

CHAPTER II

REVIEW OF RELATED OF LITERATURE

2.1 Learning

Learning comes from the word "Learning", learning is a relationship between mental and physical activities to achieve a change in behavior as a result of individual experiences in interacting with their environment concerning cognitive, affective, and psychomotor (Afi, 2019). According to Law Number 20 of 2003 concerning the National Education System Article 1 paragraph 20 states that learning is a process of interaction between educators and students and resources in a process of interaction between teachers and students, both direct interactions such as face-to-face activities or indirectly, that is by using various learning media. In the Regulation of the Minister of National Education Number 41 of 2007 concerning Process Standards for Elementary and Secondary Education Units, it is explained that: "learning is a process of interaction between students and teachers and learning resources in a learning environment. The learning process needs to be planned, implemented, assessed, and monitored. Implementation of learning is the implementation of lesson plans, the implementation of learning includes preliminary activities, core activities and closing activities.

In the learning process, activities are carried out by two parties, namely teachers and students. In conveying and transmitting messages in the form of knowledge (cognitive), skills (psychomotor), and instilling attitude (affective) values to students, an intermediary is needed. Intermediaries in conveying messages, among others, through learning media. Learning media itself is defined as an intermediary or introduction to the source of the message to the recipient of the message with the aim of stimulating thoughts, feelings, attention, and will so that it encourages the desire to be involved. in the learning process (Abi et al., 2020).

2.2 Media of learning

Dewi (2019) states that Media is a facilities that should be utilized maximally due to develop the student's motivation in learning. Learning tools basically defined as all tools that have a function to help the teacher to deliver learning material to the students in order to achieve the learning goal. A media outlet is an information channel that uses symbols, production, and

distribution that are shown in their separate formats and qualities to convey a certain message to another specific audience (Yaumi, 2018: 122; Ambiyar, 2016: 78). Utilization of Learning Media Technology during the Covid-19 Pandemic, stated that technology has a very important role in being able to make the teaching and learning process more effective and able to run well in the midst of a pandemic like today. Thus, technology can not only be used as entertainment, but can also be used as the main support in teaching and learning activities (Habibah et al., 2020)

Media carry messages or information that aims to convey teaching objectives, then the media is called learning media. Suhana said that in the learning process, learning media is one of the stimulants and tools provided by the teacher to encourage students to learn quickly, precisely, efficiently, and correctly, and there is no verbalism (Suhana, 2014: 61). Before using the media as a learning medium, the teacher should first know the forms of media so that it is easier to choose the right media in the learning process.

2.2.1 Media Audio

Audio media is a medium that presents messages in an auditive manner. Or in other words, what is meant by audio media is all media that use audio elements. While the characteristics of audio media according to Sudjana & Rivai (1991: 130)

2.2.2 Audio-Visual Media

Technological advances have penetrated into all areas of life, including education. Learning media with technology acts as a disseminator of knowledge, especially audio-visual media technology which is increasingly I demand. Audio- visual media is one of the technologies in Information and Communication Technology (ICT) that is useful for disseminating knowledge levels with literacy content. Based on Nicolaou (2019) audio-visual is a tool used to connect concepts with skills creatively to increase knowledge through the human senses. This audio-visual media is very compatible with learning because it can shape students' learning motivation in an effort to improve their results (Nicolaou, 2019). This is evidenced by Lohmann (2018) regarding research using audio-visual media, namely the existence of streaming videos that can attract someone's heart to learn audio-visual media is one of the complex media (Nicolaou, 2019). The reason.n for the complexity here is that the work process takes a long time, and of course it takes a lot of effort, example of media that are included in audio-visual media are television, computer, YouTube, online games, Educandy, and others. edia carry messages or information that aims to convey

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2.3 Google Classroom

In order to assist teachers and pupils while both are away, Google produced the Google Classroom application, which was made public on August 12, 2014. A program developed by the well-known firm Google is called Google Classroom, which can administer classes, establish classrooms in virtual worlds, and communicate with kids outside of the confines of the classroom. Additionally, instructors offer homework and give pupils their grades right away. Using online learning to deliver instruction using internet technology to enhance the learning environment and provide richer content that covers a wide range. E-learning is the practice of using online learning resources to give a range of options that can enhance knowledge and abilities (Prastiyo & Purnawan, 2018).

Google Classroom is designed to facilitate the interaction of teachers and students online through learning platforms. However, Google Classroom still has absolute requirements for accessing it, which requires adequate internet access. The Google Classroom application can be used by anyone who is part of the class. The class is a class designed by the teacher according to the real class or real class in school. The class design that applies Google Classroom is also environmentally friendly. This is because students do not use paper in collecting assignments

Merits (Merits) Google Classroom As claimed by Janzen (2014), he mentions six advantages of Google Classroom namely, easy to use, save time, cloud based, flexible, free, and mobile friendly. Meanwhile, according to Clark (2017), Google Classroom provides a space for you to share material, accept assignments, design student collaboration, and provide input and grades.

Weaknesses (Drawbacks) Google Classroom Pappas (2015) states that not all learning programs are suitable for use Google Classroom. As taken in Islam (2018), the most common challenge students face is the lack of proper technical knowledge about Google Classroom. In addition, this

research needs to identify and analyze to find certain important components in students' opinions regarding the disadvantages of using Google Classroom.

2.3.1 Component Of Google Classroom

1. **Dashboard**, the main view that contains class groups.

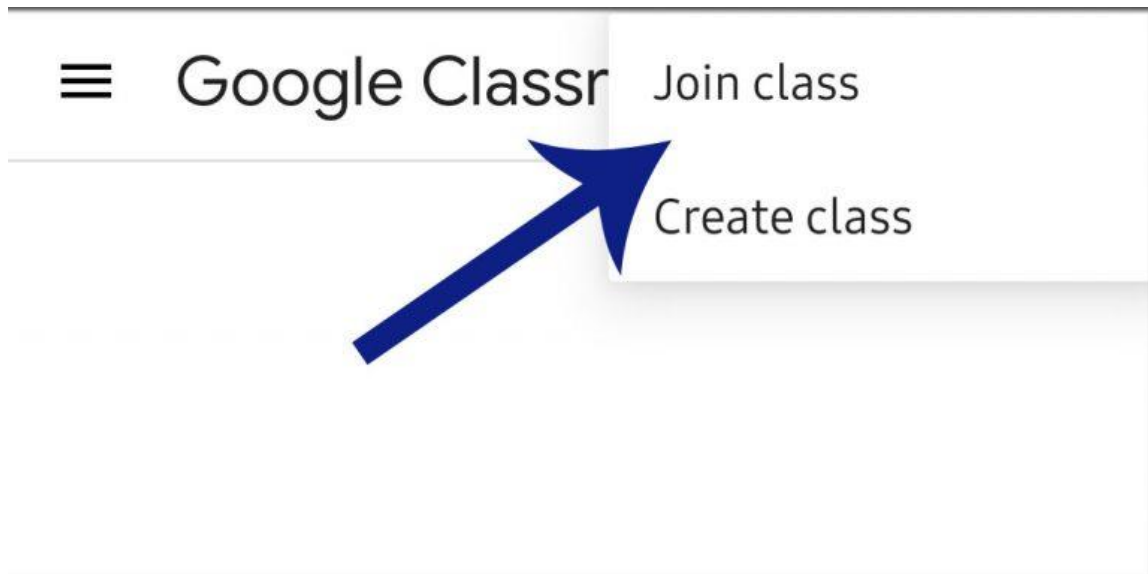


Figure 1 . pictures of dasbor in Google Classroom

2. **Giving assignments**, to see the assignments given by the

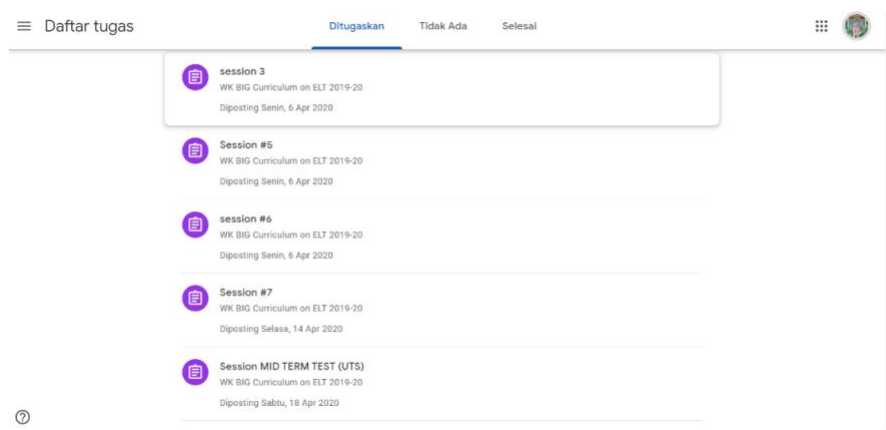


Figure 2. pictures of Assigment in Google Classroom

3. **Edit and Assignment Grades**, to grade assignments and edit assignment grades collected by students

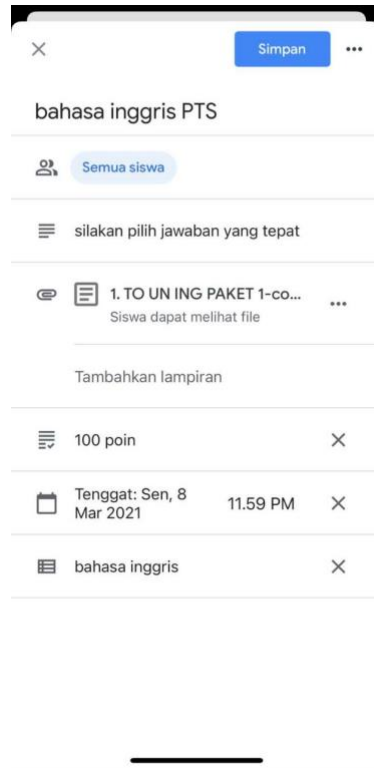


Figure 3 . pictures of edit and Assisgmentg grade in Google Classroom

4. **Announcements**, used to view existing activities or information.



Figure 4, Pictures of announcements in Google Classroom

5. **Create and join classes**, to join or create new groups

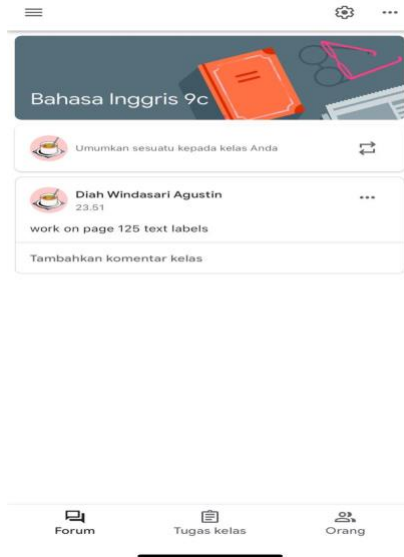


Figure 5. Pictures of creat and join classes in Google Classroom

6. **Settings**, to set profile or account settings created in the application

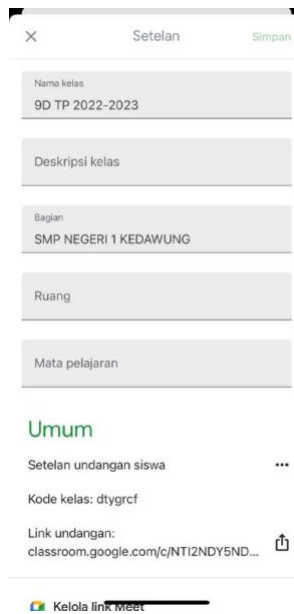


Figure 6. pictures of settings in Google Classroom