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SPATIAL QUOTIENT IMPROVEMENT THROUGH THE DEVELOPMENT OF BRAINSTORMING LEARNING METHOD BASED ON SOFTWARE GRAPHMATICA RESEARCH OPERATION LINEAR PROGRAM

Abdul Aziz^{1*}, Iswahyudi Joko Suprayitno²

^{1,2}Universitas Muhammadiyah Semarang , Semarang, Indonesia

*Corresponding author email: abdoelaziznew@gmail.com

Abstract

The aim of this research and development was to know the effect of the brainstorming model based on software graphmatica on spatial quotient research operation linear program. Graphmatica is a tool that plans calculations with numbers and calculus facilities. Combining cartesian chart functions, relationships and equations, parameters, polarization and ordinary differential equations, has about 999 graphs. In addition Graphmatica also has the ability to break the sequence of numbers and display tangent, integral and clear lines. This tool can be applied from secondary school to college. Spatial intelligence is the ability to think someone mengimajinasikan an object in the form of images and space. The development of this product uses a literature study to strengthen the development of a product. This educational product is in the form of Brainstorming learning method and software (software) Graphmatica. Through this stage will examine the scope of Brainstorming and Software Graphmatica methods, the breadth of use, supporting conditions for the product to be used or implemented optimally, and its advantages and limitations. A literature study is also needed to determine the most appropriate steps in the development of the product. In the results of the linear program exam as much as 19 muhammadiyah university students showed good learning outcomes after applying the development of software product graphmatica. This shows that there is an influence in the development of graphmatica software products with the brainstorming model of linear program learning outcomes.

Keywords: Spatial Quotient, Brainstorming, Software Graphmatica

1. Introduction

In the era of globalization, each country is competing to develop its own potential and resources through strengthening and developing the science of mathematics. Susilo (2012) states that mathematics is a science that has an important role and occupies a core position in the world of science. Operations Research is one of the courses that has a strategic role and is very useful in its application to solve problems related to the world economy, banking, industry and so forth. Based on observations made by researchers, showed that students in studying this material more dititkberatkan on the process of memorizing steps pengerjaannya without understanding more deeply what the benefits of this course if really implemented to solve the problem significantly.

One cause of this is the learning process is still applying the conventional learning method in which the learning process is more dominant one way. Students still partially understand the application of the Operations Research with the subject matter of the Linear Program in the real world. In addition, the students have not been introduced to the development of technology-based learning methods to facilitate their application from a problem to the completion process. Application of learning combined with the use of tools in the form of technology (software) will greatly help students to be able to understand the concept of the material as a whole, because in principle the development of technology-based learning methods made in accordance with the original concept and displayed in an easy to understand.

The hope is that when students are really faced with real problems, the concept will be applied in accordance with the material that has been studied. Graphmatica is a graphical software maker created by k soft, Inc. Graphmatica software has advantages in knowing the position (image) of an equation or linear inequality, quadratic function etc. and its size is relatively small (under one megabyte) and easy to use. Salamat (2013) states that Graphmatica Software can improve students' understanding and learning outcomes in mathematics subjects. The author hopes with the implementation of Graphmatica Software on the learning process will be able to improve the spatial intelligence (spatial quotient) students in learning the subject of linear programming.

1.1 Learning achievement

According to D. Gunarso Singih (2004: 17) learning achievement is the maximum results achieved after



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2. Methods

2.1 Participants

The samples taken by the researcher are students of mathematics and natural sciences class of 2013/2014 Universitas Muhammadiyah Semarang (UNIMUS).

2.2 Instrument

The results of needs measurement and literature study, not yet strong enough to provide concrete foundations for the development of a product. Both of these studies still need to be complemented by direct research into the field. In the research and development carried out on the students of mathematics and natural sciences University of Muhammadiyah Semarang developed is a method of learning Brainstorming using Graphmatica Software. Researchers conducted field research on some students of statistics Muhammadiyah University of Semarang who also get the same material that is Linear Program Operations Research. In this case, the researcher also collect data about supporting factors and obstacles of learning implementation which include learning facilities and facilities, classroom atmosphere and student activity level.

2.3 Procedures (or research design)

The results of measurement and needs analysis provide input on what kinds of educational products are required in the current learning process. The results of the literature study provide input on some important characteristics of the product to be developed, as well as the form of similar products that have been developed elsewhere. The results of the study in a limited scope provide an overview of embryos and / or similar products that have been used, the implementation of existing products, and possible factors that support and inhibit the use of products to be developed. The product model is still the initial product, which is tentative to be completed through a series of trial activities (Sutama, 2012).

3. Results

Based on the results of linear program students of mathematics and natural sciences as many as 19 people showed good value through the development of graphmatica software with brainstorming model. There is a difference in value during the first practice before using graphmatica software product development. There is an increase in value after students can apply linear program material in a product. This is directly proportional to the increase in spatial intelligence that is closely related to linear program material that is more focused on two or three dimensional aspects.

4. Discussion

Brainstorming Learning Methods that focus more on students as the subject of education has an important role related to linear program learning outcomes. Teaching Linear program material can use product development that can help students understand the concept and illustrate it in a real context. When a student is able to illustrate the abstract material of a linear program into the context of a dimensionless object it will be able to increase his spatial intelligence.

5. Conclusions

Lecturers must be able to apply cooperative and fun learning to explain a material. The material should be contextual so students can more easily understand the lesson. In the process of learning a lecturer should be able to improve multiple intelligences on students one of them spatial intelligence. There needs to be a product development that is useful for students in understanding the abstract context.

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