning process. In addition, the use of digital learning media can help overcome barriers in understanding difficult material and motivate students who are initially less interested in the material.

Conclusion

Analysed research shows that the use of digital learning media, especially digital media such as powerpoint, video, digital board games, and visual media, can have a positive impact in improving student learning motivation and learning outcomes. These studies highlight the important role of learning media in creating learning that is more interesting, interactive, and enjoyable for students, thereby helping to overcome the barriers of understanding on difficult subjects. The media also brings positive learning experiences and has an impact on changing attitudes of students who are initially less interested and consider hard material to become more enthusiastic and easy to understand the learning material.

Thus, the integration of technology in learning has great potential to improve the quality of the learning process and optimize student learning outcomes. In addition, the studies also show that the use of digital learning media can be done at various levels of education, from elementary school to high school. In the context of religious learning, audio-visual learning media also proved to be effective in improving students' understanding of the religious material.

However, it should be noted that the successful implementation of digital learning media also depends on the readiness and ability of teachers in using it effectively. Therefore, a holistic approach is needed in designing learning that combines innovative methods and technologies in order to provide the optimal learning experience for students.

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