



Feedback Using Gather.Town to Build Student's Learning Motivation in Pandemic

Iham Akbar Zidane Priyantoro¹, Yuna Tresna Wahyuna²

^{1,2}English Education, Faculty of Education, Singaperbangsa
University Karawang

Email: ilhamakbarzidanep@gmail.com

Abstrak

Dunia pendidikan sedang mengalami tantangan baru yang diakibatkan oleh wabah virus Covid-19, penyebaran penyakit COVID-19 yang menyerang Indonesia berdampak pada berbagai sektor, mulai dari kesehatan, ekonomi, hingga pendidikan (Ibrahim, 2020). Hal ini menyebabkan seluruh sistem pembelajaran di lembaga pendidikan tergeser ke metode pembelajaran online atau online. Adanya hambatan dalam proses pembelajaran menyebabkan beberapa perubahan pada siswa yang pada akhirnya mempengaruhi motivasi belajar, mengingat lebih dari 1 tahun banyak siswa yang mengeluhkan pembelajaran online tidak mampu mengingat proses pembelajaran tatap muka di kelas, dan orang tua sebagian besar siswa mengeluhkan motivasi belajar anaknya yang semakin buruk. mengurangi. Oleh karena itu, penelitian ini bertujuan untuk mengetahui sejauh mana pengaruh penggunaan Gather. town dalam meningkatkan pembelajaran. motivasi mahasiswa di masa pandemi covid-19. Metode yang akan digunakan adalah kualitatif, hal ini akan mengadakan sesi wawancara dengan beberapa siswa dan guru dari penelitian yang telah dilakukan dengan web gathering, yang terbukti efektif dalam meningkatkan motivasi belajar siswa di kelas, pengambilan sampel secara acak. dan mencoba perlakuan yang sama untuk belajar dan mengajar dengan menggunakan metode gathering.

Keywords: *Motivasi, Covid-19, Gathered.twon, Pendidikan*

Abstract

The world of education is experiencing new challenges caused by the Covid-19 virus outbreak, the spread of the COVID-19 disease that attacks Indonesia has an impact on various sectors, ranging from health, economy, to education (Ibrahim, 2020). This causes the entire learning system in educational institutions to be shifted to online or online learning methods. The existence of obstacles in the learning process causes several changes in students which ultimately affects learning motivation, considering that more than 1 year many students have complained that online learning is not able to remember the face-to-face learning process in class, and parents of students complain that their children's learning motivation is getting worse. decrease. Therefore, this study aims to determine the extent of the effect of using Gather. twon in improving learning. student motivation during the covid-19 pandemic. The method that will be used is qualitative, the case will be holding interview sessions with several students and teachers from research that has been carried out by web gathering, which has proven to be effective in increasing students' learning motivation in class, taking random samples and trying the same treatment for learning and teaching by using the gathering method.

Keywords: *Motivation, Covid-19, Gathered.twon, education*

INTRODUCTION

Corona virus b19 or what we usually know as covid-19 has attacked the world since 2019 and was reported from the brita portal tirto.id that March 2, 2021, exactly a year ago, the first case of corona COVID-19 was announced in Indonesia or about 4 months after the discovery of the first case in China. At that time, March 2, 2020, there was a report finding 2 cases in Indonesia. However, on March 3, 4 and 5 there were no new cases found. On March 6, only 2 positive cases were found. After the announcement of the first case of corona in Indonesia, President Joko Widodo appealed to the public to maintain hand hygiene, minimize interaction with other people if not

needed, and increase the body's immunity so as not to be infected with the Corona virus. Since the first time Covid-19 hit, Indonesia has been haunted by the threat of this virus for about 1 year, where it has been more than 1 year that Indonesian students have studied using the online method because because of that, students have started to feel bored and less motivated in lessons. because the learning method is considered monotonous and is considered less effective.

Students and students yearn for a face-to-face learning process where they can directly interact directly with their friends and teachers at their school, but if you look at the current situation, it is still not possible for some areas, especially areas that are still developing. entering the red zone where there are still many or still high numbers of people infected with COVID-19, even the Ministry of Education and Culture issued an appeal that "The principle of education policy during the Covid-19 pandemic is to prioritize the health and safety of students, educators, education staff, families, and society in general, as well as considering the growth and development of students and psychosocial conditions in an effort to fulfill educational services during the Covid-19 pandemic," explained the Minister of Education and Culture in a coordination meeting (Rakor) with Regional Heads throughout Indonesia regarding Learning Policies in the Covid-19 Pandemic Period.

The government has issued various policies also initiatives to deal with learning obstacles during the Covid-19 pandemic, like the revision of the Joint Decree (SKB) of the Four Ministers which was issued on August 7, 2020, to revamp learning policies in the current pandemic era. In addition, schools are given the flexibility fot choose about curriculum that suits the learning needs of students during the pandemic, as stipulated in the Decree of the Minister of Education also Culture regarding the curriculum during an emergency.

"The Ministry of Education and Culture has also taken initiatives to help overcome obstacles faced by teachers, parents, and children during distance learning," said the Minister of Education and Culture.

Taking into account the learning needs, various inputs from experts and organizations and considering the evaluation of the implementation of the Four Ministerial Decree, the Government made adjustments regarding the implementation of learning in the yellow and green zones to be able to carry out face-to-face learning with the application of very strict health protocols. For areas that are in the orange and red zones, it is prohibited to conduct face-to-face learning in the education unit and continue to study from home.

Based on data as of August 23, 2020 , about 48 percent of students are still in the red and orange zones. Meanwhile, about 52 percent of students are in the yellow and green zones. The decision-making procedure for face-to-face learning in the yellow and green zones, said the Minister of Education and Culture, will still be carried out in stages as in the previous SKB. The local government/office/regional office of the Ministry of Religion and schools have full authority to determine whether their regions or schools can start conducting face-to-face learning. "It doesn't mean that you are in the green or yellow zone, the area or school are obliged to start face-to-face again," explained the Minister of Education and Culture. The Minister of Education and Culture also emphasized that even if the area is in the green or yellow zone, and the local government and schools have given permission for face-to-face learning, the final decision rests with parents. If parents do not allow their children to take part in face-to-face learning, their children will continue to study from home. "Face-to-face learning in schools in the yellow and green zones is allowed, but not required," said the Minister of Education and Culture.

Talking about student learning motivation according to Clayton Alderfer in Hamdhu, 2011 Learning motivation is the tendency of students to carry out all learning activities that are driven by a desire to achieve the best possible achievement or learning outcomes. According to Fillmore H. Standford in the Mangkunegara book (2017: 93) says that "motivation as an energizing condition of the organism that services to direct that organism toward the goal of a certain class." According to Sardiman (2018: 73), motive can be said as a driving force from within and within the subject to carry out certain activities in order to achieve a goal.

In learning activities, motivation is needed to arouse students' enthusiasm for learning so that learning activities can run well. The understanding of learning motivation according to Sardiman (2018: 75) is "The overall driving force within students that causes learning activities, which ensures the continuity of learning activities and provides direction to learning activities, so that the goals desired by the learning subject can be achieved". Uno (2017: 23), says that learning motivation is an internal and external encouragement for students who are learning to make changes in behavior, generally with several indicators or supporting elements.

From several definitions of learning motivation according to the experts above, it can be concluded that learning motivation is an encouragement that arises both from within and from outside students, which is able to generate enthusiasm and enthusiasm for learning and provide direction to learning activities so that the desired

goals can be achieved. Therefore, there is a need for a new innovation in the teaching and learning process that is carried out by students during this pandemic, if the motivation from within the students themselves is experiencing a decline in motivation, it is the duty of the teachers to find or make the learning atmosphere fun again even though in many ways. There are so many limitations that exist during a pandemic like this, gather. twon is a web that is similar to google meet or something, but what makes gather. twon more interesting on the web is the design that resembles a game where students can create their own character in it. On this website, there is also an education map or menu where students will be presented with classroom illustrations and they can directly interact with their friends using the characters they have created before.

METHODS

This study uses a qualitative approach with a descriptive design to identify feedback or responses from students who have never used web gather.won in online classes in Junior high school Karawang, to build motivation during a pandemic. This research was conducted with an online interview stage via Whatsapp to and Google from to get information.

In the process of this research, the researcher took several steps in obtaining information sources from analyzing the problems in the field. This research was obtained through online observation and interviews, first the researchers looked for students at random in Karawang and invited them to participate in this study, then the researchers introduced web gather. twon and introduced and then studied together after the session the researchers gave an interview link to some students who used web gather.won for the learning process.

Data Collection

After the researcher gave a one-time introduction to learning using web gather.Twon, then the results were obtained from the responses of the randomly selected students through the questions given in the form of a google link from which contained 4 questions.

1. What do you think about using gather. twon? fun or make you bored?

DN, one of the students wrote *"It's fun, I just found out there is an application like zoom but it's more fun, where we feel like we're in a real class and there are also characters that I can make myself like me, like playing games, so it doesn't get boring. I can interact with other people's characters too, I'm happy even though I'm a little confused about how to use it because it's the first time I've used it."*

2. Does the use of web gather.won increase your learning motivation?

MG revealed that *"Yes, because this platform is very fun so you can focus while studying, and it's a new experience for me"*.

3. After this trial session, are you interested in suggesting the use of gather. twon to your friends or teachers at your school in teaching and learning activities?

MS and LI said

"Of course, because so far learning has been very boring and, in my opinion, this is a fun new way of learning, my class is due to the Covid-19 pandemic so I feel reluctant to suggest this website."

4. What difficulties did you experience, during a trial class using the Gather. twon web?

Almost all students wrote down the main difficulties they experienced in this trial session, namely, the network constraints they experienced, and also experienced difficulties at the beginning of starting the trial class, character building in this virtual class. The results of this study indicate that almost all students who take part in this trial class feel happy and feel helped by new things in the virtual class to increase their motivation even though there are still shortcomings that are felt, namely network constraints, indeed internet or network constraints are the biggest challenges in learning today, especially considering the state of Indonesia's internet which has not been able to compete with other developed countries.

CONCLUSION

The Covid-19 outbreak requires that every learning activity be carried out online. So that teachers and students cannot meet face to face in class but must be through information technology intermediaries. This new situation that must be faced by students has an impact on student learning motivation with the use of web gather. Twon in virtual classes can indeed be said to be new because it is still not recognized by such applications among students and teachers in Indonesia, but actually this web is not less interesting and can greatly increase the motivation of students which has been proven in this study and can be seen from the previously available questionnaires.

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