

## Information Literacy Using the Central Sulawesi Museum on Motivation for Learning History at SMA Labschool Untad Palu

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### ABSTRACT

The importance of information literacy learning among teachers and students has enhanced comprehension and digital media skills. Learning activity and motivation are the factors that spark a particular behavior and give it a resistant orientation that will result in tenacity and not easily cracks in reaching achievement despite many obstacles, basically having a variety of learning-related motivations. This study introduces museums to students as a learning resource to explore the function of information literacy and the desire to study student history. It is qualitative research. People will be asked to participate in interviews and observations, contributing information, opinions, and perceptions to understand the social phenomenon from the participant's perspective. The results indicated how much cultural park administrators and museums promoted using information technologies to attract visitors to educational institutions. Offering details on museum collections and exhibitions relating to historical topics might help implementers of cultural parks and museums motivate students to learn more. This is particularly beneficial for technical implementers since it helps the general public learn about museum collections through brochures, catalogs, websites for cultural parks and museums, and social media, like Instagram.

**Keywords:** *Information literacy's Role, Museum utilization, Learning motivation*

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### INTRODUCTION

Education at this time has a more important need for humans, because with education humans can make progress in various areas of life, firstly in order to improve the quality and human resources (HR). Human resources require them to be ready to face the rapid competition in the current millennial era which creates challenges that must be faced by national education today. National education is one of the foundations for the progress of a nation. The better the quality of education provided by a nation, the better the quality of that nation will be. In Indonesia, education is given priority, because education has a very important role in realizing a dignified national civilization. The importance of education is so important that the aims of education have been clearly regulated in the National Education System Law, namely Number 20 of 2003 article 3.

National Education functions to develop abilities and shape the character and civilization of a dignified nation in order to educate the life of the nation, aiming to develop the potential of students to become human beings who believe and are devoted to God Almighty, have noble character, are healthy, knowledgeable, capable, creative, independent, and become democratic and responsible citizens (Robbins, 2019). Information Literacy is a very important ability for a person to have, especially in the world of education, because currently everyone is faced with various types of information sources which are developing very rapidly, however, not all of the information that exists and is created can be trusted and is in accordance with information needs. Information seekers. Information literacy will make it easier for someone to search, find, evaluate and use it to learn independently without being limited by space and time and interact with various information. Very useful in the world of education and in implementing competency-based curricula which require students to find information for themselves and utilize various types of information. (Mulyono et al., 2020).

Information literacy is an ability that must be possessed by everyone, especially students, because in teaching and learning activities students are exposed to a lot of information from various information sources so they must be able to select the correct information. Students need information to adapt to their academic environment which is different from other groups. The large amount of information available in various media today does not guarantee that someone is able to search for, use, evaluate and utilize this information effectively. Having a lot of information does not mean that all needs for information are met, this is because the information obtained is not necessarily in accordance with what is needed because the truth of much of it cannot be confirmed (Artayasa et al., 2021). The role of information literacy in history learning is the importance of information literacy learning among teachers and students which has a positive impact on understanding and skills in using digital media, especially for educational media, especially in history learning. This program makes a good contribution to teachers and students. Some teachers and students do not understand how to effectively use digital information media. (Mulyono et al., 2020). Information literacy also deals with how to meet information needs, access, evaluate, organize, and use and utilize information. The main thing that makes information literacy necessary is a person's need for the ability to learn continuously and independently in order to live successfully in an information society. Learning is actually making changes in behavior (Fatmawati, 2020).

Learning motivation has a very important role in the teaching and learning process, because motivation is an impulse that grows from within students, consciously or unconsciously, which can appear within the student or from outside him, can carry out an action towards a certain goal. Learning activities, motivation is the cause that gives rise to a certain behavior which will give direction to resilience in a behavior which is reflected in perseverance and not being easily broken in achieving success despite many difficulties, basically it has various types of motivation for learning (Cahyani et al., 2020). Information literacy as the ability to find the information needed, understand how libraries are organized, familiarity with available resources (including information formats and

automated search tools), and knowledge of techniques commonly used in information retrieval. This includes the abilities needed to evaluate information and use it effectively, such as understanding the technological infrastructure for transferring information to others, including the social, political and cultural context and its impact (Rahmawati, 2019).

The indicators of information literacy include :

1. Find and retrieve information
2. Resources
3. Use of information

(Rahmawati, 2019)

Motivation (*movere*) means "to move" or to move. So, motivation is defined as the power within an organism that encourages it to act or is a driving force. In religious language, the term motivation according to Tayar Yusuf is not much different from "intention/intent", (*innamal a'malu binniyat*: actually actions depend on intention), namely the inclination of the heart that encourages someone to take action. Thus, it can be understood that the basic definition of motivation is the internal state of an organism that encourages it to do something (Setiawan, 2019). The explanation of several definitions of motivation above, learning motivation embodies two things that influence each other and are related, in this case the role of the teacher is of course very important. Teachers make efforts that can develop and also provide motivation so that their students can carry out learning activities very well.

## **METHOD**

The research method used by researchers is the qualitative research method, which is often called the naturalistic research method because the research is carried out in natural conditions (natural settings), also known as the ethnographic method, because initially this method was more widely used for research in the field of cultural anthropology; It is called a qualitative method, because the data collected and the analysis is more qualitative in nature. Qualitative research is aimed at understanding social phenomena from the participant's perspective in which people are interviewed, observed, and asked to provide data, opinions, thoughts and perceptions (Sugiyono: 2019 ). This qualitative research is carried out to explain and analyze phenomena, social dynamics events, attitudes, beliefs and perceptions of a person or group. The focus of this research is the role of information literacy in the use of museums in the history learning motivation of class XI IIS at SMA Labschool Untad Palu, namely explaining the application of information literacy in museum learning resources as motivation for students' history learning.

## FINDING AND DISCUSSION

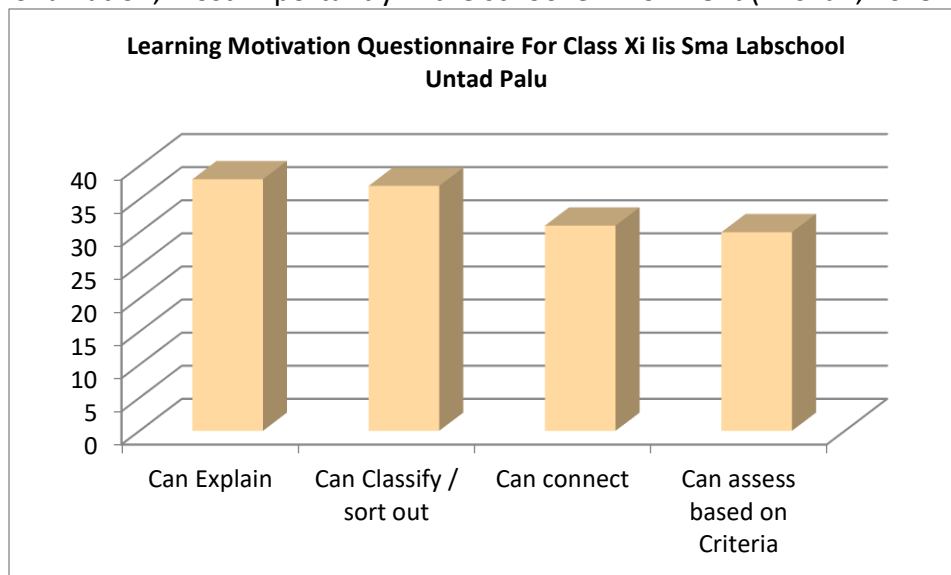
The role of UPT cultural parks and museums is in increasing motivation to learn by providing information about museums, namely museum collections related to historical subjects. The material when researchers conduct observational research is the material that researchers choose, namely the development of European colonialism and imperialism. The aim of the material is to explain the background to the birth of colonialism and imperialism, the arrival of European colonialism and imperialism in Indonesia, the political struggle for European hegemony, the strategies of Indonesian heroes against European colonialism, the impact of European colonialism on the Indonesian people. This sub-material explains the discussion, namely colonialism and imperialism during the Dutch occupation using VOC pistols and cannons. According to student Riberto Aldiari class .

The role of information literacy in the use of UPT cultural parks and museums in learning motivation for class XI IIS SMA Labschool Untad Palu. It is very helpful for history teachers that the museum introduces the museum collection to educational institutions through brochures, catalogues, the UPT Taman Budaya and Museum website, and also through social media, one of which is Instagram. Besides that, the role of information literacy in the use of cultural parks and museums has a positive impact on schools, especially making students interested in learning other than in class. By using this method students are highly motivated and have a positive impact on students and teachers learning directly by seeing examples of historical heritage related to the subjects of colonialism and imperialism. According to Moh Naufal M, class also accompanies us" (28 September 2022).

As we know, we are now entering the new normal period, where three years ago we experienced the Covid-19 pandemic which occurred in all regions in Indonesia, which caused learning at school and outside of school to be transferred to individual homes. individually or online (on the network). However, now we are entering the new normal era, which is a transition period where we feel new changes that return to the way it used to be, we can receive face-to-face learning which is carried out directly in the classroom, although still in stages and still following health protocols, as well as classroom learning, which is carried out at UPT. Cultural Parks and Museums can now operate as usual and still follow health protocols. The role of UPT cultural parks and museums is in increasing motivation to learn by providing information about museums, namely museum collections related to historical subjects. The material when researchers conduct observational research is the material that researchers choose, namely the development of European colonialism and imperialism. The aim of the material is to explain the background to the birth of colonialism and imperialism, the arrival of European colonialism and imperialism in Indonesia, the political struggle for European hegemony, the strategies of Indonesian heroes against European colonialism, the impact of European colonialism on the Indonesian people. This sub-material explains the discussion, namely colonialism and imperialism during the Dutch occupation using VOC pistols and cannons. Studying at the Museum Seeing the Museum Collection The role of the museum here is also inseparable from the museum guides who explain the characteristics and functions of weapons left over from the Dutch era, namely "cannons made of bronze in an elliptical shape, decorated with three circles on the body ,

as well as a plate with a hole as a handle at the end which is slightly concave and hollow, and at the base there is a bulge and support in the middle. research carried out at the museum obtained evidence of these relics according to the learning material.

As we know, learning is a process carried out by each individual to obtain changes in behavior, both in the form of knowledge, skills, attitudes and positive values as an experience from various material that has been studied. Learning can also be interpreted as all psychological activities carried out by each individual so that their behavior is different before and after learning. The meaning of learning is a process of changing a person's personality where the change is in the form of improving the quality of behavior, such as increasing knowledge, skills, thinking power, understanding, attitudes and various other abilities (Wardana et al., 2020). Learning is a process of effort carried out by a person to obtain a new change in behavior as a whole as a result of his own experience in interaction with his environment. However, each person's view is different in interpreting learning so that it influences the actions or actions that result (Cahyani et al., 2020). Learning history by using museums can be expected to become a learning medium which is a link between the past which cannot be observed directly and is linked to the present which includes the process of human life, thus usually forgetting about historical heritage can be minimized in studying history in the sense of being able to revive its value. -values that can shape the character of a nation, most importantly in the school environment (Misnah, 2019:15).



**Figure 1: Learning Motivation Questionnaire**

From the results of the research above, learning resources as learning media have a very big influence on student learning motivation. This was conveyed by (Samsinar : 2019 ) stating that learning resources are essentially everything, whether objects, data, facts, ideas, people, etc. that can give rise to a learning process. Examples of learning resources are textbooks, modules, LKS (student worksheets), museums. One example of a learning resource is a museum as a learning resource, which as a place for learning, apart from being in the classroom, students can view museum collections according to history subjects. The

students didn't get bored and the teacher didn't run out of explanations because there was help from the museum guide to explain the function of the cannon weapon, a relic from the Dutch era. Using museum objects as learning resources is not only used as a place to visit, but is used as a forum for the learning process which is adapted with learning materials and teaching materials from the museum collection which will be taught directly with steps or strategies taught to produce good results. historical learning resources that teachers can choose to enrich learning resources and carry out learning activities. By using the museum as a learning resource, it will certainly produce maximum learning objectives. That visits to museums or historical places can be categorized as learning experiences. historical sources through tourist visits, students can realize that history lessons can be fun lessons. By visiting the museum, students can learn history in real life through the collections available. So that students can understand history more easily (Evitasari et al., 2021).

Background learning resources are divided into two types, namely physical and non-physical environments. Learning resources can be in the form of hardware which can be called teaching aids and software which can be called teaching materials. Learning resources are anything that can be used as material/reference in increasing students' knowledge and abilities. resources that have been specifically developed as components of instructional systems to provide directed and formal learning facilities (Sasmita, 2020). Using museum objects can be one of the teacher's efforts to increase students' learning motivation by seeing directly the museum collection, making students more enthusiastic about participating in learning. The use of museum objects in history learning is very useful and has a good impact on teachers and students as well as the museums who have contributed and collaborated . Background learning resources are divided into two types, namely physical and non-physical environments. Learning resources can be in the form of hardware which can be called teaching aids and software which can be called teaching materials.

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## CONCLUSION

The role of UPT cultural parks and museums in increasing the motivation to learn history for class The teacher's strategy is more important to create an interesting learning atmosphere, one of which is that the role of the museum is also more supportive in increasing motivation with the attraction of introducing the museum which can be accessed by students and history teachers, one of which is on social media (Instagram). The use of UPT cultural parks and museums as a source of history learning in class One of the learning resources is the museum as a learning resource, which is a place for learning, apart from being in the classroom, students can view museum collections according to history subjects. The students didn't get bored and the teacher didn't run out of explanations because there was help from the museum guide to explain the function of the cannon weapon, a relic from the Dutch era. The role of information literacy in the use of UPT cultural parks and museums as motivation for learning history in class Information is the center of attention in research on the role of information literacy on museum use. Information literacy really requires an understanding of information sources and how to search for and retrieve information

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