

## BUILD LEARNING ACHIEVEMENT THROUGH INCREASED STUDENT LEARNING MOTIVATION

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### ABSTRACT

*The aims of this study were to examine and analyze the effect of motivation, discipline, parental background, and the use of gadgets together on student achievement in SMK Negeri 1 Sragen. The research was conducted for 6 months, starting from March to August 2021 by taking the location at SMK Negeri 1 Sragen. The population in this study was class XII students with a total of 500, while the sample used was students with top ten rankings in each class with a total of 140. In this study the data used by researchers were (1) primary data, (2) secondary data. Data collection techniques were carried out through observation, interviews, documentation, questionnaires, and literature studies. The data processing technique was carried out using the SPSS program to test the instrument (validity test and reliability test), linear regression test, classical assumption test (normality test, heteroscedasticity test, and multicollinearity test), determination test (R<sup>2</sup>), hypothesis test (F test), and t test). The results of this study are based on (1) the F test, the F count is 32.005 while the F table is 2.680, thus hypothesis 1 is tested for truth (2) the t-test on the motivation variable is obtained t-count is 4.703, while the t-table is 1.978, so the second hypothesis is verified (3) t test on the discipline variable obtained t count 2,427, while t table 1,978, so the third hypothesis is tested for truth (4) t test for parental background variable obtained t count 2,116, while t table 1,978, so the fourth hypothesis is verified. (5) the t-test of the gadget use variable obtained t-count 3.567, while the t-table was 1.978, so the fifth hypothesis was verified.*

**Keywords:** *learning achievement, motivation, discipline, parental background, gadget used*

### INTRODUCTION

The implementation of the teaching and learning process is the core of educational activities in schools. As the center of educational activities, the teaching and learning process is an effort to achieve learning goals. The purpose of learning is indicated by students' success in achieving changes in themselves or often referred to as learning achievement. A student is said to have earned his development optimally if he can obtain education and learning achievement following his talents, abilities, and interests.

Good learning achievement is the desire of every student. A student will feel his pride when achieving satisfactory learning achievements. This is because developments in various areas of life demand quality human resources that will be useful for themselves, society, nation and country. But to get good

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learning achievement is not an easy thing for students. Many students have difficulty in the learning process resulting in low learning achievement in these students.

To overcome students who have low learning achievement, there need to be efforts to improve learning achievement by schools. For the improvement of learning, which can achieve achievement according to the target, it is necessary to know the factors that affect the advancement of learning achievement. The factors that affect the improvement of learning achievement, in general, include motivation, discipline, parental background, and gadget use.

According to Basuki (2015), spiritual intelligence can develop good motivation in students. Students who have spiritual intelligence are more likely to be humble, always trying, surrendering, and more sensitive than others. This can trigger a strong learning motivation. A person who learns with strong encouragement will carry out all his learning activities in earnest.

Damarwati (2016) explained that motivation and learning are two things that affect each other. In learning, motivation is needed for learning activities because motivation can cause energy changes to do something driven by goals, needs, or desires.

In addition to strong learning motivation, achievement of good learning achievement is also supported by the school discipline and student discipline in learning. Purbiyanto (2018) said that the existence of strict and consistent rules in schools will trigger the growth of student discipline because it is driven by awareness from within him to carry out the desired learning goals. This opinion is reinforced by Pianyta (2016) that there is a positive impact on students' lives and behavior when applying discipline well, consistently, and consequently. Discipline can encourage learning concretely and practically in school about positive things and learning the negatives. In addition, it also encourages students to compete for learning achievements.

In addition to discipline, the parental background is also a factor in improving students' learning achievement. According to Triwidatin (2019), that parents who have a good background can provide moral support well to their children. Fitrayati (2017) explained more specifically, that parents who have a high economy can meet the needs of children's schools. Complete supporting facilities further increase the child's spirit in learning, so that the socio-economic situation of parents becomes one of the factors that determine students' learning achievement. At the same time, Nur (2016) argues that parents who have higher education, in general, are more open and able to treat children positively. They will also give more attention and direction to the development of education. This condition also supports children in achieving their desired goals.

Another factor that affects learning achievement is gadgets. According to Kurniawati (2020) the use of gadgets also has an impact on student achievement. Gadgets can be used as a learning medium, if students use the internet on gadgets, students can browse everything that they want to know, so that the memory of the process can support students in achieving.

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The provision of facilities is also revealed by Hashim (2019), the existence of complete facilities or services on gadgets so that students can use gadgets to find information related to the subjects taught. To be more attractive, gadgets can also be used as interactive communication tools between teachers and students in SMK Negeri 1 Sragen.

In the 2019/2020 school year, there was a decrease in the learning achievement of students of SMK Negeri 1 Sragen, which was 7.23%. From the data collection results, observation and observation of the decline were caused by several things. Among others, the lack of motivation decreased discipline, and the parental background makes the lack of encouragement towards children to achieve. These gadgets are not used optimally for learning activities.

Based on the conditions in SMK Negeri 1 Sragen, researchers are encouraged to examine and prove the extent of the education of Motivation, Discipline, Parental Background, and The Use of Gadgets in improving student learning achievement especially in SmK Negeri 1 Sragen.

## **THEORETICAL BACKGROUND**

### **A. LITERTAURE REVIEW**

#### **1. Learning Performance**

Learning achievement is the result of measurements of learners that include cognitive, affective and psychomotor factors after following the learning process as measured using test instruments or relevant instruments. According to Shafi'i (2018) to measure the level of student learning achievement, indicators are needed. In this study, these indicators include:

- a. Can explain the material
- b. Can give an example
- c. Can use it appropriately
- d. Be able to clarify the material
- e. Can infer material

#### **2. Motivation**

Motivation means to drive, reason, will or will. In contrast, motivation is the driving force of a person's inner strength that encourages him to perform a particular activity, giving direction in achieving the goal, both driven or stimulated from the outside and from within himself. Motivation has indicators to measure it. As Darmawati (2016) mentions that motivation has the following hands:

- a. There is a drive and need for learning.
- b. There are hopes and ambitions for the future.
- c. There is a conducive learning environment
- d. Diligently facing the task
- e. Tenacious facing difficulties

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### 3. Discipline

Discipline is the willingness to (obey, submit, nurut, obey) to the rules, norms (both religious norms and decency norms) both written and unwritten, both in the environment (family, school and society), is a directive to train and shape someone to do something for the better. Indicators of disciplining are taken from research on discipline put forward by Yopi (2017), namely:

- a. Adherence to the thinnest system in school
- b. Adherence to learning activities in school
- c. Obedience in performing tasks
- d. Adherence to learning activities at home
- e. Not lazy to learn

### 4. Parents' Background

Socioeconomic status is a person's position or social position in society in terms of economic and social. This is determined by many things that affect income level, work, family atmosphere and so on. According to Yuppy (2019) The socioeconomic status of the community can also be seen from several factors that affect, namely:

- a. Work;
- b. Education;
- c. Revenue;
- d. Number of Dependents of Parents.

### 5. Gadgets

A gadget or Indonesian device is a device or instrument with a purpose and practical function that is specifically designed more sophisticated than previously created technology. Gadgets whether laptops, ipads, tablets, or smartphones are technologies that contain various applications and information about all things in the world (Wijanarko, 2016: 7).

## B. Previous Relevant Research

To strengthen and sharpen the results of this study, researchers need to consider several previous studies:

No	Title of Research	RESULT
1	The Effect of Learning Motivation and Learning Style on Economic Learning Achievement of State High School Students in Tuban City. (Joenita Darmawati, 2013)	Motivation and learning styles partially and simultaneously have a significant effect on learning achievement.
2	The Influence of Spiritual Intelligence and Learning Motivation on Mathematics Learning Achievement (Kasih Haryo Basuki, 2015)	Spiritual intelligence and learning motivation partially and simultaneously have a direct and significant effect on learning achievement.
3	The Effect of Student Learning Motivation on Science Learning Achievement in Elementary	Learning motivation is significantly influential on learning performance.

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	Schools (Case Study of Fourth Grade Students at SDN Tarumanagara (Ghullam Hamdu & Lisa Agustina, 2011)	
4	The Influence of Learning Discipline, Family Environment, and Learning Motivation on Learning Achievement in Introduction to Administration Subjects. (Puji Sri Mulyasih, Nanik Suryani, 2016)	Learning disciplines, family environments and learning motivation have the most dominant influence on students' learning achievement.
5	The Influence of Parents' Socio-Economic Status, Learning Motivation, Learning Discipline on Learning Achievement in Students of SMK Barunawati Surabaya (Atya Rizkiana, 2014)	The higher the economic level of parents, learning motivation, and student discipline, the higher the learning prstasi obtained.
6	The Influence of Learning Discipline, Family Environment, and Learning Motivation on Student Learning Outcomes. (Ryan Purbiyanto, & Ade Rustiana 2018)	There are simultaneous positive and significant influences between learning disciplines, family context and learning motivation towards students' learning outcomes.
7	The Influence of Discipline and Task Commitment on Mathematics Learning Achievement (Anies Pianyta, 2016)	There is a significant influence between discipline and partial task commitment on learning performance.
8	The Effect of Parents' Educational Level Background and Learning Style on Student Learning Outcomes in Grade IV SDN Sananwetan District, Blitar City (Tety Nur Cholifah, I Nyoman Sudana Degeng, Sugeng Utaya, 2016)	Parents' education levels and students' learning styles partially and simultaneously have a positive and significant effect on students' learning outcomes.
9	The Influence of Parents' Income Levels and Education Levels and Discipline on Learning Achievement of State Senior High School Students in SMA Negeri Bangkalan (Dwi Aprilia Matus, 2016)	Parents' income level and parental education level as well as learning disciplines
10	The Effect of Using Gadgets as Learning Media and Learning Creativity on Student Achievement in Correspondence Subjects Class X SMK Swasta Prayatna 1 Medan T.P 2018/2019 (Sundari Hindriani & Hasyim Hasyim 2020)	The use of gadgets as a creative learning medium has a positive and significant influence on learning achievement.
11.	<i>The Influence of Learning Motivation on the Learning Outcomes of Vocational Students at Lampung University</i> Sugiyanto dkk, 2020	In this study it was found that learning motivation, especially intrinsic motivation, increases Learning outcomes for vocational students.
12.	<i>Relationship Between Motivation and Discipline of Students to Student Learning Outcomes Class XI Vocational High School</i> Puji Astuti, 2020	Results of analysis: there is no meaningful relationship between motivation and learning disciplines with english learning outcomes in students of class XI of SMK Bina Bangsa Kayuagung.
13.	<i>The Impact of Electronic Gadget Uses with Academic Performance among Secondary School Students</i> Noratikah Othman, 2020	There was a significant association between race, gender, parental income, dependency levels, academic achievement and health status and total time spent on electronic gadgets.

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14.	<i>The Effect Of Learning Discipline On Learning Achievement Of Class X Students In Vocational High School 5 Padang</i> Silvia Marti Veri, 2019	There was a significant association between race, gender, parental income, dependency levels, academic achievement and health status and total time spent on electronic gadgets.
15.	<i>Parental Background and Students' Academic Performance: A Comparative Study in North-Central Nigeria</i> Aliyu Yunus, 2018	Show that students who Parents with supportive educational backgrounds influence students' learning achievement

### C. Formulation of Hypotheses

1. Basuki (2015) suggests a significant direct influence of spiritual intelligence on students' motivation and learning achievement. Spiritual intelligence is considered the peak of intelligence because it relies on reasoning and emotions and emphasizes the spiritual aspect in turning on motivation in learning to help students achieve desired learning achievement. Another study that also proposed the same thing was done by Darmawati (2016).

**H1 = Learning Motivation (X1) has a significant effect on the learning achievement of Students of SmK Negeri 1 Sragen.**

2. Research conducted by Purbiyanto (2016) mentions that learning has a positive and significant effect on students' learning achievement. A disciplined student can direct himself without the influence and control of others, so that the student can focus what he wants primarily in achieving accomplishment. Another study that proposed a similar thing was done by Planyta (2016).

**H2 = Discipline (X2) has a significant effect on the learning achievement of SmK Negeri 1 Sragen Students.**

3. According to Triwidatin (2019) states that the socio-economic conditions of parents have a positive and significant effect on students' learning achievement. Students who come from middle to upper economic families get more good guidance and direction as well as get complete study facilities. It can improve students' abilities and trigger students to excel. Other research that suggests similar things was done by Fitriyati (2017), Nur (2020).

**H3 = Parental Background (X3) has a significant effect on the learning achievement of SmK Negeri 1 Sragen Students.**

4. The use of Gadgets stated by Kurniawati (2020), that the use of gadgets is able to help students in improving learning achievement and positively and significantly influential. The use of gadgets in an era like this is needed to accelerate and make it easier for students to understand learning materials. All the information needed is also easily accessible

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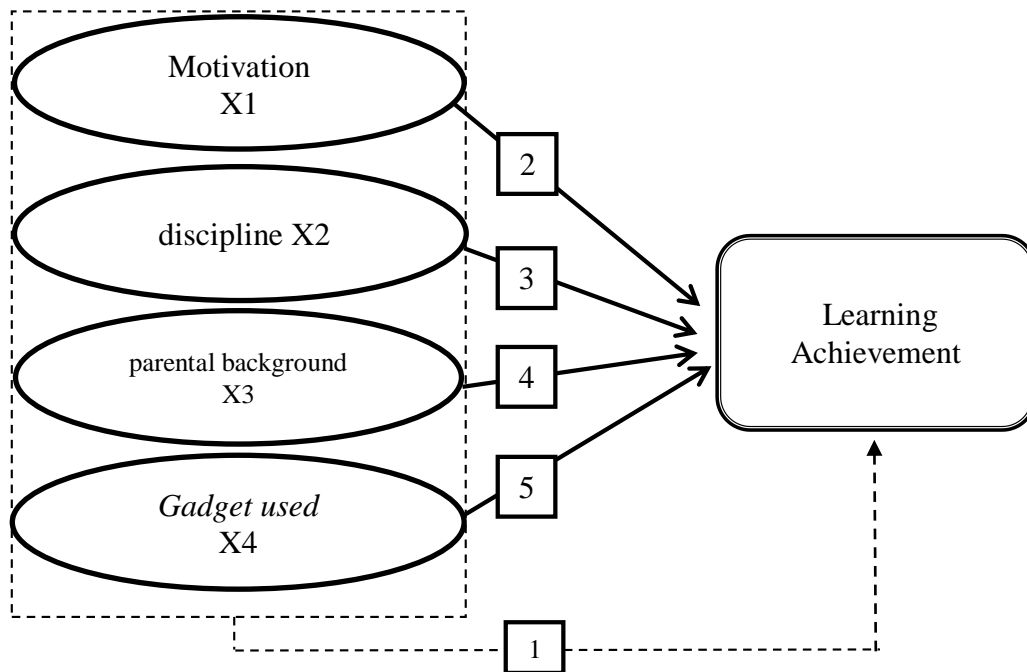
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through gadgets. In this case students are greatly helped by the existence of gadgets so that they can improve learning achievement. Another study that proposed the same thing was done by Hashim (2019).

**H4 = The use of Gadgets (X4) has a significant effect on the learning achievement of Students of SmK Negeri 1 Sragen.**

Picture 1. Framework Thingking



## METHOD, DATA AND ANALYSIS

This research according to the type of data is quantitative. Where quantitative research uses data in the form of numbers. WHAT conducted this research at SMK Negeri 1 Sragen, located on Jl. Ronggowarsito Telp. 0271-891163 Sragen in March 2021 - July 2021. The population of this study is the entire student of class XII SMK Negeri 1 Sragen Year of Study 2020/2021 with a total of 500 students. The sample taken in this study was a Class XII student who ranked in the top ten in his class with 140 students.

The data analysis technique used in this study is to use econometrics with multiple linear regression analysis models. The multiple linear regression formulas in this study are as follows:

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$$Y = a + \alpha_1 X_1 + \alpha_2 X_2 + \alpha_3 X_3 + \alpha_4 X_4 + e \quad (1)$$

**Information:**

Y	=	learning achievement
a	=	konstanta
X <sub>1</sub>	=	Motivation
X <sub>2</sub>	=	Discipline
X <sub>3</sub>	=	Parental Background
X <sub>4</sub>	=	The use of Gadgets
e	=	<i>Error</i>

**RESULTS**

Table 1  
Multiple Linear Regression Results

Variable	Coeff Regression	t statistic	Sig. t	Description
(Constant)	4,968	3.040	.003	
Motivation	0,516	4.703	.000	Effect
Discipline	0,123	1.427	.006	Effect
Parental Background	0,089	1.116	.266	No effect
The use of Gadgets	0,164	1.567	.020	Effect
Adj R square	0,490			
F statistic	32.005			
Sig. F	0,0000			

**Source: Primary data processed in 2021**

**DISCUSSION**

Based on the table above, it can be known that the regression equations formed are:

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$$Y = 4,968 + 0.516 X_1 + 0.123 X_2 + 0.089 X_3 + 0.164 X_4 + e \quad (2)$$

### **1. Influence of learning motivation, discipline, parental background and the use of gadgets on the learning achievement of students of SMK Negeri 1 Sragen.**

Based on the results of the SPSS count obtained  $t_{hitung} > t_{tabel}$  ( $47,003 > 1978$ ) and significance of  $0.000 < 0.05$ . This means that learning motivation, discipline, parental background and the use of gadgets simultaneously affect learning achievement. These results prove the higher the motivation to learn, discipline, parental background and the use of gadgets, then on learning achievement will experience a real improvement. This research is in line with previous research conducted by (Atya Rizkiana, 2014) ; (Anies Pianyta, 2016).

### **2. Influence of learning motivation on the learning achievement of students of SmK Negeri 1 Sragen**

Based on the results of the count obtained  $t_{hitung} > t_{tabel}$  ( $4,703 > 1,978$ ) and significance of  $0.000 < 0.05$ . This means that learning motivation has a positive and significant effect on learning achievement. These results prove that the higher the motivation to learn, the higher the learning achievement will experience a real increase. This research is in line with previous research conducted by (Haryo Basuki, 2015) ; (Joenita Darmawati, 2016) learning motivation has a positive and significant effect on students' learning achievement.

Motivation is a very important aspect to drive students' creativity and ability in doing a learning, and always excited in carrying out these activities. Motivation makes students do their work to the best of their ability. Motivation also makes students feel remarkably unencumbered in carrying out or completing their work in learning.

### **3. Influence of discipline on the learning achievement of students of SMK Negeri 1 Sragen.**

Based on the results of the count obtained  $t_{hitung} > t_{tabel}$  ( $2,427 > 1,978$ ) and significance of  $0.06 < 0.05$ . This means that the background of parents has a positive and significant influence on learning achievement. These results prove that the higher the parents' background, the higher the learning achievement will increase markedly. This research is in line with previous research conducted by (Ryan Purbiyanto, 2016); (Anies Pianyta, 2016) Discipline positively and significantly affects students' learning achievement.

Discipline in an institution or school has an important role in improving learning performance in SMK Negeri 1 Sragen. The role of discipline will be realized if there is a

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behavioral relationship or harmonious behavioral relationship between the teacher and the student. With the balanced relationship between teachers and students, existing learning will be easier to complete and of course student learning achievement will also increase.

#### **4. Influence of parental background on the learning achievement of students of SmK Negeri 1 Sragen**

Based on the results of the count obtained  $t_{hitung} > t_{tabel}$  ( $2,116 > 1,978$ ) and significance  $0.266 > 0.05$ . This means that the background of parents has a positive and insignificant effect on learning achievement. These results prove that the higher the parents' background, the higher the learning performance will increase, although not in real terms. This research is in line with previous research conducted by (Yuppy Triwidatin, 2019) ; (Cholifah Tety Nur, 2020) parental background has a positive and insignificant effect on students' learning achievement.

Parental background is an essential aspect of a student's learning achievement. The presence of good support from parents will make the students feel very comfortable and enjoy every learning. Of course, it will also improve student performance in education, either from the speed of work completion or minimize problems that will occur.

#### **5. Influence of gadget use on the learning achievement of students of SMK Negeri 1 Sragen**

Based on the results of the count obtained  $t_{tabel} > t_{hitung}$  ( $3,567 > 1,978$ ) and significance  $0.020 < 0.05$ . This means that the use of gadgets has a positive and significant effect on learning achievement. These results prove that the higher the use of gadgets, the higher learning achievement will experience a real increase. This research is in line with previous research conducted by (Dian Kurniawati, 2020) ; (Hashim, 2019). The use of gadgets has a positive and significant effect on students' learning achievement.

The use of gadgets is constructive for students in SMK Negeri 1 Sragen to help teachers and students do optimal learning by getting the information needed. With the use of devices in learning, teachers and students will efficiently complete the work in education.

## **CONCLUSIONS**

Based on the results of hypothesis testing and discussions that have been conducted, it can be concluded motivation, discipline, parental background and the use of gadgets together have a positive and significant influence on student learning achievement in SmK Negeri 1 Sragen. Motivation has a positive and significant impact on students' learning achievement in SMK Negeri

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1 Sragen. Discipline has a positive and significant influence on students' learning achievement in SMK Negeri 1 Sragen. Parents' background has a positive and insignificant impact on student learning achievement in SMK Negeri 1 Sragen. The use of gadgets positively and significantly influences student learning achievement in SMK Negeri 1 Sragen. Determination or contribution of motivation variables, discipline, background of parents using gadgets to student learning achievement in smk Negeri 1 sragen by 49%. The rest of the gift of other variables was only 51% that the study did not submit.

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