Improving Students' Critical Thinking Skills: Is Interactive Video and Interactive Web Module Beneficial?

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Abstract-This study compares students' critical thinking skills through interactive media based on learning phenomena. The phenomenon of learningbased interactive media used are interactive web modules and interactive videos on the topic of the colloid system. Comparative research with a quantitative approach is the method used. In this study's sample, all chemistry education students at the University of Riau and the State Islamic University of Sultan Syarif Kasim Riau in the academic year 2020-2021. Saturated sampling is the method that is used. There were a total of 68 students used as samples. Each group had 34 students. The control group used interactive video-based learning phenomena, and the experimental group used interactive web modules based on phenomena learning. The essay test instrument is used to measure students' critical thinking skills. We used paired t-tests and N-gain to analyze the data. The results showed that interactive web modules were better than interactive videos at helping students improve their critical thinking skills. So, teachers can think of appropriate instructional media used in distance learning as a way to help students improve their critical thinking.

Keywords—phenomenon-based learning, interactive video, interactive web module, critical thinking skills

1 Introduction

Since learning has become a goal of education in the 21st century, students need to be able to think critically [1]. Education is a means of preparing students to join the workforce who can think analytically, solve problems and critically so that they can become a productive workforce and generate knowledge; be able to exchange information and encourage progress that helps the development of community welfare [2][3][4]. The peak of critical thinking is the ability to make a decision where it works in the brain; that is, the ability to think convergent because students have to establish what is best [5][6]. Critical thinking has become one of the tools used in everyday life to solve a problem because it involves the ability to reason, interpret, and the ability to

evaluate information to allow making a valid and trusted decision [7][8][9]. Critical thinking processes can also train students to draw conclusions and synthesize information [10][11][12].

The current issue is that Indonesian students still need to be rated as having low critical thinking skills. The science scores of Indonesian students are ranked 45th out of 50 countries in the Trends in International Mathematics and Science Study (2018) [13]. This shows that there is room for growth in Indonesian students' capacity to answer questions requiring critical thinking [14]. Students are still expected to memorize formulas and answer questions correctly in chemistry class without being encouraged to think critically and creatively [15]. Learning media is less effective, and understanding leads to memorization [11]. Students are less motivated to develop their thinking skills using conventional media [10]. Students are more innovative in terms of theory rather than in practical fields [16][9]. Learning is only directed at memorizing and hoarding information, so students' critical thinking skills are difficult to develop [17][18]. The number of students who are weak in critical thinking is a challenge for teachers in teaching students to have necessary thinking skills [19][20].

Referring to the findings above, implementing chemistry learning should direct students to help the critical thinking process. Research results [21][22] indicate that the student's critical thinking will automatically develop after mastering all the learning materials. It is necessary to emphasize critical thinking skills to obtain fun and more meaningful learning experiences for students [23][24]. If educators routinely model critical thinking at each stage of the teaching and learning process, students are more likely to acquire these abilities and put them to use in their own lives [25]. [26][27][6] says that activities that train students' critical thinking skills should be used in the learning process to give students a chance to improve their critical thinking skills. Students can improve in school if they learn to think critically [28][29]. Learning media can make it easier for teachers to explain lessons, and appealing media designs can get students to think more critically [30][31][10]. In addition, the learning approach is also the most important component of learning and must be included in learning [32][33][34][35].

Using PhenoBL (Phenomenon-Based Learning) media is another way to help students improve their critical thinking skills. PhenoBL media is a learning media that uses phenomena as a learning resource [36][37][38]. Through PhenoBL media, students can develop the ability to explain causes and connect components of phenomena to the natural environment [39][40]. Students can also learn 21st-century skills through phenomenon-based learning, such as critical thinking, creativity, communication, and working together [41]. PhenoBL media as a digital module can be used as an alternative to strengthening students' necessary thinking skills [42]. Interactive modules can improve students' essential thinking skills [43][87]. Critical thinking and student participation in interactive video classes are much higher than in typical lecture groups [44]. Based on the results of previous studies, it is essential to compare two PhenoBL media—interactive web modules and interactive videos—in terms of how well they help students improve their critical thinking skills in distance learning. Based on the results of previous studies, it is essential to compare two PhenoBL media—interactive web modules and

interactive videos—in terms of how well they help students improve their critical thinking skills in distance learning. The novelty of this study is to compare the effectiveness of the two PhenoBL media presented as interactive web modules and interactive videos in improving students' critical thinking skills. Researchers and teachers can use the results of this study as a guide to choose the right and most effective learning media to help students improve their critical thinking skills using the PhenoBL method.

This study aimed to improve student's critical thinking skills using PhenoBL media. The main problem in the study is "*Is there a significant improvement in students' critical thinking skills through interactive videos compared to interactive web modules*?".

2 Literature review

2.1 The importance of critical thinking skills for students

Critical thinking is one of the higher-level skills that students need to learn [45]. Critical thinking skills are fundamental in learning in the disruption era [25][46]. Critical thinking skills include accessing, analyzing, and synthesizing information that can be taught and mastered [47][48]. In order to understand the learning process, students must develop deep and high-level thinking skills. In order to understand the learning process, students must develop deep and high-level thinking skills [49]. Critical thinking skills become essential for students to have because they can help students make decisions [50][1][51].

Training students to acquire critical thinking skills can be done on campus through the learning process because critical thinking can be trained by choosing the right learning strategies [52]. Without practice and habituation, critical thinking skills can only be acquired slowly [27]. Student-centered and problem-solving-oriented learning processes can help improve critical thinking skills in students [53]. According to [54][29], several steps need to be taken in developing critical thinking skills, including (a) recognizing the problem; (b) finding ways you can deal with your problem; (c) collecting and compiling the necessary information for problem-solving; (d) identify assumptions and values that are not stated; (e) Talk about an issue or something it accepts in a way that is clear and easy to understand; (f) evaluate the facts and statements and the data; (g) figuring out how the problems and answers fit together logically; (h) draw conclusions or form opinions about the topic or topics being talked about.

Thus, critical thinking skills can be learned and developed according to the indicators of critical thinking skills [55][56][57]. Include: a) provide a simple explanation (elementary clarification) which includes activities to focus questions, analyze arguments, ask and answer questions and classify challenging questions; b) building essential support includes considering whether sources are reliable or not, observing and considering observation results; c) making inferences related to the activities of deducting and considering deductions and reviewing the values of the results of consideration; d) making further explanations (advanced clarification) refers to the activities of defining terms and considering definitions, identifying assumptions; e) strategies and tactics include activities to decide on an action and the ability to interact with others.

2.2 Interactive media based on phenomenon learning

Phenomenon-based interactive media is a media designed based on learning built on observing phenomena that we often encounter in everyday life [58]—phenomenonbased learning media (PhenoBL) in the form of interactive videos and digital modules. The use of this interactive medium aims to overcome the limitations of traditional learning by exploring natural phenomena from different points of view as a complex process [59][60][61]. There are five parts to a phenomenon-based education: the whole, the real, the context, problem-based inquiry learning, and the learning process [62][63]. Holistic education is based on real-world phenomena and looks at them from many angles [38][64]. Authenticity means using the methods, tools, and materials needed in real life to solve problems related to student life and the learning community [65][66]. The conceptuality dimension refers to phenomenon-based learning as a systematic unit in which meaningful learning in a natural context [42][59].

The phenomenon cannot be determined simply as something vague and ambiguous that the student must have in observing the broader context [67]. Problem-based inquiry learning is a way for students to learn by asking questions and building knowledge together. This is a planned way for students to develop hypotheses and theories of work [68]. Learning tasks help students learn and make them more aware of what they are learning (knowledge) [69][70]. At the next stage, the student plans the learning process by creating his tasks and learning tools [71][72]. The learning process framework is essential for students to acquire knowledge beyond what they currently know and know what they need to know [73][74].

3 Methods

3.1 Type of study

This is a comparison study that uses quantitative methods [75]. This study will compare how two different phenomenon-based learning media help students improve their critical thinking skills. The first is an interactive web module based on a phenomenon, and the second is an interactive video based on a phenomenon. Critical thinking is the dependent variable, and the two media are independent variables. The research design is presented in Table 1.

Pretest	Pretest Learning Process	
01	Phenomenon Based learning with interactive video	O2
O3	Phenomenon-Based learning with the interactive web module	O4

Table 1. Research design

3.2 Participants

All chemistry education students at the University of Riau and the State Islamic University of Sultan Syarif Kasim Riau during the 2020–2021 school year were included in this study. Saturated sampling is used, where the number of samples equals the number of people in the population [76][77]. Sixty-eight students were used as samples. There were four boys and 64 girls. The sample was split into two groups of 34 students each. The control group used interactive videos to learn about phenomena, while the experimental group used interactive web modules to learn about phenomena. All respondents had enrolled in introductory chemistry courses and were taught by female lecturers with more than 14 years of teaching experience in chemistry education.

3.3 Data collection instrument

The instrument used in this study was an essay test to measure critical thinking skills consisting of 10 items with assessment indicators, namely a) inducing and considering the results of induction, b) identifying assumptions, c) concluding and evaluating deduction results, d) interacting with other people, e) observing and considering observation reports, f) analyzing arguments [10]. Critical thinking skills assessment instruments are presented in Table 2.

Learning Indicators	Critical Thinking Indicator	Items
Distinguishing colloidal systems	Inducing and considering the results of induc- tion	1
Explain the characteristics of colloids	Identify assumptions	2
Identify the colloidal phase	Deduce and evaluate the results of the deduction	3
Analyzing colloidal properties	Interacting with other people	4
Explain the benefits of colloid systems in everyday life	Identify assumptions	5
Applying colloidal principles in daily life	Observing and considering observation reports	6
Analyzing colloid creation	Analyzing argument	7
Analyze colloid properties	Identify assumptions	8
Making colloid system products with several types of colloids	Identify assumptions	9
Apply the application of colloids in everyday life	Identify assumptions	10

Table 2. Indicators of critical thinking skills

With the help of SPSS 26, this study verifies the tools used to test students' critical thinking skills. As shown in Table 3, the validation test results show that the ten items are the valid criteria.

Item-Total Statistics							
Items	Scale Mean if Item Deleted	Scale Variance if Item Deleted	Corrected Item- Total Correlation	Squared Multiple Correlation	Cronbach's Alpha if Item Deleted		
Item_1	22.94	29.809	.686	.707	.844		
Item _2	23.00	29.375	.697	.783	.843		
Item _3	22.82	32.278	.473	.589	.862		
Item _4	22.67	33.042	.569	.568	.856		
Item _5	22.70	32.155	.624	.592	.851		
Item _6	23.06	31.559	.439	.354	.867		
Item _7	23.30	31.093	.541	.496	.857		
Item _8	23.00	31.625	.639	.603	.850		
Item _9	23.24	30.689	.597	.531	.852		
Item _10	23.45	30.256	.614	.552	.851		

Table 3. The instrument validity from critical thinking skills

Cronbach's alpha reliability coefficient was found to be 0.866, which is very high. This is shown in Table 4.

Table 4. The instrument reliability from critical thinking skills

Reliability Statistics					
Cronbach's Alpha Cronbach's Alpha Based on Standardized Items N of Items					
.866	.871	10			

3.4 Procedure

The treatment was carried out for six meetings (6×50 minutes = 400 minutes), including two sessions for the pretest and posttest and four meetings to study the material on the colloid system. The media used in this research is a phenomenon-based learning media presented in two types: interactive videos and web modules. The description of the media used in the study is shown in Table 5.

Table 5.	Phenomenon-	based l	learning	media	description

PhenoBL Media	Description
Interactive Video	Content: Environmental and industry phenomena relating colloid with 3D vid- eos, namely; the red sky phenomenon during a forest fire, the process of pearl formation, the process of cloud formation, the movement of milk solution par- ticles visible under a microscope, and the appearance of dust particles when ex- posed to sunlight ht, the process of paint formation, manufacture whipped cream, making brass sculptures, making latex mattresses, the phenomenon of sky colour differences, the process of absorption of body lotion on the skin, formation of deltas, filtering systems on masks, DNA identification, blood fil- tering processes and how soap works in killing the covid-19 virus. Practical simulation video about the concept of colloid material.

PhenoBL Media	Description
	Interactivity: A quiz with direct feedback during the video (screencast), ques- tions that help students find personal meaning, and quiz grading sent to the lec- turer via email. Presentation: Published in Camtasia screencast.
Interactive Web Module	Content: Environmental and daily life phenomena relating to colloids, such as the phenomenon of differences in the properties of the types of solutions, pro- jectors in cinemas, the phenomenon of disagreements in sky colour, the manu- facture of jelly, the movement of particles of milk solution visible under a mi- croscope, the process of separating metals, adsorption processes, how deter- gents and water cleaning process—practical simulation video about the con- cept of colloid material with user control. Interactivity: simulation with user control, questions that help students to find personal meaning, and quizzes with direct feedback (Moodle quiz). Presentation: Learning source of Moodle.

The appearance of the two media is presented in Figures 1(a,b) and 2 (a,b).



Fig. 1. (a,b). Interactive video-based learning phenomena

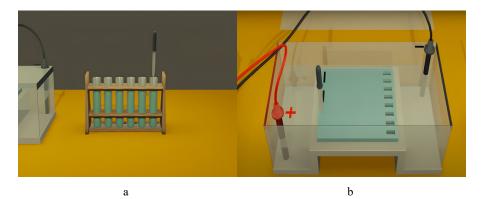


Fig. 2. (a,b). Interactive web module-based learning phenomena

3.5 Data analysis

The normality test was used to see if the distribution of the data to be analyzed was expected, and the homogeneity test was used to see how similar normally distributed population variants were. A significant value (p=0.08) > 0.05 from the Kolmogorov-Smirnov test means that the data is normally distributed. On the other hand, the homogeneity test uses the Levene test, and a significant value (p=0.336) > 0.05 means that the data is homogeneous. The average score on the pretest differs from the average score on the posttest. The N-gain test measures how much the students' critical thinking skills scores improve before and after the intervention. The results of the calculations are then broken down into three groups, which are:

 Table 6. Gain value classification[76]

Average Gain	Criteria
$0.00 < g \le 0.30$	Low
$0.30 < g \le 0.70$	Medium
$0.70 \le g \le 1.00$	High

4 **Results and discussions**

In this meeting, the results of the t-test analysis were shown. There is no statistically significant difference in post-test scores between the control and experimental groups (t=-5.659; p= 0.191). The results can be seen in Table 7.

Table 7. T-test result

	Independent Samples Test									
Levene's Test for Equality of Variances					t-test for	Equality	of Means			
		F	Sig.	Т	Df	Sig. (2- tailed)	Mean Differ-	Std. Er- ror Dif-	Interv	onfidence al of the erence
						,	ence	ference	Lower	Upper
Critical	Equal variances assumed	1.744	.191	-5.659	66	.000	-12.559	2.219	-16.989	-8.128
Thinking Skills	Equal variances not assumed			-5.659	62.702	.000	-12.559	2.219	-16.994	-8.124

According to Table 7, there is no statistically significant difference between the experimental and control classes regarding students' ability to think critically. This is because phenomenon-based learning media, like web modules and interactive videos, positively impact the development of students' capacity for critical thinking. This is

reinforced by [39][40][62] that through PhenoBL media, students can develop the ability to explain causes and connect components of phenomena to the natural environment. Students' critical thinking, imagination, communication, and teamwork abilities can all benefit from being exposed to real-world phenomena in the classroom [41]. A digital module like PhenoBL media can replace traditional methods of teaching critical thinking to students [42][78]. Interactive modules can significantly enhance students' ability to think critically [43]. Compared to traditional lecture classes, those taught using interactive video encourage significantly more critical thinking and active student participation [44].

Improving students' critical thinking skills through interactive video and interactive web modules Students' critical thinking skills were measured with the N-gain test after being exposed to learning phenomena-based interactive video and web modules. Specifically, Tables 8-9 display the results of the analysis.

Indicators	Pretest	Posttest	Gains Score
Identify assumptions	5.3972	7.6618	0.4920
Inducing and considering the results of induction	4.8529	8.1618	0.6429
Deduce and evaluate the results of the deduction	6.9118	8.6765	0.5714
Interacting with other people	7.0588	8.75	0.5750
Observing and considering observation reports	3.3824	7.2794	0.5889
Analyzing argument	3.4559	7.5375	0.6237
All indicators	0.5823		

Table 8. Student critical thinking skills through using interactive video

Indicators	Pretest	Posttest	Gains Score
Identify assumptions	5.8676	8.75	0.6975
Inducing and considering the results of induction	5.2941	8.6029	0.7031
Deduce and evaluate the results of the deduction	5.7353	8.0882	0.5517
Interacting with other people	6.8382	8.75	0.6047
Observing and considering observation reports	4.6324	8.3088	0.6849
Analyzing argument	4.4853	7.7206	0.5867
All indicators	0.6381		

Table 9. Student critical thinking skill through using interactive web module

Table 8-9 shows that the average N-gain score in the interactive web module group is higher than in the interactive video group. These results indicate that interactive web modules improve students' critical thinking skills more than interactive videos. This is because interactive web modules are equipped with video content, simulations with user control, and questions with live feedback. Based on the findings of previous research, it was revealed that the use of interactive web modules could increase students' self-confidence in completing case studies and improve students' critical thinking skills *and* increase competence [79][80][39]. According to the cone theory of role-playing experience, conducting simulations and doing real things can absorb learning up to 90% of what has been learned [81]. Other research reveals that using interactive modules

can facilitate students in improving critical thinking skills [82]. Additional effects of the web module videos' interactivity on critical thinking development [83]. This is even more important now that search engines are the only ones who use content knowledge [84].

Several studies have revealed that through PhenoBL, students can develop the ability to explain causes and relate them to non-phenomenon components. Zhukov says phenomenon-based learning can help students develop 21st-century skills like critical thinking, creativity, communication, and working with others [38]. Also, Habash shows that putting fun activities into phenomena and project-based learning can significantly improve students' analytical thinking, knowledge creation, reflective judgment, self-efficacy, and, most importantly, their ability to do graduate work [85]. Also, the research shows that using phenomenon-based learning in science classes with the help of videos has positive effects on students, such as helping them improve their critical thinking, conceptual understanding, and scientific argumentation skills and letting them ask questions about what they saw on film or video [86][58]. Also, Slemmons backed up the research findings that using video content will affect the development of critical thinking skills [79]. In the digital age, thinking skills become more critical when information can be found with a search engine [81].

The results of this study can be used as a guide for teachers who want to use instructional media to help their students improve their critical thinking skills. Phenomenonbased learning media in interactive web modules with content, user-controlled simulations, and interactive quizzes are better at helping students improve their critical thinking skills than interactive videos with content, pre-screen simulations, and interactive quizzes. In the future, this media can be used to enhance students' creative thinking skills. Furthermore, this research has limitations in the form of a slow internet network, so access to videos and modules is slow.

5 Conclusion

The study shows that interactive web modules are better than interactive videos at helping students improve their critical thinking skills. The impact of this research is that it can provide a reference in choosing an appropriate and effective PhenoBL-based interactive media for teaching students critical thinking skills. Future researchers should prepare excellent and smooth internet access to avoid obstacles in accessing the media used during the learning process.

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