

# CHAPTER I

## INTRODUCTION

This chapter presents background of the research, statement of the problem, objective of the research, significance of the research, scope of the research and operational definition.

### 1.1 Background

In the pandemic of COVID-19 the teachers need to change their ways to teach the students from those who usually meet face to face and go to a class and meet their students or friends in one room, now because of the pandemic and because there is an obligation to keep a distance for each other, the way of learning is changed to learning that is not face to face again and can no longer meet in one room again.

Therefore there must be a solution to overcome this problem, and as the alternative solution is using online platform such Whatsapp, Instagram YouTube, or using Zoom and Sunan as platform that can be used and accessed anywhere so that the learning process can still be do even at home or in other places.

Media is one of the components that play an important role In the learning process. Good use of the platform that based on online technology nowadays can create interactive learning so that the process is learning becomes more attractive and more effective, it also can be a way or tool of language to communicate or transferring ideas but it also can be an Issue of unintended consequences of use of technology in the classroom. An online platform has an influence the lives from home, school and workplace (Nawaz, Asif.2015)

Personal Learning Environment is a promising potential approach for the integration of formal and informal learning by using online platforms and supporting self-regulated learning for students in higher education (Dabbagh and Kitsantas.2011). Unfortunately many students are abusing their convenience now, for example from the cellphones, many students who are enjoying themselves

with their cellphones when they were in class to playing games while learning process.

That phenomena is often interfere with students to focus, this facility should make the student can get it easier and should make the students to learn and capture the material that delivered by their teacher become easy and can be understandable and also effective, so its important because unintended consequences can cause disruption in teaching and learning process and does not have to happen

This research investigates the consequences of the using several kind of learning platform during classroom activities cause of pandemic in University of Muria Kudus when the students are expected to do classwork, assignment, discussion, and any process about the material when it delivered using online platform because there is an obligation to keep a distance for each other by using online platform as a media that can be accessed anywhere or in other places.

This study focused on the media which belong to online platform the lecturer used as learning media that may be seen in every smartphone, and it based on the software, the Internet, video and other telecommunication devices that allowing one to deliver instruction at a distance like Whatsapp, Instagram, YouTube, and also about student perception on SUNAN and Zoom that a part in learning online activities. For the purpose of supporting the learning process that related with activities in classroom also to know wheter it is synchronous or not with the purpose of technology that makes anything be easier and effective.

According to the explanation above, the writer intends to conduct a research entitled “The Students’ Perception On the Use of Online platform In Studying English at English Education Department of Universitas Muria Kudus in Academic Year 2021/2022”.

## 1.2 Statement of the problem

In order to identify the students perceptions toward the understanding being taught using online platform a:

1. How are the students perception on the use of online platform (Whatsapp, Instagram, YouTube, Sunan, and Zoom) to delivering the material?

## 1.3 Objective of the research

The main purpose of this study is to identify the students perception toward the understanding being taught by using several kind of learning platform in Universitas Muria Kudus:

1. To know the perception of student on the use online platform (Whatsapp, Instagram, Sunan, YouTube, and Zoom) to delivering the material

## 1.4 Significance of the research

It is expected that the result of this research can be useful to the following parts:

1. Theoretically  
The research can be an effort of enriching the theory of perception in the relation of teaching and its context. In other words, this research can be one of the references in the field of teaching which discusses perception and understanding.
2. Practically
  - a. For the students of the study program of English education, the result of this research can be used as the reference to improve their understanding of perception.
  - b. For other researchers, this research gives information about perception for those who intend to continue this research by adding some modifications related to the phenomena of teaching and learning process

### **1.5 Scope and limitation of the research**

The scope of this research are 30 students in fifth semester who are taught by using Whatsapp, YouTube, Zoom, SUNAN.

Students perception means students opinion based on the perspective toward students of University Muria Kudus.

### **1.6 Operational Definiton**

To build the same perception between the researcher and the reader. There are some operational definitions. These are:

1. Perception

The ability to see, hear, or become aware of something through their feel related to online learning using online platform in this research

2. Studying English

To learn about a subject, especially in an educational course or by reading books, and this research would be focused on English class as the subject to studying English

3. Student of EED at UMK

A student who are students, in this case the students of fifth semester who are currently registered as students of EED UMK

4. Online Platform

Electronic network which links people for social interaction and communication tool through computers or other digital devices to share photos, videos, opinions, evens, ideas, etc.