

What platform makes students enjoy the learning during covid-19 pandemic?

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Abstract. Covid-19, which is pandemic throughout the world, including Indonesia, forced face-to-face learning to be transformed into distance learning. Distance learning done through various platforms. This research aims to find out what platform was the most enjoyable to use during learning for students. The sample were 119 students from the Family Welfare Education Study Program, Engineering Faculty, Universitas Negeri Jakarta. The study conducted from April to May 2020. The research used descriptive qualitative methods. The results showed that 45% of students chose Google Classroom as the most enjoyable platform to use during distance learning, 28% of students chose Zoom, 9% of students chose WhatsApp, and the rest chose on several platforms such as Edmodo, Slido, Quizizz, Schoology, Seesaw, and Google Meet. The main reason for choosing the platform as seen from the effectiveness and ease of access. To keep distance learning enjoyable for students, they create coping strategies for themselves. Respondents did some things such as journaling, always thinking positively, interacting with friends and family, creating an atmosphere of learning like being in class, and not delaying assignments. When there is free time, they often listen to music, watch movies, play with pets, or get more rest.

Keyword: distance learning, joyful learning, enjoyable platform used, coping strategies

1. Introduction

Covid-19 or previously known as the Novel Coronavirus (SARS-COV), began to spread in China in December 2019. This outbreak spread faster than scientists had expected. Indonesia became one of the infected countries. The first case in Indonesia was reported by the Ministry of Health in early March 2020 [1]. At that time, WHO informed that Covid-19 could transmit through droplet fluid. So, for people who are coughing, it is advisable to wear a mask.

Along with the increasing number of cases of people infected with the Corona virus in Indonesia, the central and regional governments implemented several policies. The Governor of DKI Jakarta began to close schools in the DKI Jakarta Province environment since March 16, 2020 [2], then a week later imposed restrictions on service time and the number of passengers on public transportation such as Trans Jakarta buses, electric trains, rapid light trains, and others [3].

Universitas Negeri Jakarta (UNJ), as one of the education providers at the tertiary level, then takes a policy. Through a circular issued by the Rector of UNJ, distance learning applied. Distance learning is the learning done by online (internet-based learning). For study programs that have implemented blended learning, this is not difficult because usually, the study program has made an application that can use for all learning. As for study programs that have not yet implemented blended learning, this is a challenge that must conquer.

The success of distance learning is inseparable from the availability of facilities and the active involvement of students. Thus, UNJ is slowly providing several platforms that can use for learning, such as Microsoft, Webex, and Moodle. In addition to the three platforms, many free platforms can utilize in learning, such as Google Classroom, Edmodo, Zoom, Schoology, Slido, Seesaw, and others. Each platform, of course, has advantages and disadvantages. Lecturers can explore more deeply to maximize the advantages of each platform in supporting the implementation of learning. Through this online learning, the lecturer expects students to still get material with quality and quantity as much as learning occurs in the classroom. This reason is in line with previous study that the use of appropriate media can produce effective and efficient learning even though done virtually[4].

Based on this, to support every learning that has different subject learning outcomes, every lecturer might use a different platform. It is adjusted to the learning objectives to be achieved, the scope of the material, and lecturers' ability to use a platform. For students, this could cause a new problem. Because students must master and have several platforms at the same time. Students become burdened because they must adapt to many platforms, even though not all platforms are easy to use. In the other hand, learning will be more meaningful for students if students can enjoy learning. Students must feel happy and comfortable while learning. Especially amid the pressures of the Covid-19 pandemic that makes it easy for some people to stress. For this reason, lecturers need to understand which platforms are most enjoyable for students.

The results of previous research concluded that online learning allows students to follow learning from home, thereby encouraging restrictive social behavior[5]. This activity has a positive impact, one of which is that students do not gather in one place. So, the rate of spread of Covid-19 can be suppressed. This research described online learning when there was a Covid-19 pandemic. In this research, there has not been any discussion regarding the platform used to support learning activities.

In line with this, a previous study concluded that online learning conducted at Satya Wacana Christian University had run effectively using several platforms such as Zoom, Google Classroom, Schoology, and Edmodo[6]. However, students have constraint by internet quota. The research has not yet mentioned which platform most effectively used in learning. In the two studies before, there is also no clarification regarding the activities carried out by students to continue to enjoy distance learning amid the Covid-19 pandemic. Based on the background described and some previous research, it is necessary to have a study that aims to determine what platform is the most fun to use during distance learning for students. This study also seeks to determine the activities did by students to overcome boredom during distance learning.

2. Method

This research conducted with a descriptive qualitative method. The population in this study were students of the Family Welfare Education Study Program, Faculty of Engineering, Universitas Negeri Jakarta. The number of samples used in this study was 119 students consisting of active students who took distance learning (second, fourth, and sixth-semester students). This research was conducted in April to May 2020, considering that distance learning only began in March 2020. Data collected through questionnaires and online interviews. There are three main questions asked in the instrument, namely: 1) What is the most enjoyable platform to use during distance learning? 2) Why is the platform enjoyable for students? 3) What does the student do to keep distance learning enjoyable? Questions on the instrument subsequently confirmed through interviews. The data collected then analysed descriptively.

3. Result and Discussion

Based on data obtained in the study, found that 45% of students chose Google Classroom as the most enjoyable platform used during distance learning. Google classroom is a simple platform for creating, distributing, and assessing paperless assignments. The primary purpose of Google Classroom is to facilitate the process of sharing files between teacher and student. The reason for choosing Google Classroom is because it is more effective to use, does not require a lot of internet quota, and there is a notification for each new assignment given by a lecturer. Lecturers can facilitate and oversee the discussion process did by students. Besides, the preparation of materials, assignments, and other things that lecturers provide in Google Classroom is neater. This advantage makes it easier for students to learn the content and do tasks. The deadline for each assignment is also clearly visible with this platform.

In the second place, as many as 28% of students chose Zoom as the most enjoyable platform used during distance learning. Zoom is a platform that can face to face virtually. This application makes long-distance conversation more practical and efficient. Zoom has many features that make online meetings more convenient. Through Zoom, people can exchange audio and video at the same time virtually. Zoom has advantages over Google Classroom, which can display videos directly between students and lecturers. Zoom usually used when lecturers and students require direct interaction that is difficult to do if only through writing alone. Because it displays live

communication in the form of video, Zoom requires more quota and more stable internet. According to students, Zoom can replace the atmosphere in the classroom. The direct interaction between students and lecturers can treat homesickness because they have not seen face to face in class for as long as before. Communication through this video also clarifies the material delivered by the lecturer. Students can directly ask the lecturer, and the lecturer can directly answer right away. Zoom is considered the complete platform compared to several other platforms. In addition to being able to display videos, students and lecturers can use the Zoom chat feature. Zoom also allows lecturers and students to share screens. So that lecturers and students can see or read the same material when delivering the content. Overall, Zoom makes it easy for students who have an audio-visual learning style.

The rest, students consider WhatsApp, Edmodo, Slido, Quizizz, Schoology, Seesaw, and Google Meet in sequence as an enjoyable platform used during distance learning. WhatsApp is the third most enjoyable platform because WhatsApp is often used by each individual, making it more familiar. WhatsApp facilitates interaction between students and lecturers. It has many features, such as being able to send voice messages, files, images, videos, or other types of data that can support learning activities. On WhatsApp, discussions can occur both ways between students and lecturers. It's just that the number of messages that come during the debate can cause important messages sent previously piled up. Besides, given assignments and deadlines cannot be detected every time.

Edmodo is a fun platform for some students because Edmodo is a simple and easy-to-use application. Edmodo has many features that can support learning and evaluation activities. At Edmodo, lecturers can make the test in various forms, such as multiple-choice, fill in the blank, true/false, matching, short answer, or multiple answers. On the other hand, Quizizz is also one platform that can provide tests or exams. In Quizizz, the questions given can only be multiple choice. For students, Quizizz spurs a desire to be competent, because, in addition to the truth of the answers, speed in answering can also provide additional value. On Quizizz, lecturer will see the ranking of students in answering these questions.

Slido ranks sixth as a platform that is considered enjoyable by students. Unlike some of the platforms as mentioned earlier, Slido is a platform that lets students ask questions and choose polls. In Slido, students can ask anonymously. It gives an advantage for students who are usually shy to ask questions while in class. The polling displayed on Slido can be in the form of multiple choices, short answer, multiple answers, or long answer. Slido can also be used for exams but less effective because the assessment must be done manually by the lecturer.

In the next sequence, there is the Schoology platform. Students rarely find an error when using Schoology. Of course, this gives advantages to students because it is not troublesome. In the next sequence, there are Google Meet and Seesaw. Google Meet is a platform for interacting through Google default videos. Google Meet has features like Zoom. The difference is that Zoom requires additional applications that should install, while Google Meet does not require it. Google Meet is already available on each individual Gmail. Whereas Seesaw is a platform that can collect tasks in the form of files. In detail, data platforms that are enjoyable for students are present in Table 1.

Table 1. Kind of Platform that is Enjoyable for Students

Platform	Total Students	Proportion
Google Classroom	54	45%
Zoom	33	28%
WhatsApp	11	9%
Edmodo	6	5%
Quizizz	5	4%
Slido	5	4%
Schoology	3	3%
Google Meet	1	1%
Seesaw	1	1%
Total Samples	119	100%

These research results are in line with the result of previous study[7]. It concluded that using Google Classroom in learning activities can increase active student participation and improve classroom dynamics. According to him, there are four things to consider when choosing a platform used in learning activities: speed, ease of access, collaboration, and sound. These four things must provide maximum benefits so that the material can appropriately convey as it should.

The use of Google Classroom, which involves lecturers and students, provides a perspective for each user. Based on the results of previous study concluded that based on the view of lecturers and students, Google Classroom could present quality learning[8]. Google Classroom makes it easy to interact between lecturers and students. The use of Google Classroom makes it easy for students to learn the material presented by lecturers.

Until now, distance learning in UNJ already did for around ten weeks. It also means that students have taken ten distance learning sessions. For ten weeks, students do not go to campus, a study in class, gather with friends, study together in the library, follow campus activities, do assignments with group friends, eat together in the campus canteen, and do other things. This condition turned out to also cause problems for students. One of them is feeling bored. This feeling arises because of the need for social interaction not fulfilled. Before the Covid-19 pandemic, students accustomed to doing activities together. Social interaction is one of the determinants of quality of life[9]. Other studies also show that interactions with friends (quantity and quality) will also determine life satisfaction[10]. The results of this study indicate that the more communications carried out and the better the quality of interactions carried out, the better quality and life satisfaction will be. Nevertheless, the current conditions do not allow students to interact directly. Communication can only do by using the media.

Feelings of boredom affect the success of distance learning. Feeling bored and fed up will add stress to students. Stress will inhibit the achievement of learning objectives. The results showed that stress negatively impacts learning[11]. These can occur because stress can impede the process of storing information to memory. The results of other studies also show that stress can interfere with cognitive and motor abilities of individuals[12]. Thus, stress can be an obstacle to achieving learning goals. Therefore, students must be able to cope with stress on him.

Efforts to reduce and deal with stress are known as coping strategies. Students use coping strategies to deal with stress[13]. Students who have high coping strategies have better academic performance than students who have a low coping strategy. Coping strategies undertaken by students to deal with stress will significantly help them to achieve academic achievement [14]. Also, coping strategies will help students adjust. Changing learning methods from face-to-face to distance learning done online requires good adaptability. The use of coping strategies can help students to adapt. Students must find the right approach to overcome boredom, especially during the distance learning period. If students cannot achieve learning objectives, students will have difficulty mastering learning material in the next semester.

This research also seeks to explore coping strategies undertaken by students, so that distance learning remains enjoyable. Students give various answers, such as:

I am doing distance learning while sunbathing in the morning.

Listen to a song before distance learning begins.

I am doing distance learning from a comfortable place.

Create a learning atmosphere as when studying in class.

Study the material before distance learning begins.

When there is a time lag from one class to the next, students take advantage of this free time to do other things. So, they can still control their feelings and prepare for the next class with fun. Some things that students do include:

Always think positive.

I am making a journal.

Much rest.

I am playing games.

I am watching movies.

I am doing a hobby.

Interact with friends and family.

Play with pets.

Based on the explanation, each student has various ways of dealing with stress resulting from changes in the learning system during the Covid-19 pandemic. Coping strategies used by the students expected to overcome feelings of boredom. This coping strategy planned to help them to enjoy learning.

4. Conclusions

This research concludes that Google Classroom is a platform that is considered the most enjoyable by students to use during distance learning. Google Classroom facilitates interaction between lecturers and students, makes it easy for students to learn the material presented by lecturers, and can indicate deadlines for each assignment given by lecturers. The use of Google Classroom is easily accessible and does not require a large internet quota.

During the Covid-19 pandemic situation, students feel boredom for distance learning. However, they found the right coping strategy to avoid boredom so that they could still enjoy the learning activities. Some of the activities undertaken by students are making a journal, playing games, watching a movie, or doing their hobbies. Students also interact with family, peers, or with pets. This interaction did as an effort to perceive life satisfaction.

Based on the results of this study, we recommend that lecturers use Google Classroom as the main platform in distance learning. In assigning tasks, lecturers still consider the time needed by students to work on these assignments. So, students do not feel stressed in doing their assignments. Students must enjoy learning, so they do not feel burdened when they must study. Besides, we suggest that students can spend their time wisely. Students must make a priority scale based on the task and the time of the assignment. So, students can submit the assignments on time, and still enjoy learning.

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Sample:

