



## An Optimization of English E-Learning at Senior High School of Purworejo

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**Abstract-**This study aims to find the students' problem during English e-learning as the base in providing new variations for teachers in conducting e-learning. It belongs to a descriptive qualitative research. The data is in the form of questionnaire answers taken from twenty students of some senior high schools of Purworejo. The writers use the mean of score scale in analyzing the data. From the analysis of data, it is found that in their e-learning, most of the students get bored since the learning process is monotonous, feel hard since there are too much assignment with lack of explanation, and feel lost guided for the absence of a real teacher manifestation. Based on the gotten problems, the writers offer the use of Edmodo application to provide new variation for teachers in conducting e-learning especially in English teaching. In Edmodo, there are many complete and complex features. So it provides another way for teachers and students to have better complement each other in e-learning. In conclusion, to solve the students' problems in English e-learning, the teachers should be literate with the existing technology in the efforts of providing effective and interesting e-learning.

**Keywords:** English, students' problem, optimization, e-learning

### INTRODUCTION

In education field, teaching learning process always gives teachers challenge to make variation for enriching the qualified process and gaining its goal. There are so many choices to take in realizing the efforts. The teachers may try applying various teaching methods, techniques, strategies, media, equipment, properties, etc. All the processes will turn the teachers and students to valuable experiences that will bring them to at last the conclusion of which one is more appropriate. But time sometimes does not permit them just taking speculation in determining which ones to apply for the teaching target should be reached on time. So, teachers should have a certain reason or base on their choice. There are two factors that influence the teachers' way of teaching, namely internal and external factor. Internal factors include their spirit, experience, knowledge, skill, and goal. External factors are among other government rule or wisdom, facilities, and etc.

In Indonesia, English as the international language is a subject given at schools from kindergarten to university. Since it is a foreign language for Indonesia people, it is considered hard to learn as well as to master, especially at schools which do not support the students with an atmosphere of daily good English use. This phenomenon really becomes a big education project for teachers to overcome. In line with the case of English subject consists of theoretical language aspects besides language skills, the teachers should properly apply the method, technique, strategy, media, and other teaching devices. The use of technology, one of which is internet, can utilize the teaching learning process enriching its goal. The process of learning using internet nowadays has been an education trend called as e-learning.

In recent era, the internet really helps human life. One of them is the increasing use of Information and Communication Technologies (ICT) in education. The use of internet in education can be seen through e-learning. According to [1], cited in the article entitled E-Learning and Constructivism: From Theory to Application by Alex Koohang and his friends, "e-learning can be defined as the delivery of education (all activities relevant to instructing,

teaching, and learning) through various electronic media. In using e-learning, there are special platforms as a media such as Google Classroom, Zoom and WhatsApp Group, etc. E-learning platform is an application that can connect teachers and students in an online study space. The learning process can run at anytime by ignoring space and time, but not signal.

E-learning is very helpful for education today, especially with the Covid-19 pandemic. In addition to support the government program to “Stay at Home”, e-learning is also felt to be more effective in the use of media because students become more optimal in using laptop, smartphone, calculator and other media. Of course this makes easier for educators to convey messages, because with typical modern students like now, they can certainly find material from what source teachers are teaching at that time. Furthermore, e-learning also raises awareness for students that mobile phones are not only used for social media and games but can also be used for productive things.

However, online learning is not merely a matter of strengths. There are also quite a number of flaws in e-learning. One of them is if there are students or teachers who live in an area where telecommunications infrastructure is still limited. Based on news in Indonesia, the Ministry of Education and Culture still often gets reports from schools that there are resistances in conducting the e-learning process. Moreover, the teachers also cannot control the condition of the class. In this case, teachers do not know which students are serious and which are not serious in the learning process.

While on the side of students, they assume that the learning they do is monotonous and less interesting. This is certainly a slap for teachers who do teaching material only by giving practice questions and without giving enough explanation before. In addition, as a form of reducing learning objectives, the essence of learning also becomes non-existent due to the lack of discussion between teacher and students. This certainly becomes homework for the teachers who do this. In the future, for students to be happier and more interactive, the teacher should provide the e-learning model with new content or new visualization.

In this paper, the writers try to provide an alternative for teachers and students to better complement each other in e-learning. To determine which learning medium is appropriate to attach in e-learning, the writers conduct a research to find the problems faced by the students especially of senior high school in their English e-learning. This study is very important for teachers to recognize their students' problem in e-learning since as the follow up they are expected to become more literate about existing technology in answering the teaching obstacles because the role of technology from time to time grows rapidly. Likewise students are also expected to become a generation that is not too dependent on the teacher, because with current technology students become milestones in the future to make technology that is far more sophisticated than it is today.

There have been some similar researches on the topic of e-learning. As the previous studies, the writers present two researches that search about e-learning. The first research conducted by [2] discusses advantages and disadvantages of e-learning, while [3] searches the advantages and trends of e-learning. The difference with this study is that this one searches the problems faced by the students of senior high schools in English e-learning and finds the alternatives of platform to overcome the problems. So, the result of this study is important for the teachers of English especially as the consideration in designing the English e-learning.

## **LITERATURE REVIEW**

### **A. Previous Study**

This study discusses problems faced by students in English e-learning and an alternative to provide new variations for teachers in providing e-learning. There are some

researchers who conduct similar studies with this study. The first previous study is conducted by [2]. They conduct the paper entitled “The Role of E-learning, the Advantages and Disadvantages of Its Adoption in Higher Education”. Cited from that paper, e-learning involves the use of digital tools for teaching and learning. It makes use of technological tools to enable learners studying anytime and anywhere. This shows that to have abilities in their fields, teachers should also have the ability to operate learning support devices so that learning can be interesting and effective.

The second previous study is conducted by [3]. The title of the paper is “Research Trends in E-learning”. The contents of this paper reveal about what is in e-learning. One of the contents is the advantage of e-learning. Quite a number of advantages are mentioned in this paper, but unfortunately the author does not provide any weakness encountered during e-learning.

The similarity between this study and the study written by Valentina and Nelly, and Gaur is in the discussion about e-learning. The difference between this study and the first study is that they describe the role, the advantages, and disadvantages using e-learning in higher education. The second study describes the advantages and the research trends of e-learning. Meanwhile, this study discusses the students’ problem during English e-learning as the base in providing new variation for teachers in conducting e-learning.

## **B. Theoretical Review**

### **1. Theory of Learning**

#### a) Definition of Learning

According to [4], learning is acquiring or getting knowledge of a subject or a skill by study, experience, or instruction. *Undang-Undang Sistem Pendidikan No. 20, 2003* states learning is the process of interaction of students with educators and learning resources in a learning environment. From the explanation above, the writers conclude that learning is the process of getting knowledge or skill in interaction between educators and students under learning resources in certain ways.

#### b) Components of Learning

[4] also mentions the components of the definition of learning as follows.

- 1) Learning is acquisition or “getting”.
- 2) Learning is retention of information or skill.
- 3) Retention implies storage systems, memory, and cognitive organization.
- 4) Learning involves active, conscious focus on and acting upon events outside or inside the organism.
- 5) Learning is relatively permanent but subject to forgetting.
- 6) Learning involves some forms of practice, perhaps reinforced practice.
- 7) Learning is a change in behavior.

### **2. Definition of E-Learning**

Cited from the article written by [5] entitled “Penggunaan E-learning Sebagai Media Pembelajaran”, e-learning is information and communication technology to enable students to learn whenever and

wherever (Dahiya, 2012). In addition, according to [6] in the article entitled “Alur Belajar: Meningkatkan Interaktifitas Pembelajaran Daring”, e-learning is optimizing the efforts of the occurrence of learning events by applying information technology and effective communication.

Based on the definition above, the author can conclude that e-learning is a process of acquiring skill and knowledge that considers the essence of learning and is done through ICT-based learning media.

### **3. Benefits of E-Learning**

E-learning gives a lot of benefits in the process of learning not just to the teachers but also the students. The benefits of e-learning in education field are as follows.

1. Global connectivity  
E-learning can reach wherever the user is, even if they are outside the area or abroad. But of course with a note, the user must have internet access on the device he is using. No matter how sophisticated the device is, without internet access there is no point in learning at all.
2. Exploration  
Users can explore with the device they use related to the learning material they get. This certainly cannot be obtained in the classroom, because the class is limited by walls.
3. Sustainable  
Students can reread or study song material on other occasions if they feel that they do not understand. This can be continued in the future if the material is stored on the user's device.
4. Effectiveness  
Students will find learning more alive if the teacher uses an interesting e-learning method, for example, a quiz uses the Quizizz platform where students must answer correctly and quickly.

## **RESEARCH METHODS**

### **1. Research Design**

According to [7], one of the characteristics of qualitative research is it has natural setting as a direct source and data, and researcher is the key instrument. Reporting the result is by means of detailed description. Based on the statement, this research belongs to a descriptive qualitative research.

### **2. Subject of the Research**

This research was conducted from May, 8<sup>th</sup> 2020 until May, 12<sup>th</sup> 2020. The subjects or the respondents of this research are twenty students from some senior high schools at Purworejo who are randomly selected by the writers. They are students who take e-learning at home because of Covid-19 pandemic. The students consist of two grades of X and XI grade.

### **3. Research Instrument**

According to [7], there are some instruments of collecting the data, such as observation, interview and documentation. In this research, the interview is conducted by distributing questionnaires made from Google Form.

There are five statements raised in the questionnaire, all of which include what is done during e-learning. The submission of the questionnaires to respondents is done through Google Form, or in other words not done face to face because when this research is underway there is a Covid-19 pandemic that is reaching the entire world. The following is the questionnaire.

Table 1. Questionnaire Used in the Study

Q1	In online learning, teachers and students can be more flexible in using learning time.
Q2	In online learning, learning is considered more effective because the use of learning support facilities (laptops, phones, calculators, etc.) is more optimal.
Q3	Students feel more comfortable, because online learning is not always monotonous and there are many variations in learning provided by the teacher.
Q4	Students feel hard, because sometimes the teacher only gives the assignment without giving an explanation of the material first. It is as if the essence of true learning is lost during online learning.
Q5	Students feel less guided, because the absence of a real teacher manifestation at home makes the capture and mastery of the material disturbed.

#### 4. Data Collecting Technique and Data Analysis

From the Google Form link that has been distributed via a short message of an application, then the Google Form link is clicked by respondents so they can fill out the questionnaire. The answers of the questionnaire contain the options with a scale of scores, namely 1) Disagree, 2) Not really agree, 3) Agree, and 4) Really agree. After the respondents fill in the questionnaire, the data is automatically sent and recorded to Google Drive.

In analyzing the data, the writers find the mean of the total scores of each statement in the questionnaires. Then, the mean will determine what classification the answer belongs to. The classification consists of 1) Disagree, 2) Not really agree, 3) Agree, and 4) Really agree.

#### FINDINGS

In this part, the writers are going to present the finding of the research based on the analysis of the data. It may reflect how e-learning process is going on and what problems students face during the e-learning process.

To make clear, the writers present the table of respondents' answers with their score.

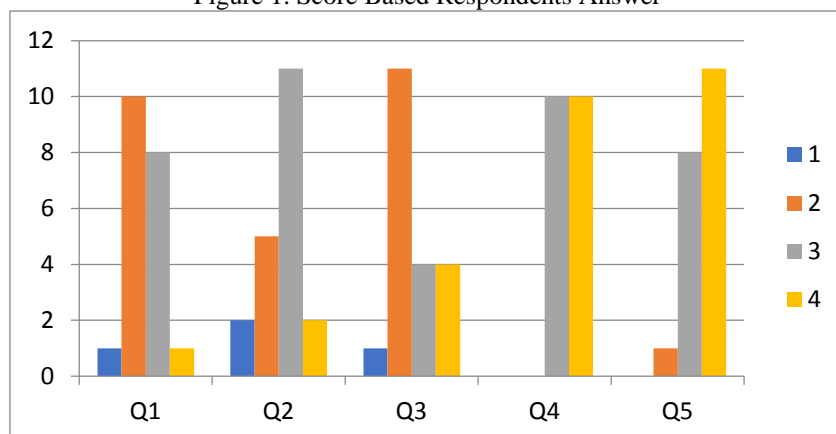
Table 2. Respondents' Answers to Questionnaire and Their Score

No of Resp	Statements				
	Q1	Q2	Q3	Q4	Q5
1	3	3	4	3	3
2	3	2	3	3	3

3	2	1	1	4	4
4	2	3	2	3	4
5	4	3	4	3	4
6	1	2	2	4	4
7	3	3	2	4	3
8	2	2	2	4	3
9	2	3	2	4	4
10	2	3	3	4	3
11	2	1	2	4	4
12	3	3	4	3	4
13	3	3	3	4	4
14	2	3	2	4	4
15	3	4	4	4	3
16	2	2	2	3	4
17	3	3	2	3	3
18	2	3	2	3	3
19	2	4	3	3	2
20	3	2	2	3	4
<b>Total</b>	<b>49</b>	<b>53</b>	<b>51</b>	<b>70</b>	<b>70</b>
<b>Average</b>	<b>2.45</b>	<b>2.65</b>	<b>2.55</b>	<b>3.5</b>	<b>3.5</b>

The following figure will give more illustration to the result of the respondents' answers.

Figure 1. Score Based Respondents Answer



The vertical line shows the frequency of students' responses of each statement, and the horizontal line shows the questionnaire statements.

Based on the data analysis above, it is found that the first three statements about the strength of e-learning use get mean scores that include in the classification of not really agree. They are Q1(2,45), Q2 (2,65), and Q3 (2,55). Meanwhile, the two statements about the students' problems during e-learning get mean scores in agree classification. They are Q4 (3,5) and Q5 (3,5).

## **DISCUSSION**

Based on the data analysis that has been done, it is found that most of respondents give responses that are almost the same between one another. If it is viewed from two factors of their origin of schools and their responses, the fact is that they come from different schools from each other but almost the same answers are given to some questions. It indicates that the students have almost the same feeling and problem during the process of their e-learning.

The finding shows that the first three statements in Q1, Q2, and Q3 about the strength of e-learning use get mean scores that include in the classification of not really agree. It indicates that the students feel the e-learning designed is not very effective in time allotment used in interaction between teacher and students, is not optimal in giving space of using supported learning facilities like laptop, calculators, etc, and is not very comfortable, since it is monotonous and less variation in learning process. Meanwhile, the two statements in Q4 and Q5 about the students' problems during e-learning get mean scores in agree classification. It reveals that the e-learning design is hard for the students since sometimes the teachers give assignment with less explanation of material. It means that the students do not get the essence of teaching learning. In addition, students feel less guided during e-learning, because the absence of a real teacher manifestation at home makes the capture and mastery of the material disturbed.

In line with this condition, the teachers should take action to solve the problems since this condition may influence the students' learning motivation and even the achievement of the learning goal. The teachers can solve the problems by optimizing the use of e-learning. So they should be literate with the technology around them. In addition, to being aware of the development of existing technology, teachers also need to know what platforms can be used to conduct e-learning. In conducting it, there are many special platforms as learning media such as Google Classroom, Zoom or Hangouts, Einztein, Schoology, Kahoot!, Edmodo, Quizziz, WhatsApp Group, etc.

In this study, based on the existing problems faced by the students in e-learning, the writers offer the alternative of optimizing the use of e-learning by attaching an application that may increase the English class more alive, namely Edmodo application. It is a medium for implementing e-learning. It combines some of the features of the Learning Management System (LMS) and some features of the Social Network (Social Network), into an attractive learning medium and easy to use, then better known as the Social Learning Networks (Social Learning Networks). This application was created by Jeff O'Hara and Nic Borg in 2008 (Wikipedia). The idea of its development comes from the popularity of Facebook, which is coupled with a feature to ensure the safety of interaction and collaboration between students and teachers. It is developed based on the principles of group-based classroom management and social media. The main features of it actively support the communication models in online social media, which are supplemented by e-learning material features, and online evaluations.

Some main features of it that can be used in developing learning activities are as follows:

- a. Virtual class with closed group collaboration system; only those who have the group code can attend the class.
- b. Communication using social media models.
- c. Learning content management.
- d. Learning evaluation.

Besides providing the main features above, this application also supports team teaching, co-teacher, teacher collaboration and access for parents of students to monitor learning activities which students participate in.

In motivating the students, the teacher can use a badge for students, so students who can perform or successfully complete assignments from their teacher will get a badge. Of course this will make students encouraged to collect existing badges. Besides the badges, there is also information about the number of quiz scores obtained by students from questions given by the teacher. This certainly makes easy for teachers to give grades to students, because the values listed in the quiz value are the sum of the values of the questions that have been asked by the teacher.

In addition, to support students' activity, this application also provides facilities that parents can participate in class. So students naturally become more active because they feel cared by their parents. To give advice to students also teachers do not need to post in general in class posts, but they can just select the note feature in the student name column. Then only the students concerned can read the notes.

Learning will also become more active if the teacher is also able to make his/her own video when explaining the material. Communication between teacher and student is also very important, because no group can exist without communication. Communication is not just instilling meaning but also must be understood. However, Edmodo has weakness despite its more advantages compared to other applications. It cannot provide video conferencing features. Nevertheless, online learning through this application needs to be made and improved because it is very interesting and has features that make students feel like in the real class and feel not separated by distance.

## CONCLUSION

Based on the finding, now the discussion comes to the conclusion. Through the data analysis, the writers find some problems faced by the students during their e-learning. The students feel that the e-learning design is not very effective in time allotment used in interaction between teacher and students, is not optimal in giving space of using supported learning facilities like laptop, calculators, etc, and is not very comfortable, since it is monotonous and less variation in learning process. In addition, the e-learning design is hard for the students since sometimes the teachers give assignment with less explanation of the material. It means that the students do not get the essence of teaching learning. Moreover, students feel less guided during e-learning, because the absence of a real teacher manifestation at home makes the capture and mastery of the material disturbed.

From the existing problems, the teachers should build the design of the e-learning that provide the effective learning interaction between teacher and students with full of variations. So the students will be interested and motivated during the e-learning. To make learning English more optimal, the teachers can utilize the e-learning with virtual classes using



Edmodo application. Related with English e-learning, Edmodo is suitable since it provides so many features that can succeed the learning of English language theories and skills.

As the implication in the future, in the development of today's technology, every human being is required to be able to do more so he cannot be removed by the role of machine. Likewise with education, ideal education is education that aims to educate students to become leaders in the future. Therefore, teachers must be able to be a mediator for students to become successors to a superior nation. For this reason, teachers must follow and even be able to compete with the development of existing technology with their respective fields of knowledge. With e-learning, this is the beginning of an opening preamble to technological advances that will be faster than time. The teacher should also consider the essence of e-learning. They should be able to make interactive e-learning because if learning is only active on one side of teacher or student, the quality of learning will certainly decrease.

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