

## **CHAPTER I INTRODUCTION**

In this chapter, the researcher presents the research background, problem identification, limitation of the study, research questions, research objectives, and research significances.

### **1.1 Background of the Study**

Educational situation nowadays has been experiencing big movement from offline to online learning situation because of COVID-19 pandemic. Everything has changed in this Pandemic situation. This pandemic has been started since March 2020 until now. COVID-19 is a global virus that shocked many people and had a devastating effect on all human beings' life. This virus attacks the human's respiratory system. Its rapid spread made people very worried and anxious. Therefore, this pandemic is considered as the most significant disruption of the human life movement (Fitria, 2020). Thus, the spread of Covid-19 had serious effects on education field (Abidah et al., 2020). This situation requires different ways of learning. Moreover, the term of "Online distance learning" has become a buzzword in educational system. In short, this means that there is a change in learning from face-to-face to online learning. In addition, Indonesian ministry of education and culture had announced additional rules in education. Regarding to this, immediately, the government take an action to invite the people (learners and teachers) to stay away from the Covid-19 by implementing one of the governments' polices that is working from home (WFH). According to Kementerian Pendidikan Dan Kebudayaan (2020)No. 15 about "Pedoman Penyelenggaraan BelajardariRumah" conveyed that in order to decrease the spread of the virus, the government instructed all education level to carry out online learning while still paying attention on Covid-19 health protocol.

Based on Kementerian Pendidikan Dan Kebudayaan (2020) about "Pelaksanaan Belajar dari Rumah oleh Guru" suggested that teachers can respond to the implementation of online distance learning by applying online, offline, or a combination of both according to the conditions and availability of learning facilities. One of the implementations can be seen in point 2, which is about online

distance learning facilitation. It shows that the use of video conference teleconference, and also Learning Management System (LMS) media are recommended to be used in online learning. In addition, there are also some recommended applications for video conference including Zoom Application, Google Meet, WebEx, etc. Besides, some recommended applications for Learning Media System (LMS) are Google Classroom, Ruang Guru, Zenius, Edmodo, and so on. It means that teachers as well as lecturers should be able to conduct either synchronous or asynchronous mode into their online learning class and choose the most appropriate application required by the government based on the availability of network in each teaching area.

During online learning system which was done from March 2020, the researcher found the use of Zoom application dominated the process of online teaching and learning in university especially in English Language Education program of Ganesha University of Education. It is based on the preliminary observation that the researcher conducted in English Language Education especially in 6<sup>th</sup> semester online class. The observation was done by conducting interview in order to get the general information about the use of Zoom application during this online learning process. The result of the interview found that Zoom Application was the most frequently used by lecturers to teach English. There are four English subjects that are using Zoom Application to conduct online learning such as Research Method, Sociolinguistics, TEYL, and Micro Teaching. Aside from that, some of the students also argued that since the Covid-19 affected the educational system, the use of Zoom application has become an alternative medium to support online learning. Moreover, during the use Zoom application, the students felt some pros and cons such as time limitation of the application, connection problem, and some other said about the usefulness, and the features that easy to use. Regarding these finds, the researcher is interested in knowing how the perception of English Language Education' students especially in 6<sup>th</sup> semester students towards the use of Zoom Application during online learning is carried out, and knowing the strengths and weaknesses toward the use of Zoom Application in English online learning.

According to Archibald et al. (2019) zoom application is one of collaborative media for videoconferencing, which has the features such as group messaging service, online meetings, easy to use features, recording the meeting section, and etc. Zoom Application is prominent because this medium is quite comprehensive and can be freely and easily accessed. Regarding that, this medium is able to provide a teaching and learning experience that is compatible with online learning. This application has function for screen sharing and recording which is very useful for the teachers and learners. By sharing the material through the screen sharing the learners could grasp the information given, then, the recording has function to record the learning process which in the end it could be accessed by learners in order to make them not left behind in getting the information. It is supported from (Guzacheva, 2020) that sharing screen motivates the teachers to be able to make innovative lessons for the students. However, since zoom application is internet network based, sometimes some of learners get distraction while the learning process happened. It is in the same line with Berti (2020) that technical issue such as bad signal could distract in the middle of meeting.

A recent research conducted by Rahayu (2020) shows that the use of zoom application gives a positive impact to students. They could work collaboratively, and feel comfortable to communicate. Another research that shows positive effect of Zoom Application is conducted by Suadi (2021). The research shows that the students could improve their language skill and reduce the shyness in virtual learning session. Beside that, Fauziyah (2021) said that zoom application could increase the students' motivation. It could be seen from the students' perception said that zoom application helped them in understanding and receiving materials.

Regarding to the previous research done by other researchers, we can know that Zoom Application has positive impact for the students in conducting online learning. Besides, the use of Zoom Application also has increased the students' motivation. Although several researchers have conducted research on the use of Zoom application, and showed the positive results on its implementation, the researcher is interested to prove the positive result by conducting the research about the students' perception on the use of Zoom Application in English online learning, and figure it out the strengths and weaknesses toward the used of Zoom

Application in further.

## **1.2 Problem Identification**

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

1. Teachers and students are required to carry out online teaching and learning activities during this pandemic.
2. Zoom Application is used to do videoconferencing, sharing course material through slide share, and discussing the material.
3. The use of Zoom Application as a learning medium during this pandemic dominates the process of online learning in university especially English Language Education in 6<sup>th</sup> semester.
4. Zoom Application is still considered as a new learning media for both lecturers and students regarding to the new learning system.
5. The students found some pros and cons toward the use of Zoom application during the online learning.
6. By having pros and cons in using a new videoconferencing application, there must be resulting different perception.
7. Therefore, it will be identified by the researcher to figure out and dig more about the students' perception, and also the strengths and weaknesses toward the use of Zoom Application in English online learning.

## **1.3 Limitation of the Study**

This study is limited on identifying and analyzing the students' perception toward the use of Zoom Application in English Online Learning, also the strengths and weaknesses toward the use of Zoom application.

#### **1.4 Research Questions**

Based on the research background, the research questions can be formulated as follows:

1. What are the English Language Education students' perceptions on English online learning toward the use of Zoom Application?
2. What are the strengths and weaknesses toward the use of Zoom Application in English online learning?

#### **1.5 Research Objectives**

Based on the research questions above, the purposes of this research are:

1. To investigate students' perception toward the used of Zoom Application in English Online Learning.
2. To investigate the strengths and weaknesses of Zoom Application in English Online Learning.

#### **1.6 Research Significances**

1. For Teachers

This result of the study is expected to give additional contribution and idea for lecturers in using Zoom application for English online teaching and learning process. Hopefully, lecturers could use the result of this research to consider some important perceptions from students and strengths and weaknesses of Zoom Application as one of the alternative media in English online teaching and learning process.

2. For Students

The result of this research is expected to give information about Zoom Application especially important things that need to be considered while using this application. Thus, the students could have initial preparation for operating Zoom Application and could

use it more effectively.

### 3. For Future Researcher

This result of this research is expected to give some knowledge and informations for the other researchers that conduct a research about the use of Zoom Application in English online learning. It also can be used as their reference if they do a similar research for analyzing the students' perception.

