



Analysis of the Effectiveness of the Implementation of Online Learning at the Beginning of the Covid-19 Pandemic

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Abstract

In the Circular Letter of the Minister of Education and Culture of the Republic of Indonesia number 3 of 2020 regarding the prevention of covid-19 in education units, changing lecture activities to be network-based / online. That Universities are asked to implement online learning with the aim of preventing the spread of covid-19. The university provides technology-based learning, namely the Learning Management System (LMS) through e-study. This study aims to find out how to evaluate the implementation of online learning at the beginning of the pandemic. This research is a quantitative research with a descriptive online survey design. The population is Engineering Faculty students who take online learning and are willing to fill out google forms as many as 92 students. The results of the study found that most students felt uncomfortable with online learning (65.2%), most students chose learning with non-audio visual media (54.3%), almost most students chose screen-to-screen or online learning (31.5%) and almost some students want an interactive way of learning (31.5%).

Keywords— Online learning, e-study, e-learning, covid-19

PRELIMINARY

The Covid-19 pandemic spread in various countries in the first quarter of 2020. The spread of the virus caused a severe health crisis, so the government issued a policy of limiting distance and restricting human movement. The phenomenon of distance limitations also affects the implementation of learning in universities. Circular of the Minister of Education and Culture of the Republic of Indonesia number 3 of 2020 dated March 3, 2020 regarding the prevention of Covid-19 in education units, changing lecture activities to network-based or known as online.

Online-based learning is a learning system that does not take place indoors so there is no physical interaction between teachers and students, and face-to-face is done virtually. The Covid-19 pandemic that has occurred until now has begun to penetrate and have an impact on the world of education, both primary and secondary education, including higher education.

The Covid-19 pandemic that has spread to various countries including Indonesia requires various sectors such as education to immediately take a stand in preventing further spread. For this reason, the Ministry of Education and Culture took a firm stance by making several circulars related to education policies during the emergency period of the spread of COVID-19, including Circular Letter Number 2 of 2020 regarding the Prevention and Handling of COVID-19. at the Ministry of Education and Culture, Circular Letter Number 3 of 2020 concerning Prevention of COVID-19 in Education Units, and Third Circular Letter Number 4 of 2020 concerning Implementation of Education Policies During the Emergency Period for the Spread of COVID-19, which include, among others, instructions on the learning process from house.

The growing spread of COVID-19 has forced the central, provincial and territorial governments to take swift action, one of which is to close schools for some time. This step was taken by the government to prevent the spread of the COVID-19 epidemic. The Ministry of Education and

Culture took a firm stand by making several circulars related to education policy during the emergency period of the spread of COVID-19, including Circular Letter Number 2 of 2020 related to the Prevention and Handling of Covid-19 in the Ministry of Education, and Culture, the second is Circular Letter Number 3 of 2020. 2020 about Covid-19 Prevention in Education Units, and three Circular Letters No.

4 of 2020 on the Implementation of Education Policy During the Emergency of the spread of COVID-19 which, among other things, contains instructions on the process of learning from home.

The measures taken by the government caused regional and local governments through the education office to close all educational institutions. This is done as an effort to prevent the spread of the corona virus. The same thing has also been done by various countries that are exposed to the disease of Covid-19, the policy of lockdown or quarantine is done as an effort to reduce the spread of COVID-19.

the interaction of many people can give access to the spread of the corona virus. The spread of the corona virus initially had a big impact on the world economy which started to slow down but now the impact is also being felt by the world of education. The policy taken by many countries including Indonesia by closing all educational activities has forced the government and related institutions to present an alternative education process to students and students who cannot carry out the education process in educational institutions.

In Anhusadar, the 2020 policy in the education sector taken by the government related to the Covid-19 case, namely: online learning for school students, online lectures, the 2020 national exam is abolished, SBMPTN UTBK 2020 is postponed, and its implementation. SNMPTN is still under review.

Indonesia has made a policy to refuse all educational institutions from taking classes together offline. However, all universities are required to apply learning technology for online lectures. This is intended as an effort to prevent the spread of the COVID-19 epidemic. This is not a problem for some universities that have an online-based academic system. However, it will be a problem for universities that do not have online-based academics. Lectures with an online system aim to give all Indonesian citizens the opportunity to enjoy the learning process anywhere. The engineering faculty had been providing technology-based learning long before the outbreak.

E-Study before the pandemic took place only at the pilot stage for some courses in the odd semester of 2019. During the pandemic, this e-study was immediately applied to the entire learning process in order to comply with the covid-19 prevention protocol.

RESEARCH METHODS

This research is a quantitative research with a descriptive online survey design. This study describes an object or event that aims to determine the current state. The population in this study is the Faculty of Engineering who participates in online learning.

The sample in this study were all active students who were willing to participate in filling out the google online learning assessment form as many as 92 students. The data in this study were obtained through a google form which was distributed online to students. The instrument in this study was in the form of a questionnaire containing several questions related to the evaluation of online learning in the era of the covid-19 pandemic using the google form application.

RESULTS AND DISCUSSION

Based on the results of the study, there were 92 students who played an active role and were willing to fill out questions through the google form. The following are the results of research that has been carried out.

Distribution of online learning assessments at the beginning of the covid-19 pandemic.

Online Response : Convenient Frequency 32 , Percentage35

Uncomfortable Frequency 59 , Percentage65

Efficient effective content : Audio And Visual Frequency 42 , Percentage46

Non Audio And Visual Frequency 50 ,Percentage 54

Online media that students like : Video Recording Frequency31 ,Percentage 34

Chat Room Frequency 32 ,Percentage 35

Staring at Screen Frequency 29 , Percentage 31

Online expectations that students want : Interactive Frequency 45 , Percentage 49

Facility Available Frequency 32 ,Percentage 35

No Assignment 15 , Percentage16

Frequency Total 91 Percentage total 100

Since the outbreak of the epidemic, several activities including education have also been suspended to anticipate the spread of COVID-19. One solution is to replace learning at school with online learning. The pandemic requires universities to make adjustments in the provision of education. One of them is by changing face-to-face learning methods to online (or learning from home such as students during a pandemic and lecturers working from home or WFH. Learning is defined as an activity designed to facilitate individual learning processes where individuals play an active role in achieving mental and behavioral changes positive) that is expected of him that is relatively permanent as a result of the activity.

Based on the research that has been done, it was found that most students feel less comfortable with online learning (65.2%). This opinion is supported by the facts of Adijaya's research that 38.89% of students stated that it was easier for students to convey the problems encountered in lectures to lecturers more easily via online such as email than face-to-face. This is a poor evaluation result because if students have problems in their lectures, they should refer as much as possible to their lecturers so that the problem can be solved. This situation supports feelings of discomfort in learning. They feel the need to ask questions about material they have not mastered.

A sense of comfort and the need to obtain information and knowledge can improve students' abilities. This feeling is very important and has an impact on increasing learning motivation. Because if someone already feels comfortable with the learning media and learning atmosphere, immediately building study habits such as reading becomes a necessity.

Nugrogo in 2012 stated that the increasing role and activeness of students in the use of various media and technology to make online lectures successful is strongly influenced by perceptions.

Students need to have skills on how to learn, think processes, and motivate themselves to achieve learning goals. This ability is known as self-directed learning, or self-directed online learning.

Online-based learning is the use of the internet network in the learning process. With online learning students have the flexibility of learning time, can study anytime and anywhere. Students can interact with teachers using several applications such as classrooms, video conferencing, telephone or live chat, zoom or via whatsapp groups.

Most students choose learning with non-audio-visual media (54.3%) which is more active in chat rooms, through Whats. Students feel overwhelmed with frequent screen use. This is due to signal interference and internet quota facilities. Since the issuance of Circular Number 36962/MPK.A/HK/2020 dated March 17, 2020 by the Minister of Education and Culture and enacted a few days later, all teaching and learning activities both at schools and campuses have been carried out online as an effort to prevent the development and spread of covid-19. Students start studying at home with inadequate conditions and facilities. The lack of facilities is one of the obstacles that make students prefer to actively study in social media chat rooms such as WA. Based on the results of Adijaya's research, only 38.89% of students experienced miscommunication between lecturers and students in online lectures. This means that 61.11% of students are helped by the WA chat facility that can be done anytime and anywhere. Social media such as WA makes it easier for students and lecturers to interact through written language. As we know that in communicating with written language, one can face miscommunication. Whats App is one of the applications that students prefer to interact with lecturers more actively.

The development of technology and communication today is very possible to be used to transfer the learning process from the classroom to the virtual world. Indonesia will take advantage of these developments in its learning process through online learning so that it can be done remotely without face-to-face meetings between lecturers and students, saving time and energy and being more flexible in accessing various existing knowledge sources. can be obtained through digital means.

Face-to-face learning and online learning are ways of learning to achieve predetermined learning outcomes. Modern learning systems based on information technology provide quality and breadth of access that are very suitable for millennial communities that can be accessed in various places and times. This system can be accessed by various levels of society from the middle to the middle class. The Industrial Revolution 4.0 makes it easier for people to connect online, such as social media and can access information quickly.

Most students choose learning using screen-to-screen or online media (31.5%). This supports research data which states that most students feel uncomfortable with online learning (65.2%). This fact refers to the social, mental and psychological conditions of students who must or can be said to be forced to do something new in the learning process. Although this system can be used as a solution for certain situations, several obstacles such as unstable internet network (23%) and limited quota (21%) are the two main aspects that interfere with the online learning process.

The learning management system uses the Google Classroom platform which can be accessed at kliponline.kemdikbud.go.id by all universities in Indonesia for free, so they can take advantage of the learning system optimally, where all universities can participate in online sharing of learning modules that can be accessed online. open to all students in Indonesia. Advances in information and communication technology today bring various changes in human life. The role of Information and Communication Technology is increasingly felt in various sectors, especially in the field of education. The role of Information and Communication Technology in education is expected to improve the quality of education. Improving the quality of education is a priority with the realization that the success of a country in the future is highly dependent on the quality of education.

Online learning requires a high level of mental, social and technological readiness to be accessible to students across the region. The learning process that used to be in the classroom will turn into a learning process at home. Basically the learning process is a communication process that must be realized through the delivery and exchange of messages or information by each lecturer and student. The message or information can be in the form of knowledge.

The situation faced by students is a new thing that they must live in the learning process with the demands of complex learning achievements. In this process there are student activities as

students and there are teacher activities as students. Learning is carried out in the planning, implementation, and evaluation stages by educators and then implemented through classical meetings with the support of appropriate media, tools, and materials.

Active and contextual learning will be carried out optimally if it is supported by adequate media, methods, tools, and materials. In this era of technological development, various forms of digital media, tools and materials are growing rapidly. Even the form of learning is done in a virtual form. Through virtual learning or online learning, learning is not limited by space and time. Interaction between teachers and students occurs anytime and anywhere. Online learning is a distinct advantage for teachers and students that can make students more active in building knowledge.

Online learning can be used as a distance learning solution when a natural disaster occurs. As happened when the government set a social distancing policy. Social restrictions are implemented by the government to limit human interaction and prevent people from overcrowding to avoid the spread of the COVID-19 virus. This policy makes teaching and learning activities in the face-to-face context temporarily suspended. The government replaces learning with an online learning system through existing online learning applications. With this policy, online learning that was previously not implemented optimally becomes the only choice of form of learning.

Most students want an interactive way of learning (31.5%). The problem is until he understands and vice versa if the student who explains the problem has a problem then he can ask other students. If the student does not solve the problem, they can ask the lecturer. This interaction must be maintained because it can help them achieve better learning outcomes.

Student interaction is very important in the learning process, both between students and students and between students and non-students to build enthusiasm for learning, so that in the end students can achieve maximum results. Interaction of students with students and students with lecturers must always be built to improve communication and discussion about every activity in the teaching and learning process.

Schools as educational institutions are important external factors that can and do affect the learning process, one of which is the use of learning methods. The use of interesting, effective and appropriate learning methods can show that an educator is able to understand the position or benefits of methods that can generate student motivation to obtain optimal learning outcomes, so that there is a relationship between these learning methods and learning. . results.

The approach that can be used to determine the quality of the educational process is a systems approach. Through the systems approach we can see various aspects that can affect the success of a process. Learning is said to be a system because learning is an activity that aims to teach students. The learning process is a series of activities that involve various components. Through understanding the system, at least every lecturer will understand the learning objectives or expected results, the process of learning activities that must be carried out, the use of each component in the activity process to achieve the goals to be achieved and how to find out the learning objectives. the success of this achievement.

E-learning is one of the positive impacts of technological advances in education, e-Learning itself is defined as a distance learning process based on electronic media. E-learning as a distance learning method can be used to adapt learning needs that support conventional learning. In conventional learning, there are often limitations of time, distance and cost. This continued until the discovery of e-learning learning methods, which helped overcome these limitations. e-Learning turns these limitations into opportunities in facilitating the learning process.

Community culture is defined as the integration of all objects, ideas, knowledge, institutions, ways of doing things, habits, behavior patterns, values, and attitudes of each generation in society that are accepted by one generation from their predecessors and passed on continuously.

often in a form that changes to the next generation. . One of the characteristics of e-learning is the combination of technology with various practical applications and with easy access to learning resources, to teachers and fellow students via the internet. Therefore, the term e-learning is often equated with online courses, online learning, internet-enabled learning, virtual learning.

E-learning facilitates interaction between students and materials, students with lecturers/teachers/instructors and fellow students. Students can share information with each other and can access learning materials at any time and repeatedly, thus further strengthening their mastery of learning materials. With the existence of e-learning, it will make it easier for teachers/lecturers/instructors to update the learning materials that are their responsibility in accordance with the demands of the latest scientific developments, advance themselves or conduct research to increase knowledge, control student learning. learning activities from anywhere and anytime.

Online learning as a learning solution in the Covid-19 era is considered the best way to break the chain of transmission of this virus. Online lectures provide distance learning where the lecture material provided through software certainly makes it easier for students to continue to receive lectures without face to face. This choice needs to be taken to implement effective prevention and mitigation measures against the epidemic that has now become a global pandemic, among the policies taken are disabling lecture activities in the campus environment and quarantining students, lecturers, and education staff, other workers. and includes not holding meetings but conducting lectures and tutorials online.

Online learning is an educational innovation to answer the challenge of the availability of diverse learning resources. The success of a model or learning media depends on the characteristics of students. As stated by Nakayama, all the literature on e-learning shows that not all students will be successful in online learning. This is caused by the learning environment and student characteristics.

In this situation, online learning is something new for students. This makes students burdened when doing online learning which is considered less interactive. Students are also faced with signal problems that become a distraction when they have to look at the screen. This problem is exacerbated by the allocation of quotas which is an additional problem for students which is certainly very disturbing.

CONCLUSION

Most students feel uncomfortable with online learning (65.2%), most students prefer learning with non-audio visual media (54.3%), almost some students choose screen-to-screen or online learning (31, 5%) and almost some students want interactive learning. way of learning (31.5%). Online learning has now become a necessity. Lecturers and students must understand each other about the implementation, conditions, challenges and solutions of online learning.

SUGGESTION

By providing learning media that is modified between synchronous and asynchronous or known as a blended learning system by prioritizing aspects of student comfort in learning. Conditioning various synchronous and asynchronous learning media so that students do not get bored and complaints about signals and data quotas can be minimized.

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