


ATTACHMENTS

Attachment 1. Initial Interviews of Undiksha Students

1. How was your experience using e learning at Ganesha University of Education? Are there any aspects that you find less effective or make you less comfortable when using it?
2. How does the lecturer deliver the material in e learning? Is the form of material provided interesting enough and motivates you to learn?
3. Do lecturers provide opportunities for questions and discussions in e learning? How do these activities usually take place, for example quizzes or discussions in each lecture?
4. When taking asynchronous classes through e learning, do you find it difficult to stay focused and understand the material? What do you think causes this?
5. Do you think e learning is enough to support asynchronous learning? Why is this the case?
6. Do you use e learning because it is an obligation from the lecturer, or are there other reasons that make you use it?
7. Do you prefer offline learning to asynchronous learning on e learning? If yes, what makes offline/online learning more understandable to you?
8. What materials are usually delivered by lecturers through e learning? Is it only in the form of documents (PDF/PPT), books, or YouTube links, or are there other forms provided?

Attachment 2. Undiksha Student Interview Response

Name	Answer
Wayan Yudi – Pendidikan Ekonomi	<ol style="list-style-type: none"> 1. The obstacle I feel is more about accessing learning that is less efficient because I have to open a laptop to access the website, if I open it on a cellphone the screen feels small. 2. The material is given in the form of papers and group presentations, which feels boring because it is monotonous. 3. Online discussions are less interesting, more often given paper assignments and presentations via Zoom or video recordings. 4. It is easier to understand if explained in person; e-learning is considered less effective. 5. Students must explore independently because the material is more complete in offline learning. 6. E-learning is used mainly for assignment collection, adjusting distance learning conditions. 7. Students prefer offline learning because the material is easier to understand than just reading the material on e-learning. 8. The material in e-learning is in the form of PDF, e-book, or YouTube link, but students are more interested in hands-on learning.
Teddy – Ilmu Komputer	<ol style="list-style-type: none"> 1. This e-learning platform provides the ability to learn anytime and anywhere, but I think the user experience can still be improved to be more effective.

	<ol style="list-style-type: none"> 2. Materials are presented in PDF, PowerPoint, and video. Materials with videos or interactions are engaging, while text materials without variety are monotonous and less motivating. 3. The e-learning forum feature is available, but discussions there are less interactive than in-class discussions. 4. Difficulty focusing and understanding complex material because there is no direct interaction with the lecturer. 5. E-learning makes it easier to access materials in asynchronous learning, but the lack of interaction and guidance hinders deeper understanding. 6. Students use e-learning because it is required by lecturers. 7. Offline learning is preferred as it allows direct interaction with lecturers and classmates, which facilitates understanding of the material. 8. Materials are usually presented only in the form of PDFs, PowerPoints, video lectures, and external links such as YouTube or articles.
Kresna – Ilmu Hukum	<ol style="list-style-type: none"> 1. E-learning makes accessing campus information easier, but sometimes it is difficult to use

	<p>comfortably when there are many users.</p> <ol style="list-style-type: none"> 2. The material provided is interesting, motivating, and easily accessible to students. 3. Students feel quite involved and interactive in the learning process through e-learning. 4. Students find it difficult to focus because there is no direct meeting with the lecturer. 5. E-learning supports asynchronous learning practically and effectively. 6. The use of e-learning is required by lecturers and campus if online learning occurs. 7. Students prefer offline learning for better interaction and understanding. 8. The material provided is only in the form of PPT and PDF according to the course if there is asynchronous learning.
Yesya – Kimia	<ol style="list-style-type: none"> 1. For example, for an assignment, 2 mb cannot send the assignment because of the file size limit. 2. It's normal, because he doesn't think it's interesting, but it's normal 3. Some lecturers give quizzes during exams and lessons 4. Prefer offline, without any intermediaries, it will complicate when he has a better discussion face to face, minimizing misperceptions. sometimes if online learning is less focused.

	<ol style="list-style-type: none"> 5. E-learning is enough to support asynchronous learning, there can be directly without google forms, without third parties. there is already a place for quizzes, exams etc. 6. Because of the obligation to use e-learning 7. Prefer offline, without any intermediaries, it will complicate when he is discussing better face to face, minimizing misperceptions. sometimes if online learning is less focused. 8. Lecturers only provide videos, ppt as learning media.
<p>Ririn –Pendidikan Bahasa Inggris</p>	<ol style="list-style-type: none"> 1. Discussions in the room were sometimes less than smooth, and it was a bit difficult to navigate or find the course you wanted to follow in the e-learning. 2. Uploaded materials are only in the form of documents or YouTube links, making it less motivating. 3. Discussion Activities: Lecturers provide time for discussion and quizzes for each lecture in e-learning. 4. Asynchronous Preferences: The utilization of e-learning depends on the type of material provided. 5. E-learning is considered sufficient for asynchronous learning. 6. Students use e-learning due to instruction from lecturers and depending on how lecturers manage the class. 7. Students prefer offline learning because it is easier to understand than asynchronous learning. 8. Content in e-learning is usually only PDF/PPT documents, books, and YouTube links.

Attachment 3. Undiksha Student Initial Interview Documentation



Participant 1. Wayan Yudi, S1 Pendidikan Ekonomi



Participant 2. Teddy, S1 Ilmu Komputer



Participant 3. Kresna, S1 Ilmu Hukum



Participant 4. Yesya, S1 Kimia



Participant 5. Ririn, S1 Pendidikan Bahasa Inggris

Attachment 4. Task Scenario Notes

Time measurement records and task scenario success.

Yulfi		Ririn		Yesya	
1. ✓ →		1. ✓ — 34.01 det		1. ✓ — 14.98 / 50.57	
2. ✓ — 15.7A		2. ✓ — 08.43 / 55.44		2. ✓ — 03.05 / 40.17	
3. ✓ — 5.03		3. ✓ — 5 / 17.44		3. ✓ — 05.17 / 17.79	
4. ✓ — 45.69		4. ✓ — 16 / 55.27		4. ✓ — 21.33 / 1.12.50	
5. ✓ — 40.37		5. ✓ — 16 / 46.71		5. ✓ — 10.67 / 48.91	
6. ✓ — 20.38		6. ✓ — 12.60		6. ✓ — 06.91 / 16.61	
7. ✓ — 15.36		7. ✓ — 18.92 / 30.33		7. ✓ — 05.73 / 20.21	
8. ✓ — 11.72		8. ✓ — 08.73 / 14.04		8. ✓ — 12.45 / 19.04	
Yusna		Taditya			
1. ✓ — 36.89		1. ✓ — 24.47 / 40.21			
2. ✓ — 06.32 / 15.46		2. ✓ — 15.31 / 73.16			
3. ✓ — 2.94 / 11.72		3. ✓ — 04.41 / 15.59			
4. ✓ — 10.38 / 4.2.17		4. ✓ — 18.02 / 06.34			
5. ✓ — 05.15 / 91.35		5. ✓ — 15.33 / 50.73			
6. ✓ — 05.14 / 09.59		6. ✓ — 05.21 / 14.05			
7. ✓ — 04.01 / 1.15		7. ✓ — 09.25 / 21.09			
8. ✓ — 04.01 / 1.15		8. ✓ — 07.17 / 15.77			

Attachment 5. UES-SF Result Form

No	Saya sangat menikmati pengalaman aplikasi e-learning ini	Waktu yang saya habiskan di aplikasi e-learning terasa cepat berlalu	Saya sangat fokus saat menggunakan aplikasi	Saya merasa frustrasi saat menggunakan aplikasi	Aplikasi sulit digunakan	Menggunakan aplikasi terasa melelahkan	Visual aplikasi terlihat menarik	Aplikasi memiliki daya tarik visual yang estetik	Aplikasi ini memuaskan secara visual	Saya mendapatkan manfaat saat menggunakan aplikasi	Pengalaman saya menggunakan aplikasi sangat memuaskan	Saya merasa tertarik selama menggunakan aplikasi
1	1	1	1	1	1	1	1	1	1	1	2	1
2	5	5	5	5	1	1	1	5	4	4	5	5
3	4	4	4	4	1	1	1	4	4	4	4	4
4	5	3	5	5	2	1	2	5	3	4	5	4
5	5	2	5	5	2	2	1	5	5	5	5	5

Attachment 6. Documentation Videos of Task Scenario

https://drive.google.com/drive/folders/1f0in0dJHrQEuyMObgqEFFUPo97qCUGTs?usp=drive_link

Attachment 7. Demonstration of Gamification Element

https://drive.google.com/file/d/1Vsad2uOqRSX-VKi7LwZoSmCMfRffM--w/view?usp=drive_link

