# THE STUDENTS' PERCEPTION TOWARD THE IMPLEMENTATION GOOGLE MEET AS E-LEARNING PLATFORM AT THE SECOND-SEMESTER OF MADAKO UNIVERSITY

# Theoplus C. Motoh

Students of English Education Study Program
Teacher Training and Education Faculty of Madako University
Email: theopilus@umada.ac.id

#### **ABSTRACT**

The aimed of this research was to investigate the students' perception toward the implementation Google meet as e-learning platform at the second-semester of Madako University. The design of this research was a qualitative research. The research samples were consisted of 16 students at B Class of 2th semester, which used purposive sampling. The data obtained from questionnaires and interviews. The technique used to analyze were percentage and Males and huberman, the data were analyzed through some steps among data reduction, data display and conclusion drawing, from the data analysis, the researcher found some conclusion of students' perception was perceived of usefulness (14%), actual use (19%), perceived ease to use (36%), attitude aspect (6%), behavior intention (12.5%) and computer self-efficacy (50%), in the result of interview included perceived of usefulness, actual use, perceived ease to use, attitude aspect, behavior intention and computer self-efficacy. Key words: Students' Perceptions, Google Meet, Implementation, LMS

## **ABSTRAK**

Tujuan dari penelitian ini adalah untuk menginvestigasi persepsi mahasiswa terhadap pelaksanaan Google Meet di semerter dua universitas Madako. Disain dari penelitian ini adalah penelitian kualitatif. Sampel dari penelitian ini adalah 16 siswa kelas B semester 2, dimana menggunakan purposive sampling. Data diperoleh melalui kuesioner dan wawancara. Teknik analisis data mengunakan presentase dan Miles dan Huberman. Sementara itu, data dianalisis melalui beberapa langkah di antara pengurangan data, tampilan data, dan gambar kesimpulan. Dari analisis data, peneliti menemukan persepsi mahasiswa. Hasil dari penelitian ini adalah: (1) dalam hasil angket adalah Perceived of Usefulness (14%), Actual Use (19%), Perceived Ease to Use (36%), Attitude Aspect (6%), Behavior Intention (12.5%) dan Computer Self-Efficacy (50%).

Kata kunci: persepsi siswa, Google Meet, implementasi, LMS

#### 1. Introduction

E-Learning is made to access educational meetings outside a traditional classroom by using electronic technology in non-interface meeting class. It refers to a course program using purely digital in most cases. According to Azhari & Ming (2015), Electronic learning, or generally referred to as e-learning, is one of the web-based technology's earliest implementations. E-learning characterizes as learning delivery using only the internet and digital technologies (Al-Busaidi, 2013). It makes use of learning methods, machine and software programs, and it intends to work with adult students who could not earn as full-time learners, formal education (Moore, Dickson-Deane & Galyen, 2011). The Researcher concludes that e-learning, is a teaching and learning process that uses electronic devices as a learning medium to follow the learning process of teaching in class.

E-Learning, without a doubt, has an important function to support the learning system of education (Malik, 2020, Malik A.R. 2019, 2021). The functions are to help in the many sectors, as the education sector. In the education sector, the teacher or lecturer, as an educator, use the e-learning platform to help to transfer information, materials, and subject. E-learning also can become a medium of teaching and learning process. as using multimedia, teaching begins with the rising speed of internet connectivity. Additionally, social media has a huge influence on and continuously changing education. It can be very costly, time-consuming to learn and educate, does not guarantee outcomes, but e-learning has the baggage of a solution to any possible problem. A simple human wish and need are to save time while saving money. Physical presence is now not necessary to do the job. In a portable virtual environment, anything is open. To support the wish and need of the user, e-learning divides many Components to handle it.

There are components of e-learning made to support all the needs of communities. Such as e-learning infrastructure, e-learning content, e-learning system, and application, commonly referred to as the learning management system (LMS). The Learning Management System (LMS) is a program primarily designed to develop, distribute, and manage educational content delivery. The LMS can be hosted to the company serves as a stand-alone product, or it can be a tech film-hosted cloud-based platform.

However, the Implementation of e-learning comes with some perceptions of students. Based on pre-reflection, the researcher found that almost all subject using application for keeping the learning process in Madako University because of pandemic. The students were faced with new regulations where the learning was following by online. Consequently, the students must learn by using applications that support online learning. The researcher also found the perception of students had a significant component influencing processing on implementation of e-Learning. That was why the Implementation of E-learning still very lacking and do not have any progress. Based on the explanation above the researcher was interested to do research with the title "The Students' Perception toward the implementation of Google meet as E-learning platform at Second-Semester of Madako University".

## 2. Method of the Research

The Design of this research was a qualitative research. The researcher applied it to investigate the students' perceptions toward implementation of Google meet as E-learning platform at the Second-Semester of Madako University. The research samples were consisted of 16 students at B Class of 2th semester, which used purposive sampling. The data obtained from questionnaires and interviews. The technique used to analyze were percentage and Males and huberman.

# 3. Finding and Discussions

## 3.1 The Result of Questionnaire

The researcher collected the data regarding to the research question of the research was to investigate the students' perception, the researcher gained the data. There were 26 question items in questionnaire with four options answer.

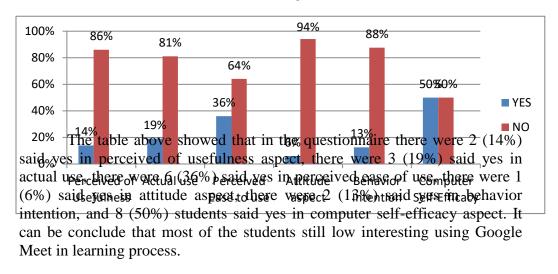


Table 3.1 Result of Questionnaires

## 3.2 The Result of interview

The interview was given to investigate the students' perception toward the implementation Google meet as e-learning platform at the secondsemester of Madako University. The result can be seen in the explanation above.

#### 1. Perceived of Usefulness

Interviewer: How is using the Google Meet application is very helpful and useful for you in learning English? Why?

Informant 1: My opinion after using Google Meet application that Google Meet is not useful for me and my friends because we get problem of internet and make the audio of Google Meet unclearly.

Informant 2: Actually sometimes is really useful is very helping but sometimes it does not important in this place. The connection is really bad.

There are 3 students said that Google Meet is helpful and useful

because using Google Meet in this time is just an alternative way to keep learning in pandemic. And 13 students said No to Google Meet is useful because almost the students said that they have trouble in bad signal and connection that made the video and audio is not clear. The other reason the students prefer choice learn face to face.

# 2. Actual use of Google Meet

Interviewer: How do you learn, discuss, and do the task with friends through Google Meet? Is more effective?

Informant 1: discussion using Google Meet is so difficult because the connection is not good as well we prefer discuss using WA Group.

Informant 2: Actually is not really effective for make the assignment.

Based on the result of interview, the researcher concluded that almost all students feel Google Meet still Difficulties Students for discuss because of network and data. They prefer using the Whatsapps app for discuss. And the other reason was they seldom did discuss using Google Meet. The research conclude that Google Meet actually has a potential to discuss but the internet still lack for discuss using Google Meet.

## 3. Perceived Ease of Use

Interviewer: What is your opinion after Learning using Google Meet? Is it easy to Use?

Informant 1: After I used the Google meet, I feel so good but the signal was troubled me. Overall I can use easily but the audio of the Google meet, I can hear very well.

Informant 2: My opinion using Google meet. The application is good application actually but in this place it is not really working because the connection. Somewhere in this place we have bad connection sometimes is good if you live in the city has good connection but if you have small village and do not have good enough connection.

Based on the result of interview, showed that 6 students of 16 students said that Google meet easy to use. So, the research concluded that students still difficult for using Google meet for learning.

# 4. Attitude Aspect

Interviewer: How is your feeling after Learning using Google Meet? Is it Fun and Attractive?

Informant 1: Overall is fun, but another friend is not fun because they do not have good internet connection in rural areas like Bajugan village.

JME Volume 6 No.2 Juni 2021; hlm 01-10 ISSN: 12580-3522

*Informant 2: To be honest it is boring.* 

Based on the result of interview, showed that 1 student of 16 students said that Google Meet is fun and he like using Google Meet and 15 students do not like using Google Meet for learning they prefer learning face to face.

## 5. Behavior Intention

Interviewer: Do Google meet should be used in English Classes in the future?

Informant 1: Yes, we can use it in the future but the internet connection must me update to be fast because we have problem in the internet.

Informant 2: Yes. I think it has potential if the teacher teaches in Google meet because today in pandemic. It is useful but we cannot lie because physical is really important for teaching.

Based on the result of interview, showed that 2 student of 16 students said that Google Meet has potential to use in the future and 15 students do not like using Google Meet for learning because the connection do not support and the other students still lack understanding using technology. So, the research concluded that students still lack interested in using Google Meet for learning.

# 6. Computer Self Efficacy

Interviewer: How is Google Meet offer good computer Self-Efficacy?

Informant 1: My opinion, yes, Google meet offer good computer self

Efficacy. I can chat in the Google meet for information with lecture.

Informant 2: Yes but not always.

#### 3.3 Discussion

Based on the data of questionnaire in perceived of usefulness gave to the 16 students, 2 students (14%) said *yes*. they stated that Google Meet is very helpful because they are required not to learn face to face anymore Instead, they have to learn online by using applications online like Google meet. and 14 students (84%) said *no* in this aspect. The reason which gave by the students were they face many problems while learn using Google meet like lack the network connection. It was synchrony with the data of interview.

In the actual use aspect, the data of questionnaire gave to the 16 students, 19% students or 3 students said *yes* and 81% students or 13 students said *no*. they stated that they rarely use Google Meet for discuss and do the task. The other reason is a discussion through Google Meet was not effective because of the video and the audio is not good and clear. It was synchrony with the data of interview.

JME Volume 6 No.2 Juni 2021; hlm 01-10 ISSN: 12580-3522

In the perceived ease of use aspect questionnaires gave to the 16 students, 6 students (36%) students said *yes*, The reason of the students behind their answer is Yes it is easy to use because we just need one click. The others said that the application of Google meet is good application. Moreover, (64%) students said *no*, the reason which is given by the students is learning through it is difficult. The others said this application is not good and less efficient. It is synchrony with the data of interview.

In the attitude aspect the questionnaires gave to the 16 students, 1 student (6%) student said *yes*, the reason of the students behind her answer is learning in Google Meet she can cheat at the same time doing learning. 94% students or 15 students said *no*, The reason which is given by the students is they feel bored in learning using Google Meet and the other said the way of learning in Google meet is monotone or have no attractive game. It was synchrony with the data of interview.

In the behavior intention aspect the questionnaires gave to the 16 students, 2 students (12.5%) students said *yes*, the reason of the students behind their answer is using Google Meet in pandemic situation helpful for them because they can keep learning. 87.5% students said *no*, the reason which is given by the students is they more interested learn use face to face than Google Meet. It was synchrony with the data of interview.

The last aspect, Computer self-efficacy aspect the questionnaire gave to the 16 students, 50% students said *yes*, they give the reason behind their answer, and they stated that the application provides a good service. 50% students said *no*, the similar reason which is given by students is sometimes they went out from class online of Google Meet without any information before. The other reason is low-network connection. It was synchrony with the data of interview.

Therefore, based on the result above we can conclude that the students' perception toward the implementation of Google Meet as e- learning platform in learning that Google meet is not effective to use in learning English.

#### 4. Conclusion

Based on the result above we can conclude that the students' perception toward the implementation of Google Meet as e-learning platform in learning that Google meet is not effective to use in learning English. This perception made the students have no desire to use Google Meet in learning.

#### References

Ahmadi, A. (2016). Evaluasi Pelaksanaan E-learning pada Proses Pembelajaran Sistem Kelistrikan Siswa Kelas X Jurusan Teknik Otomotif di SMKN 2 Pengasih. Skripsi, Universitas Negeri Yogyakarta, Yogyakarta.

Al-Busaidi, K. A. (2013). An empirical investigation linking learner's adoption of blended learning to their intention of full e-learning. *Behavior and Information Technology*, 32(11), 1168-1176.

- Alfandi, H. A., & Mahdi, H. S. (2020). *Measuring Students' Use of Zoom Application in Language Course Based on the Technology Acceptance Model (TAM)*. Journal of Psycholinguistic Research, 5.
- Ary, D., Jacobs, L. C., & Sorensen, C. (2010). *Introduction to Research in Education*. USA: Wadsworth
- Azhari, F.A., & Ming, L. C. (2015). Review of e-learning practice at the tertiary education level in malaysia. *Indian Journal of Pharmaceutical Education and Research*, 49(4), 248-257.
- Azwar S. (2013). Sikap Manusia: Teori dan Pengukuranya. Yogyakarta: Pustaka Pelajar.
- Bimo, Walgito. (2010). Pengantar Psocologi Umum. Yogyakarta: C.V Andi.
- Burnett, C. (2008). Core Concepts of Marketing. Zurich: Global Text Project.
- Creswell, John W. (2012). Research Design Pendekatan Kualitatif, Kuantitatif, dan Mixed. Yogyakarta: Pustaka Pelajar.
- Daryanto. (2013). Inovasi Pembelajaran Efektive. Bandung: Yrama Widya.
- Davis, F. D. (1989). Perceived usefulness, Perceived ease of use, and user acceptance of information technology. MIS Quarterly, 13(3), 1-9.
- Darwis, A., Malik, A. R., Burhan, B., & Marto, H. (2020). Studi Kasus Teman Sebaya Dalam Pembentukan Gaya Hidup Siswa. *Kaganga: Jurnal Pendidikan Sejarah dan Riset Sosial-Humaniora*, 3(2), 150-160.
- Dessta Putra Wijaya. (2015). Implementasi e-learning di smp negeri 10 yogyakarta. *Skripsi*. UNY.
- Gitosudarmo, I. & Sudita, I. N. (2015). *Perilaku Keorganisasian*. Yogyakarta: BPEE Yogyakarta.
- Holden, H., & Rada, R. (2011). *Understanding the infuence of perceived usability* and technology selfefcacy on teachers' technology acceptance. Journal of Research on Technology in Education, 43(4), 343–367. https://doi.org/10.1080/15391523.2011.10782576.
- Indrawati, I., Marzuki, M., & Malik, A. R. (2021). Investigating the Effect of Reward and Punishment on the Student's Learning Achievement and Discipline. *Linguistic, English Education and Art (LEEA) Journal*, 4(2), 337-350.
- Liu, ANAM, & Ilyas, I. (2020). The Influence of Online Learning Based on Zoom Cloud Meeting on Learning Outcomes of Physics Students at the University of Flores Journal of Physics and Scientific Education (JPFK) Online Lectures as a Learning Facility During the Covid-19 Quarantine Period. Journal of Business and Management Strategy Studies, 4, 37–45.
- Malik, A. R., & Asnur, M. N. A. (2019). USING SOCIAL MEDIA AS A LEARNING MEDIA OF FOREIGN LANGUAGE STUDENTS IN HIGHER EDUCATION. *Bahtera: Jurnal Pendidikan Bahasa Dan Sastra*, 18(2), 166-75.
- Malik, A. R., Emzir, E., & Sumarni, S. (2020). PENGARUH STRATEGI PEMBELAJARAN MOBILE LEARNING DAN GAYA BELAJAR VISUAL TERHADAP PENGUASAAN KOSAKATA BAHASA JERMAN SISWA SMA NEGERI 1 MAROS. *Visipena*, *11*(1), 194-207.

- Malik, A. R. (2019, August). THE INFLUENCE OF INSTAGRAM AND AUDITORY LEARNING STYLE ON GERMAN LANGUAGE MASTERY IN STUDENTS OF SMAN 1 MAROS. In *International Conference on Cultural Studies* (Vol. 2, pp. 279-283).
- Marzuki, M., & Malik, A. R. (2021). Kesulitan Guru Bahasa Inggris Dalam Menggunakan E-Learning Selama Pandemi COVID-19. *Jurnal KIBASP (Kajian Bahasa, Sastra dan Pengajaran)*, 4(2), 127-146.
- Miles, M. B, Huberman, A, M, and Saldana, J. (2014). *Qualitative Dana Analysis Methods Sourcebook*, edition 3. USA: Sage Publications. Terjemahan Tjetjep Rohindi, UI-Press.
- Moore, J. L., Dickson-Deane, C., & Galyen, K. (2011). E-learning, online learning, and distance learning environment: are they the same? *Internet Higher education*, 14(2), 192-135.
- Kurtz & Boone. (2012). Kurtz & Boone, 489.
- Lodico, G, Marguerite, Dean T. Spailding, Katherine H. Voegtle. (2006). *Methods in Education Research From Theory to Practice San Frasisco. Jossey Bass.* Retrieved November 10, 2020, from http://journal.methods.ac.id,
- Ming-Chi Lee. (2010). Explaining and predicting users' continuance intention toward e-learning:an extention of the expectation-confirmation model. *Computer & Education 54 (2010)* 506-516.
- Purwadani, Indah. (2016). Pengembangan *Elearning* berbasis Claroline untuk Pengembangan PTIK. Prosiding KNIT 2 Vol 2 No 1 2016.
- Przybylski, A., Murayama, K., DeHaan, C., & Gladwell, V. (2013). Motivational, emotional, and behavioral correlates offear of missing out. *Coputers in Human Behaviour*, 1841-1848.
- Robbin, S. (2008). *Perilaku Organisasi*, Jilid 1 dan II, alih bahasa: Hadyana Pujaatmaja. Jakarta: Prenhallindo.
- Rusman, (2012). *Model-Model Pembelajaran: Mengembangkan Profesionalisme Guru*, RajaGrafindo Perseda, Jakarta.
- Saugadi, S., Malik, A. R., & Burhan, B. (2021). Analisis Upaya Guru dalam Mengatasi Kesulitan Belajar Membaca Siswa. *Jurnal KIBASP (Kajian Bahasa, Sastra dan Pengajaran)*, 4(2), 118-126.
- Sanchez-Priesto, J. C., Olmos-Miguelanez, S., & Garcia-Penalvo, F. J. (2014). Understanding obile learning:Devices, pedagogical implications and research lines. Revista Teoria De La Education: Education Y Cultura En La Sociedad De La Information, 15(1), 20-24.
- Scherer, R., Siddiq, F., & Tondeur, J. (2019). The technology acceptance model (TAM): A meta-analytic structural equation modeling approach to explaining teachers' adoption of digital technology in education. Computers & Education, 128, 13–35. https://doi.org/10.1016/j.compedu.2018.09.009.

- Sugiyono, (2009). Metode Penelitian Kuantitatif, Kualitatif dan R&D, Bandung: Alfabeta.
- Sugiyono, (2017). *Metode Penelitian Kuantitatif, Kualitatif dan R&D*, Bandung: Alfabeta.
- Sukmadinata, Nana Syaodih. (2007). *Metode Penelitian Pendidikan*. Bandung: Rosdakarya.
- Slameto. (2010). *Belajar dan factor-faktor yang Mempengaruhinya*. Jakarta: PT. Rineka Cipta
- Sheldon, P. (2016). Facebook friend request: Applying the theory of reasoned action to student-teacher relationships on Facebook. Journal of Broadcasting & Electronic Media, 60(2), 269–285. https://doi.org/10.1080/08838151.2016.1164167.
- Turner, M., Kitchenham, B., Brereton, P., Charters, S., & Budgen, D. (2010). Does the technology acceptance model predict actual use? A systematic literature review. Information and Software Technology, 52(5), 463–479. https://doi.org/10.1016/j.infsof.2009.11.005.
- Thoha Miftah. (2010). Pembinaan Organisasi, proses dianosa dan intervensi, Managemen Kepemimpinan. Yogyakarta, Gava Media.