

Analysis of Mobile Learning Utilization of Student Learning Interests

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ABSTRACT

The rapid development of technology is making a lot of changes. The digital age as part of the change that makes everything digital. One of the impacts of change on learning is digital media-based learning. Low interest in learning becomes one of the problems in learning. Learning that tends to be monotonous makes students less enthusiastic in learning. The number of students who have gadgets provides opportunities for the use of gadgets as a learning medium referred to as mobile learning. Interactive mobile learning can attract students' learning interests. With the existence of mobile learning as a learning medium, it can be known that the enthusiasm of learning increases and learning is increasingly enjoyable. Mobile learning-based learning can be used as a learning medium, but requires supervision and evaluation in learning.

Keywords: mobile learning, digital, learning interest

INTRODUCTION

Learning is the interaction between teachers as facilitators and students as *audiences*. Learning is carried out as a learning process where teachers and students have two-way interaction. The interaction that occurs between students and teachers has an impact on success in learning. Successful learning also requires a tool or medium in learning. Learning media is a tool in learning can be in the form of hardware (*hardware*) or software

(*software*). The rapidly growing development of technology will have an impact on all fields including the field of education. Technology is changing all traditional behavioral habits to all digital. The opportunity of technology as a learning medium is getting bigger considering the more students who have *gadgets* and internet networks are getting better. According to Ruth (in Susila, 2015) one of the main components of supporting development in these various fields can be done through the use of ICT (*Information and Communication Technology*).

Coronavirus 19 which began in March 2019 has a positive impact on learning (Pujilestari, 2020; Baser & Rizal, 2021). Learning usually has to be face-to-face between teachers and students in the classroom. However, with the Covid-19 pandemic which requires implementing health protocols, learning is carried out online. The policy has a positive impact on learning (Firmansyah et.al., 2021; Hassan, 2021). Learning that was previously difficult to implement online-based learning can be applied quickly at all levels of schools and colleges.

Learning media is used as a tool to make it easier for students to understand the subject matter. Technological developments are transforming the learning process to be more effective and efficient (Anshori, 2017; Firmadani, 2020; Serdyukov, 2017). In the learning process, a learning medium is

needed that can support learning. Learning using technology loosens students' opportunities in doing learning. The learning done is not limited by space and time. Learning can be done anywhere and anytime as long as it is connected to the internet network.

Along with the development of technology and information, various learning media can be used to create meaningful learning for students. According to El-Mouelhy et al. (2013) that the use of android tablets in learning is able to improve material understanding in learners.

Various learning applications and platforms can be used as learning media. The increasingly advanced digital era makes students very familiar with the gadgets used. One of the most widely used technologies by students is smartphones. In this very smart smartphone can be used as a learning medium or often known as mobile learning. The use of mobile learning in learning needs to be supported by a smartphone and a good internet connection. So if the gadgets used do not meet the standards or the internet connection is not good then mobile learning-based learning is difficult to implement in learning.

Learning success is also determined by a fun learning process. Meaningful learning in students so that interest in learning increases. The learning process is designed to please students so that learning is not a learning burden on students. Creating a conducive learning situation will increase interest in learning and will directly impact good learning outcomes as well.

Mobile learning cannot be separated from face-to-face (offline) learning. Mobile learning as a learning medium is only a complement to learning that has been done before. Then the use of mobile learning in learning can be complemented by face-to-face direct learning. Blended learning is a formal education program that allows students to learn (at least in part) through content and instructions delivered online with self-control over the time, place, order, and speed of learning (Staker, 2012).

Meanwhile, according to Ratna (2014: 108) which states that blended learning is a learning system that combines face-to-face learning (face to face / classic) with online learning (through the use of internet facilities / media).

LITERATURE REVIEW

Learning Interests

An individual's interest in something that gives him or her to do something without coercion can be called interest. Interests between individuals and each other can certainly be different. Interests can be influenced by several things including characteristics, experiences and environment. Individual interest is a deep interest in a field based on knowledge, emotions, personal experiences that already exist (Hidi, and Ainley, 2002), and is a desire from within to understand so as to give rise to new experiences (Fryer, 2015).

According to Sudaryono (2012) to find out how much student learning interest can be measured through likes, interests, attention and involvement. Interest in learning can be measured through 4 indicators as mentioned by (Slameto, 2010) namely interest in learning, attention in learning, motivation to learn knowledge.

Learning is the process of two-way interaction between teachers and students. So there must be a good relationship between the two. Teachers as facilitators must be able to provide students with learning needs. While students become partners in the learning that will be given by the teacher. Being a teacher who is favored by students must have a learning strategy that is not boring. According to Anitah (2007) attention is the concentration of psychic energy or thoughts and feelings towards an object learner who have an interest in an object will tend to pay greater attention to the material they learn. With various strategies that teachers have in teaching, it can certainly make students not bored in learning so that there is a high interest in learning when going to learn. Students will become more enthusiastic in

the learning process so that the learning done is not boring.

According to Djamarah (2011: 167) There are several possibilities that can be done to attract students, namely: 1) comparing the learning needs of students; 2) connecting the subject matter by associating with the learner's experience (contextual) 3). Provide opportunities for students to achieve good learning outcomes by creating interesting learning experiences, 4) provide new colors in the learning process.

The main task of a teacher is to channel knowledge to students so that they become intelligent and noble students. In the process of learning the technology between teachers and students is very important. Teachers must be able to understand the character of students about how learning is preferred by students with learning methods, strategies or media. By understanding the character of learners, teachers can determine what learning strategies or methods will be carried out during the learning process.

Mobile Learning

Advanced technology and information give rise to a lot of creativity and new innovations in learning. Learning no longer has to exist in the class face-to-face between students and teachers. Nowadays learning has been developed to be easier and more fun for teachers and students. Teachers as facilitators can design with a variety of applications that match the character of students. Learning tailored to the character of the student will make the understanding of the material more quickly understood by the student.

Android is an operating system that gives developers the freedom to create applications (Anggaraeni 2014). According to Purwantoro et al (2013) Android is a software (software) used on mobile devices (running devices) that includes the operating system, middleware and core applications" A wide variety of android operating system application development is able to produce

representative learning media (Scepanovic, 2015).

According to Darmawan (2013) mobile learning is one of the alternative learning can be done anywhere and anytime. Meanwhile, according to Fatimah (2014) mobile learning as a complement to learning and can provide opportunities for students to learn less mastered materials anywhere and anytime. According to Wilson and Bolliger (2013: 221) mobile learning in principle aims to make it easier for learners to learn anywhere and anytime according to the time they have. The nature of open source-based mobile learning allows everyone to develop and use it according to their desires and learning needs (Belina & Coal, 2013: 76)

Mobile learning or often called m-learning is part of electronic learning (e-Learning) and is also part of distance learning (d-Learning). M-learning in its implementation is part of electronic-based learning (e-learning) where m-learning and e-learning are part of distance learning (d-learning). From the above schemes mobile learning is actually an integral part of e-learning. Mobile learning cannot replace traditional classes but can be used as a complement in the learning process in the classroom and universities (Sarrab et al., 2012: 35).

Digital age learning makes learning systems and learning cultures that are different from before. Learning can be done with a variety of creative and innovative methods, strategies and media. Teachers are required to always make teaching materials that can meet learning needs. The learning process that can utilize various innovative media will make students happy and enthusiastic in following the learning.

The development of technology affects all aspects of life including education. According to (Zoo: 2020) Indonesia occupies the fourth position with 170.4 million smartphone users. Smartphone penetration in the country has reached 61.7% of the total population. This is certainly an opportunity for education to take advantage of these opportunities. The

majority of smartphone users use it for communes, lifestyles, play and e commers. The opportunity to be able to take advantage of existing gadgets and smartphones for learning can make learning more interesting so that students are happy to follow the learning process.

MATERIALS & METHODS

This article uses this type of literature study research. The purpose of this research is to descript or explain how the use of mobile learning in learning to students' learning interests. Sukmadinata (2018: 74) also stated, "Library research is research conducted with techniques to gather information relevant to the topic or problem that will be or is being researched". Library research methods or library research are carried out using content analysis techniques. According to Sukardi (2012: 21) explained, "Content Analysis is research that is a deep discussion of the content of a written or printed information in the mass media". Library study research is carried out by looking for various relevant research sources then compared to the problem or topic that will be discussed next will be concluded with various theories and sources that exist.

RESULT

Learning is the process of transferring knowledge from teachers as facilitators to students as audiences. In carrying out the learning process should be done happily without any coercion or pressure from various parties. As a teacher, it is difficult to prepare students' learning needs. Teachers should be able to recognize the learning characteristics of each student. This is because each student has a tendency to learn differently. The more students who own and use mobile devices, the greater the opportunity to use technology devices in the world of education. Learning media that utilizes mobile phone technology is called mobile learning (Astuti: 2017).

The number of students who already have smartphones can be utilized in the

learning process. Gadgets and smartphones are not only used for communication and lifestyle but can be used as a medium in learning or mobile learning. Various interesting learning applications and media can be utilized in learning. The characteristics of learning students who like learning that is Research from (Choiroh: 2020) suggest that the use of online learning media can stimulate students to further improve the quality in the process of teaching and learning activities.

According to Meilana (2017) there are three functions of mobile learning in learning, including the following:

1. Mobile learning as a supplement (supplement). Learners have the freedom to choose whether to use mobile learning materials or not. In this case, there is no obligation of learners to access mobile learning materials. Even if it is optional, learners who take advantage will have additional knowledge.
2. Mobile learning as a complement. The material is programmed to complement the learning materials that learners receive in the classroom. Mobile learning material means programmed to be reinforcement or remedial material in conventional learning activities.
3. Mobile learning as substitution. Some universities in developed countries provide alternative models of learning activities to learners. There are three alternatives that students can choose from, namely completely face-to-face (conventional), some face-to-face and some through the internet, and completely through the internet.

Learning needs vary, including learning methods, learning media, a conducive environment and adequate facilities. Learning success can be improved by creating learning that is a student's need in learning. In preparing a learning plan, it can be seen whether the material to be learned requires the methods, media or facilities needed in learning. As a teacher, you should be able to prepare this before

learning so that learning can be done effectively and efficiently. The use of mobile learning media in learning has benefits including the following:

1. Learning becomes more interesting so that students do not get bored quickly
2. The subject matter is presented with interest so that students' interest in learning can increase
3. Students are more independent in doing learning
4. Students become active in various activities in learning
5. Learning becomes easy, varied and enjoyable without being limited by space and time to learn.

DISCUSSION

Mobile learning as an alternative to learning media (Naciri, *et al.*, 2020; Yusri, Goodwin, Mooney, 2015). Mobile learning is designed as an interesting learning medium and makes it easier for students to understand the subject matter (Rahmat et al, 2019). In mobile learning can be designed about materials, evaluation and visuals, audiovisual even with games. Mobile learning can be a solution for students and teachers in online learning. An educator has the most important task of being able to understand the principles and factors of effectiveness in the use of technology during learning with learners (Putrawangsa and Hasanah 2018).

Learning using mobile learning can be flexible without the limitations of space and time. The teacher's task as a facilitator (Mullins et al., 2019; Putri et al., 2019) can be done by providing learning media that makes students interested in learning. Efforts to maximize the role of teachers in creating an effective learning environment and able to manage the classroom. Because the classroom is a learning environment and is an aspect of the school environment that needs to be arranged. This environment needs to be regulated and monitored so that learning activities are directed towards educational goals. A good environment is an environment that can stimulate students to

learn, provide a sense of security and motivation to seek information so as to achieve the expected learning outcomes. In mobile learning- based learning, teachers can monitor the use of mobile learning in learning by evaluating how learning results, student attitudes and how students think in learning. Mobile learning can be developed into many innovations. Various subject matter materials can be presented visually, audio, audiovisually even with games. By looking at the learning objectives, mobile learning media can be adjusted to learning needs. Whether the learning will be done will use visuals or audio visuals. In addition, in mobile learning can also be made learning evaluation by displaying several questions both multiple choice and essay and directly raised the assessment of each student.

The learning process that utilizes mobile learning is presented with interactive and fun multimedia on its users, so this will have an impact on improving student learning outcomes, especially students who understand the subject matter better. As stated that learning will feel fun, interactive and interesting by using mobile learning with an android-based operating system or others, and also makes students have the ability to master technology in accordance with their development and accelerate the process of achieving the goals of a theme learned. The number of mobile devices is more than pc because this device is lightweight and easy to get internet network access both in the form of data packages and Wi-Fi available and also faster to learn it so that users of this mobile device have ease of accessing information that updates wherever and whenever needed.

Various benefits of using mobile learning in learning can be used as a guideline in learning. However, learning using mobile learning requires evaluation and supervision from teachers to review learning activities carried out by students. Evaluation is needed as a material to assess whether the use of mobile learning in learning has a positive or negative impact.

Basically, learning by utilizing technology has a positive impact, but implementation in learning activities sometimes has different problems. The next evaluation is an assessment carried out by the teacher about the activities carried out by students in the work on the given task. Thus, learning using mobile learning can be effectively and efficiently done as a learning medium.

CONCLUSION

Mobile learning applications are tools in supporting learning activities in the modern era today. It also answers the challenges of the 21st century where students are expected to have the ability to communicate and collaborate in solving a problem to achieve certain goals. Educators have an important role here, educators are required to be able to be a companion to accompany technological developments and conduct learning using the IT base in doing learning without being limited or constrained by space and time. The use of mobile learning as a learning medium has a positive impact on learning. Students become more enthusiastic in doing learning. Learning using mobile learning can make it easier for teachers and students to do learning because it can be done anytime and anywhere without being limited by space and time. One of the requirements for successful learning based on mobile learning is teacher supervision, adequate gadgets and a good internet connection. Mobile learning-based learning must still be monitored by the teacher as a control and evaluation of subsequent learning.

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