

**E-LEARNING IN INCREASING STUDENT
MOTIVATION**

THESIS

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ABSTRACT

Umah, V.R. 2020. *E-learning in Increasaing Motivation Student*. Thesis, English Education Department, Graduate Program, Islamic University of Malang, Advisors: (1) Dr. Mirjam Anugerahwati, M.A..

Key words: E-learning, Motivation

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E-learning makes it easy for students to get lesson information because it is easier to acces it anywhere. Teaching and learning procesas is no longer dependent on location and time and can increase the motivation of learning teachers and students so that the learning process becomes more dynamic, flexible, interactive and communicative. (Jin.K:2013)

Motivation and learning are two things that influences each other. Learning motivation can arise due to intrinsic and extrinsic factors caused by specific factors such as the desire and desire to succeed, and the urge of learning need. The hope for ideas. While the extrinsic factor is the existense of appreciation, a conducive learning environment and exciting learning activities. (Hamzah B. Uno, 2001:23)

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E-Learning merupakan sebuah proses pembelajaran yang dilakukan melalui network (jaringan komputer), biasanya lewat internet atau intranet. E-learning membawa perubahan dalam proses pembelajaran, dari yang berpusat pada mengajar menjadi berpusat pada pembelajar atau peserta didik. Ini merupakan salah satu strategi pembelajaran yang memungkinkan peserta didik mengakses materi pembelajaran dimana saja dan kapan saja (munir, 2009: 170).

E-learning memudahkan siswa untuk mendapatkan informasi tentang pelajaran karena lebih mudah untuk diakses dimana saja. Proses belajar mengajar tidak lagi bergantung pada lokasi dan waktu serta dapat meningkatkan motivasi belajar guru dan siswa sehingga proses pembelajaran menjadi lebih dinamis, luwes, interaktif dan komunikatif. (Jin.K: 2013).

Motivasi dan belajar merupakan dua hal yang saling mempengaruhi. Motivasi belajar dapat timbul karena faktor intrinsik maupun ekstrinsik yang disebabkan oleh rangsangan tertentu, sehingga seseorang bisa lebih giat dalam belajar dan bersemangat. Faktor intrinsik berupa hasrat dan keinginan berhasil dan dorongan kebutuhan belajar, harapan akan cita-cita. Sedangkan faktor ekstrinsik yaitu adanya penghargaan, lingkungan belajar yang kondusif dan kegiatan belajar yang menarik (Hamzah B.Uno, 2011:23).

CHAPTER I

INTRODUCTION

1.1. Research Background

Technology has brought rapid changes to human life, this development helps humans to find the information very easily. This requires humans in the era of modern technology, the quality must continue to be improved to maintain the quality of education and can be a guarantee for the nation's future. Education is a human resource development factor that influences national development. That is why quality education greatly influences the future of the nation and state.

Education is a conscious and planned effort to create an atmosphere of learning and learning process so that students actively develop their potential to have spiritual strength, self-control, personality, intelligence, noble character, and the skills needed by themselves, society, nation, and state. (RI Law No. 20 of 2003 concerning the National Education System, Article 1).

Education is a process in every effort, influence, protection, and assistance given to children aimed at the child's maturity, or more precisely, helping children to be sufficiently independent in solving problems and developing their thinking.

The very rapid development of technology in people's lives makes the internet can not be separated from people's lives, not spared from

students who like the internet, because they can get all information via the internet. As has been proven from a survey conducted by the Indonesian Internet Network Providers Association in 2016, which showed that students were the largest internet users in Indonesia with a percentage of 89.7% and among students with a percentage of 69.8%.

In an era where increasing technology is growing, so many students are getting bored to learn by using methods that are too monotonous and without involving students. In the increasingly rapid development of science and technology and globalization also becomes more intense, competition in the field of education will emerge. One of the ways taken is by improving the quality of education (Darsono, 2000: 1).

In education learning outcomes are very important, but many obstacles cause learning that does not work one of the causes is the lack of student motivation in learning. Lots of students are lazy because the media and learning methods are just that simple, they think a school is a boring place, and therefore teachers must be able to increase student motivation in learning. E-learning is a learning model that is practical enough to increase student motivation, where teachers and students are equally involved in this learning.

The term e-learning has a very broad meaning so that many experts define it from various points of view. According to Darin E Hartley, e-learning is a type of teaching and learning that allows teaching materials to be conveyed to students using the internet or other computer media.

E-learning is a learning medium that is carried out through a network (computer network), usually via the internet or intranet. E-learning brings a change in the learning process, from being centred on teaching to centring on learners or students. This is one of the learning strategies that allow students to access learning material anywhere and anytime (Munir, 2009: 170).

(Kosasi; 2015) E-learning is a method of learning using electronic (audio/visual) media through internet technology. E-learning emerged as a solution to the problems of education in the modern era by making it easier to monitor students and increase student interest in learning. Many studies have shown empirical evidence in support of the idea that using e-learning technology effectively can provide many opportunities. (Bouzabia.R, et al:2013).

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allow students to access learning material anywhere and anytime (Munir, 2009: 170).

There are a lot of factors that influence student motivation, both from oneself and outside encouragement, as stated by the MC. Donald in Sardiman (2014) motivation is a change in energy in a person which is marked by the emergence of "feeling" and preceded by a response to the existence of goals. The motivation that comes within themselves such as, interests, ideals, and physical conditions of students, while outside motivation is like support from parents, teachers, friends, learning media, environmental conditions and so forth.

Learning motivation of students is significant to make the situation conducive to achieving the desired learning goals. Makes the teacher always think to do a learning method that can motivate students to continue learning and choose the right learning media. Djamarah and Zain (2006: 121) stated that the media is a tool that can be used as a conduit of messages to achieve teaching objectives. The determination to choose learning media can also support the success of the learning process.

It is undeniable that the problem often occurs in learning is learning motivation. Motivation and learning are two things that influence each other. Learning motivation can arise due to intrinsic and extrinsic factors caused by specific stimuli so that someone can be more active in learning and excited. Intrinsic factors such as the desire and desire to succeed, and the urge of learning need, the hope for ideals. While the

extrinsic factor is the existence of appreciation, a conducive learning environment, and exciting learning activities (Uno, 2001: 23).

In a previous study conducted by Doni Septu Marsa Ibrahim and Suardirman (2014) with an experimental research posttest-only control design group that used one experimental class and one class for the control class. Based on the hypothesis test that they did with the t-test showed that learning motivation showed a significant value of $0.008 < 0.05$, which means that H_0 was rejected and accepted H_a , in other words, e-learning affected the learning motivation of students.

This study shows that e-learning is very influential on student motivation by looking at the achievements achieved by the experimental class and the control class.

In other studies, Android and e-learning affect the motivation of students who are investigated by Siti Shofiyah with quantitative methods. Show that Android, which is one of today's technology and is very popular with most children, can also be used to apply e-learning and make them more enthusiastic in learning.

Based on the results of research written by Sandi Kosasi (2015) in his research that uses the R&D method states that E-learning technology can motivate the community of teachers and students to collaborate by exchanging comments containing questions and answers and various kinds of discussions delivered on the web.

The results of Nur Layla Ulva's research, Sri Kantun, and Joko Widodo (2017) through classroom action research shows that e-learning makes classes that make an increase in student motivation, they use two cycles, each cycle consisting of two meetings. In the first cycle, the teacher implements e-learning with media Schoology well even though there are still obstacles, because of the application of new media. Constraints faced in the first cycle can be corrected in the second cycle because students are getting used to it. The first cycle the average score of learning motivation 2.7 with moderate criteria and increased in the second cycle to 3.5 with high criteria. So this shows that e-learning affects increasing student motivation.

In learning that uses this technology, it cannot be denied that the technology is beneficial in many problems of teaching and learning process, such as for example limited time, can be overcome by learning with e-learning, long distances that cause ambiguous signals can also be overcome by the presence of Wi-Fi, and the boredom that often afflicts students in learning can be overcome by e-learning learning, because of its broad reach. Therefore teachers are required to be more creative and innovative in teaching with technology in order to achieve quality learning goals.

SMK Unggulan Mukhtar Syafa'at is a relatively new school. It is located in a remote rural area of Banyuwangi, but in SMK Unggulan Mukhtar Syafa'at technology is not far behind other schools because there

is already an internet network available at the school. In order to increase student motivation in learning, learning is carried out with the E-Learning method, which is very influential in increasing the success of achieving learning and learning goals, because students are still scarce knowing about learning with this e-learning method.

Student learning motivation can increase teachers always provide teaching methods that are not boring with the internet, which is very broad in scope. Students will start to find out many things with the lesson because of the nature of student curiosity on something new.

1.2. Identification of Problem

Based on the background of the problem above, the problem can be identified as follows:

1. In a state of information and technology that is developing very rapidly, schools and teachers are required to implement and apply computers in SMK Unggulan Mukhtar Syafa'at, but they are still not optimal
2. Learning that still uses many lecture methods, and the monotony of not using e-learning reduces student learning interest
3. The application of e-learning is still not comprehensive and only on learning a few of the subjects.

1.3. Limitation Problem

Based on the background of the problem and the identification of the problems that have been described above:

1. School policies in e-learning development are still not optimal
2. The use of e-learning that has not been maximized by teachers and students related to learning in schools
3. Limited time and facilities
4. Lack of student motivation in learning

1.4. Problem Formulation

Based on the above problem limitation, in this study, the problem formulation is proposed as follows:

1. How is e-learning done in SMK Unggulan Mukhtar Syafa'at?
2. What are e-learning that can increase student motivation in SMK Unggulan Mukhtar Syafa'at?
3. What are the constraints of e-learning in SMK Unggulan Mukhtar Syafa'at?

1.5. Research Object

Based on the problem formulation above, the objectives of this study are:

1. To find out the e learning process used in SMK Unggulan Mukhtar Syafa'at
2. To determine the increase in student motivation with e learning in SMK Unggulan Mukhtar Syafa'at
3. To find out the obstacles in e learning in SMK Unggulan Mukhtar Syafa'at

1.6. Benefits of Research

The results of the study are expected to have the following benefits:

1. Scientifically, this research is expected to be useful and can be a reference for further researchers in more depth in the aspects of managing e-learning in increasing student motivation in learning
2. Practically, the results of this study are expected to be input for SMK Unggulan Mukhtar Syafa'at, students, teachers, and the community in maximizing E-learning in student learning motivation.

1.7. Definition of The Key Word

a. E-Learning

E-learning is a new learning method, where learning uses electronics and internet networks. One standard definition of e-learning is given by Gilbert and Jones (in Surjono, 2011) namely, the delivery of learning material through an electronic media such as the internet, intranet/extranet, satellite broadcast, audio/video tape, interactive TV, CD-Room and computer-based training (CBT). A similar definition is also stated by The Australian National Training Authority, which covers applications and processes that use various electronic media such as the internet, audio/video tape, interactive TV, and CD ROM to send learning

materials more flexible. Also conveyed by Daryanto (2010: 168), E-learning is a learning system that utilizes electronic media as a tool to assist in learning activities.

b. Motivation

Motivation is an impulse that causes someone to do an action to achieve a specific goal. Motivation comes from the word motive, which means "impulse" or stimulation or "driving force" that is in a person.

According to Weiner (1990) cited Elliot et al. (2000), motivation is defined as an internal condition that arouses us to act, drives us to achieve specific goals, and keeps us interested in certain activities.

CHAPTER VI

CONCLUSION AND SUGGESTION

6.1 Conclusion

From the research that has been carried out by researchers based on data obtained through observation, interviews, and documentation, it can be concluded as follows:

1. E-learning at SMK Unggulan Mukhtar Syafa'at has been running well, although the facilities are still lacking
2. E-learning online and offline is proven to motivate students of SMK Unggulan Mukhtar Syafa'at
3. Some obstacles prevent e-learning from being carried out optimally, but most of them have been overcome.

6.2 Suggestion

Based on the assessment of research results in the field, the writer intends to provide suggestions that hopefully can be useful for teachers and students, namely as follows:

1. For The School

As already explained, that educational facilities are one of the important and main resources in supporting the E-Learning process, it is necessary to talk about the facilities and infrastructure owned by the school, so as not to hinder the E-learning process. There is also a need

for additional facilities so that e-learning can be more developed and introduction or counselling related to E-learning to all teacher councils.

2. For further researchers

Further researchers are expected to study more sources and references related to E-Learning and the effectiveness of the learning process so that the research results can be better and more complete.

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