

**STUDENTS' PERCEPTION ON DIGITAL MEDIA
USED BY ENGLISH LECTURERS AT THE FIFTH
SEMESTER OF ENGLISH DEPARTMENT-UIN
SYAHADA PADANGSIDIMPUAN**



Thesis

*Submitted to the State Islamic University of Syekh Ali Hasan Ahmad
Addary Padangsidimpuan as a Partial Fulfillment of the Requirement
for the Graduate Degree of Education (S.Pd) in English*

Written By:

DESY SYAHPUTRI DAULAY

Reg. Number: 19 203 00022

ENGLISH EDUCATION DEPARTMENT

**TARBIYAH AND TEACHER TRAINING FACULTY
STATE ISLAMIC UNIVERSITY OF
SYEKH ALI HASAN AHMAD ADDARY
PADANGSIDIMPUAN**

2024

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LETTER OF AGREEMENT

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Assalamu'alaikum Warahmatullahi Wabarakatuh

After reading, reviewing and providing suggestions for improvement as necessary to the thesis belongs to Desy Syahputri Daulay, entitled *Students' Perception on Digital Media Used by English Lecturers at the Fifth Semester of English Department-UIN SYAHADA Padangsidempuan*, so we believe that this thesis has been accepted to complete the assignments and fulfill the requirements for achieving a Bachelor of Education (S.Pd) in English Education Department at the Faculty of Tarbiyah and Teacher Training in UIN Syekh Ali Hasan Ahmad Addary Padangsidempuan.

Along with the above, the name stated above can already undergo a munaqasyah examination to account for this thesis.

Thus, we convey, hopefully it can be understood and for your attention thank you.

Wassalamu'alaikum Warahmatullahi Wabarakatuh

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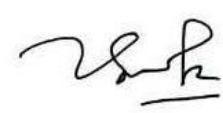

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ABSTRACT

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The Title Of The Thesis : Students' Perception on Digital Media Used by English Lecturers at the Fifth Semester of English Department-UIN SYAHADA Padangsidempuan

The problems of this research are the students were difficult to understand the teacher's explanation in the English studying procedure, the students were low motivation in studying English and the students had been difficulty focusing throughout the teaching and studying process. The aim of the research is to analyze students' perception on digital media used by English lecturers at the fifth semester of English Department-UIN SYAHADA Padangsidempuan. This research was descriptive quantitative. The population of this research was all the students at the fifth semester of English Department-UIN SYAHADA Padangsidempuan consisted of 63 students. The samples were taken from the entire population there were 63 students with the technique namely total sampling. In collecting the data, the researcher distributed the questionnaire to respondents in order to determine students' perception on digital media used by English lecturers, which consist of 20 items. Based on overall data collected, students gave a positive response to the digital media used by English lecturers, and then the digital media platform most often used by English lecturers is Google Meet with the frequency "Strongly Agree" (70%) and the rarest frequently used by English lecturers is Quizizz with the frequency "Strongly Disagree" (27%). The implication of this research for academics is the digital media improve students learning independently and for social implication is this research recommendation for all learning materials.

Key Word: Perception, Digital Media.

ABSTRAK

Nama : Desy Syahputri Daulay
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Judul Skripsi : Persepsi Mahasiswa Terhadap Media Digital yang Digunakan Dosen Bahasa Inggris Semester lima Jurusan Bahasa Inggris- UIN SYAHADA Padangsidempuan

Permasalahan dalam penelitian ini adalah siswa sulit memahami penjelasan guru dalam prosedur belajar bahasa Inggris, motivasi siswa rendah dalam belajar bahasa Inggris dan siswa kesulitan fokus selama proses belajar mengajar. Tujuan dari penelitian ini adalah untuk menganalisis persepsi mahasiswa terhadap media digital yang digunakan oleh dosen Bahasa Inggris semester lima Jurusan Bahasa Inggris-UIN SYAHADA Padangsidempuan. Penelitian ini bersifat deskriptif kuantitatif. Populasi penelitian ini adalah seluruh mahasiswa semester lima Jurusan Bahasa Inggris-UIN SYAHADA Padangsidempuan yang berjumlah 63 mahasiswa. Sampel diambil dari seluruh populasi yang berjumlah 63 mahasiswa dengan teknik pengambilan sampel total. Dalam pengumpulan data, peneliti menyebarkan kuesioner kepada responden untuk mengetahui persepsi mahasiswa terhadap media digital yang digunakan oleh dosen bahasa Inggris yang terdiri dari 20 item. Berdasarkan keseluruhan data yang dikumpulkan, mahasiswa memberikan respon yang positif terhadap media digital yang digunakan oleh dosen Bahasa Inggris, kemudian platform media digital yang paling sering digunakan oleh dosen Bahasa Inggris adalah Google Meet dengan frekuensi “Sangat Setuju” (70%) dan yang paling jarang digunakan oleh dosen Bahasa Inggris adalah Quizizz dengan frekuensi “Sangat Tidak Setuju” (27%). Implikasi dari penelitian ini bagi akademisi adalah media digital meningkatkan pembelajaran siswa secara mandiri dan untuk implikasi sosial adalah rekomendasi penelitian ini untuk semua materi pembelajaran.

Kata Kunci: Persepsi, Media Digital.

خلاصة البحث

الاسم : ديسي شاهبوتري دولاي
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عنوان البحث : تصورات الطلاب للوسائط الرقمية المستخدمة من قبل محاضري اللغة الإنجليزية في الفصل الخامس قسم اللغة الإنجليزية - أوين شهاد بادانج سيدمبوان

وتتمثل المشاكل في هذا البحث في أن الطلاب لديهم صعوبة في فهم شروحات المعلم في إجراءات تعلم اللغة الإنجليزية، وانخفاض دافعية الطلاب في تعلم اللغة الإنجليزية، ويواجه الطلاب صعوبة في التركيز أثناء عملية التدريس والتعلم. الهدف من هذا البحث هو تحليل تصورات الطلاب للوسائط الرقمية المستخدمة من قبل محاضري اللغة الإنجليزية في الفصل الخامس في قسم اللغة الإنجليزية- أوين شهاد بادانج سيدمبوان . هذا البحث وصفي كمي. كان مجتمع هذا البحث جميع طلاب الفصل الخامس من قسم اللغة الإنجليزية- أوين شهاد بادانج سيدمبوان ، بإجمالي ٦٣ طالبًا. تم أخذ عينات من جميع السكان البالغ عددهم ٦٣ طالبًا باستخدام تقنية أخذ العينات الكلية. وفي جمع البيانات، قام الباحثون بتوزيع استبيانات على المستجيبين لتحديد تصورات الطلاب للوسائط الرقمية التي يستخدمها محاضرو اللغة الإنجليزية، وتكونت من ٢٠ فقرة. بناءً على البيانات الإجمالية التي تم جمعها، أعطى الطلاب استجابة إيجابية للوسائط الرقمية التي يستخدمها محاضرو اللغة الإنجليزية، ثم كانت منصة الوسائط الرقمية الأكثر استخدامًا من قبل محاضري اللغة ٧٠٪ وأقلها يستخدم محاضرو اللغة الإنجليزية بشكل "الإنجليزية هي جوجل ميت بتردد" "أوافق بشدة غير موافق بشدة" ٢٧٪. إن الآثار المترتبة على هذا البحث بالنسبة " متكرر اختبار مسابقة بتردد الاجتماعية التي . للأكاديميين هي أن الوسائط الرقمية تعمل على تحسين التعلم المستقل للطلاب وللآثار يوصي بها هذا البحث لجميع المواد التعليمية

الكلمات المفتاحية : الإدراك، الوسائط الرقمية

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Praise to Allah SWT. the almighty creator who has given me health, opportunity, strength, time, knowledge so that researcher can completed this thesis entitled “Students’ Perception on Digital Media Used by English Lecturers at the Fifth Semester of English Department-UIN SYAHADA Padangsidempuan”. Then, pray along with greetings to the spirit of our lord the great prophet Muhammad SAW. that who has brought us from the darkness era into the lightness era.

It is a pleasure to acknowledgement the help and contribution to all of lecturers, institution, family and friends who have contributed in different ways hence this thesis is processed until it becomes a complete writting. In the process of finishing this thesis, I got a lot of guidance and motivation from many people. Therefore, in this chance I would like to express my decpest gratitude to the following people:

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4. Mrs. Fitri Rayani Siregar, M.Hum, as the chief of English Education Department and Mrs. Sokhira Linda Vinde Rambe, M.Pd, as the Secretary of English Education Department who always supported all of her students in finishing the thesis and always be patient in facing our problems.
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Finally, the researcher realize this thesis is imperfect. Therefore, critics and suggestions are really needed to make this thesis become better in the future and the researcher says thank you for appreciations to everybody who had help in finishing this thesis. May Allah Subhanahu Wa Ta'ala blesses us all and make our dream come true.

Padangsidimpuan, December 2023
Researcher

Desy Syahputri Daulay
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CHAPTER I

INTRODUCTION

A. The Background of the Problem

Technological developments have changed the educational paradigm through the utilization of digital media. In this context, learners and educators benefit significantly. Digital media, such as educational software, online learning platforms, interactive learning videos and educational apps, have enabled learners to gain wider and more flexible access to learn materials.¹ The interactivity offered by digital media also increases learners' engagement in the learning process, while educators can present materials in a more engaging way that suits individual learning styles. In addition, collaboration between learners and educators is also facilitated through digital media, opening up opportunities for the exchange of ideas and knowledge across regions.

In this digital age, educators can access updated and diverse educational resources more easily, making education more adaptive and responsive to learners' needs. Digitalization today has a tremendous impact on the world of education and society at large.² Digital and technological access is expected to be more equitable so that everyone can feel the positive impact of digitalization.

¹Rebeca P. Diaz Redondo et al., "Integrating Micro-Learning Content in Traditional e-Learning Platforms" (2021): 3121–3151.

²Joanna Rosak-Szyrocka et al., "Digitalization of Higher Education Around the Globe During Covid-19," *IEEE Access* 10, no. June (2022): 59782–59791.

The world is currently undergoing significant changes due to advances in digital technology. One of the reasons is the pandemic, the pandemic has turned everything into digital. The ability to operate various digital tools is increasingly crucial. Many educators, teachers or lecturers have difficulty adjusting to this condition, because they are used to teach and learn activities using old or conventional patterns.

Digital media has significantly changed the educational landscape in recent decades.³ The utilization of technology in learning has significantly impacted approach teaching and learning. English, as an international language that dominates many aspects of life, including business, science and technology, requires effective and innovative approaches to learning. The development of digital media and information technology has enabled the adoption of interactive media in the English learning process. However, this change involves not only hardware and software, but also affects the mindset and perception of educational actors, especially students.

Education has also changed with the adoption of digital media as a learning tool. Likewise, UIN SYAHADA Padangsidimpuan students also face increasingly complex challenges in the digital world. Therefore, this research aims to explore students' perceptions of the use of digital media in English language learning at UIN SYAHADA Padangsidimpuan. According to Maurice Merleau, perception itself is define in terms of a sensory-motor behavior through which the world is constituted for man as the world of

³Darmirah, "Evaluating Online Learning in Primary Education," *Journal of Social Work and Science Education* 3, no. 2 (2022): 114–121.

human consciousness prior to any explicit or reflexive thought about it.⁴ It means what things that comes from environment will received by brain and then process in brain and represented to make the meaning about the information that accepted by the stimuli.

The importance of digital media in English language learning by outlining some key aspects.⁵ First, it states that digital media provides an interactive learning experience through various activities. This gives an overview of how digital media allows students to be actively involved in the learning process. Next, an explanation is given of the ease of access and flexibility offered by digital media, which allows students to learn according to their schedules and needs. Diverse multimedia content is also described as a tool to facilitate understanding of the material. Finally, the paragraph summarizes the overall benefits of using digital media in English language learning, including encouragement for self-practice, increased motivation, and access to authentic learning resources, while still monitoring students' progress.

Based on the preliminary studies, there were some problems faced by the students in studying English. First, the students were difficult to understand the teacher's explanation in the English studying procedure. Second, the students were low motivation in studying English. It means that the students want new improvements in the teaching and studying procedure

⁴Maurice Merleau-Ponty, *The Primacy of Perception*, 1964.

⁵Hamid Sha et al., "The Role of Social Media Content Format and Platform in Users' Engagement Behavior," *Journal of Interactive Marketing* 53, no. March 2022 (2021): 47–65, <https://doi.org/10.1016/j.intmar.2020.05.001>.

including the implementation of digital media. Third, the students had been difficulty focusing throughout the teaching and studying process.

Related to the students problem in learning English, researcher has conducted private interview with two students in English department at the fifth semester of UIN SYAHADA Padangsidempuan. First, Ningsih said that her difficulty in learning English was in making papers for presentations in the class, she said the papers did not attract the attention and concentration of her classmates, because most of them only read the paper and did not explain the material. She prefers Power Point media for presentations in the class via Google Meet when the Lecturer can not come to the class.⁶ She said Google Meet it is easier to use, Google Meet can be used to view study documents and presentation media. Second, Adawiyah said that her difficulty in learning English is listening, she had a very hard time understanding words and sentences from listening, and she preferred to practice listening while watching videos on You Tube.⁷ Then she said, she watched an English film without subtitles and she tried to catch what the actor said to increase her listening.

Based on the background above this research wants to know how the students' perception on digital media used by English lecturers. This research could be useful in realizing that students' perception could affect the implementation of digital learning in the classroom.

⁶Dea Sulistia Ningsih, Student. State Islamic University of Syekh Ali Hasan Ahmad Addary Padangsidempuan, Private Interview, on October 9th 2023, at 17:00 Pm

⁷Robiatul Adawiyah, Student. State Islamic University of Syekh Ali Hasan Ahmad Addary Padangsidempuan, Private Interview, on October 9th 2023, at 20:30 Pm

B. The Identification of the Problem

Based on the background mentioned above, the identification of the problem can be identified as follows are ; the students were difficult to understand the teacher's explanation in the English studying procedure, the students were low motivation in studying English. It means that the students want new improvements in the teaching and studying procedure including the implementation of digital media and the students had been difficulty focusing throughout the teaching and studying process.

C. The Limitation of the Problem

Based on the results of priliminary studied, the researcher was conducted private interviews with two students in English department at the fifth semester of UIN SYAHADA Padangsidimpuan. They said the platforms most often used by English lecturers were Google Meet, Google Classroom, Google Form, WAG and Quiziz. Therefore this research is limited and focuses toward students' perception on digital media platforms which includes what the students' perceptions are and how the students' involvements toward digital media platforms. Such as ; Google Meet, Google Classroom, Google Form, WAG and Quizizz. The researcher wants to conduct a research about the students' perception on digital media used by English lecturers.

D. The Definition of Operational Variables

1. Students' Perception

Students' perception is devided in two words. They are students and perception. The purpose of students' perception in this research is to

know how is the students at the fifth semester of English Department-UIN SYAHADA Padangsidempuan response, perspective and feedback on digital media used by English lecturers.

Perception is the interaction by which an individual picks, arranges, perceives and deciphers tangible data to appreciate his general climate.⁸ It means perception is the interpretation of environmental knowledge so that we can understand its meaning.

2. Digital Media

Digital Media is in the form of a digital platform that can disseminate information and evaluate learning in the form of text, audio, images and video as reading suggestions and communication between one another.⁹ It means digital media imply the studying device that has a function to transfer the material efficiently.

3. English Lecturers

In this research, an English lecturer means the person that is responsible for making sure that students study the right grammar, writing, and reading comprehension. They're responsible for developing lesson plans as a way to educate students on the abilities they need.

E. The Formulations of the Research

In this research, researcher had one question that would be answered.

The question is “What are the students’ perception on digital media used by

⁸Basuki Edi, “Students’ Perception of Digital Media for English Teaching Learning,” *TEFL Journal Teaching English as Foreign Language Journal* 1, no. 1 (2022): 64–73, <http://journal1.uad.ac.id/index.php/tefl/indexeditor@tefljournal.org>.

⁹Sumiati Sumiati et al., “Utilization of Digital Media to Restore Reading Interest for University Students,” *AL-ISHLAH: Jurnal Pendidikan* 14, no. 3 (2022): 4513–4522.

English lecturers at the fifth semester of English Department-UIN SYAHADA Padangsidempuan ?”

F. The Objectives of the Research

The objectives of this research is “To know the students’ perception on digital media used by English lecturers at the fifth semester of English Department-UIN SYAHADA Padangsidempuan”

G. The Significances of the Research

This research is contribution some benefits or gives central significances as follow:

1. Theoretically: The result of this research, can be beneficial for other researchers or other readers as the source of their references in doing the research in the some topics or complement previous theories related to the title in future.
2. Practically :
 - a) For the teachers : the findings will be beneficial for English teachers to provide materials toward digital media based language learning use in the classroom. Then from the findings, teachers know and understand how the students comprehend of the material delivered through digital media
 - b) For the students : they will able to used digital media based language learning use could students are able to learn and accept the English material even though from house, so that the teaching and learning system still work.

H. The Outline of the Research

This thesis or this research would be organized in five stage or chapters as follow :

1. Chapter one consists of the background of the problem, the identification of the problem, the limitation of the problem, the definition of operational variables, the formulations of the research, the significances of the research and the outline of the research.
2. Chapter two includes the theoretical description and the review of related findings.
3. Chapter three is the research methodology include the place and time of the research, the research design, the population and sample, the instrument of data collection, the technique of data collection, the technique of data analysis and validity and reability.
4. Chapter four is the results of the research that consist of data analysis and discussion of the research result.
5. Chapter five contains about conclusion of the research and the suggestion.

CHAPTER II

THEORITICAL DESCRIPTION

A. The Review of Related Literature

1. Perception

a. Definition of Perception

Perception is a process preceded by a process Sensing, which is the process of receiving a stimulus by the individual through the senses or also called the sensory process.¹ It means the sense organ it is a means of connecting between the individual and the outside world. Perception is a response after the observation process occur against an object that is done by individuals giving rise to interpretation of object or events, the give reactions by showing behavior towards object or the events². It gives a meaning humans are continuously in interaction with their surroundings through perception.

Qiong³ stated that perception is the process of attaining awarness or understanding of sensory information. According to Slamento perception is characterized as an interaction wherein people decipher and coordinate their tactile im pressions to give significance

¹Bimo Walgito, *Pengantar Psikologi Umum*. Yogyakarta, Paper Knowledge . Toward a Media History of Documents (Yogyakarta, 1980).

²Amra Ariyani Muh. Mushaddiq A, Amirullah Abduh, "Students' Perception on Digital Based Learning in ICT Class of UNM," *JOurnal of Technology in Language Pedagogy (JTechLP)* 1, no. 3 (2022): 289–295.

³O U Qiong, "A Brief Introduction to Perception," *Studies in Literature and Language* 15, no. 4 (2017): 18–28, [www.cscanada.netwww.cscanada.orghttp://www.cscanada.net/index.php/sll/article/view/10055](http://www.cscanada.net/www.cscanada.orghttp://www.cscanada.net/index.php/sll/article/view/10055).

or impressions to the climate.⁴ It means stimulus response in resuming information and predicting message which involves attention, hope, motivation, and memory.

Perception is the process of individual treatment that is giving responses, meanings, images, or interpretations of what is seen, heard, or felt by the senses in the form of attitudes, opinions, and behaviour or referred to as individual behavior.⁵ According to Walgito, perception is the tangible process of receiving Input by individuals is organized then taken in order that individual realize, understand something that is felt with these senses.⁶ It means the process of perception can not be done apart from the sensing process, and the sensing process is a process precursor to perceptual processes.

In addition, Wang said that perception is a collection of internal stunning mind operations of the brainiac at the subconscious mind operation coating that catches, connects, solves, and explores inner mind data in intellect.⁷ It means that perception guides one's reason or opinion towards a certain object. So in sum up, perception can be basically defined as a belief or opinion that held by people based on

⁴Edi, "Students' Perception of Digital Media for English Teaching Learning."

⁵Mega Triana et al., "An Analysis of Students Perception on the Use of Google Classroom in English Language Learning," *Cetta: Jurnal Ilmu Pendidikan* 4, no. 3 (2021): 607–618.

⁶Walgito, *Pengantar Psikologi Umum*. Yogyakarta.

⁷Yingxu Wang, "On the Cognitive Processes of Human Perception with Emotions, Motivations, and Attitudes," *International Journal of Cognitive Informatics and Natural Intelligence (IJCINI)* 1, no. 4 (2007): 1–13.

how thing seems. It means that there is a possibility or having different perception about the same thing among people.

b. Process of Perception

Process of perception means the way how the information that received by the brain will be process and produce a meaning. According to Qiong,⁸ there are three stages of perception process , as follows:

1) Selection

Selection is the first stage, where we convert the environmental stimuli into meaningful experience. We only pay attention into the stimulus that familiar with our interested in through the selective process of perception. However, we cannot perceive all the information available to us, because in doing something we would experience and information overload and disorder. Since our countless stimuli arrives at our sensory organs simultaneously and waiting to be processed. It means the information that received to our brain will be select first and need to be processed.

2) Organization

The second stage is organization. After selecting information process the attitude world, we organize it someway by finding curtain meaningful patterns. Organization is accomplished

⁸Qiong, "A Brief Introduction to Perception."

by putting, things or people categories. Organization allows to structure and give coherence to our general knowledge about people and the social world. Organization process has two characteristics, first is organizing process gives hormone perception structure, where we always put raw stimuli from the outside world into structured meaningful experience. The second is process shows that human perception process stability, means we select the stimuli, then put them into categories become durable.

3) Interpretation

The next stage is interpretation, it refers to the process of attaching meaning to the selected stimuli. Interpretation is the last stage where the information that has organized. Every person has different interpretation even though they get the some stimulus. Different interpretation happened because cultural provides us with a perceptual lens that great influences how we interpret and evaluate what we receive from outside world. It is also because different experiences and knowledge, so every person will give different interpretation about something.

c. The Two Dimensions of Perception

Dimension of perception means how to develop structure, stability, and meanings for the selected stimuli, namely how perception takes place and take two dimension of perception as follows:

1) The Physical Dimension of Perception

Every person has sensory organs. The physical dimension of perception is about the conversion of stimuli into usable form, and it functions in people's acquisition of information or knowledge about the outside world. In this dimension means the system organs will receive the stimuli to the brain. It means that mechanism of perception of all humans is almost same. It has sensory organs like eyes, ears, and nose which allow humans to feel the environment. This is a sensory organ that received by stimuli then is transferred through the nervous system to the brain, where it is created with the structure, stability, and meaning that is associated. The result of the perception or the meaning of the stimuli will be different between people.

2) The Psychological Dimension of Perception

In this phase, humans provide interpretations of certain stimuli and have unique personal touches in the outside world. Values, attitude or motives of people (physical dimension) that determine what stimuli attract people's attention and therefore accept meaning.

d. Characteristics of Perception

According to Nelson and Quick's in Apriani's thesis, three significant attributes that impact one's perception of others:⁹

1) Perceivers-Specific Characteristics

One of the perceivers' particular factors that impact perception is experience with the object of perception. Commonality suggests that, contrasted with others, somebody is better situated to mention objective facts prompting better relative capacity to show up at predominant choices about a specific situation. However, they should take note of that to see somebody precisely they more likely than not produced exact information on that individual during the phase of perception.

2) Target-Specific Characteristics

Social perception is additionally impacted by specific qualities that are explicit to the individual being seen (for example the objective). One of the main objective explicit attributes is the actual appearance of the apparent. A portion of these qualities incorporate stature, weight, assessed age, race and sex. All the more critically, perceivers think that it is easier to choose those appearance attributes incorporate an extremely tall individual, a lively youngster just as novices inside a local area. Verbal correspondences out of which perceivers evaluate an objectives

⁹Wirda Apriani, "Students' Perception on Digital Media Used By English Lecturers in Teaching English in Riau Province" (State Islamic University Of Sultan Syarif Kasim Riau, 2021).

voice tone, emphasize and related factors additionally influence his/her perception.

Besides, the nonverbal correspondence contains a great deal of data through which an individual is seen. Eye to eye connection, looks, body developments and stance are highlights that guide the perceiver's impression of the objective. But, while facial impressions will quite often pass on broad implications, nonverbal correspondence represents a test of having various implications in various societies. Notice should likewise be made of the job of the expectations of the objective as induced by the perceiver.

3) Situation-Specific Characteristics

This is an significant component that influences the feeling that is haped with regards to somebody by a person. In other words, the social setting of the association is a significant impact.

e. Factors of Perception

According to Walgito, there are three factors to determine the perception.¹⁰ They are, the object that is perceived, sense organs, nerves, and central nervous system and attention.

1) The object that is perceived

Objects cause stimuli that affect the senses or receptors. Stimulus can come from outside the perceiving

¹⁰Walgito, *Pengantar Psikologi Umum*. Yogyakarta.

individual, but also can come from within the individual concerned which directly affects receptor nerves that act as receptors. But most of its stimulus comes from outside the individual.

2) Sense organs, nerves, and central nervous system

Sensory organs or receptors are tools for receiving stimuli. In besides that there must also be sensory nerves as a tool to continue stimulus received by the receptor to the central nervous system, namely the brain as center of consciousness. As a tool to hold a response required nerves motor.

3) Attention

To realize or to hold a perception is necessary attention, which is the first step as a preparation in framework for perception. Attention is concentration or concentration of all individual activities directed at something or a group object.

f. Indicators of Perception

According to Walgito in Hasnidar's thesis, there are three indicators of perceptions. They are absorption of external stimuli or objects, understanding of the object, and individual assessment or evaluation of the object.¹¹

1) Absorption of external stimuli or objects

¹¹Hasnidar, "Students' Perception of Using Online Learning Materials" (2020), <http://dx.doi.org/10.1088/1751-8113/44/8/085201>.

These stimuli or objects are received and absorbed by the five senses, both vision, hearing, touch, smell, and taste individually or together. From result of absorption or reception by the five senses would give image, responses, or impression in the brain. These images can be single or plural, depending on the object of perception observed. Inside the brain, there are images or impressions, both old and newly formed. Clear whether or not the picture depends on whether or not stimulation is clear, sensory normality and time, just or long ago.

2) Understanding of the object

After the image occur in the brain, then the picture is organized, classified, and interpreted so as to form meaning or understanding of an object. The process of understanding is very unique and fast. The definition formed depends also on the old images that have been owned by the individual.

3) Individual assessment or evaluation of the object

After forming and understanding, then an individual's assessment is formed. Individuals compare the understanding that has just been obtained with the criteria or norms that individuals have subjectively. Individual judgments are different even though the object is the same. Therefore perception is individual.

2. Digital Media

a. Definition of Media

Media is any device that transmits information or messages from one place to another. In addition, use media in language learning so that communication is successful and effective. According to Bakri media is plural type of medium, which gets from Latin word *medius* that has signifying "middle". In Bahasa, medium is "between or span".¹² The importance of media pointed toward something that conveys data between message sender and beneficiary.

Musfiqon stated that media is an information channel that connects the source of information and the recipient.¹³ It gives the meaning of the media is one component of communication, namely as a messenger from the communicator to the communicant. Meanwhile Rohani stated that media is human, material and events that build conditions that enable students to acquire knowledge, skills or attitude¹⁴. In this sense, teachers, textbooks, and the school environment is medium.

The conclusion from the above explanation that media is a means of conveying messages or information as a means of promoting

¹²Epria Primsa Meliala et al., "An Analysis of English Teachers' Creativity in Media-Based Learning At the Tenth-Grade Students," *Journal of Languages and Language Teaching* 9, no. 1 (2021): 105.

¹³N Aswar et al., "Improving Indonesian Language Learning Outcomes for Elementary School Students through the Use of Picture Media," *Jurnal Sinestesia* 12, no. 1 (2022): 178–189, <https://sinestesia.pustaka.my.id/journal/article/view/169%0Ahttps://sinestesia.pustaka.my.id/index.php/journal/article/download/169/57>.

¹⁴Syarifuddin and Eka Dewi Utari, "Media Pembelajaran (Dari Masa Konvensional Hingga Masa Digital)" (Palembang: Bening Media Publishing, 2022).

the provision of educational materials and as a medium of communication from one person to another either directly or indirectly.

b. Kinds of Media

According to Hikmah, there are three types of media e.g. audio media, visual media, and audio visual media. These types can be used in teaching and learning as the instructional aid to bring all students into comprehending the subject clearly.¹⁵

1) Audio Media

Audio media is related to the sense of hearing. According to Rudi in Wicaksana's thesis audio is a medium whose delivery of the message is only acceptable to the senses hearing.¹⁶ Audio media offers a wide range of opportunities for group or individual use, including the transmission of speech data and the direction of the acquisition of academic and coordinated talents. It is in charge of the listening experience. There are some types of media that we group in audio media, including: Radio, Tape Recorder and Compact Disk (CD).

2) Visual media

As indicated by Munadi in Apriani's thesis, visual media are props in the teaching system that can be used through the

¹⁵Durratul Hikmah, "Media For Language Teaching and Learning in Digital Era," *International Journal of English Education and Linguistics (IJoEEL)* 1, no. 2 (2019): 36–41.

¹⁶Sadewa Bagus Wicaksana, "Penggunaan Media Digital Sebagai Sumber Pembelajaran Aktivitas Jasmani Di Sma N 1 Kalasan" (Universitas Negeri Yogyakarta, 2020).

feelings of vision.¹⁷ Visual media is a type of media that expresses messages through verbal communication symbol. These symbols mean that they need to be understood completely, so that the process of delivering message can be effective and efficient. Besides, this media has function to attract the students' attention, clarify the presentation of learning subject, illustrate or decorate facts which might be forgotten when it is not visualized. There are some types of media that we group in visual media, including: Google Classroom, Google Form, and Quizizz.

3) Audio – Visual Media

Anderson stated that audio visual media is a series of electronic images accompanied by audio sound elements put into the video tape.¹⁸ The sequence of electronic images is then rotated using a video cassette recorder or video player. Audio-visual media, often known as hearing media, is a combination of audio and visual media. With more comprehensive characteristics, audio-visual media can overcome the weaknesses of audio media or visual media. When audio-visual media is provided with motion qualities, its functions and capacities expand. It can communicate more complicated and realistic messages. There are some types of media that we group in audio-visual media, including: Google Meet, Zoom, and WhatsApp.

¹⁷Apriani, "Students' Perception on Digital Media Used By English Lecturers in Teaching English in Riau Province."

¹⁸Hikmah, "Media For Language Teaching and Learning in Digital Era."

c. Definition of Digital Media

New media is internet-based media that is accessed via smart computers and mobile phones. According to Flew, digital Media is media whose content is a combination of data, text, sound, and various forms of images stored in digital format and distributed via networks based on broadband optical cables, satellites, and microwave systems.¹⁹ Learning using digital media can tremendously assist students in following the learning process that is taking place in the classroom. Because educators do not always employ lecture methods to teach students, learning through digital media can make it easier for them to teach.

Inline with Hamidjojo in Apriani's thesis, digital media is each device used by people to propagate data, information, idea, concept, or opinion then something publicized can be acquired properly through someone who needs it.²⁰ It signifies that digital media is a sort of soft data that a computer can process. On digital devices, data can be created, updated, viewed, disseminated, destroyed, and preserved. The internet is a frequent phrase for digital media. The Internet is a network of millions of computers that are linked together via telecommunications lines.

¹⁹Rudy Hidana, *Pembelajaran Digital*, 1st ed. (Bandung: Widina Bakhti Persada Bandung, 2021).

²⁰Apriani, "Students' Perception on Digital Media Used By English Lecturers in Teaching English in Riau Province."

Digital media is a broad phrase that encompasses all aspects of human life. Digital media is used by various digital devices such as desktop computers, cell phones, laptop computers, and tablets. Digital media includes all forms of websites that contain various types of material. These webpages may include audio-visual data, simply text, images, or links to other pages. These websites can be classified into several categories, such as social websites, informational websites, search engines, educational websites, games websites, business websites, entertainment websites, and health websites, among others.

In addition, digital media is an umbrella term that encompasses components such as social media (e.g., Facebook and LinkedIn), smartphones or tablets, video, wikis, and search engines like Google.²¹ These digital media components have a number of good consequences on individual behaviour, including information sharing and education, making learning easier, communicating, and socialising at home, university, and work.

Based on the above description, it can be concluded that digital media is a tool or means of communication based on the internet or network with the use of communication machines such as smartphones or computers that can be used for learning both for teachers and students who can stimulate student's mind, attention, and interest so that the learning process can achieve learning goals.

²¹Christian Klein, "Understanding the Relevance of Digital Media in Higher Education," *International Journal of Technology in Education and Science* 7, no. 1 (2023): 71–82.

d. Digital Learning Media Potential

According to Kitao, there are three potentials or digital learning functions that can be used in everyday life: communication, information access, and Education and Learning Potential.²²

1) Potential Communication Tools

Using digital learning, can communicate anywhere quickly. For example, it can communicate with use e-mail, or discuss via chat or mailing List. Communicate with e-mail or chat differently and more effective and efficient than using a phone and facsimile (fax) are equally capable of conveying information is very fast.

2) Potential Information Access

Through digital learning, accessible to various information, like weather forecast, social, economic, cultural, politics, science, and technology presented by various sources without having to subscribe. Students can accessing various references, both in the form of research results, or article reviews in various fields.

3) Education and Learning Potential

Technology development very rapid digital learning and crossing all over the world has been utilized by various countries, institutions, and experts for a variety of interests including in

²²Munir, *Pembelajaran Digital*, Alfabeta (Bandung, 2017).

inside for education and learning. Efforts made is developing software (application program) that can support improve the quality of education or learning.

e. The Platforms of Digital Media

1. Google Meet

a) Definition of Google Meet

Google Meet is a virtual media application, similar to the Zoom programme. Students and teachers can share a screen on Google Meet to explain the material. The process of learning through Google meet involves audios and visual aspect where the lecturer delivers the material directly through the media.²³ So both teacher and students can do the teaching and learning process well and can discuss the material that has not understood by the students clearly.

b) Characteristics of Google Meet

Google Meet alloys an array of counter-abuse protections to keep users meeting safe.²⁴ Google Meet can provide security and privacy protection, ensuring that users' sensitive documents are not compromised. Google Meet can be used on a mobile phone or a laptop, and users only need to

²³Agung Setyawan et al., "Effects of the Google Meet Assisted Method of Learning on Building Student Knowledge and Learning Outcomes," *Universal Journal of Educational Research* 8, no. 9 (2020): 3924–3936.

²⁴Ravinder Singh and Soumya Awasthi, "Updated Comparative Analysis on Video Conferencing Platforms- Zoom, Google Meet, Microsoft Teams, WebEx Teams and GoToMeetings," *Easy Chair: The World for scientist* (2020): 1–9, <https://easychair.org/publications/preprint/Fq7T>.

create a link and join it. Google Meet also supports the encryption techniques listed below. Footnote. It means that the users' security and privacy will be effectively protected. All of the users' papers are encrypted in transit between Google and the client for video meetings on the web, and it can also function on Apple IOS and Android with meeting home gear. When someone joins the Google Meet link by mobile phone, the audio will require a network connection.

c) Advantages of Google Meet

Google Meet has six advantages. They are existence of the white board, available free, HD video display and another resolutions, easy to use, video encryption service, and can invite up to 100.²⁵ The first is about the existence of the white board feature, this is related to the use of Google Meet, where the users can write or type word in the white board, the users also can use share screen for presenting the material, so the participants of meeting can see the material and comprehend the explanations. The second is available free. During the online learning, there are many platforms that can be used for online learning. Google Meet gives the people to install this application with freedom. The users can download Google Meet on play store or app store.

²⁵Dara, "Penggunaan Google Meet Untuk Work From Home Di Era Pandemi Coronavirus Disease 2019 (Covid-19)," *Prioritas: Jurnal Pengabdian Kepada Masyarakat* 2, no. 01 (2020): 13–21, <https://jurnal.harapan.ac.id/index.php/Prioritas/article/view/161>.

The third is HD video display and other resolution support. This is related to the display screen clarity, where Google Meet has resolution so the display becomes clearer and make the users can see the material and the face of participants clearly. The fourth is easy to use. The users are easy to apply it, the users only need to have a google account to sign up and also only click the Google Meet link without need another steps. The fifth is video encryption service. This is related to the security in application use, with this the users' data will be safety and confidentiality of the users will be kept. So the users do not need to worry about theft and selling buy data.

The last is can invite up to 100 participants. Google Meet can invites 100 participants if the users' subscribe to Google suite. But in online learning the participants are not more than 50 people. So I sump up, Google Meet is one of the application for online learning that help the lecturers and students see and listen each other even though both of them in different place.

d) Disadvantages of Google Meet

Beside the advantages, Google Meet has three disadvantages.²⁶ The first, there is no data saving tool, and Google Meet does not yet have a capability to save quota, so

²⁶Sopan Hidayat et al., *Teknologi Pendidikan Jarak Jauh*, ed. Abdul Gafur, 1st ed. (Yogyakarta: Zahir Publishing, 2023).

the worst-case scenario during the conference is the call being dropped or the audio and video quality of Google Meet being unclear, both of which are caused by wasteful use of internet capacity. The second, not all free use Google meets facilities can enjoy more and more features if you have subscribed by buying a package from Google Suite. The third, requires a stable internet network, in addition to needing a fast network, in case Google Meet access also requires stable network conditions so that Google meets will work properly without any obstacles.

2. Google Classroom

a) Definition of Google Classroom

Google classroom is a new tool introduced in Google Apps for education in 2014. This classroom facilitates the teachers to create and organize assignments quickly, provide feedback efficiently, and communicate with their classes with ease.²⁷ This application facilitates successful teaching and learning. The lecturer can attach a file containing Google Classroom features to Google Classroom.

b) Characteristic of Google Classroom

A Google Classroom class allows students and lecturers to participate in virtual classroom activities in which each

²⁷Izwan Nizal Mohd Shaharanee et al., "The Application of Google Classroom as a Tool for Teaching and Learning," *Journal of Telecommunication, Electronic and Computer Engineering* 8, no. 10 (2016): 5–8.

student can engage with the professor and other students. Google Classroom can be used to distribute tasks, submit assignments, and evaluate students. Google Classroom can be downloaded for free by registering on the Google account application for education. Google classroom application is very useful for online teaching and learning and can be obtained for free of charge and can be used on any device.²⁸ As a result, Google Classroom is particularly useful for online learning and allows lecturers to track the growth of abilities among students. The lecturer will recognise and recognise the pupils who have just completed their tasks.

c) Advantages of Google Classroom

There are six points of the advantages or learning process through Google Classroom, they are easy to use, save time, cloud-based, flexible, free and mobile friendly.²⁹ The first is easy to use, this is related to how applying the Google Classroom. It is very easy to use because the network to access Google Classroom more easily, so the students and the lecturer can access it whenever and wherever they are. The lecturer is easy to attach or display the material and the discussion can do in comment column.

²⁸Nur Alim et al., "The Effectiveness of Google Classroom as an Instructional Media: A Case of State Islamic Institute of Kendari, Indonesia," *Humanities and Social Sciences Reviews* 7, no. 2 (2019): 240–246.

²⁹Shampa Iftakhar, "Google Classroom: What Works and How?," *Journal of Education and Sosial Science* 3 (2018): 23–36.

The second is save time. Google classroom is designed to save time, it is integrates and automates the use of other Google apps, including documents, slide, and spread sheet. The lecturer and the students can do another activity while teaching and learning on Google Classroom. The lecturer will be easy to grade point, scale, keyboard navigation for entering grades, sorted by the name to save the lecturer's time.

The third is cloud-based. The storage of the data will be saved safely and tidy. Google Classroom works with internet technology that makes the learning material that given by the lecturer will be saved on Google Classroom's screen. So when the students want to review the learning material, it will be easy to find.

The fourth is flexible. Google Classroom presents more professional and aesthetic technology to use in learning environment. The lecturers are easy to manage the students. The lecturers are easy to attach file and question section, where the lecturer can set the time for submitting the tasks.

The fifth is free. Everyone can download Google Classroom because the users are not necessary to access an educational institution first to download Google Classroom. The last is mobile friendly. Everyone is easier to apply this

application because it is designed well to make the new users are easy to use it.

d) Disadvantages of Google Classroom

Beside some advantages of Google Classroom, there is a disadvantage of Google Classroom. It cannot interact directly or through video call.³⁰ It means that the learning material only sent by text or message. The lecturer's explanation only display from text, so the students are difficult to comprehend the material. This situation will make the students are less participation and communication about the material. So the students are difficult to comprehend the material that given by the lecturer.

3. Google Form

a) Definition of Google Form

Google Form is useful tools to help planning events, sending surveys, give students or others quiz, or collect easy information with efficient way.³¹ Forms can be connected to spreadsheet. If spread sheet is related to shape, automatic ladder will be delivered to spreadsheet. If not, the user can

³⁰Olha V. Bondarenko et al., "Google Classroom as a Tool of Support of Blended Learning for Geography Students," *CEUR Workshop Proceedings* 2257, no. February 2019 (2018): 182–191.

³¹Bekti Mulatsih, "Penerapan Aplikasi Google Classroom, Google Form, Dan Quizizz Dalam Pembelajaran Kimia Di Masa Pandemi Covid-19 Application of Google Classroom, Google Form and Quizizz in Chemical Learning During the Covid-19 Pandemic," *jurnal Karya Ilmiah Guru* 5, no. 1 (2020): 19–35.

seeing them in “Summary Response” pages can be accessed from the Response menu.

b) Characteristic of Google Form

Google Form is one of the components google Docs service. Google Form app is very suitable for students, teachers, lecturers, employees office and professionals who often make quiz,online form and survey. Google Form feature can be in share to others openly or specifically to Google account owners with options accessibility, such as: read only (can only reading) or editable (can edit documents).

c) Advantages of Google Form

According to Adrianto there are some advantages and disadvantages of using Google Form. The advantages of Google Form:³² it is possible to do it anywhere, the save paper, ability to view and recap responses provided by learners and the problem's time can be set.

d) Disadvantages of Google Form

Beside some advantages of Google Form, there are also disadvantages of Google Classroom. The first, participant data that has not sent an answer when the time has been exhausted so participants need to be reminded with alarm alarms for

³²Hebert Adrianto, *Membuat Media Pembelajaran Online Praktis Sehari-Hari Untuk Dosen Dan Guru*, ed. Carolus Novianto (Yogyakarta: ANDI (Anggota IKAPI), 2022).

submitting. The second, requires a stable and powerful internet, both the problem and the answer to the question.

4. WhatsApp

a) Definition of WhatsApp

WhatsApp is a rising online platform that facilitates teaching and learning in classroom.³³ The teacher and students can create a WhatsApp group for discussion, and the teacher can supervise the students in the group. Both the teacher and the student can send files, videos, pictures, and voice notes through the WhatsApp group. WhatsApp also allows teachers and students to connect easily through video call groups, but the people are limited for six people only.

b) Characteristic of WhatsApp

As one of a tool of sending and receiving message, WhatsApp includes a variety of characteristics. WhatsApp can attaches text messages, images, audio files, video files, send link to web address.³⁴ Users can create a tale and call or video call up to six individuals. WhatsApp allows you to chat with anyone who has a smartphone and an internet connection. Users can create a group chat and an admin, who can add and remove members from the group. If there is a new message, WhatsApp will notify the user, and if the user makes a mistake

³³Hidayat et al., *Teknologi Pendidikan Jarak Jauh*.

³⁴Hamiyet Sayan, "Affecting Higher Students Learning Activity By Using Whatsapp," *European Journal of Research and Reflection in Education Sciences* 4, no. 3 (2016): 88–93.

in sending the message, the sender can remove the message before the receiver reads it.

c) Advantages of WhatsApp

There are four advantages of whatsapp group online learning, they are can be sued as collaborative tool, free and easy to use, can use segmentatively for lecturer class taught, has the capability to publish the assignments.³⁵ The first is can be used as collaborative tool, this is related to the learning ways, where in the WhatsApp group the member of teacher and students can be more than 200 members. Both lecturers and students can do the teaching and learning process whenever and it will be comfortable because the students do not need to wear uniform as usually when on Google Meet.

The second is free and easy to use. WhatsApp is a familiar application for us, because every time we do communication in day li life. Bot teacher and lecturer know how to operate it. WhatsApp is free to download and it does not need much internet data because it is cheap enough.

The third is can use segmentatively per lecturer class taught. This is related to the set of subject in WhatsApp group. Every lecturer can make a WhatsApp group in different class, it means every class has the different WhatsApp group. The

³⁵Supeno et al., "Utilization of Whatsapp Application as Communication Media in Language Teaching and Learning at FBS UWKS," *Journal of Physics: Conference Series* 1175, no. 1 (2019).

lecturer can operate the group and make the set only admin can send the message in the group.

The last is WhatsApp group has the capability to publish the assignments. The lecturer can send the assignment or material on WhatsApp group. The lecturer can attach the file, photo, audio, or video. Both lecturer and student can record their voice when the discussion is started.

d) Disadvantages of WhatsApp

Beside the advantages, WhatsApp also has some disadvantages in learning such as need time and experience to prepare the material, students less participation and attention, students copy paste the assignments.³⁶ The first is need time and experience to prepare the material. This is related to the lecturers' and students' preparation in present the learning material, where the material should be considered and make as well. The lecturer creates the best material so the students can comprehend the material, because WhatsApp usually use for chat and now it is used for teaching, so the lecturer must know how to serve the best learning material.

The second is students less participation and attention. WhatsApp groups only can send the message, text message, file, video and audio. So the lecturer cannot hold the students'

³⁶Mona M. Hamad, "Using WhatsApp to Enhance Students' Learning of English Language 'Experience to Share,'" *Higher Education Studies* 7, no. 4 (2017): 74.

attention because the discussion is only from chat. So the lecturer will not know the student pay attention or not. Some the students will not follow the discussion.

The third is students copy paste the assignments. During the discussion on WhatsApp group, when the lecturer asks a question, some of the students have the same answer. It means that the students only copy paste the answer from internet.

5. Quizizz

a) Definition of Quizizz

Quizizz is game-based educational applications, which bring multiplayer activities to the classroom and make in-class exercises interactive and fun.³⁷ Students can use Quizizz to complete in-class tasks on their smart devices. Unlike other educational applications, Quizizz incorporates gaming elements such as avatars, themes, memes, and music to make learning more enjoyable. Quizizz also allows students to compete with one another, which encourages them to study.

According to Degirmenci cited in Syafriaedi, Quizizz is designed to help teachers create a more interactive and fun learning environment as well as enable students to learn in a

³⁷John Pahamzah et al., "Quizizz As A Students' Reading Comprehension Learning Media: A Case Study At The Eleventh Grade Of Dwi Putra Bangsa Vocational School In Cimanggu," *International Journal of English Language and Linguistics Research* 21, no. 1 (2020): 1–9, <http://journal.um-surabaya.ac.id/index.php/JKM/article/view/2203%0Ahttp://mpoc.org.my/malaysian-palm-oil-industry/>.

more interesting and less boring way.³⁸ Quizizz allows students to compete with each other and motivate them to learn so that learning outcomes can improve.

b) Characteristic of Quizizz

Hankins, introduce Quizizz in an English Language Arts Classroom and find it has positive impact on student engagement.³⁹ Students take quizzes at the same time in class and see their live rankings on the ranking board. Instructors can monitor the process and download the report when the quiz is finished to evaluate students' performance. After students answer each question, Quizizz will show pictures with memes to tell whether the answer is right or wrong.

c) Advantages of Quizizz

According to Syafriaedi there are some advantages and disadvantages of Quizizz. Advantages of Quizizz:⁴⁰ The first, Quizizz provides ready-to-use quizzes that users can access and use, including quizzes with various topics and levels of difficulty. The second, Quizizz also has a leaderboard feature that allows students to compete in quizzes, thereby increasing their motivation and activeness in learning. The third, Quizizz is the feature of using images and videos in quizzes.

³⁸Non Syafriaedi, "The Role of Quizizz Application in Learning: A Literature Review," *jurnal Pendidikan* 14, no. 1 (2023): 126–138.

³⁹Angga Prasongko, "Quizizz as Fun Multiplying Learning Media in English Lecturing Process," *EDULINK (Education and Linguistics Knowledge) journal* 10, no. 1 (2021): 6.

⁴⁰Syafriaedi, "The Role of Quizizz Application in Learning: A Literature Review."

d) Disadvantages of Quizizz

The first, the ability to access the internet stable and fast. If the internet connection is inadequate, the application may become slow and unresponsive. The second, the teacher's lack of control over the use of the application by students. The third, this application also has limitations in terms of adapting quizzes to the local or regional curriculum.

f. Advantages of Digital Media

There are several advantages and disadvantages to using digital media. Advantages of Digital Media, they are :⁴¹

- 1) Ease of use: In most cases, digital media are generally easy to use and can be integrated into existing lessons in various formats such as self-paced, hybrid or online.
- 2) Immersive experience: Digital media provides students an immersive experience especially when built with a lot of interactivity.
- 3) Reach a wide audience: Digital media assists in reaching a large number of learners across geographic boundaries.
- 4) Easily updated: If digital media is delivered online, the content can be easily updated and shared with the learners.

⁴¹Florence Martin and Anthony Karl K. Betrus, *Digital Media for Learning: Theories, Processes, and Solutions*, *Digital Media for Learning: Theories, Processes, and Solutions* (Switzerland: Springer Nature Switzerland AG, 2019).

- 5) Self-paced: Digital media can be self-paced. When designed well and effectively, learners can navigate through digital media lessons individually.
- 6) Cost effectiveness: With the recent rapid digital media development tools in the market, developing select digital media products has become more cost effective.

g. Disadvantages of Digital Media

Some challenges exist in using digital media in instruction:

- 1) Lack of interactivity: Some digital media projects are “page turners”; that is projects lacking interactivity. This does not make learning effective.
- 2) Expense: While some digital media can be cost effective, some digital media solutions can also be very expensive to develop (e.g., high fidelity games, simulations).
- 3) Costs to update: When digital media is not online, it is expensive to update and share with learners. For example, digital media that is still distributed via CDs is expensive to update.
- 4) Decay: Digital media stops working after the technology twilights, but video, audio, and text persist and are translated across time and formats.

B. The Review of Related Findings

This research is not the first research that had been done, there are some research related to this research, as follow :

The first research is by Apriani. That has purpose to find out students' understanding, view, and the act of digital media utilized by English lecturers in teaching English.⁴² The result it was found that using digital media in the teaching and learning process has a positive and really useful effect, and the students have accepted the implementation of digital media in English language teaching and learning. In line with the finding, the students followed the guideline in the learning process according to the digital media. The lecturer shared the material in the teaching and studying process. Then, the lecturers and the students did the online discussion on the implementation of digital media.

The second related research is by Wicaksana. That has purpose to find out how high the use of digital media is at SMA 1 Kalasan.⁴³ The result it was found that the use of digital media at SMA N 1 Kalasan, there were 10 people in the very high category (3.3%), high as many as 218 people (72%), fair as many as 8 people (11.5%), low as many as 35 people (11.5%), very low as many as 32 people (10.5%).

The third related research is by Lele. That has purpose to find out how is the students' perception of the media used by the English teacher in teaching English.⁴⁴ The result it was found that the students gave positive perception toward the media used by English teacher in teaching and learning

⁴²Apriani, "Students' Perception on Digital Media Used By English Lecturers in Teaching English in Riau Province."

⁴³Wicaksana, "Penggunaan Media Digital Sebagai Sumber Pembelajaran Aktivitas Jasmani Di Sma N 1 Kalasan."

⁴⁴Marwana Ambo Lele, "The Students' Perception of the Media Used by Teacher in Teaching English" (Universitas Muhammadiyah Makassar, 2019).

process, they were being happy, being more active, being more excited/spirit in learning English, they were easier to understand the materials, they can repair their pronunciation, vocabulary, find new ideas, express their opinion and they can practice it in daily life. There were also some students gave negative perception toward the media used by English teacher in teaching and learning process that they cannot be enthusiastic/spirit to learn English, pronounce the words correctly, find new ideas and express their opinion because they were lazy, being wary and afraid of being wrong in learning English.

The last related research is by Zamzani. That has purpose to find out the how teachers overcome the problems in using digital learning media during the covid 19 pandemic at SMP Negeri 13 Makassar.⁴⁵ The result it was the way to overcome problems in using digital media is to make learning videos that can be accessed even though they are offline so that students can view the material without fear of signal interference. Regarding smartphones, one way to do this is for the teacher to provide flexible time for students to take part in learning.

Based on the explanation above, the previous studies show that kinds of media can give an essential role to improve English language teaching and learning. There were many studies conducted above with various media and different methodology. The focus of the researcher from the previous studies was on digital media used by the English lecturers.

⁴⁵Aulia Zamzani, "Teachers' Creativity in Using Digital Learning Media during the Covid 19 Pandemic at Smp Negeri 13 Makassar" (Muhammadiyah University of Makassar, 2022).

CHAPTER III

RESEARCH METHODOLOGY

A. The Place and Time of the Research

This research was conducted in July 2023 until finish. The location of this research is in Campus UIN SYAHADA Padangsisimpuan. This Campus is located at H.T. Rizal Nurdin Km. 4,5 sub-district Sihitang.

B. The Research Design

This research is descriptive quantitative research design. Creswell stated, that quantitative research is for testing objective theories by examining the relationship among variables. These variabels, in turn, can be measured, typically on instruments, so that numbered data can be analyzed using statistical procedures.¹ According to Gay, quantitative research is the collection and analysis of numerical data to describe, explain, predict or controll phenomena of interest.² It can be concluded that descriptive quantitative have to organize and analyze the numeric data, to provide a view regularly, concisely, and clear about a phenomenon.

C. The Population and Sample

1. Population

The population of this research was the university students of English department of UIN SYAHADA Padangsidimpuan at the fifth semester. There are two clases, TBI-1 and TBI-2. The students in TBI-1

¹John W. Creswell, *Research Design Qualitative, Quantitative, and Mixed Methods Approaches*, 3rd ed. (Los Angeles,London,New Delhi,Singapore: Sage Publications, 2009).

²L. R. Gay et al., *Educational Research Competencies for Analysis and Applications* (America: Pearson Education, 2012).

consist of 27 students and the students in TBI-2 consist of 36 students. It means the total of the population is 63 students.

Table III.1
The Population of the Research

No	Class	Students
1	TBI-1	27
2	TBI-2	36
Total		63

2. Sample

This research employed the technique namely total sampling. The researchers took samples from the entire population, namely 63 students of UIN SYAHADA Padangsidempuan at the fifth semester.

D. The Instrument of the Research

In this research, the researchers took data from the questionnaires. In the questionnaire, the researcher made closed-ended question means the question has a choice that prepare by the researcher. The researcher asked 20 items questions about the platforms of digital media based language learning use to know how the students perceive about that platforms. The researcher used likert scale start from 5 -1 which is: (5) strongly agree, (4) agree, (3) uncertain, (2) disagree, (1) strongly disagree. From each question the respondent was fill in the section that feels appropriate.

The researcher made the questionnaires in Indonesian language and was adopted from the theory indicator of perception stated by Walgito.³

³Walgito, *Pengantar Psikologi Umum*. Yogyakarta.

Table III.2
The Indicator of Students' Perception on Digital Media Used by English Lecturers

No	Indicator of Perception	Sub Indicator	Item	Number of Question
1	Absorption of external stimuli or object by the five sense individually or together	Absorption of the object before knowing the object	6	1,2,3,4,5,6
2	Understanding the object that occur in the brain	Understanding the object, the use of the objects into various features	7	7,8,9,10,11, 12,13
3	Individual assessment or evaluation of the object	Individual point of views about online English learning platforms	7	14,15,16,17, 18,19,20

E. Validity and Reliability

1. Validity

This research used content validity or item validity because the instrument of this research is questionnaire. Content validity can be done by comparing between the content or the design by the researcher and content or the design that has been determined by the advisor. To determine whether or not the test questions was valid using SPSS v.26 using *Person Correlation test*. The result of the calculation of correlation coefficient, the question can be declared valid if $r_{xy} > r_{tabel}$, with a significant level of 5%. The criteria of test validation as below:

If the Pearson Correlation value $> r_{tabel}$, the test is valid.

If the Pearson Correlation value $< r_{tabel}$, the test is not valid.

To know the validity of each question, it will be refer to list pointbiserial with r_t in 5% significant: 0.254 and 1 % significant: 0.330.

So, if $r_{\text{account}} > r_{\text{tabel}}$, the test is clasified valid.

Table III.3
The Result of Validity Item

No	r count	r tabel	Description
1	0.380	0.254	Valid
2	-0.040	0.254	Invalid
3	0.340	0.254	Valid
4	0.179	0.254	Invalid
5	0.630	0.254	Valid
6	0.168	0.254	Invalid
7	0.376	0.254	Valid
8	0.280	0.254	Valid
9	0.626	0.254	Valid
10	0.351	0.254	Valid
11	0.111	0.254	Invalid
12	0.434	0.254	Valid
13	0.136	0.254	Invalid
14	0.561	0.254	Valid
15	0.605	0.254	Valid
16	0.795	0.254	Valid
17	0.670	0.254	Valid
18	-0.081	0.254	Invalid
19	0.144	0.254	Invalid
20	0.537	0.254	Valid
21	0.185	0.254	Invalid
22	0.097	0.254	Invalid
23	0.431	0.254	Valid
24	0.654	0.254	Valid
25	0.553	0.254	Valid
26	0.286	0.254	Valid
27	0.304	0.254	Valid
28	0.676	0.254	Valid
29	0.704	0.254	Valid
30	-0.026	0.254	Invalid

2. Reliability

To check the reliability test, the researcher used SPSS version 26. Testing the realibility of test devices in the form questionnaire and completion using *Cronbach' Alpha* > 0.60 (high reliable), if the value of *Cronbach' Alpha* < 0.60 , the test items are not realiable. Based on the result of realibility test using SPSS v26, the *Cronbach's Alpha* (r_{count}) value of 0.839 was obtained. It can be concluded that *Cronbach's Alpha* > 0.60 ($0.839 > 0.60$), it can be proven that the test realiable instrument test very high category.

Reliability Statistics	
Cronbach's Alpha	N of Items
.839	20

F. The Technique of Data Collection

In this research, before doing data analysis, several steps in data collection were rechecked :

1. Compiling a questionnaire referring to indicators.
2. The questionnaire must be favorable
3. Choice and score of favorable questionnaire answers.
 - a) For response “Strongly Agree” the score is 5
 - b) For response “Agree” the score is 4
 - c) For response “Neutral” the score is 3
 - d) For response “Disagree” the score is 2

- e) For response “Strongly Disagree” the score is 1
4. Analyzed validity of each item (20 items were proven to be valid)
 5. Checked the reliability of the instrument.

Then, the researcher to got the data collected by following the steps :

1. Asking permission from the teacher to give the questionnaire sheets to the students.
2. Preparing questionnaire sheets to the students.
3. Explaining what the students have to do.
4. Explaining the instruction for filling out the questionnaire to the students.
5. Determining the time of fulfilling the questionnaire.
6. Collecting the students answer sheet to be analysed.

G. The Technique of Data Analysis

This research is descriptive. The data analyzed to find the respondents’ perceptions, opinion, and judgement toward digital media used by English lecturers. The questionnaire was design use Likert-Scale with five options, Strongly Agree (5), Agree (4), Neutral (3), Disagree (2) and Strongly Disagree (1). The procedures of data analysis as follow:

1. Calculating the total score of students answer to the questionnaire.

Formula as follows:

$$T \times Pn^4$$

Where:

T = Total score of students answer

⁴Sugiyono, *Metode Penelitian Kuantitatif Kualitatif Dan R & D*.p.93

Pn = Choice of Likert Scala Score

2. Calculating the total score of the sample for percentase by using a formula as follows.

$$P = \frac{\text{Total Score}}{\text{Ideal Score Maximum}} \times 100\%^5$$

3. Interpreting the result of the questionnaire based on the calculation. In this research used excel to count the average of the data. The classification of the questionnaire were developed into 3 categorized intervals as following (Absorption of external stimuli, Understanding the object that occur in the brain, Individual assessment).
4. Organizing the table consist of the statements, the frequencies, and the percentage.

Table III.3
The Classification Quality of The Students Score⁶

Percentage	Criteria
0% - 20%	Very low
21% - 40%	Low
41% - 60%	Enough
61% - 80%	High
81% - 100%	Very high

After finding the mean score of all students, it was concluded to the criteria as follows:

⁵Hadani Et.al, *Metode Penelitian Kualitatif & Kuantitatif*, ed. AK Husnu Abadi, A.Md. (Yogyakarta: CV.Pustaka Ilmu, 2020), <https://www.pustakailmu.co.id.p.436>

⁶Sugiyono, *Metode Penelitian Kuantitatif, Kualitatif Dan R&D*, 19th ed. (Bandung: Alfabeta, 2013).

- a. If the value of mean score is 81% - 100%, it can be categorized into very high.
 - b. If the value of mean score is 61% - 80%, it can be categorized into high.
 - c. If the value of mean score is 41% - 60%, it can be categorized enough.
 - d. If the value of mean score is 21% - 40%, it can be categorized low.
 - e. If the value of mean score is 0% - 20%, it can be categorized very low.
5. The researcher summed up the data and made into percent, then explained by using chart, table and words.

CHAPTER IV

RESEARCH FINDINGS AND DISCUSSION

This chapter presents the data findings and discussion. First, it is about findings, the researcher investigated the students' perception on digital media used by English lecturers. Second, it is about the discussion of the findings present the researchers responses to the findings result.

A. Findings of the Research

1. Students' perception on digital media used by English lecturers at the fifth semester of English Department-UIN SYAHADA Padangsidempuan

In collecting the data of students' perception on digital media used by English lecturers, the researcher used a questionnaire. The total number of items in the questionnaire was 20.

a. Item 1 : I feel this digital media platform is effective in improving my learning achievement for this semester.

Table IV.1

The result of respondents' answers to the research questionnaires for item 1 are as shown in the following table :

Number of Item	Platforms	Score	F	Total of Mean Score	P (%)
	a. GM	SA(5)	18	90	38%
		A(4)	23	92	38%
		N(3)	14	42	18%
		DA(2)	7	14	6%
		SD(1)	1	1	0%
	Sum		63	239	100%
	b. GC	SA(5)	19	95	38%
		A(4)	25	100	40%
		N(3)	15	45	18%
		DA(2)	4	8	3%

Number of Item	Platforms	Score	F	Total of Mean Score	P (%)
1		SD(1)	0	0	0%
	Sum		63	248	100%
	c. GF	SA(5)	14	70	30%
		A(4)	21	84	36%
		N(3)	21	63	27%
		DA(2)	7	14	6%
		SD(1)	0	0	0%
	Sum		63	231	100%
	d. WA	SA(5)	18	90	37%
		A(4)	22	88	37%
		N(3)	18	54	22%
		DA(2)	4	8	3%
		SD(1)	1	1	0%
	Sum		63	241	100%
	e. Quiziz	SA(5)	24	120	54%
		A(4)	12	48	22%
		N(3)	8	24	11%
		DA(2)	10	20	9%
		SD(1)	9	9	4%
	Sum		63	221	100%

The table IV.1 platform a. GM (Google Meet), shows that from 63 respondents, 18 (38%) of respondents answered “Strongly Agree” to statement with 90 total of mean score, 23 (38%) of respondents answered “Agree” to statement with 92 total of mean score, 14 (18%) of respondents answered “Neutral” to statement with 42 total of mean score, 7 (6%) of respondents answered “Disagree” to statement with 14 total of mean score, and 1 (0%) of respondent answered “Strongly Disagree” to statement with 1 total of mean score. The sum score of the total mean score is 239 (100%). It indicates that the majority of students “Agree” with the digital media used by English lecturers, namely Google Meet.

The platform b. GC (Google Classroom), shows that from 63 respondents, 19 (38%) of respondents answered “Strongly Agree” to statement with 95 total of mean score, 25 (40%) of respondents answered “Agree” to statement with 100 total of mean score, 15 (18%) of respondents answered “Neutral” to statement with 45 total of mean score, 4 (3%) of respondents answered “Disagree” to statement with 8 total of mean score, and no one respondents answered “Strongly Disagree” to statement. The sum score of the total mean score is 248 (100%). It indicates that the majority of students “Agree” with the digital media used by English lecturers, namely Google Classroom.

The platform c. GF (Google Form), shows that from 63 respondents, 14 (30%) of respondents answered “Strongly Agree” to statement with 70 total of mean score, 21 (36%) of respondents answered “Agree” to statement with 84 total of mean score, 21 (27%) of respondents answered “Neutral” to statement with 63 total of mean score, 7 (6%) of respondents answered “Disagree” to statement with 14 total of mean score, and no one respondents answered “Strongly Disagree” to statement. The sum score of the total mean score is 231 (100%). It indicates that the majority of students “Agree” with the digital media used by English lecturers, namely Google Form.

The platform d. WA (WhatsApp), shows that from 63 respondents, 18 (37%) of respondents answered “Strongly Agree” to statement with 90 total of mean score, 22 (37%) of respondents answered “Agree” to

statement with 88 total of mean score, 18 (22%) of respondents answered “Neutral” to statement with 54 total of mean score, 4 (3%) of respondents answered “Disagree” to statement with 8 total of mean score, and 1 (0%) of respondent answered “Strongly Disagree” to statement with 1 total of mean score. The sum score of the total mean score is 241 (100%). It indicates that the majority of students “Agree” with the digital media used by English lecturers, namely WhatsApp.

The platform e. Quizizz, shows that from 63 respondents, 24 (54%) of respondents answered “Strongly Agree” to statement with 120 total of mean score, 12 (22%) of respondents answered “Agree” to statement with 48 total of mean score, 8 (11%) of respondents answered “Neutral” to statement with 24 total of mean score, 10 (9%) of respondents answered “Disagree” to statement with 20 total of mean score, and 9 (4%) of respondents answered “Strongly Disagree” to statement with 9 total of mean score. The sum score of the total mean score is 221 (100%). It indicates that the majority of students “Strongly Agree” with the digital media used by English lecturers, namely Quizizz.

b. Item 2 : I look the appearance of this digital media platform interesting.

Table IV.2

The result of respondents' answers to the research questionnaires for item 2 are as shown in the following table :

Number of Item	Platforms	Score	F	Total of Mean Score	P (%)
2	a. GM	SA(5)	19	95	39%
		A(4)	18	72	30%
		N(3)	22	66	27%
		DA(2)	4	8	3%
		SD(1)	0	0	0%
	Sum		63	241	100%
	b. GC	SA(5)	14	70	29%
		A(4)	29	116	48%
		N(3)	18	54	22%
		DA(2)	2	4	2%
		SD(1)	0	0	0%
	Sum		63	244	100%
	c. GF	SA(5)	11	55	24%
		A(4)	23	92	41%
		N(3)	23	69	30%
		DA(2)	5	10	4%
		SD(1)	1	1	0%
	Sum		63	227	100%
	d. WA	SA(5)	12	60	27%
		A(4)	20	80	36%
		N(3)	24	72	32%
		DA(2)	6	12	5%
		SD(1)	1	1	0%
	Sum		63	225	100%
	e. Quiziz	SA(5)	28	140	56%
		A(4)	18	72	29%
		N(3)	9	27	11%
		DA(2)	4	8	3%
		SD(1)	4	4	2%
	Sum		63	251	100%

The table IV.2 platform a. GM (Google Meet), shows that from 63 respondents, 19 (39%) of respondents answered “Strongly Agree” to

statement with 95 total of mean score, 18 (30%) of respondents answered “Agree” to statement with 72 total of mean score, 22 (27%) of respondents answered “Neutral” to statement with 66 total of mean score, 4 (3%) of respondents answered “Disagree” to statement with 8 total of mean score, and no one respondents answered “Strongly Disagree” to statement. The sum score of the total mean score is 241 (100%). It indicates that the majority of students “Neutral” with the digital media used by English lecturers, namely Google Meet.

The platform b. GC (Google Classroom), shows that from 63 respondents, 14 (29%) of respondents answered “Strongly Agree” to statement with 70 total of mean score, 29 (48%) of respondents answered “Agree” to statement with 116 total of mean score, 18 (22%) of respondents answered “Neutral” to statement with 54 total of mean score, 2 (2%) of respondents answered “Disagree” to statement with 4 total of mean score, and no one respondents answered “Strongly Disagree” to statement. The sum score of the total mean score is 244 (100%). It indicates that the majority of students “Agree” with the digital media used by English lecturers, namely Google Classroom.

The platform c. GF (Google Form), shows that from 63 respondents, 11 (24%) of respondents answered “Strongly Agree” to statement with 55 total of mean score, 23 (41%) of respondents answered “Agree” to statement with 92 total of mean score, 23 (30%) of respondents answered “Neutral” to statement with 69 total of mean score, 5 (4%) of

respondents answered “Disagree” to statement with 10 total of mean score, and 1 (0%) of respondent answered “Strongly Disagree” to statement with 1 total of mean score. The sum score of the total mean score is 227 (100%). It indicates that the majority of students “Agree” with the digital media used by English lecturers, namely Google Form.

The platform d. WA (WhatsApp), shows that from 63 respondents, 12 (27%) of respondents answered “Strongly Agree” to statement with 60 total of mean score, 20 (36%) of respondents answered “Agree” to statement with 80 total of mean score, 24 (32%) of respondents answered “Neutral” to statement with 72 total of mean score, 6 (5%) of respondents answered “Disagree” to statement with 12 total of mean score, and 1 (0%) of respondent answered “Strongly Disagree” to statement with 1 total of mean score. The sum score of the total mean score is 225 (100%). It indicates that the majority of students “Neutral” with the digital media used by English lecturers, namely WhatsApp.

The platform e. Quizizz, shows that from 63 respondents, 28 (56%) of respondents answered “Strongly Agree” to statement with 140 total of mean score, 18 (29%) of respondents answered “Agree” to statement with 72 total of mean score, 9 (11%) of respondents answered “Neutral” to statement with 27 total of mean score, 4 (3%) of respondents answered “Disagree” to statement with 8 total of mean score, and 4 (2%) of respondents answered “Strongly Disagree” to statement with 4 total of mean score. The sum score of the total mean score is 251 (100%). It

indicates that the majority of students “Strongly Agree” with the digital media used by English lecturers, namely Quizizz.

c. Item 3 : I feel this digital media platform requires unlimited internet/lots of internet.

Table IV.3

The result of respondents’ answers to the research questionnaires for item 3 are as shown in the following table :

Number of Item	Platforms	Score	F	Total of Mean Score	P (%)
3	a. GM	SA(5)	30	150	59%
		A(4)	14	56	22%
		N(3)	15	45	18%
		DA(2)	1	2	1%
		SD(1)	3	3	1%
	Sum		63	256	100%
	b. GC	SA(5)	13	65	29%
		A(4)	24	96	43%
		N(3)	17	51	23%
		DA(2)	2	4	2%
		SD(1)	7	7	3%
	Sum		63	223	100%
	c. GF	SA(5)	13	65	30%
		A(4)	19	76	35%
		N(3)	21	63	29%
		DA(2)	5	10	5%
		SD(1)	5	5	2%
	Sum		63	219	100%
	d. WA	SA(5)	13	65	30%
		A(4)	19	76	35%
		N(3)	19	57	26%
		DA(2)	8	16	7%
		SD(1)	4	4	2%
	Sum		63	218	100%
	e. Quiziz	SA(5)	23	115	49%
		A(4)	14	56	24%
		N(3)	16	48	20%
		DA(2)	8	16	7%
		SD(1)	2	2	1%
	Sum		63	237	100%

The table IV.3 platform a. GM (Google Meet), shows that from 63 respondents, 30 (59%) of respondents answered “Strongly Agree” to statement with 150 total of mean score, 14 (22%) of respondents answered “Agree” to statement with 56 total of mean score, 15 (18%) of respondents answered “Neutral” to statement with 45 total of mean score, 1 (1%) of respondents answered “Disagree” to statement with 2 total of mean score, and 3 (1%) of respondents answered “Strongly Disagree” to statement with 3 total of mean score. The sum score of the total mean score is 256 (100%). It indicates that the majority of students “Strongly Agree” with the digital media used by English lecturers, namely Google Meet.

The platform b. GC (Google Classroom), shows that from 63 respondents, 13 (29%) of respondents answered “Strongly Agree” to statement with 65 total of mean score, 24 (43%) of respondents answered “Agree” to statement with 96 total of mean score, 17 (22%) of respondents answered “Neutral” to statement with 51 total of mean score, 2 (2%) of respondents answered “Disagree” to statement with 4 total of mean score, and 7 (3%) of respondents answered “Strongly Disagree” to statement with 7 total of mean score. The sum score of the total mean score is 223 (100%). It indicates that the majority of students “Agree” with the digital media used by English lecturers, namely Google Classroom.

The platform c. GF (Google Form), shows that from 63 respondents, 13 (30%) of respondents answered “Strongly Agree” to statement with 65 total of mean score, 19 (35%) of respondents answered

“Agree” to statement with 76 total of mean score, 21 (29%) of respondents answered “Neutral” to statement with 63 total of mean score, 5 (5%) of respondents answered “Disagree” to statement with 10 total of mean score, and 5 (2%) of respondent answered “Strongly Disagree” to statement with 5 total of mean score. The sum score of the total mean score is 219 (100%). It indicates that the majority of students “Neutral” with the digital media used by English lecturers, namely Google Form.

The platform d. WA (WhatsApp), shows that from 63 respondents, 13 (30%) of respondents answered “Strongly Agree” to statement with 65 total of mean score, 19 (35%) of respondents answered “Agree” to statement with 76 total of mean score, 19 (26%) of respondents answered “Neutral” to statement with 57 total of mean score, 8 (7%) of respondents answered “Disagree” to statement with 16 total of mean score, and 4 (2%) of respondent answered “Strongly Disagree” to statement with 4 total of mean score. The sum score of the total mean score is 218 (100%). It indicates that the majority of students “Agree” with the digital media used by English lecturers, namely WhatsApp.

The platform e. Quizizz, shows that from 63 respondents, 23 (49%) of respondents answered “Strongly Agree” to statement with 115 total of mean score, 14 (24%) of respondents answered “Agree” to statement with 56 total of mean score, 16 (20%) of respondents answered “Neutral” to statement with 48 total of mean score, 8 (7%) of respondents answered “Disagree” to statement with 16 total of mean score, and 2 (1%) of

respondents answered “Strongly Disagree” to statement with 2 total of mean score. The sum score of the total mean score is 237 (100%). It indicates that the majority of students “Strongly Agree” with the digital media used by English lecturers, namely Quizizz.

d. Item 4 : I feel this digital media platform is easy to understand.

Table IV.4

The result of respondents’ answers to the research questionnaires for item 4 are as shown in the following table :

Number of Item	Platforms	Score	F	Total of Mean Score	P (%)
4	a. GM	SA(5)	26	130	49%
		A(4)	25	100	38%
		N(3)	9	27	10%
		DA(2)	3	6	2%
		SD(1)	0	0	0%
	Sum		63	263	100%
	b. GC	SA(5)	23	115	44%
		A(4)	29	116	44%
		N(3)	11	33	13%
		DA(2)	0	0	0%
		SD(1)	0	0	0%
	Sum		63	264	100%
	c. GF	SA(5)	23	115	46%
		A(4)	20	80	32%
		N(3)	14	42	17%
		DA(2)	5	10	4%
		SD(1)	1	1	0%
	Sum		63	248	100%
	d. WA	SA(5)	28	140	53%
		A(4)	22	88	33%
		N(3)	11	33	12%
		DA(2)	2	4	2%
		SD(1)	0	0	0%
	Sum		63	265	100%
	e. Quiziz	SA(5)	15	75	35%
		A(4)	19	76	35%
		N(3)	12	36	17%
		DA(2)	11	22	10%
		SD(1)	6	6	3%

	Sum	63	215	100%
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The table IV.4 platform a. GM (Google Meet), shows that from 63 respondents, 26 (49%) of respondents answered “Strongly Agree” to statement with 130 total of mean score, 25 (38%) of respondents answered “Agree” to statement with 100 total of mean score, 9 (10%) of respondents answered “Neutral” to statement with 27 total of mean score, 3 (2%) of respondents answered “Disagree” to statement with 6 total of mean score, and no one respondents answered “Strongly Disagree” to statement. The sum score of the total mean score is 263 (100%). It indicates that the majority of students “Strongly Agree” with the digital media used by English lecturers, namely Google Meet.

The platform b. GC (Google Classroom), shows that from 63 respondents, 23 (44%) of respondents answered “Strongly Agree” to statement with 115 total of mean score, 29 (44%) of respondents answered “Agree” to statement with 116 total of mean score, 11 (13%) of respondents answered “Neutral” to statement with 33 total of mean score, no one respondents answered “Disagree” to statement and also no one respondents answered “Strongly Disagree” to statement. The sum score of the total mean score is 264 (100%). It indicates that the majority of students “Agree” with the digital media used by English lecturers, namely Google Classroom.

The platform c. GF (Google Form), shows that from 63 respondents, 23 (46%) of respondents answered “Strongly Agree” to

statement with 115 total of mean score, 20 (32%) of respondents answered “Agree” to statement with 80 total of mean score, 14 (17%) of respondents answered “Neutral” to statement with 42 total of mean score, 5 (4%) of respondents answered “Disagree” to statement with 10 total of mean score, and 1 (0%) of respondents answered “Strongly Disagree” to statement with 1 total of mean score. The sum score of the total mean score is 248 (100%). It indicates that the majority of students “Strongly Agree” with the digital media used by English lecturers, namely Google Form.

The platform d. WA (WhatsApp), shows that from 63 respondents, 28 (53%) of respondents answered “Strongly Agree” to statement with 140 total of mean score, 22 (33%) of respondents answered “Agree” to statement with 88 total of mean score, 11 (12%) of respondents answered “Neutral” to statement with 33 total of mean score, 2 (2%) of respondents answered “Disagree” to statement with 4 total of mean score, and no one respondent answered “Strongly Disagree” to statement. The sum score of the total mean score is 265 (100%). It indicates that the majority of students “Strongly Agree” with the digital media used by English lecturers, namely WhatsApp.

The platform e. Quizizz, shows that from 63 respondents, 15 (35%) of respondents answered “Strongly Agree” to statement with 75 total of mean score, 19 (35%) of respondents answered “Agree” to statement with 76 total of mean score, 12 (17%) of respondents answered “Neutral” to statement with 36 total of mean score, 11 (10%) of respondents answered

“Disagree” to statement with 22 total of mean score, and 6 (3%) of respondents answered “Strongly Disagree” to statement with 6 total of mean score. The sum score of the total mean score is 215 (100%). It indicates that the majority of students “Agree” with the digital media used by English lecturers, namely Quizizz.

e. Item 5 : In my opinion, this digital media platform provides interaction between my friends and I, and my lecturer and I.

Table IV.5

The result of respondents' answers to the research questionnaires for item 5 are as shown in the following table :

Number of Item	Platforms	Score	F	Total of Mean Score	P (%)
5	a. GM	SA(5)	27	135	52%
		A(4)	22	88	34%
		N(3)	9	27	10%
		DA(2)	4	8	3%
		SD(1)	1	1	0%
	Sum		63	259	100%
	b. GC	SA(5)	10	50	23%
		A(4)	26	104	47%
		N(3)	15	45	20%
		DA(2)	10	20	9%
		SD(1)	2	2	1%
	Sum		63	221	100%
	c. GF	SA(5)	9	45	23%
		A(4)	16	64	32%
		N(3)	19	57	29%
		DA(2)	15	30	15%
		SD(1)	4	4	2%
	Sum		63	200	100%
	d. WA	SA(5)	36	180	65%
		A(4)	19	76	27%
		N(3)	5	15	5%
		DA(2)	3	6	2%
		SD(1)	0	0	0%
	Sum		63	277	100%
		SA(5)	10	50	26%

Number of Item	Platforms	Score	F	Total of Mean Score	P (%)
	e. Quiziz	A(4)	14	56	30%
		N(3)	13	39	21%
		DA(2)	18	36	19%
		SD(1)	8	8	4%
	Sum		63	189	100%

The table IV.5 platform a. GM (Google Meet), shows that from 63 respondents, 27 (52%) of respondents answered “Strongly Agree” to statement with 135 total of mean score, 22 (34%) of respondents answered “Agree” to statement with 88 total of mean score, 9 (10%) of respondents answered “Neutral” to statement with 27 total of mean score, 4 (3%) of respondents answered “Disagree” to statement with 8 total of mean score, and 1 (0%) of respondents answered “Strongly Disagree” to statement with 1 total of mean score. The sum score of the total mean score is 259 (100%). It indicates that the majority of students “Strongly Agree” with the digital media used by English lecturers, namely Google Meet.

The platform b. GC (Google Classroom), shows that from 63 respondents, 10 (23%) of respondents answered “Strongly Agree” to statement with 50 total of mean score, 26 (47%) of respondents answered “Agree” to statement with 104 total of mean score, 15 (20%) of respondents answered “Neutral” to statement with 45 total of mean score, 10 (9%) of respondents answered “Disagree” to statement with 20 total of mean score, and 2 (1%) of respondents answered “Strongly Disagree” to statement with 2 total of mean score. The sum score of the total mean

score is 221 (100%). It indicates that the majority of students “Agree” with the digital media used by English lecturers, namely Google Classroom.

The platform c. GF (Google Form), shows that from 63 respondents, 9 (23%) of respondents answered “Strongly Agree” to statement with 45 total of mean score, 16 (32%) of respondents answered “Agree” to statement with 64 total of mean score, 19 (29%) of respondents answered “Neutral” to statement with 57 total of mean score, 15 (15%) of respondents answered “Disagree” to statement with 30 total of mean score, and 4 (2%) of respondents answered “Strongly Disagree” to statement with 4 total of mean score. The sum score of the total mean score is 200 (100%). It indicates that the majority of students “Neutral” with the digital media used by English lecturers, namely Google Form.

The platform d. WA (WhatsApp), shows that from 63 respondents, 36 (65%) of respondents answered “Strongly Agree” to statement with 180 total of mean score, 19 (27%) of respondents answered “Agree” to statement with 76 total of mean score, 5 (5%) of respondents answered “Neutral” to statement with 15 total of mean score, 3 (2%) of respondents answered “Disagree” to statement with 6 total of mean score, and no one respondent answered “Strongly Disagree” to statement. The sum score of the total mean score is 277 (100%). It indicates that the majority of students “Strongly Agree” with the digital media used by English lecturers, namely WhatsApp.

The platform e. Quizizz, shows that from 63 respondents, 10 (26%) of respondents answered “Strongly Agree” to statement with 50 total of mean score, 14 (30%) of respondents answered “Agree” to statement with 56 total of mean score, 13 (21%) of respondents answered “Neutral” to statement with 39 total of mean score, 18 (19%) of respondents answered “Disagree” to statement with 36 total of mean score, and 8 (4%) of respondents answered “Strongly Disagree” to statement with 8 total of mean score. The sum score of the total mean score is 189 (100%). It indicates that the majority of students “Disagree” with the digital media used by English lecturers, namely Quizizz.

f. Item 6 : I think this digital media platform is economical, because I do not need to go to campus when the lecturer does not come.

Table IV.6

The result of respondents’ answers to the research questionnaires for item 6 are as shown in the following table :

Number of Item	Platforms	Score	F	Total of Mean Score	P (%)
6	a. GM	SA(5)	29	145	58%
		A(4)	15	60	24%
		N(3)	10	30	12%
		DA(2)	6	12	5%
		SD(1)	3	3	1%
	Sum		63	250	100%
	b. GC	SA(5)	26	130	51%
		A(4)	22	88	35%
		N(3)	8	24	9%
		DA(2)	6	12	5%
		SD(1)	1	1	0%
	Sum		63	255	100%
	c. GF	SA(5)	25	125	51%
		A(4)	16	64	26%
		N(3)	14	42	17%

Number of Item	Platforms	Score	F	Total of Mean Score	P (%)
		DA(2)	7	14	6%
		SD(1)	1	1	0%
	Sum		63	246	100%
	d. WA	SA(5)	36	180	65%
		A(4)	19	76	28%
		N(3)	5	15	5%
		DA(2)	1	2	1%
		SD(1)	2	2	1%
	Sum		63	275	100%
	e. Quiziz	SA(5)	17	85	39%
		A(4)	20	80	37%
		N(3)	8	24	11%
		DA(2)	10	20	9%
		SD(1)	8	8	4%
	Sum		63	217	100%

The table IV.6 platform a. GM (Google Meet), shows that from 63 respondents, 29 (58%) of respondents answered “Strongly Agree” to statement with 145 total of mean score, 15 (24%) of respondents answered “Agree” to statement with 60 total of mean score, 10 (12%) of respondents answered “Neutral” to statement with 30 total of mean score, 6 (5%) of respondents answered “Disagree” to statement with 12 total of mean score, and 3 (1%) of respondents answered “Strongly Disagree” to statement with 3 total of mean score. The sum score of the total mean score is 250 (100%). It indicates that the majority of students “Strongly Agree” with the digital media used by English lecturers, namely Google Meet.

The platform b. GC (Google Classroom), shows that from 63 respondents, 26 (51%) of respondents answered “Strongly Agree” to statement with 130 total of mean score, 22 (35%) of respondents answered

“Agree” to statement with 88 total of mean score, 8 (9%) of respondents answered “Neutral” to statement with 24 total of mean score, 6 (5%) of respondents answered “Disagree” to statement with 12 total of mean score, and 1 (0%) of respondents answered “Strongly Disagree” to statement with 1 total of mean score. The sum score of the total mean score is 255 (100%). It indicates that the majority of students “Strongly Agree” with the digital media used by English lecturers, namely Google Classroom.

The platform c. GF (Google Form), shows that from 63 respondents, 25 (51%) of respondents answered “Strongly Agree” to statement with 125 total of mean score, 16 (26%) of respondents answered “Agree” to statement with 64 total of mean score, 14 (17%) of respondents answered “Neutral” to statement with 42 total of mean score, 7 (6%) of respondents answered “Disagree” to statement with 14 total of mean score, and 1 (0%) of respondents answered “Strongly Disagree” to statement with 1 total of mean score. The sum score of the total mean score is 246 (100%). It indicates that the majority of students “Strongly Agree” with the digital media used by English lecturers, namely Google Form.

The platform d. WA (WhatsApp), shows that from 63 respondents, 36 (65%) of respondents answered “Strongly Agree” to statement with 180 total of mean score, 19 (28%) of respondents answered “Agree” to statement with 76 total of mean score, 5 (5%) of respondents answered “Neutral” to statement with 15 total of mean score, 1 (1%) of respondents answered “Disagree” to statement with 2 total of mean score, and 2 (2%)

respondents answered “Strongly Disagree” to statement with 2 total of mean score. The sum score of the total mean score is 275 (100%). It indicates that the majority of students “Strongly Agree” with the digital media used by English lecturers, namely WhatsApp.

The platform e. Quizizz, shows that from 63 respondents, 17 (39%) of respondents answered “Strongly Agree” to statement with 85 total of mean score, 20 (37%) of respondents answered “Agree” to statement with 80 total of mean score, 8 (11%) of respondents answered “Neutral” to statement with 24 total of mean score, 10 (9%) of respondents answered “Disagree” to statement with 20 total of mean score, and 8 (4%) of respondents answered “Strongly Disagree” to statement with 8 total of mean score. The sum score of the total mean score is 217 (100%). It indicates that the majority of students “Agree” with the digital media used by English lecturers, namely Quizizz.

g. Item 7 : I feel I am able to take part in meetings invited via the link in this digital media platform.

Table IV.7

The result of respondents’ answers to the research questionnaires for item 7 are as shown in the following table :

Number of Item	Platforms	Score	F	Total of Mean Score	P (%)
	a. GM	SA(5)	30	150	56%
		A(4)	19	76	28%
		N(3)	13	39	15%
		DA(2)	1	2	1%
		SD(1)	0	0	0%
	Sum		63	267	100%
		SA(5)	26	130	49%
		A(4)	24	96	37%

Number of Item	Platforms	Score	F	Total of Mean Score	P (%)
7	b. GC	N(3)	11	33	13%
		DA(2)	2	4	2%
		SD(1)	0	0	0%
	Sum		63	263	100%
	c. GF	SA(5)	24	120	47%
		A(4)	21	84	33%
		N(3)	14	42	17%
		DA(2)	3	6	2%
		SD(1)	1	1	0%
	Sum		63	253	100%
	d. WA	SA(5)	31	155	60%
		A(4)	17	68	26%
		N(3)	9	27	10%
		DA(2)	3	6	2%
		SD(1)	3	3	1%
	Sum		63	259	100%
	e. Quiziz	SA(5)	24	120	51%
		A(4)	15	60	26%
		N(3)	13	39	17%
		DA(2)	5	10	4%
		SD(1)	6	6	3%
	Sum		63	235	100%

The table IV.7 platform a. GM (Google Meet), shows that from 63 respondents, 30 (56%) of respondents answered “Strongly Agree” to statement with 150 total of mean score, 19 (28%) of respondents answered “Agree” to statement with 76 total of mean score, 13 (15%) of respondents answered “Neutral” to statement with 39 total of mean score, 1 (1%) of respondents answered “Disagree” to statement with 2 total of mean score, and no one respondents answered “Strongly Disagree” to statement. The sum score of the total mean score is 267 (100%). It indicates that the majority of students “Strongly Agree” with the digital media used by English lecturers, namely Google Meet.

The platform b. GC (Google Classroom), shows that from 63 respondents, 26 (49%) of respondents answered “Strongly Agree” to statement with 130 total of mean score, 24 (37%) of respondents answered “Agree” to statement with 96 total of mean score, 11 (13%) of respondents answered “Neutral” to statement with 33 total of mean score, 2 (2%) of respondents answered “Disagree” to statement with 4 total of mean score, and no one respondents answered “Strongly Disagree” to statement. The sum score of the total mean score is 263 (100%). It indicates that the majority of students “Strongly Agree” with the digital media used by English lecturers, namely Google Classroom.

The platform c. GF (Google Form), shows that from 63 respondents, 24 (47%) of respondents answered “Strongly Agree” to statement with 120 total of mean score, 21 (33%) of respondents answered “Agree” to statement with 84 total of mean score, 14 (17%) of respondents answered “Neutral” to statement with 42 total of mean score, 3 (2%) of respondents answered “Disagree” to statement with 6 total of mean score, and 1 (0%) of respondents answered “Strongly Disagree” to statement with 1 total of mean score. The sum score of the total mean score is 253 (100%). It indicates that the majority of students “Strongly Agree” with the digital media used by English lecturers, namely Google Form.

The platform d. WA (WhatsApp), shows that from 63 respondents, 31 (60%) of respondents answered “Strongly Agree” to statement with 155 total of mean score, 17 (26%) of respondents answered “Agree” to

statement with 68 total of mean score, 9 (10%) of respondents answered “Neutral” to statement with 27 total of mean score, 3 (2%) of respondents answered “Disagree” to statement with 6 total of mean score, and 3 (1%) respondents answered “Strongly Disagree” to statement with 3 total of mean score. The sum score of the total mean score is 259 (100%). It indicates that the majority of students “Strongly Agree” with the digital media used by English lecturers, namely WhatsApp.

The platform e. Quizizz, shows that from 63 respondents, 24 (51%) of respondents answered “Strongly Agree” to statement with 120 total of mean score, 15 (26%) of respondents answered “Agree” to statement with 60 total of mean score, 13 (17%) of respondents answered “Neutral” to statement with 39 total of mean score, 5 (4%) of respondents answered “Disagree” to statement with 10 total of mean score, and 6 (3%) of respondents answered “Strongly Disagree” to statement with 6 total of mean score. The sum score of the total mean score is 235 (100%). It indicates that the majority of students “Strongly Agree” with the digital media used by English lecturers, namely Quizizz.

h. Item 8 : In my opinion, I can use this digital media platform well.

Table IV.8

The result of respondents' answers to the research questionnaires for item 8 are as shown in the following table :

Number of Item	Platforms	Score	F	Total of Mean Score	P (%)
8	a. GM	SA(5)	25	125	48%
		A(4)	22	88	34%
		N(3)	14	42	16%
		DA(2)	2	4	2%
		SD(1)	0	0	0%
	Sum		63	259	100%
	b. GC	SA(5)	29	145	56%
		A(4)	16	64	25%
		N(3)	15	45	17%
		DA(2)	3	6	2%
		SD(1)	0	0	0%
	Sum		63	260	100%
	c. GF	SA(5)	22	110	43%
		A(4)	25	100	39%
		N(3)	14	42	16%
		DA(2)	2	4	2%
		SD(1)	0	0	0%
	Sum		63	256	100%
	d. WA	SA(5)	34	170	63%
		A(4)	18	72	26%
		N(3)	9	27	10%
		DA(2)	1	2	1%
		SD(1)	1	1	0%
	Sum		63	272	100%
	e. Quiziz	SA(5)	19	95	44%
		A(4)	10	40	18%
		N(3)	20	60	28%
		DA(2)	8	16	7%
		SD(1)	6	6	3%
	Sum		63	217	100%

The table IV.8 platform a. GM (Google Meet), shows that from 63 respondents, 25 (48%) of respondents answered “Strongly Agree” to statement with 125 total of mean score, 22 (34%) of respondents answered

“Agree” to statement with 88 total of mean score, 14 (16%) of respondents answered “Neutral” to statement with 42 total of mean score, 2 (2%) of respondents answered “Disagree” to statement with 4 total of mean score, and no one respondents answered “Strongly Disagree” to statement. The sum score of the total mean score is 259 (100%). It indicates that the majority of students “Strongly Agree” with the digital media used by English lecturers, namely Google Meet.

The platform b. GC (Google Classroom), shows that from 63 respondents, 29 (56%) of respondents answered “Strongly Agree” to statement with 145 total of mean score, 16 (25%) of respondents answered “Agree” to statement with 64 total of mean score, 15 (17%) of respondents answered “Neutral” to statement with 45 total of mean score, 3 (2%) of respondents answered “Disagree” to statement with 6 total of mean score, and no one respondents answered “Strongly Disagree” to statement. The sum score of the total mean score is 260 (100%). It indicates that the majority of students “Strongly Agree” with the digital media used by English lecturers, namely Google Classroom.

The platform c. GF (Google Form), shows that from 63 respondents, 22 (43%) of respondents answered “Strongly Agree” to statement with 110 total of mean score, 25 (39%) of respondents answered “Agree” to statement with 100 total of mean score, 14 (16%) of respondents answered “Neutral” to statement with 42 total of mean score, 2 (2%) of respondents answered “Disagree” to statement with 4 total of

mean score, and no one respondents answered “Strongly Disagree” to statement. The sum score of the total mean score is 256 (100%). It indicates that the majority of students “Agree” with the digital media used by English lecturers, namely Google Form.

The platform d. WA (WhatsApp), shows that from 63 respondents, 34 (63%) of respondents answered “Strongly Agree” to statement with 170 total of mean score, 18 (26%) of respondents answered “Agree” to statement with 72 total of mean score, 9 (10%) of respondents answered “Neutral” to statement with 27 total of mean score, 1 (2%) of respondents answered “Disagree” to statement with 1 total of mean score, and 1 (0%) respondents answered “Strongly Disagree” to statement with 1 total of mean score. The sum score of the total mean score is 272 (100%). It indicates that the majority of students “Strongly Agree” with the digital media used by English lecturers, namely WhatsApp.

The platform e. Quizizz, shows that from 63 respondents, 19 (44%) of respondents answered “Strongly Agree” to statement with 95 total of mean score, 10 (18%) of respondents answered “Agree” to statement with 40 total of mean score, 20 (28%) of respondents answered “Neutral” to statement with 60 total of mean score, 8 (7%) of respondents answered “Disagree” to statement with 16 total of mean score, and 6 (3%) of respondents answered “Strongly Disagree” to statement with 6 total of mean score. The sum score of the total mean score is 217 (100%). It

indicates that the majority of students “Neutral” with the digital media used by English lecturers, namely Quizizz.

i. Item 9 : In my opinion, I can include my assignments with various features of this digital media platform.

Table IV.9

The result of respondents’ answers to the research questionnaires for item 9 are as shown in the following table :

Number of Item	Platforms	Score	F	Total of Mean Score	P (%)
9	a. GM	SA(5)	16	80	35%
		A(4)	22	88	38%
		N(3)	16	48	21%
		DA(2)	6	12	5%
		SD(1)	3	3	1%
	Sum		63	231	100%
	b. GC	SA(5)	25	125	48%
		A(4)	25	100	38%
		N(3)	10	30	11%
		DA(2)	3	6	2%
		SD(1)	0	0	0%
	Sum		63	261	100%
	c. GF	SA(5)	17	85	36%
		A(4)	24	96	41%
		N(3)	14	42	18%
		DA(2)	4	8	3%
		SD(1)	4	4	2%
	Sum		63	235	100%
	d. WA	SA(5)	27	135	52%
		A(4)	20	80	31%
		N(3)	14	42	16%
		DA(2)	1	2	1%
		SD(1)	1	1	0%
	Sum		63	260	100%
	e. Quiziz	SA(5)	13	65	34%
		A(4)	13	52	27%
		N(3)	14	42	22%
		DA(2)	11	22	11%
		SD(1)	12	12	6%
	Sum		63	193	100%

The table IV.9 platform a. GM (Google Meet), shows that from 63 respondents, 16 (35%) of respondents answered “Strongly Agree” to statement with 80 total of mean score, 22 (38%) of respondents answered “Agree” to statement with 88 total of mean score, 16 (21%) of respondents answered “Neutral” to statement with 48 total of mean score, 6 (5%) of respondents answered “Disagree” to statement with 12 total of mean score, and 3 (3%) of respondents answered “Strongly Disagree” to statement with 3 total of mean score. The sum score of the total mean score is 231 (100%). It indicates that the majority of students “Agree” with the digital media used by English lecturers, namely Google Meet.

The platform b. GC (Google Classroom), shows that from 63 respondents, 25 (48%) of respondents answered “Strongly Agree” to statement with 125 total of mean score, 25 (38%) of respondents answered “Agree” to statement with 100 total of mean score, 10 (11%) of respondents answered “Neutral” to statement with 30 total of mean score, 3 (2%) of respondents answered “Disagree” to statement with 6 total of mean score, and no one respondents answered “Strongly Disagree” to statement. The sum score of the total mean score is 261 (100%). It indicates that the majority of students “Strongly Agree” with the digital media used by English lecturers, namely Google Classroom.

The platform c. GF (Google Form), shows that from 63 respondents, 17 (36%) of respondents answered “Strongly Agree” to statement with 85 total of mean score, 24 (41%) of respondents answered

“Agree” to statement with 96 total of mean score, 14 (18%) of respondents answered “Neutral” to statement with 42 total of mean score, 4 (3%) of respondents answered “Disagree” to statement with 8 total of mean score, and 4 (4%) of respondents answered “Strongly Disagree” to statement with 4 total of mean score. The sum score of the total mean score is 235 (100%). It indicates that the majority of students “Agree” with the digital media used by English lecturers, namely Google Form.

The platform d. WA (WhatsApp), shows that from 63 respondents, 27 (52%) of respondents answered “Strongly Agree” to statement with 135 total of mean score, 20 (31%) of respondents answered “Agree” to statement with 80 total of mean score, 14 (16%) of respondents answered “Neutral” to statement with 42 total of mean score, 1 (1%) of respondents answered “Disagree” to statement with 2 total of mean score, and 1 (0%) respondents answered “Strongly Disagree” to statement with 1 total of mean score. The sum score of the total mean score is 260 (100%). It indicates that the majority of students “Strongly Agree” with the digital media used by English lecturers, namely WhatsApp.

The platform e. Quizizz, shows that from 63 respondents, 13 (34%) of respondents answered “Strongly Agree” to statement with 65 total of mean score, 13 (27%) of respondents answered “Agree” to statement with 52 total of mean score, 14 (22%) of respondents answered “Neutral” to statement with 42 total of mean score, 11 (11%) of respondents answered

“Disagree” to statement with 22 total of mean score, and 12 (6%) of respondents answered “Strongly Disagree” to statement with 12 total of mean score. The sum score of the total mean score is 193 (100%). It indicates that the majority of students “Strongly Agree” with the digital media used by English lecturers, namely Quizizz.

j. Item 10 : In my opinion, I can find learning materials and assignments on this digital media platform.

Table IV.10

The result of respondents' answers to the research questionnaires for item 10 are as shown in the following table :

Number of Item	Platforms	Score	F	Total of Mean Score	P (%)
10	a. GM	SA(5)	9	45	21%
		A(4)	22	88	41%
		N(3)	21	63	30%
		DA(2)	6	12	6%
		SD(1)	5	5	2%
	Sum		63	213	100%
	b. GC	SA(5)	22	110	43%
		A(4)	25	100	39%
		N(3)	13	39	15%
		DA(2)	3	6	2%
		SD(1)	0	0	0%
	Sum		63	255	100%
	c. GF	SA(5)	12	60	27%
		A(4)	21	84	38%
		N(3)	20	60	27%
		DA(2)	10	20	9%
		SD(1)	0	0	0%
	Sum		63	224	100%
	d. WA	SA(5)	21	105	42%
		A(4)	25	100	40%
		N(3)	14	42	17%
		DA(2)	1	2	1%
		SD(1)	2	2	1%
	Sum		63	251	100%
		SA(5)	11	55	29%

Number of Item	Platforms	Score	F	Total of Mean Score	P (%)
	e. Quiziz	A(4)	11	44	23%
		N(3)	20	60	31%
		DA(2)	11	22	12%
		SD(1)	10	10	5%
	Sum		63	191	100%

The table IV.10 platform a. GM (Google Meet), shows that from 63 respondents, 9 (21%) of respondents answered “Strongly Agree” to statement with 45 total of mean score, 22 (41%) of respondents answered “Agree” to statement with 88 total of mean score, 2` (30%) of respondents answered “Neutral” to statement with 63 total of mean score, 6 (6%) of respondents answered “Disagree” to statement with 12 total of mean score, and 5 (2%) of respondents answered “Strongly Disagree” to statement with 5 total of mean score. The sum score of the total mean score is 231 (100%). It indicates that the majority of students “Agree” with the digital media used by English lecturers, namely Google Meet.

The platform b. GC (Google Classroom), shows that from 63 respondents, 22 (43%) of respondents answered “Strongly Agree” to statement with 110 total of mean score, 25 (39%) of respondents answered “Agree” to statement with 100 total of mean score, 13 (15%) of respondents answered “Neutral” to statement with 39 total of mean score, 3 (2%) of respondents answered “Disagree” to statement with 6 total of mean score, and no one respondents answered “Strongly Disagree” to statement. The sum score of the total mean score is 255 (100%). It

indicates that the majority of students “Agree” with the digital media used by English lecturers, namely Google Classroom.

The platform c. GF (Google Form), shows that from 63 respondents, 12 (27%) of respondents answered “Strongly Agree” to statement with 60 total of mean score, 21 (38%) of respondents answered “Agree” to statement with 84 total of mean score, 20 (27%) of respondents answered “Neutral” to statement with 60 total of mean score, 10 (9%) of respondents answered “Disagree” to statement with 20 total of mean score, and no one respondents answered “Strongly Disagree” to statement. The sum score of the total mean score is 224 (100%). It indicates that the majority of students “Agree” with the digital media used by English lecturers, namely Google Form.

The platform d. WA (WhatsApp), shows that from 63 respondents, 21 (42%) of respondents answered “Strongly Agree” to statement with 105 total of mean score, 25 (40%) of respondents answered “Agree” to statement with 100 total of mean score, 14 (17%) of respondents answered “Neutral” to statement with 42 total of mean score, 1 (1%) of respondents answered “Disagree” to statement with 2 total of mean score, and 2 (1%) respondents answered “Strongly Disagree” to statement with 2 total of mean score. The sum score of the total mean score is 251 (100%). It indicates that the majority of students “Agree” with the digital media used by English lecturers, namely WhatsApp.

The platform e. Quizizz, shows that from 63 respondents, 11 (29%) of respondents answered “Strongly Agree” to statement with 55 total of mean score, 11 (23%) of respondents answered “Agree” to statement with 44 total of mean score, 20 (31%) of respondents answered “Neutral” to statement with 60 total of mean score, 11 (12%) of respondents answered “Disagree” to statement with 22 total of mean score and 10 (5%) of respondents answered “Strongly Disagree” to statement with 10 total of mean score. The sum score of the total mean score is 191 (100%). It indicates that the majority of students “Neutral” with the digital media used by English lecturers, namely Quizizz.

k. Item 11 : I feel, I can create new meetings using this digital media platform.

Table IV.11

The result of respondents’ answers to the research questionnaires for item 11 are as shown in the following table :

Number of Item	Platforms	Score	F	Total of Mean Score	P (%)
11	a. GM	SA(5)	28	140	52%
		A(4)	25	100	37%
		N(3)	10	30	11%
		DA(2)	0	0	0%
		SD(1)	0	0	0%
	Sum		63	270	100%
	b. GC	SA(5)	14	56	25%
		A(4)	28	112	50%
		N(3)	16	48	21%
		DA(2)	4	8	4%
		SD(1)	1	1	0%
	Sum		63	225	100%
	c. GF	SA(5)	12	60	33%
		A(4)	24	48	27%
		N(3)	22	66	36%

Number of Item	Platforms	Score	F	Total of Mean Score	P (%)
		DA(2)	2	4	2%
		SD(1)	3	3	2%
	Sum		63	181	100%
	d. WA	SA(5)	24	120	47%
		A(4)	23	92	36%
		N(3)	14	42	16%
		DA(2)	0	0	0%
		SD(1)	2	2	1%
	Sum		63	256	100%
	e. Quiziz	SA(5)	11	55	27%
		A(4)	15	60	30%
		N(3)	21	63	31%
		DA(2)	9	18	9%
		SD(1)	7	7	3%
	Sum		63	203	100%

The table IV.11 platform a. GM (Google Meet), shows that from 63 respondents, 28 (52%) of respondents answered “Strongly Agree” to statement with 140 total of mean score, 25 (37%) of respondents answered “Agree” to statement with 100 total of mean score, 10 (11%) of respondents answered “Neutral” to statement with 30 total of mean score, no one respondents answered “Disagree” to statement and also no one respondents answered “Strongly Disagree” to statement. The sum score of the total mean score is 270 (100%). It indicates that the majority of students “Strongly Agree” with the digital media used by English lecturers, namely Google Meet.

The platform b. GC (Google Classroom), shows that from 63 respondents, 14 (25%) of respondents answered “Strongly Agree” to statement with 56 total of mean score, 28 (50%) of respondents answered

“Agree” to statement with 112 total of mean score, 16 (21%) of respondents answered “Neutral” to statement with 48 total of mean score, 4 (4%) of respondents answered “Disagree” to statement with 8 total of mean score, and 1 (0%) of respondents answered “Strongly Disagree” to statement with 1 total of mean score. The sum score of the total mean score is 225 (100%). It indicates that the majority of students “Agree” with the digital media used by English lecturers, namely Google Classroom.

The platform c. GF (Google Form), shows that from 63 respondents, 12 (33%) of respondents answered “Strongly Agree” to statement with 60 total of mean score, 24 (27%) of respondents answered “Agree” to statement with 48 total of mean score, 22 (36%) of respondents answered “Neutral” to statement with 66 total of mean score, 2 (2%) of respondents answered “Disagree” to statement with 4 total of mean score, and 3 (2%) of respondents answered “Strongly Disagree” to statement with 3 total of mean score. The sum score of the total mean score is 181 (100%). It indicates that the majority of students “Agree” with the digital media used by English lecturers, namely Google Form.

The platform d. WA (WhatsApp), shows that from 63 respondents, 24 (47%) of respondents answered “Strongly Agree” to statement with 120 total of mean score, 23 (36%) of respondents answered “Agree” to statement with 92 total of mean score, 14 (16%) of respondents answered “Neutral” to statement with 42 total of mean score, no one respondents answered “Disagree” to statement and 2 (1%) respondents answered

“Strongly Disagree” to statement with 2 total of mean score. The sum score of the total mean score is 256 (100%). It indicates that the majority of students “Strongly Agree” with the digital media used by English lecturers, namely WhatsApp.

The platform e. Quizizz, shows that from 63 respondents, 11 (27%) of respondents answered “Strongly Agree” to statement with 55 total of mean score, 15 (30%) of respondents answered “Agree” to statement with 60 total of mean score, 21 (31%) of respondents answered “Neutral” to statement with 63 total of mean score, 9 (9%) of respondents answered “Disagree” to statement with 18 total of mean score and 7 (3%) of respondents answered “Strongly Disagree” to statement with 7 total of mean score. The sum score of the total mean score is 203 (100%). It indicates that the majority of students “Neutral” with the digital media used by English lecturers, namely Quizizz.

l. Item 12 : In my opinion, I can see the lecturer's input, my grades on the assignments I have done through this digital media platform.

Table IV.12

The result of respondents' answers to the research questionnaires for item 12 are as shown in the following table :

Number of Item	Platforms	Score	F	Total of Mean Score	P (%)
	a. GM	SA(5)	17	85	41%
		A(4)	13	52	25%
		N(3)	14	42	20%
		DA(2)	11	22	11%
		SD(1)	8	8	4%
	Sum		63	209	100%
		SA(5)	29	145	55%
		A(4)	19	76	29%

Number of Item	Platforms	Score	F	Total of Mean Score	P (%)
12	b. GC	N(3)	12	36	14%
		DA(2)	3	6	2%
		SD(1)	0	0	0%
	Sum		63	263	100%
	c. GF	SA(5)	23	115	47%
		A(4)	18	72	29%
		N(3)	15	45	18%
		DA(2)	7	14	6%
		SD(1)	0	0	0%
	Sum		63	246	100%
	d. WA	SA(5)	23	115	47%
		A(4)	18	72	30%
		N(3)	14	42	17%
		DA(2)	7	14	6%
		SD(1)	1	1	0%
	Sum		63	244	100%
	e. Quiziz	SA(5)	24	120	54%
		A(4)	13	52	23%
		N(3)	8	24	11%
		DA(2)	8	16	7%
		SD(1)	10	10	5%
	Sum		63	222	100%

The table IV.12 platform a. GM (Google Meet), shows that from 63 respondents, 17 (41%) of respondents answered “Strongly Agree” to statement with 85 total of mean score, 13 (25%) of respondents answered “Agree” to statement with 52 total of mean score, 14 (20%) of respondents answered “Neutral” to statement with 42 total of mean score, 11 (11%) of respondents answered “Disagree” to statement with 22 total of mean score and 8 (4%) of respondents answered “Strongly Disagree” to statement with 8 total of mean score. The sum score of the total mean score is 209 (100%). It indicates that the majority of students “Strongly Agree” with the digital media used by English lecturers, namely Google Meet.

The platform b. GC (Google Classroom), shows that from 63 respondents, 29 (55%) of respondents answered “Strongly Agree” to statement with 145 total of mean score, 19 (29%) of respondents answered “Agree” to statement with 76 total of mean score, 12 (14%) of respondents answered “Neutral” to statement with 36 total of mean score, 3 (2%) of respondents answered “Disagree” to statement with 6 total of mean score and no one respondents answered “Strongly Disagree” to statement. The sum score of the total mean score is 263 (100%). It indicates that the majority of students “Strongly Agree” with the digital media used by English lecturers, namely Google Classroom.

The platform c. GF (Google Form), shows that from 63 respondents, 23 (47%) of respondents answered “Strongly Agree” to statement with 115 total of mean score, 18 (29%) of respondents answered “Agree” to statement with 72 total of mean score, 15 (18%) of respondents answered “Neutral” to statement with 45 total of mean score, 7 (6%) of respondents answered “Disagree” to statement with 14 total of mean score and no one respondents answered “Strongly Disagree” to statement. The sum score of the total mean score is 246 (100%). It indicates that the majority of students “Strongly Agree” with the digital media used by English lecturers, namely Google Form.

The platform d. WA (WhatsApp), shows that from 63 respondents, 23 (47%) of respondents answered “Strongly Agree” to statement with 115 total of mean score, 18 (30%) of respondents answered “Agree” to

statement with 72 total of mean score, 14 (17%) of respondents answered “Neutral” to statement with 42 total of mean score, 7 (0%) respondents answered “Disagree” to statement with 14 total of mean score and 1 (0%) respondents answered “Strongly Disagree” to statement with 1 total of mean score. The sum score of the total mean score is 244 (100%). It indicates that the majority of students “Strongly Agree” with the digital media used by English lecturers, namely WhatsApp.

The platform e. Quizizz, shows that from 63 respondents, 24 (54%) of respondents answered “Strongly Agree” to statement with 120 total of mean score, 13 (23%) of respondents answered “Agree” to statement with 52 total of mean score, 8 (11%) of respondents answered “Neutral” to statement with 24 total of mean score, 8 (7%) of respondents answered “Disagree” to statement with 16 total of mean score and 10 (5%) of respondents answered “Strongly Disagree” to statement with 10 total of mean score. The sum score of the total mean score is 222 (100%). It indicates that the majority of students “Strongly Agree” with the digital media used by English lecturers, namely Quizizz.

m. Item 13 : In class participation, I am able to provide learning media for my self and for my friends on this digital media platform.

Table IV.13

The result of respondents' answers to the research questionnaires for item 13 are as shown in the following table :

Number of Item	Platforms	Score	F	Total of Mean Score	P (%)
13	a. GM	SA(5)	21	105	43%
		A(4)	23	92	37%
		N(3)	13	39	16%
		DA(2)	4	8	3%
		SD(1)	2	2	1%
	Sum		63	246	100%
	b. GC	SA(5)	14	70	31%
		A(4)	21	84	37%
		N(3)	22	66	29%
		DA(2)	3	6	3%
		SD(1)	3	3	1%
	Sum		63	229	100%
	c. GF	SA(5)	17	85	37%
		A(4)	17	68	30%
		N(3)	22	66	29%
		DA(2)	4	8	3%
		SD(1)	3	3	1%
	Sum		63	230	100%
	d. WA	SA(5)	22	110	44%
		A(4)	20	80	32%
		N(3)	18	54	22%
		DA(2)	1	2	1%
		SD(1)	2	2	1%
	Sum		63	248	100%
	e. Quiziz	SA(5)	21	105	50%
		A(4)	9	36	17%
		N(3)	13	39	18%
		DA(2)	11	22	10%
		SD(1)	9	9	4%
	Sum		63	211	100%

The table IV.13 platform a. GM (Google Meet), shows that from 63 respondents, 21 (43%) of respondents answered “Strongly Agree” to statement with 105 total of mean score, 23 (37%) of respondents answered “Agree” to statement with 92 total of mean score, 13 (16%) of respondents answered “Neutral” to statement with 39 total of mean score, 4 (3%) of respondents answered “Disagree” to statement with 8 total of mean score and 2 (1%) of respondents answered “Strongly Disagree” to statement with 2 total of mean score. The sum score of the total mean score is 246 (100%). It indicates that the majority of students “Agree” with the digital media used by English lecturers, namely Google Meet.

The platform b. GC (Google Classroom), shows that from 63 respondents, 14 (31%) of respondents answered “Strongly Agree” to statement with 70 total of mean score, 21 (37%) of respondents answered “Agree” to statement with 84 total of mean score, 22 (29%) of respondents answered “Neutral” to statement with 66 total of mean score, 3 (3%) of respondents answered “Disagree” to statement with 6 total of mean score and 3 (1%) of respondents answered “Strongly Disagree” to statement with 3 total of mean score. The sum score of the total mean score is 229 (100%). It indicates that the majority of students “Neutral” with the digital media used by English lecturers, namely Google Classroom.

The platform c. GF (Google Form), shows that from 63 respondents, 17 (37%) of respondents answered “Strongly Agree” to statement with 85 total of mean score, 17 (30%) of respondents answered

“Agree” to statement with 68 total of mean score, 22 (29%) of respondents answered “Neutral” to statement with 66 total of mean score, 4 (3%) of respondents answered “Disagree” to statement with 8 total of mean score and 3 (1%) of respondents answered “Strongly Disagree” to statement with 3 total of mean score. The sum score of the total mean score is 230 (100%). It indicates that the majority of students “Neutral” with the digital media used by English lecturers, namely Google Form.

The platform d. WA (WhatsApp), shows that from 63 respondents, 22 (44%) of respondents answered “Strongly Agree” to statement with 110 total of mean score, 20 (32%) of respondents answered “Agree” to statement with 80 total of mean score, 18 (22%) of respondents answered “Neutral” to statement with 54 total of mean score, 1 (1%) respondents answered “Disagree” to statement with 2 total of mean score and 2 (1%) respondents answered “Strongly Disagree” to statement with 2 total of mean score. The sum score of the total mean score is 248 (100%). It indicates that the majority of students “Strongly Agree” with the digital media used by English lecturers, namely WhatsApp.

The platform e. Quizizz, shows that from 63 respondents, 21 (50%) of respondents answered “Strongly Agree” to statement with 105 total of mean score, 9 (17%) of respondents answered “Agree” to statement with 36 total of mean score, 13 (18%) of respondents answered “Neutral” to statement with 39 total of mean score, 11 (10%) of respondents answered “Disagree” to statement with 22 total of mean score and 9 (4%) of

respondents answered “Strongly Disagree” to statement with 9 total of mean score. The sum score of the total mean score is 211 (100%). It indicates that the majority of students “Strongly Agree” with the digital media used by English lecturers, namely Quizizz.

n. Item 14 : In my opinion, I learn more independently by using this digital media platform.

Table IV.14

The result of respondents’ answers to the research questionnaires for item 14 are as shown in the following table :

Number of Item	Platforms	Score	F	Total of Mean Score	P (%)
14	a. GM	SA(5)	17	85	37%
		A(4)	20	80	34%
		N(3)	18	54	23%
		DA(2)	5	10	4%
		SD(1)	3	3	1%
	Sum		63	232	100%
	b. GC	SA(5)	24	120	47%
		A(4)	23	92	36%
		N(3)	11	33	13%
		DA(2)	4	8	3%
		SD(1)	1	1	0%
	Sum		63	254	100%
	c. GF	SA(5)	17	85	35%
		A(4)	25	100	42%
		N(3)	15	45	19%
		DA(2)	4	8	3%
		SD(1)	2	2	1%
	Sum		63	240	100%
	d. WA	SA(5)	19	95	39%
		A(4)	26	104	42%
		N(3)	13	39	16%
		DA(2)	3	6	2%
		SD(1)	2	2	1%
	Sum		63	246	100%
		SA(5)	16	80	38%
		A(4)	19	76	36%

Number of Item	Platforms	Score	F	Total of Mean Score	P (%)
	e. Quiziz	N(3)	9	27	13%
		DA(2)	8	16	8%
		SD(1)	11	11	5%
	Sum		63	210	100%

The table IV.14 platform a. GM (Google Meet), shows that from 63 respondents, 17 (37%) of respondents answered “Strongly Agree” to statement with 85 total of mean score, 20 (34%) of respondents answered “Agree” to statement with 80 total of mean score, 18 (23%) of respondents answered “Neutral” to statement with 54 total of mean score, 5 (4%) of respondents answered “Disagree” to statement with 10 total of mean score and 3 (1%) of respondents answered “Strongly Disagree” to statement with 3 total of mean score. The sum score of the total mean score is 232 (100%). It indicates that the majority of students “Agree” with the digital media used by English lecturers, namely Google Meet.

The platform b. GC (Google Classroom), shows that from 63 respondents, 24 (47%) of respondents answered “Strongly Agree” to statement with 120 total of mean score, 23 (36%) of respondents answered “Agree” to statement with 92 total of mean score, 11 (13%) of respondents answered “Neutral” to statement with 33 total of mean score, 4 (3%) of respondents answered “Disagree” to statement with 8 total of mean score and 1 (0%) of respondents answered “Strongly Disagree” to statement with 1 total of mean score. The sum score of the total mean score is 254

(100%). It indicates that the majority of students “Strongly Agree” with the digital media used by English lecturers, namely Google Classroom.

The platform c. GF (Google Form), shows that from 63 respondents, 17 (35%) of respondents answered “Strongly Agree” to statement with 85 total of mean score, 25 (42%) of respondents answered “Agree” to statement with 100 total of mean score, 15 (19%) of respondents answered “Neutral” to statement with 45 total of mean score, 4 (3%) of respondents answered “Disagree” to statement with 8 total of mean score and 2 (1%) of respondents answered “Strongly Disagree” to statement with 2 total of mean score. The sum score of the total mean score is 240 (100%). It indicates that the majority of students “Agree” with the digital media used by English lecturers, namely Google Form.

The platform d. WA (WhatsApp), shows that from 63 respondents, 19 (39%) of respondents answered “Strongly Agree” to statement with 95 total of mean score, 26 (42%) of respondents answered “Agree” to statement with 104 total of mean score, 13 (16%) of respondents answered “Neutral” to statement with 39 total of mean score, 3 (2%) respondents answered “Disagree” to statement with 6 total of mean score and 2 (1%) respondents answered “Strongly Disagree” to statement with 2 total of mean score. The sum score of the total mean score is 246 (100%). It indicates that the majority of students “Agree” with the digital media used by English lecturers, namely WhatsApp.

The platform e. Quizizz, shows that from 63 respondents, 16 (38%) of respondents answered “Strongly Agree” to statement with 80 total of mean score, 19 (36%) of respondents answered “Agree” to statement with 76 total of mean score, 9 (13%) of respondents answered “Neutral” to statement with 27 total of mean score, 8 (8%) of respondents answered “Disagree” to statement with 16 total of mean score and 11 (5%) of respondents answered “Strongly Disagree” to statement with 11 total of mean score. The sum score of the total mean score is 210 (100%). It indicates that the majority of students “Agree” with the digital media used by English lecturers, namely Quizizz.

o. Item 15 : In my opinion, this digital learning media platform is easy to access from handphone and laptop.

Table IV.15

The result of respondents’ answers to the research questionnaires for item 15 are as shown in the following table :

Number of Item	Platforms	Score	F	Total of Mean Score	P (%)
15	a. GM	SA(5)	37	185	67%
		A(4)	15	60	22%
		N(3)	8	24	9%
		DA(2)	3	6	2%
		SD(1)	0	0	0%
	Sum		63	275	100%
	b. GC	SA(5)	33	165	61%
		A(4)	17	68	25%
		N(3)	13	39	14%
		DA(2)	0	0	0%
		SD(1)	0	0	0%
	Sum		63	272	100%
	c. GF	SA(5)	33	165	62%
		A(4)	14	56	21%
		N(3)	15	45	17%

Number of Item	Platforms	Score	F	Total of Mean Score	P (%)
		DA(2)	1	2	1%
		SD(1)	0	0	0%
	Sum		63	268	100%
	d. WA	SA(5)	36	180	66%
		A(4)	11	44	16%
		N(3)	15	45	17%
		DA(2)	1	2	1%
		SD(1)	0	0	0%
	Sum		63	271	100%
	e. Quiziz	SA(5)	32	160	70%
		A(4)	7	28	12%
		N(3)	5	15	7%
		DA(2)	7	14	6%
		SD(1)	12	12	5%
	Sum		63	229	100%

The table IV.15 platform a. GM (Google Meet), shows that from 63 respondents, 37 (67%) of respondents answered “Strongly Agree” to statement with 185 total of mean score, 15 (22%) of respondents answered “Agree” to statement with 60 total of mean score, 8 (9%) of respondents answered “Neutral” to statement with 24 total of mean score, 3 (2%) of respondents answered “Disagree” to statement with 6 total of mean score and no one respondents answered “Strongly Disagree” to statement. The sum score of the total mean score is 275 (100%). It indicates that the majority of students “Strongly Agree” with the digital media used by English lecturers, namely Google Meet.

The platform b. GC (Google Classroom), shows that from 63 respondents, 33 (61%) of respondents answered “Strongly Agree” to statement with 165 total of mean score, 17 (25%) of respondents answered “Agree” to statement with 68 total of mean score, 13 (14%) of respondents

answered “Neutral” to statement with 39 total of mean score, no one respondents answered “Disagree” to statement and also no one respondents answered “Strongly Disagree” to statement. The sum score of the total mean score is 272 (100%). It indicates that the majority of students “Strongly Agree” with the digital media used by English lecturers, namely Google Classroom.

The platform c. GF (Google Form), shows that from 63 respondents, 33 (62%) of respondents answered “Strongly Agree” to statement with 165 total of mean score, 14 (21%) of respondents answered “Agree” to statement with 56 total of mean score, 15 (17%) of respondents answered “Neutral” to statement with 45 total of mean score, 1 (1%) of respondents answered “Disagree” to statement with 2 total of mean score and no one respondents answered “Strongly Disagree” to statement. The sum score of the total mean score is 268 (100%). It indicates that the majority of students “Strongly Agree” with the digital media used by English lecturers, namely Google Form.

The platform d. WA (WhatsApp), shows that from 63 respondents, 36 (66%) of respondents answered “Strongly Agree” to statement with 180 total of mean score, 11 (16%) of respondents answered “Agree” to statement with 44 total of mean score, 15 (17%) of respondents answered “Neutral” to statement with 45 total of mean score, 1 (1%) respondents answered “Disagree” to statement with 2 total of mean score and no one respondents answered “Strongly Disagree” to statement. The sum score of

the total mean score is 271 (100%). It indicates that the majority of students “Strongly Agree” with the digital media used by English lecturers, namely WhatsApp.

The platform e. Quizizz, shows that from 63 respondents, 32 (70%) of respondents answered “Strongly Agree” to statement with 160 total of mean score, 7 (12%) of respondents answered “Agree” to statement with 28 total of mean score, 5 (7%) of respondents answered “Neutral” to statement with 15 total of mean score, 7 (6%) of respondents answered “Disagree” to statement with 14 total of mean score and 12 (5%) of respondents answered “Strongly Disagree” to statement with 12 total of mean score. The sum score of the total mean score is 229 (100%). It indicates that the majority of students “Strongly Agree” with the digital media used by English lecturers, namely Quizizz.

p. Item 16 : In my opinion, this digital media platform is easy for lecturers and students to update while studying.

Table IV.16

The result of respondents' answers to the research questionnaires for item 16 are as shown in the following table :

Number of Item	Platforms	Score	F	Total of Mean Score	P (%)
16	a. GM	SA(5)	14	70	30%
		A(4)	26	104	44%
		N(3)	17	51	22%
		DA(2)	6	12	5%
		SD(1)	0	0	0%
	Sum		63	237	100%
	b. GC	SA(5)	18	90	36%
		A(4)	28	112	45%
		N(3)	14	42	17%
		DA(2)	3	6	2%
		SD(1)	0	0	0%
	Sum		63	250	100%
	c. GF	SA(5)	16	80	33%
		A(4)	30	120	49%
		N(3)	13	39	16%
		DA(2)	3	6	2%
		SD(1)	1	1	0%
	Sum		63	246	100%
	d. WA	SA(5)	22	110	43%
		A(4)	25	100	39%
		N(3)	13	39	15%
		DA(2)	3	6	2%
		SD(1)	0	0	0%
	Sum		63	255	100%
	e. Quiziz	SA(5)	17	85	39%
		A(4)	15	60	27%
		N(3)	17	51	23%
		DA(2)	10	20	9%
		SD(1)	4	4	2%
	Sum		63	220	100%

The table IV.16 platform a. GM (Google Meet), shows that from 63 respondents, 14 (30%) of respondents answered “Strongly Agree” to statement with 70 total of mean score, 26 (44%) of respondents answered “Agree” to statement with 104 total of mean score, 17 (22%) of respondents answered “Neutral” to statement with 51 total of mean score, 6 (5%) of respondents answered “Disagree” to statement with 12 total of mean score and no one respondents answered “Strongly Disagree” to statement. The sum score of the total mean score is 237 (100%). It indicates that the majority of students “Agree” with the digital media used by English lecturers, namely Google Meet.

The platform b. GC (Google Classroom), shows that from 63 respondents, 18 (36%) of respondents answered “Strongly Agree” to statement with 90 total of mean score, 28 (45%) of respondents answered “Agree” to statement with 112 total of mean score, 14 (17%) of respondents answered “Neutral” to statement with 42 total of mean score, 3 (2%) of respondents answered “Disagree” to statement with 6 total of mean score and no one respondents answered “Strongly Disagree” to statement. The sum score of the total mean score is 250 (100%). It indicates that the majority of students “Agree” with the digital media used by English lecturers, namely Google Classroom.

The platform c. GF (Google Form), shows that from 63 respondents, 16 (33%) of respondents answered “Strongly Agree” to statement with 80 total of mean score, 30 (49%) of respondents answered

“Agree” to statement with 120 total of mean score, 13 (16%) of respondents answered “Neutral” to statement with 39 total of mean score, 3 (2%) of respondents answered “Disagree” to statement with 6 total of mean score and no one respondents answered “Strongly Disagree” to statement. The sum score of the total mean score is 246 (100%). It indicates that the majority of students “Agree” with the digital media used by English lecturers, namely Google Form.

The platform d. WA (WhatsApp), shows that from 63 respondents, 22 (43%) of respondents answered “Strongly Agree” to statement with 110 total of mean score, 25 (39%) of respondents answered “Agree” to statement with 100 total of mean score, 13 (15%) of respondents answered “Neutral” to statement with 39 total of mean score, 3 (2%) respondents answered “Disagree” to statement with 6 total of mean score and no one respondents answered “Strongly Disagree” to statement. The sum score of the total mean score is 255 (100%). It indicates that the majority of students “Agree” with the digital media used by English lecturers, namely WhatsApp.

The platform e. Quizizz, shows that from 63 respondents, 17 (39%) of respondents answered “Strongly Agree” to statement with 85 total of mean score, 15 (27%) of respondents answered “Agree” to statement with 60 total of mean score, 17 (23%) of respondents answered “Neutral” to statement with 51 total of mean score, 10 (9%) of respondents answered “Disagree” to statement with 20 total of mean score and 4 (2%) of

respondents answered “Strongly Disagree” to statement with 4 total of mean score. The sum score of the total mean score is 220 (100%). It indicates that the majority of students “Strongly Agree” with the digital media used by English lecturers, namely Quizizz.

q. Item 17 : In my opinion, this digital media platform is the only way for the teaching and learning process when the lecturer is unable to come to class.

Table IV.17

The result of respondents' answers to the research questionnaires for item 17 are as shown in the following table :

Number of Item	Platforms	Score	F	Total of Mean Score	P (%)
17	a. GM	SA(5)	32	160	60%
		A(4)	16	64	24%
		N(3)	12	36	14%
		DA(2)	3	6	2%
		SD(1)	0	0	0%
	Sum		63	266	100%
	b. GC	SA(5)	24	120	48%
		A(4)	20	80	32%
		N(3)	15	45	18%
		DA(2)	3	6	2%
		SD(1)	1	1	0%
	Sum		63	252	100%
	c. GF	SA(5)	25	125	50%
		A(4)	17	68	27%
		N(3)	15	45	18%
		DA(2)	4	8	3%
		SD(1)	2	2	1%
	Sum		63	248	100%
	d. WA	SA(5)	29	145	49%
		A(4)	15	100	34%
		N(3)	12	36	12%
		DA(2)	7	14	5%
		SD(1)	0	0	0%
	Sum		63	295	100%
		SA(5)	18	90	47%

Number of Item	Platforms	Score	F	Total of Mean Score	P (%)
	e. Quiziz	A(4)	5	20	10%
		N(3)	13	39	20%
		DA(2)	15	30	16%
		SD(1)	12	12	6%
	Sum		63	191	100%

The table IV.17 platform a. GM (Google Meet), shows that from 63 respondents, 32 (60%) of respondents answered “Strongly Agree” to statement with 160 total of mean score, 16 (24%) of respondents answered “Agree” to statement with 64 total of mean score, 17 (14%) of respondents answered “Neutral” to statement with 36 total of mean score, 3 (2%) of respondents answered “Disagree” to statement with 6 total of mean score and no one respondents answered “Strongly Disagree” to statement. The sum score of the total mean score is 266 (100%). It indicates that the majority of students “Strongly Agree” with the digital media used by English lecturers, namely Google Meet.

The platform b. GC (Google Classroom), shows that from 63 respondents, 24 (48%) of respondents answered “Strongly Agree” to statement with 120 total of mean score, 20 (32%) of respondents answered “Agree” to statement with 80 total of mean score, 15 (18%) of respondents answered “Neutral” to statement with 45 total of mean score, 3 (2%) of respondents answered “Disagree” to statement with 6 total of mean score and 1 (0%) respondents answered “Strongly Disagree” to statement with 1 total of mean score. The sum score of the total mean score is 252 (100%).

It indicates that the majority of students “Strongly Agree” with the digital media used by English lecturers, namely Google Classroom.

The platform c. GF (Google Form), shows that from 63 respondents, 25 (50%) of respondents answered “Strongly Agree” to statement with 125 total of mean score, 17 (27%) of respondents answered “Agree” to statement with 68 total of mean score, 15 (18%) of respondents answered “Neutral” to statement with 45 total of mean score, 4 (3%) of respondents answered “Disagree” to statement with 8 total of mean score and 2 (1%) of respondents answered “Strongly Disagree” to statement with 2 total of mean score. The sum score of the total mean score is 248 (100%). It indicates that the majority of students “Strongly Agree” with the digital media used by English lecturers, namely Google Form.

The platform d. WA (WhatsApp), shows that from 63 respondents, 29 (49%) of respondents answered “Strongly Agree” to statement with 145 total of mean score, 15 (34%) of respondents answered “Agree” to statement with 100 total of mean score, 12 (12%) of respondents answered “Neutral” to statement with 36 total of mean score, 7 (5%) respondents answered “Disagree” to statement with 14 total of mean score and no one respondents answered “Strongly Disagree” to statement. The sum score of the total mean score is 295 (100%). It indicates that the majority of students “Strongly Agree” with the digital media used by English lecturers, namely WhatsApp.

The platform e. Quizizz, shows that from 63 respondents, 18 (47%) of respondents answered “Strongly Agree” to statement with 90 total of mean score, 5 (10%) of respondents answered “Agree” to statement with 20 total of mean score, 13 (20%) of respondents answered “Neutral” to statement with 39 total of mean score, 15 (16%) of respondents answered “Disagree” to statement with 30 total of mean score and 12 (6%) of respondents answered “Strongly Disagree” to statement with 12 total of mean score. The sum score of the total mean score is 191 (100%). It indicates that the majority of students “Strongly Agree” with the digital media used by English lecturers, namely Quizizz.

r. Item 18 : I feel learning English through this digital media platform is easier than traditional learning.

Table IV.18

The result of respondents’ answers to the research questionnaires for item 18 are as shown in the following table :

Number of Item	Platforms	Score	F	Total of Mean Score	P (%)
	a. GM	SA(5)	14	70	33%
		A(4)	15	60	29%
		N(3)	17	51	24%
		DA(2)	12	24	11%
		SD(1)	5	5	2%
	Sum		63	210	100%
	b. GC	SA(5)	16	80	34%
		A(4)	25	100	42%
		N(3)	14	42	18%
		DA(2)	7	14	6%
		SD(1)	1	1	0%
	Sum		63	237	100%
	c. GF	SA(5)	9	45	21%
		A(4)	25	100	46%
		N(3)	18	54	25%

Number of Item	Platforms	Score	F	Total of Mean Score	P (%)
18		DA(2)	9	18	8%
		SD(1)	2	2	1%
	Sum		63	219	100%
	d. WA	SA(5)	18	90	40%
		A(4)	14	56	25%
		N(3)	22	66	29%
		DA(2)	6	12	5%
		SD(1)	3	3	1%
	Sum		63	227	100%
	e. Quiziz	SA(5)	15	75	37%
		A(4)	12	48	24%
		N(3)	17	51	25%
		DA(2)	10	20	10%
		SD(1)	9	9	4%
	Sum		63	203	100%

The table IV.18 platform a. GM (Google Meet), shows that from 63 respondents, 14 (33%) of respondents answered “Strongly Agree” to statement with 70 total of mean score, 15 (29%) of respondents answered “Agree” to statement with 60 total of mean score, 17 (24%) of respondents answered “Neutral” to statement with 51 total of mean score, 12 (11%) of respondents answered “Disagree” to statement with 24 total of mean score and 5 (2%) of respondents answered “Strongly Disagree” to statement with 5 total of mean score. The sum score of the total mean score is 210 (100%). It indicates that the majority of students “Neutral” with the digital media used by English lecturers, namely Google Meet.

The platform b. GC (Google Classroom), shows that from 63 respondents, 16 (34%) of respondents answered “Strongly Agree” to statement with 80 total of mean score, 25 (42%) of respondents answered

“Agree” to statement with 100 total of mean score, 14 (18%) of respondents answered “Neutral” to statement with 42 total of mean score, 7 (6%) of respondents answered “Disagree” to statement with 14 total of mean score and 1 (0%) respondents answered “Strongly Disagree” to statement with 1 total of mean score. The sum score of the total mean score is 237 (100%). It indicates that the majority of students “Agree” with the digital media used by English lecturers, namely Google Classroom.

The platform c. GF (Google Form), shows that from 63 respondents, 9 (21%) of respondents answered “Strongly Agree” to statement with 45 total of mean score, 25 (46%) of respondents answered “Agree” to statement with 100 total of mean score, 18 (25%) of respondents answered “Neutral” to statement with 54 total of mean score, 9 (8%) of respondents answered “Disagree” to statement with 18 total of mean score and 2 (1%) of respondents answered “Strongly Disagree” to statement with 2 total of mean score. The sum score of the total mean score is 219 (100%). It indicates that the majority of students “Agree” with the digital media used by English lecturers, namely Google Form.

The platform d. WA (WhatsApp), shows that from 63 respondents, 18 (40%) of respondents answered “Strongly Agree” to statement with 90 total of mean score, 14 (25%) of respondents answered “Agree” to statement with 56 total of mean score, 22 (29%) of respondents answered “Neutral” to statement with 66 total of mean score, 6 (5%) respondents answered “Disagree” to statement with 12 total of mean score and 3 (1%)

of respondents answered “Strongly Disagree” to statement with 3 total of mean score. The sum score of the total mean score is 227 (100%). It indicates that the majority of students “Neutral” with the digital media used by English lecturers, namely WhatsApp.

The platform e. Quizizz, shows that from 63 respondents, 15 (37%) of respondents answered “Strongly Agree” to statement with 75 total of mean score, 12 (24%) of respondents answered “Agree” to statement with 48 total of mean score, 17 (25%) of respondents answered “Neutral” to statement with 51 total of mean score, 10 (10%) of respondents answered “Disagree” to statement with 20 total of mean score and 9 (4%) of respondents answered “Strongly Disagree” to statement with 9 total of mean score. The sum score of the total mean score is 203 (100%). It indicates that the majority of students “Neutral” with the digital media used by English lecturers, namely Quizizz.

s. Item 19 : I feel this digital media platform make students more creative because there are many types of assignments such as power points, videos, papers, etc.

Table IV.19

The result of respondents’ answers to the research questionnaires for item 19 are as shown in the following table :

Number of Item	Platforms	Score	F	Total of Mean Score	P (%)
	a. GM	SA(5)	22	110	45%
		A(4)	21	84	34%
		N(3)	12	36	15%
		DA(2)	7	14	6%
		SD(1)	1	1	0%
	Sum		63	245	100%

Number of Item	Platforms	Score	F	Total of Mean Score	P (%)
19	b. GC	SA(5)	18	90	37%
		A(4)	21	84	35%
		N(3)	20	60	25%
		DA(2)	4	8	3%
		SD(1)	0	0	0%
	Sum		63	242	100%
	c. GF	SA(5)	14	70	31%
		A(4)	20	80	35%
		N(3)	22	66	29%
		DA(2)	6	12	5%
		SD(1)	1	1	0%
	Sum		63	229	100%
		SA(5)	29	145	56%
		A(4)	18	72	28%
	d. WA	N(3)	11	33	13%
		DA(2)	4	8	3%
		SD(1)	1	1	0%
	Sum		63	259	100%
	e. Quiziz	SA(5)	19	95	46%
		A(4)	14	56	27%
		N(3)	9	27	13%
		DA(2)	9	18	9%
		SD(1)	12	12	6%
	Sum		63	208	100%

The table IV.19 platform a. GM (Google Meet), shows that from 63 respondents, 22 (45%) of respondents answered “Strongly Agree” to statement with 110 total of mean score, 21 (34%) of respondents answered “Agree” to statement with 84 total of mean score, 12 (15%) of respondents answered “Neutral” to statement with 36 total of mean score, 7 (6%) of respondents answered “Disagree” to statement with 14 total of mean score and 1 (0%) of respondents answered “Strongly Disagree” to statement with 1 total of mean score. The sum score of the total mean score is 245

(100%). It indicates that the majority of students “Strongly Agree” with the digital media used by English lecturers, namely Google Meet.

The platform b. GC (Google Classroom), shows that from 63 respondents, 18 (37%) of respondents answered “Strongly Agree” to statement with 90 total of mean score, 21 (35%) of respondents answered “Agree” to statement with 84 total of mean score, 20 (25%) of respondents answered “Neutral” to statement with 60 total of mean score, 4 (3%) of respondents answered “Disagree” to statement with 8 total of mean score and no one respondents answered “Strongly Disagree” to statement. The sum score of the total mean score is 242 (100%). It indicates that the majority of students “Agree” with the digital media used by English lecturers, namely Google Classroom.

The platform c. GF (Google Form), shows that from 63 respondents, 14 (31%) of respondents answered “Strongly Agree” to statement with 70 total of mean score, 20 (35%) of respondents answered “Agree” to statement with 80 total of mean score, 22 (29%) of respondents answered “Neutral” to statement with 66 total of mean score, 6 (5%) of respondents answered “Disagree” to statement with 12 total of mean score and 1 (0%) of respondents answered “Strongly Disagree” to statement with 1 total of mean score. The sum score of the total mean score is 229 (100%). It indicates that the majority of students “Neutral” with the digital media used by English lecturers, namely Google Form.

The platform d. WA (WhatsApp), shows that from 63 respondents, 29 (56%) of respondents answered “Strongly Agree” to statement with 145 total of mean score, 18 (28%) of respondents answered “Agree” to statement with 72 total of mean score, 11 (13%) of respondents answered “Neutral” to statement with 33 total of mean score, 4 (3%) respondents answered “Disagree” to statement with 8 total of mean score and 1 (0%) of respondents answered “Strongly Disagree” to statement with 1 total of mean score. The sum score of the total mean score is 259 (100%). It indicates that the majority of students “Strongly Agree” with the digital media used by English lecturers, namely WhatsApp.

The platform e. Quizizz, shows that from 63 respondents, 19 (46%) of respondents answered “Strongly Agree” to statement with 95 total of mean score, 14 (27%) of respondents answered “Agree” to statement with 56 total of mean score, 9 (13%) of respondents answered “Neutral” to statement with 27 total of mean score, 9 (9%) of respondents answered “Disagree” to statement with 18 total of mean score and 12 (6%) of respondents answered “Strongly Disagree” to statement with 12 total of mean score. The sum score of the total mean score is 208 (100%). It indicates that the majority of students “Strongly Agree” with the digital media used by English lecturers, namely Quizizz.

t. Item 20 : I feel this digital media platform help me to access previous learning materials.

Table IV.20

The result of respondents' answers to the research questionnaires for item 20 are as shown in the following table :

Number of Item	Platforms	Score	F	Total of Mean Score	P (%)
20	a. GM	SA(5)	16	80	38%
		A(4)	16	64	31%
		N(3)	10	30	14%
		DA(2)	13	26	13%
		SD(1)	8	8	4%
	Sum		63	208	100%
	b. GC	SA(5)	29	145	56%
		A(4)	17	68	26%
		N(3)	15	45	17%
		DA(2)	1	2	1%
		SD(1)	1	1	0%
	Sum		63	261	100%
	c. GF	SA(5)	13	65	31%
		A(4)	15	60	29%
		N(3)	18	54	26%
		DA(2)	14	28	13%
		SD(1)	3	3	1%
	Sum		63	210	100%
	d. WA	SA(5)	26	130	51%
		A(4)	21	84	33%
		N(3)	12	36	14%
		DA(2)	3	6	2%
		SD(1)	1	1	0%
	Sum		63	257	100%
	e. Quiziz	SA(5)	12	60	35%
		A(4)	8	32	19%
		N(3)	11	33	19%
		DA(2)	15	30	17%
		SD(1)	17	17	10%
	Sum		63	172	100%

The table IV.20 platform a. GM (Google Meet), shows that from 63 respondents, 16 (38%) of respondents answered “Strongly Agree” to statement with 80 total of mean score, 16 (31%) of respondents answered “Agree” to statement with 64 total of mean score, 10 (14%) of respondents answered “Neutral” to statement with 30 total of mean score, 13 (13%) of respondents answered “Disagree” to statement with 26 total of mean score and 8 (4%) of respondents answered “Strongly Disagree” to statement with 8 total of mean score. The sum score of the total mean score is 208 (100%). It indicates that the majority of students “Strongly Agree” with the digital media used by English lecturers, namely Google Meet.

The platform b. GC (Google Classroom), shows that from 63 respondents, 29 (56%) of respondents answered “Strongly Agree” to statement with 145 total of mean score, 17 (26%) of respondents answered “Agree” to statement with 68 total of mean score, 15 (17%) of respondents answered “Neutral” to statement with 45 total of mean score, 1 (1%) of respondents answered “Disagree” to statement with 2 total of mean score and 1 (0%) of respondents answered “Strongly Disagree” to statement with 1 total of mean score. The sum score of the total mean score is 261 (100%). It indicates that the majority of students “Strongly Agree” with the digital media used by English lecturers, namely Google Classroom.

The platform c. GF (Google Form), shows that from 63 respondents, 13 (31%) of respondents answered “Strongly Agree” to statement with 65 total of mean score, 15 (29%) of respondents answered

“Agree” to statement with 60 total of mean score, 18 (26%) of respondents answered “Neutral” to statement with 54 total of mean score, 14 (13%) of respondents answered “Disagree” to statement with 28 total of mean score and 3 (1%) of respondents answered “Strongly Disagree” to statement with 3 total of mean score. The sum score of the total mean score is 210 (100%). It indicates that the majority of students “Neutral” with the digital media used by English lecturers, namely Google Form.

The platform d. WA (WhatsApp), shows that from 63 respondents, 26 (51%) of respondents answered “Strongly Agree” to statement with 130 total of mean score, 21 (33%) of respondents answered “Agree” to statement with 84 total of mean score, 12 (14%) of respondents answered “Neutral” to statement with 36 total of mean score, 3 (2%) respondents answered “Disagree” to statement with 6 total of mean score and 1 (0%) of respondents answered “Strongly Disagree” to statement with 1 total of mean score. The sum score of the total mean score is 257 (100%). It indicates that the majority of students “Strongly Agree” with the digital media used by English lecturers, namely WhatsApp.

The platform e. Quizizz, shows that from 63 respondents, 12 (35%) of respondents answered “Strongly Agree” to statement with 60 total of mean score, 8 (19%) of respondents answered “Agree” to statement with 32 total of mean score, 11 (19%) of respondents answered “Neutral” to statement with 33 total of mean score, 15 (17%) of respondents answered “Disagree” to statement with 30 total of mean score and 17 (10%) of

respondents answered “Strongly Disagree” to statement with 17 total of mean score. The sum score of the total mean score is 172 (100%). It indicates that the majority of students “Strongly Disagree” with the digital media used by English lecturers, namely Quizizz.

B. Discussion

Based on the research findings, the question was about the students’ perception on digital media used by English lecturers at the fifth semester of English Department-UIN SYAHADA Padangsidempuan. Based on the result, it was shown that the respondents answered on each statement of questionnaire had positive perception to all of the platform of digital media. Some positive perception such as they felt the digital media platform is effective in improving their learning achievement for this semester, they perceived the digital media platform is easy to understand, they also perceived learn more independently by using the digital media platform. Not only positive perception, a few of them also answered with disagree answers to platforms of digital media such as some of them disagree with the Quizizz platform, they think that digital media platform provides interaction between their friends and their lecturer and they felt that digital media platform can not help them to access previous learning materials. It means some of them disagree with that platform used by English Lecturers.

In this study, there are also similarities with the research, first by Apriani¹. The researcher concluded that using digital media in the teaching and learning process has a positive and really useful effect, and the students have accepted the implementation of digital media in English language teaching and learning. In line with the finding, the students followed the guideline in the learning process according to the digital media. The lecturer shared the material in the teaching and studying process. Then, the lecturers and the students did the online discussion on the implementation of digital media. Based on the result above, it is clear that the research question of this research has been answered.

Second research is by Lele, that has purpose to find out how is the students' perception of the media used by the English teacher in teaching English.² The result it was found that the students gave positive perception toward the media used by English teacher in teaching and learning process, they were being happy, being more active, being more excited/spirit in learning English, they were easier to understand the materials, they can repair their pronunciation, vocabulary, find new ideas, express their opinion and they can practice it in daily life.

It can be concluded that, the students have accepted the implementation of digital media used by English lecturers. In line with the finding, the students followed the guideline in the learning process according to the digital

¹Wirda Apriani, "Students' Perception on Digital Media Used By English Lecturers in Teaching English in Riau Province" (State Islamic University Of Sultan Syarif Kasim Riau, 2021).

²Marwana Ambo Lele, "The Students' Perception of the Media Used by Teacher in Teaching English" (Universitas Muhammadiyah Makassar, 2019).

media. The lecturer shared the material in the teaching and studying process. Then, the lecturers and the students did the online discussion on the implementation of digital media.

CHAPTER V

CLOSING

A. Conclusion

From the research about students' perception on digital media used by English lecturers at the fifth semester of English Department-UIN SYAHADA Padangsidempuan, the researcher concludes that the students' perception on digital media used by English lecturers, Most of the students gave positive perception, it is shown that the biggest percentage of the analyzing digital media used by English lecturers 70% with frequencies 32 students are in high category. A number of the digital media most often used by lecturers in the classroom to support studying English are Google Meet and Google classroom. Other digital media are used in certain situations or adjusted to the material to be taught. The lecturers in the class prepare lesson plans and appropriate media based on the material to be taught to students. Problems often faced through lecturers while teaching come from various types such as students, gadgets, or from the lecturers themselves. While the lecturers can analyze the present problems, the lecturers will find a solution in order that the learning process can run easily.

B. Implication

Implication is a consequence or direct result of findings a scientific study. The result of this study are about students' perception on digital media used by English lecturers at the fifth semester of English Department-UIN

SYAHADA Padangsidempuan. Based on the result of this study, students had positive response.

The result of this study are expected to has a benefit for :

1. Teacher

This research is provided for teachers to see how students' perceive the digital media used by English lecturers. The results of the perceptions given by students can be an assessment for teachers wheter this digital media platform is good to use or not.

2. Reader

This research will be useful for readers as a reference to find out students' perception on digital media used by English lecturers, besides that readers can also use it as material to complete or explore related research again.

C. Suggestion

Based on the result of the research, the researcher puts some suggestion to the following parties:

1. For English lecturers, firstly focus on what the lecturers are already using. it will assist lecturers to assess deficiencies while implementing digital media in order that lecturers will make improvements and upgrades or make the latest innovations about media that are more appropriate for the material to learn. Further, the lecturers must understand the use of the application or digital that will be used. The lecturers have to be open-minded towards new strategies for teaching. Secondly, the lecturers have to emphasize student perception in the use of digital media in the

classroom. some things that must be considered are advantages, results, reliable resources, and attitudes towards digital media. The last is when problems arise; lecturers need to find methods to solve issues that involve the use of digital media.

2. For students of English Department-UIN SYAHADA Padangsidempuan, it is very important to learn by using digital media platform because this digital media platform can help the students to access previous learning materials.
3. For the next researchers, the next researchers can investigate more than this study has carried out. They are able to look for others or specific digital media in the teaching and studying process.

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APPENDIX 1

Questionnaire Sheet

**The questionnaires about Students' Perception on Digital Media Used by
English Lecturers at the Fifth Semester of English Department-UIN SYAHADA
Padangsidempuan**

A. Respondent Identity

1. Name :
2. Nim :
3. Class/semester :

B. Instruction

1. This questionnaire is only for academic or research
(Kuisisioner ini hanya untuk keperluan akademik atau penelitian)
2. Read and answer all of the statements careful and honestly
(Baca dan jawablah semua pernyataan dengan cermat dan jujur)
3. The answers are maintained secretly
(Jawabannya dijaga secara rahasia)
4. Tick (√) the choice that has been provided
(Centang (√) pilihan yang telah disediakan)

The criteria of the answer choice:

(Kriteria pilihan jawaban)

- a. Strongly Agree (Sangat setuju) : 5
- b. Agree (Setuju) : 4
- c. Neutral (Netral) : 3
- d. Disagree (Tidak setuju) : 2
- e. Strongly Dissagree (Sangat tidak setuju) : 1

5. Thank you for your participation

(Terimakasih atas partisipasinya)

No	Questionnaire Statements	Platforms	S A (5)	A (4)	N (3)	D A (2)	S D (1)
1	Saya merasa platform media pembelajaran digital ini efektif untuk meningkatkan prestasi belajar saya di semester ini	a. GM					
		b. GC					
		c. GF					
		d. WAG					
		e. Quizizz					
2	Saya melihat	a. GM					

	tampilan platform media pembelajaran digital ini menarik	b. GC					
		c. GF					
		d. WAG					
		e. Quizizz					
3	Saya merasa platform media pembelajaran digital ini membutuhkan internet yang tidak terbatas/internet yang banyak	a. GM					
		b. GC					
		c. GF					
		d. WAG					
		e. Quizizz					
4	Saya merasa platform media pembelajaran digital ini gampang dipahami	a. GM					
		b. GC					
		c. GF					
		d. WAG					
		e. Quizizz					
5	Menurut saya platform media pembelajaran digital ini menyediakan interaksi antara saya dengan teman saya dan saya dengan dosen	a. GM					
		b. GC					
		c. GF					
		d. WAG					
		e. Quizizz					
6	Menurut saya platform media pembelajaran media digital ini hemat, karena saya tidak perlu pergi ke kampus ketika dosen tidak datang	a. GM					
		b. GC					
		c. GF					
		d. WAG					
		e. Quizizz					
7	Saya merasa saya mampu mengikuti pertemuan yang diundang melalui link dalam platform media pembelajaran digital ini	a. GM					
		b. GC					
		c. GF					
		d. WAG					
		e. Quizizz					
8	Menurut saya, saya	a. GM					

	bisa menggunakan platform media pembelajaran digital ini dengan baik	b. GC					
		c. GF					
		d. WAG					
		e. Quizizz					
9	Menurut saya, saya bisa mencantumkan tugas saya dengan berbagai fitur dari platform media pembelajaran digital ini	a. GM					
		b. GC					
		c. GF					
		d. WAG					
		e. Quizizz					
10	Menurut saya, saya bisa menemukan materi pembelajaran dan tugas dalam platform media pembelajaran digital ini	a. GM					
		b. GC					
		c. GF					
		d. WAG					
		e. Quizizz					
11	Saya merasa, saya bisa membuat pertemuan baru dengan menggunakan platform media pembelajaran digital ini	a. GM					
		b. GC					
		c. GF					
		d. WAG					
		e. Quizizz					
12	Menurut saya, saya bisa melihat masukan dosen, nilai saya terhadap tugas yang telah saya kerjakan melalui platform media pembelajaran digital ini	a. GM					
		b. GC					
		c. GF					
		d. WAG					
		e. Quizizz					
13	Dalam partisipasi kelas, saya mampu menyediakan media pembelajaran untuk	a. GM					
		b. GC					

	saya dan untuk teman saya dalam platform media pembelajaran digital ini	c. GF					
		d. WAG					
		e. Quizizz					
14	Menurut saya, saya belajar lebih mandiri dengan menggunakan platform media pembelajaran digital ini	a. GM					
		b. GC					
		c. GF					
		d. WAG					
		e. Quizizz					
15	Menurut saya platform media pembelajaran digital ini mudah diakses dari HP dan laptop	a. GM					
		b. GC					
		c. GF					
		d. WAG					
		e. Quizizz					
16	Menurut saya platform media pembelajaran digital ini mudah untuk diperbarui oleh dosen dan mahasiswa dalam belajar	a. GM					
		b. GC					
		c. GF					
		d. WAG					
		e. Quizizz					
17	Menurut saya platform media digital ini adalah satu-satunya cara untuk proses belajar mengajar ketika dosen berhalangan datang ke kelas	a. GM					
		b. GC					
		c. GF					
		d. WAG					
		e. Quizizz					
18	Saya merasa belajar bahasa Inggris melalui platform pembelajaran digital	a. GM					
		b. GC					
		c. GF					

	ini lebih mudah dari pada belajar tradisional	d. WAG					
		e. Quizizz					
19	Saya merasa platform media pembelajaran digital ini membuat mahasiswa lebih kreatif karena banyak jenis tugas seperti power point, video, makalah, dll	a. GM					
		b. GC					
		c. GF					
		d. WAG					
		e. Quizizz					
20	Saya merasa platform media pembelajaran digital ini membantu saya untuk mengakses materi pembelajaran yang sebelumnya/ yang sudah lalu	a. GM					
		b. GC					
		c. GF					
		d. WAG					
		e. Quizizz					

VALIDATION LETTER

I am the one who signed this letter

Name : Dr. Hamka, M.hum.

Job : English Lecturer in UIN SYAHADA Padangsidimpuan

Has provided questionnaire guide sheet on Students' Perception on Digital Media Used by English Lecturers for completeness of the research entitled:

"Students' Perception on Digital Media Used by English Lecturers at the Fifth Semester of English Department-UIN SYAHADA Padangsidimpuan"

Arranged by:

Name : Desy Syahputri Daulay

NIM : 19 203 00022

Faculty : Tarbiyah and Teacher Training Faculty

Department : English Education Department (TBI-1)

The input that I have given as follow:

- 1.
- 2.
- 3.

With hope, the input and assessments that given can be used to complete in obtaining the quality of guidelines for good questionnaire.

Padangsidimpuan, 10 November 2023

Validator

Dr. Hamka, M.hum.
NIP. 19840815 200912 1 005

INSTRUMENT GUIDELINES VALIDATION INSTRUMEN

“Questionnaire Sheet Students’ Perception on Digital Media Used by English Lecturers at the Fifth Semester of English Department-UIN SYAHADA Padangsidempuan”

Validator : Dr. Hamka, M.hum.
Institution : UIN SYAHADA Padangsidempuan
Position : English Lecturer

A. COMPANION

The validation sheet is used to obtain Mr Assessment of the questionnaire of Students’ Perception on Digital Media Used by English Lecturers. I thank for your willingness to be validator and fill out this validation sheet.

B. HINT

1. I request that Mr provide an assessment in terms of several aspects, general assessment and suggestions for revision of questionnaire that I complied.
2. For the assessment in terms of several aspects, Mr. is requested to put a check (√) in the value column that corresponds to your assessment.
3. For revisions, Mr. can write them directly on the manuscript that needs to be revised, or write them in the suggestions column that we provide.

C. ASSESSMENT SCALE

- | | |
|-----------------|---------------|
| 1 = Invalid | 4= Valid |
| 2 = Less Valid | 5= Very Valid |
| 3 = Quite Valid | |

D. ASSESSMENTS REVIEWED FROM SEVERAL ASPECTS

Aspect	Indicator	Validation				
		1	2	3	4	5
Clarity	1. Clarity of questionnaire title					
	2. Clarity of the questions					
	3. Clarity of the instructions					
Content Accuracy	4. Accuracy of the statements with the expected answers.					
Relevance	5. The statements related to the research objectives					
	6. The statements according to the desired aspects					
Content validity	7. The statements reveal true information					
No bias	8. The statements containing one complete idea					
Language accuracy	9. The language used is easy to understand					
	10. The language used is effective					
	11. The writing according to improved spelling (EYD)					

$$Evaluation = \frac{\text{obtained score}}{\text{maximum score}} \times 100\%$$

Information:

A = 80-100

B = 70-79

C = 60-69

D = 50-59

Information:

A = Can be used without revision

B = Small revision can be used

C = Can be used with major revision

D = Unable to use

Note :

.....
.....
.....
.....
.....
.....
.....

Padangsidimpuan, November 2023

Validator

Dr. Hamka, M.hum.

NIP. 19840815 200912 1 005

APPENDIX 2
(Validity of Instrument)

Correlations																	
		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	T.item
Item 1	Pearson Correlation	1	-.148	.429*	-.052	.296	.211	.155	-.075	.113	-.141	-.117	.000	-.133	.187	.500**	.380*
	Sig. (2-tailed)		.435	.018	.787	.112	.263	.414	.695	.552	.457	.539	1.000	.485	.322	.005	.038
	N	30	30	30	30	30	30	30	30	30	30	30	30	30	30	30	30
Item 2	Pearson Correlation	-.148	1	.042	-.156	-.274	-.150	.022	.292	-.013	.000	-.425*	-.155	.141	-.177	-.089	-.040
	Sig. (2-tailed)	.435		.827	.411	.143	.429	.908	.117	.944	1.000	.019	.413	.456	.348	.641	.832
	N	30	30	30	30	30	30	30	30	30	30	30	30	30	30	30	30
Item 3	Pearson Correlation	.429*	.042	1	-.186	-.035	.024	-.311	.250	.283	.234	-.103	.134	.120	.018	.302	.340
	Sig. (2-tailed)	.018	.827		.325	.854	.898	.094	.184	.129	.214	.588	.479	.527	.927	.104	.066
	N	30	30	30	30	30	30	30	30	30	30	30	30	30	30	30	30
Item 4	Pearson Correlation	-.052	-.156	-.186	1	.066	-.041	.084	-.065	.263	.210	-.106	-.012	-.189	-.069	.039	.179
	Sig. (2-tailed)	.787	.411	.325		.729	.830	.658	.734	.160	.266	.575	.952	.318	.715	.839	.343
	N	30	30	30	30	30	30	30	30	30	30	30	30	30	30	30	30
Item 5	Pearson Correlation	.296	-.274	-.035	.066	1	.380*	.210	-.338	.109	.154	.155	.426*	-.006	.559**	.526**	.630**
	Sig. (2-tailed)	.112	.143	.854	.729		.038	.266	.068	.567	.417	.414	.019	.974	.001	.003	.000
	N	30	30	30	30	30	30	30	30	30	30	30	30	30	30	30	30
Item 6	Pearson Correlation	.211	-.150	.024	-.041	.380*	1	.185	-.267	-.149	.053	-.048	.239	-.051	.104	-.105	.168
	Sig. (2-tailed)	.263	.429	.898	.830	.038		.327	.154	.432	.782	.802	.203	.788	.585	.579	.374
	N	30	30	30	30	30	30	30	30	30	30	30	30	30	30	30	30
Item 7	Pearson Correlation	.155	.022	-.311	.084	.210	.185	1	.215	.138	-.056	-.140	.111	.056	.158	.008	.376*
	Sig. (2-tailed)	.414	.908	.094	.658	.266	.327		.255	.467	.769	.460	.558	.769	.405	.968	.041

	N	30	30	30	30	30	30	30	30	30	30	30	30	30	30	30	30
Item 8	Pearson Correlation	-.075	.292	.250	-.065	-.338	-.267	.215	1	.522**	.251	-.228	-.101	.123	.123	-.065	.280
	Sig. (2-tailed)	.695	.117	.184	.734	.068	.154	.255		.003	.181	.225	.597	.518	.517	.731	.134
	N	30	30	30	30	30	30	30	30	30	30	30	30	30	30	30	30
Item 9	Pearson Correlation	.113	-.013	.283	.263	.109	-.149	.138	.522**	1	.438*	-.117	.158	-.104	.299	.273	.626**
	Sig. (2-tailed)	.552	.944	.129	.160	.567	.432	.467	.003		.015	.538	.404	.585	.108	.144	.000
	N	30	30	30	30	30	30	30	30	30	30	30	30	30	30	30	30
Item 10	Pearson Correlation	-.141	.000	.234	.210	.154	.053	-.056	.251	.438*	1	-.071	.058	-.139	.190	-.071	.351
	Sig. (2-tailed)	.457	1.000	.214	.266	.417	.782	.769	.181	.015		.710	.760	.465	.314	.711	.057
	N	30	30	30	30	30	30	30	30	30	30	30	30	30	30	30	30
Item 11	Pearson Correlation	-.117	-.425*	-.103	-.106	.155	-.048	-.140	-.228	-.117	-.071	1	.288	.087	.114	.080	.111
	Sig. (2-tailed)	.539	.019	.588	.575	.414	.802	.460	.225	.538	.710		.122	.649	.550	.673	.558
	N	30	30	30	30	30	30	30	30	30	30	30	30	30	30	30	30
Item 12	Pearson Correlation	.000	-.155	.134	-.012	.426*	.239	.111	-.101	.158	.058	.288	1	.139	-.028	.211	.434*
	Sig. (2-tailed)	1.000	.413	.479	.952	.019	.203	.558	.597	.404	.760	.122		.463	.883	.264	.017
	N	30	30	30	30	30	30	30	30	30	30	30	30	30	30	30	30
Item 13	Pearson Correlation	-.133	.141	.120	-.189	-.006	-.051	.056	.123	-.104	-.139	.087	.139	1	.189	-.066	.136
	Sig. (2-tailed)	.485	.456	.527	.318	.974	.788	.769	.518	.585	.465	.649	.463		.318	.728	.475
	N	30	30	30	30	30	30	30	30	30	30	30	30	30	30	30	30
Item 14	Pearson Correlation	.187	-.177	.018	-.069	.559**	.104	.158	.123	.299	.190	.114	-.028	.189	1	.398*	.561**
	Sig. (2-tailed)	.322	.348	.927	.715	.001	.585	.405	.517	.108	.314	.550	.883	.318		.029	.001
	N	30	30	30	30	30	30	30	30	30	30	30	30	30	30	30	30
Item 15	Pearson Correlation	.500**	-.089	.302	.039	.526**	-.105	.008	-.065	.273	-.071	.080	.211	-.066	.398*	1	.605**
	Sig. (2-tailed)	.005	.641	.104	.839	.003	.579	.968	.731	.144	.711	.673	.264	.728	.029		.000

	N	30	30	30	30	30	30	30	30	30	30	30	30	30	30	30	30
T.ite m	Pearson Correlation	.380*	-.040	.340	.179	.630**	.168	.376*	.280	.626**	.351	.111	.434*	.136	.561**	.605**	1
	Sig. (2-tailed)	.038	.832	.066	.343	.000	.374	.041	.134	.000	.057	.558	.017	.475	.001	.000	
	N	30	30	30	30	30	30	30	30	30	30	30	30	30	30	30	30
*. Correlation is significant at the 0.05 level (2-tailed).																	
**. Correlation is significant at the 0.01 level (2-tailed).																	

Correlations																	
		16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	T.item
Item16	Pearson Correlation	1	.533**	-.236	.183	.415*	.212	.099	.280	.327	.386*	.085	.127	.521**	.514**	-.077	.795**
	Sig. (2-tailed)		.002	.210	.334	.023	.262	.602	.134	.078	.035	.655	.504	.003	.004	.685	.000
	N	30	30	30	30	30	30	30	30	30	30	30	30	30	30	30	30
Item17	Pearson Correlation	.533**	1	-.056	.210	.519**	-.040	.174	.133	.362*	.192	-.040	.004	.520**	.337	-.085	.670**
	Sig. (2-tailed)	.002		.771	.265	.003	.833	.359	.484	.050	.309	.834	.982	.003	.069	.656	.000
	N	30	30	30	30	30	30	30	30	30	30	30	30	30	30	30	30
Item18	Pearson Correlation	-.236	-.056	1	.186	-.071	.085	.079	.174	.051	.067	-.028	.115	-.285	-.048	-.144	-.081
	Sig. (2-tailed)	.210	.771		.326	.709	.655	.677	.358	.787	.723	.883	.546	.127	.800	.448	.670
	N	30	30	30	30	30	30	30	30	30	30	30	30	30	30	30	30
Item19	Pearson Correlation	.183	.210	.186	1	.417*	.013	.203	.062	-.097	-.021	.031	-.102	-.055	.063	-.298	.144
	Sig. (2-tailed)	.334	.265	.326		.022	.947	.283	.747	.610	.911	.872	.593	.773	.742	.110	.446
	N	30	30	30	30	30	30	30	30	30	30	30	30	30	30	30	30
Item20	Pearson Correlation	.415*	.519**	-.071	.417*	1	.202	.035	-.051	.237	.277	.173	.073	.205	.404*	-.033	.537**
	Sig. (2-tailed)	.023	.003	.709	.022		.284	.855	.789	.208	.138	.362	.700	.277	.027	.862	.002
	N	30	30	30	30	30	30	30	30	30	30	30	30	30	30	30	30
Item21	Pearson Correlation	.212	-.040	.085	.013	.202	1	-.273	-.022	.114	.000	-.086	.404*	-.052	.006	-.113	.185
	Sig. (2-tailed)	.262	.833	.655	.947	.284		.144	.907	.549	1.000	.652	.027	.787	.974	.553	.329
	N	30	30	30	30	30	30	30	30	30	30	30	30	30	30	30	30
Item22	Pearson Correlation	.099	.174	.079	.203	.035	-.273	1	.365*	.000	.200	.024	-.346	-.040	.074	.040	.097
	Sig. (2-tailed)	.602	.359	.677	.283	.855	.144		.048	1.000	.289	.898	.061	.833	.698	.832	.611
	N	30	30	30	30	30	30	30	30	30	30	30	30	30	30	30	30
Item23	Pearson Correlation	.280	.133	.174	.062	-.051	-.022	.365*	1	.419*	.349	.040	-.090	.264	.301	-.059	.431*

	Sig. (2-tailed)	.134	.484	.358	.747	.789	.907	.048		.021	.059	.833	.637	.159	.106	.757	.017
	N	30	30	30	30	30	30	30	30	30	30	30	30	30	30	30	30
Item24	Pearson Correlation	.327	.362*	.051	-.097	.237	.114	.000	.419*	1	.496**	.103	.183	.463**	.406*	.064	.654**
	Sig. (2-tailed)	.078	.050	.787	.610	.208	.549	1.000	.021		.005	.588	.333	.010	.026	.737	.000
	N	30	30	30	30	30	30	30	30	30	30	30	30	30	30	30	30
Item25	Pearson Correlation	.386*	.192	.067	-.021	.277	.000	.200	.349	.496**	1	.228	.015	.259	.358	.320	.553**
	Sig. (2-tailed)	.035	.309	.723	.911	.138	1.000	.289	.059	.005		.225	.935	.167	.052	.085	.002
	N	30	30	30	30	30	30	30	30	30	30	30	30	30	30	30	30
Item26	Pearson Correlation	.085	-.040	-.028	.031	.173	-.086	.024	.040	.103	.228	1	.430*	.074	.201	.028	.286
	Sig. (2-tailed)	.655	.834	.883	.872	.362	.652	.898	.833	.588	.225		.018	.699	.287	.881	.125
	N	30	30	30	30	30	30	30	30	30	30	30	30	30	30	30	30
Item27	Pearson Correlation	.127	.004	.115	-.102	.073	.404*	-.346	-.090	.183	.015	.430*	1	.110	.133	-.170	.304
	Sig. (2-tailed)	.504	.982	.546	.593	.700	.027	.061	.637	.333	.935	.018		.564	.483	.370	.102
	N	30	30	30	30	30	30	30	30	30	30	30	30	30	30	30	30
Item28	Pearson Correlation	.521**	.520**	-.285	-.055	.205	-.052	-.040	.264	.463**	.259	.074	.110	1	.420*	-.162	.676**
	Sig. (2-tailed)	.003	.003	.127	.773	.277	.787	.833	.159	.010	.167	.699	.564		.021	.392	.000
	N	30	30	30	30	30	30	30	30	30	30	30	30	30	30	30	30
Item29	Pearson Correlation	.514**	.337	-.048	.063	.404*	.006	.074	.301	.406*	.358	.201	.133	.420*	1	-.046	.704**
	Sig. (2-tailed)	.004	.069	.800	.742	.027	.974	.698	.106	.026	.052	.287	.483	.021		.807	.000
	N	30	30	30	30	30	30	30	30	30	30	30	30	30	30	30	30
Item30	Pearson Correlation	-.077	-.085	-.144	-.298	-.033	-.113	.040	-.059	.064	.320	.028	-.170	-.162	-.046	1	-.026
	Sig. (2-tailed)	.685	.656	.448	.110	.862	.553	.832	.757	.737	.085	.881	.370	.392	.807		.892
	N	30	30	30	30	30	30	30	30	30	30	30	30	30	30	30	30
T.item	Pearson Correlation	.795**	.670**	-.081	.144	.537**	.185	.097	.431*	.654**	.553**	.286	.304	.676**	.704**	-.026	1

	Sig. (2-tailed)	.000	.000	.670	.446	.002	.329	.611	.017	.000	.002	.125	.102	.000	.000	.892	
	N	30	30	30	30	30	30	30	30	30	30	30	30	30	30	30	30
**. Correlation is significant at the 0.01 level (2-tailed).																	
*. Correlation is significant at the 0.05 level (2-tailed).																	

APPENDIX 2

(Validity of Instrument)

[illegible]

Item 20	Pearson Correlation	.508**	.159	.561**	.302	.291	.235	.098	.371*	.282	.672**	.514**	.337	.404*	.301	.406*	.363*	.203	.133	.420*	1	.741**
	Sig. (2-tailed)	.004	.400	.001	.104	.119	.211	.606	.043	.131	.000	.004	.069	.027	.106	.026	.048	.281	.483	.021		.000
	N	30	30	30	30	30	30	30	30	30	30	30	30	30	30	30	30	30	30	30	30	30
T.Item	Pearson Correlation	.539**	.375*	.763**	.263	.310	.352	.261	.400*	.599**	.696**	.729**	.534**	.424*	.487**	.593**	.352	.285	.318	.573**	.741**	1
	Sig. (2-tailed)	.002	.041	.000	.161	.096	.056	.163	.029	.000	.000	.000	.002	.020	.006	.001	.056	.126	.087	.001	.000	
	N	30	30	30	30	30	30	30	30	30	30	30	30	30	30	30	30	30	30	30	30	30
*. Correlation is significant at the 0.05 level (2-tailed).																						
**. Correlation is significant at the 0.01 level (2-tailed).																						

APPENDIX 3
(Reability of Instrument)

Reliability Statistics	
Cronbach's Alpha	N of Items
.839	20

APPENDIX 4
(The Result of Questionnaire Response of the Rsearch)

NO	Inisial Name	(1) a. G M	(1) b. G C	(1) c. G F	(1) d. W A	(1) e. Q	(2) a. G M	(2) b. G C	(2) c. G F	(2) d. W A	(2) e. Q	(3) a. G M	(3) b. G C	(3) c. G F	(3) d. W A	(3) e. Q	(4) a. G M	(4) b. G C	(4) c. G F	(4) d. W A	(4) e. Q	(5) a. G M	(5) b. G C	(5) c. G F	(5) d. W A	(5) e. Q
1	KP	4	5	4	4	5	3	4	4	3	5	5	3	3	2	5	5	4	5	5	5	4	4	4	5	4
2	M	4	3	3	4	4	3	4	3	4	5	1	4	4	5	3	4	4	4	4	3	4	2	2	4	4
3	NS	3	4	2	3	5	3	4	3	4	5	1	4	4	5	3	4	4	4	4	3	4	2	2	4	4
4	YIA	4	4	4	4	4	4	4	4	3	5	5	3	3	3	3	3	4	3	3	4	5	4	3	4	5
5	NH	5	5	5	5	3	3	5	4	3	3	5	5	5	5	5	4	4	3	4	4	5	2	2	2	2
6	YSS	4	2	2	3	4	5	5	5	5	5	5	5	5	5	5	3	3	3	3	3	4	4	2	5	2
7	SR	5	5	5	5	4	4	4	3	3	4	4	3	3	3	4	4	5	4	5	4	5	2	2	5	3
8	RFN	5	5	5	5	4	4	4	3	4	4	3	3	3	3	3	4	4	4	4	3	5	3	3	5	2
9	PAA	2	4	5	3	2	3	3	5	2	4	5	3	3	2	4	4	3	5	5	4	4	2	1	5	3
10	DSN	4	4	2	4	4	4	5	4	5	4	5	1	2	1	2	5	5	2	5	1	5	4	1	5	1
11	TA	4	2	3	3	5	5	4	3	3	5	5	4	5	3	5	5	4	2	5	5	2	2	2	5	3
12	UH	3	3	3	3	5	3	4	3	5	5	3	3	3	3	3	4	3	4	4	5	3	3	3	3	3
13	NHH	1	4	3	5	5	3	4	3	5	5	3	4	3	5	5	5	5	5	5	5	3	3	3	5	5
14	DH	4	5	4	5	5	5	5	5	5	5	5	5	4	4	4	5	5	5	5	5	4	4	4	5	3

15	RA	5	4	3	4	5	4	3	2	3	5	5	1	2	3	1	5	5	5	5	4	5	4	2	5	1
16	FWN	5	5	4	5	5	5	5	5	5	5	4	4	5	5	5	5	5	5	5	5	5	5	5	5	5
17	RER	3	4	5	5	5	4	5	5	5	5	5	1	1	2	2	4	5	5	5	5	5	5	3	5	4
18	SAP	5	5	5	5	5	5	5	5	5	5	3	1	1	2	3	5	5	5	5	5	5	5	5	5	5
19	N	4	5	5	5	5	5	5	5	5	5	4	5	5	5	5	5	5	5	5	5	5	4	4	5	4
20	KS	3	4	3	4	5	4	4	4	3	5	5	5	5	5	5	4	4	4	5	4	5	2	5	5	2
21	RSS	5	3	4	3	4	3	4	4	4	5	5	3	4	4	4	4	5	5	5	2	5	4	3	4	2
22	AN	2	3	3	2	4	3	3	3	2	4	3	3	3	3	4	2	3	2	2	4	3	3	3	3	3
23	WB	2	2	2	2	2	3	3	4	3	4	3	3	3	3	3	4	4	4	4	4	4	3	2	4	3
24	SZ	4	5	5	5	5	4	4	3	4	3	3	4	3	4	4	5	4	4	3	3	2	1	2	2	1
25	RH	3	3	3	3	3	4	4	4	3	3	3	3	3	4	3	4	4	4	4	4	5	5	4	4	3
26	ED	5	5	4	4	5	4	5	4	3	4	3	4	5	4	3	3	4	5	4	4	3	4	3	3	4
27	NHL	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	5	5	5	5	5	5	5	5	5	5
28	YFH	4	5	3	4	5	4	3	3	4	4	5	5	4	3	3	4	5	5	4	3	3	4	4	5	3
29	WA	3	5	4	5	3	5	5	4	4	3	3	4	4	3	3	5	5	3	3	4	4	3	3	5	5
30	NAN	4	4	4	4	5	5	4	3	4	5	5	3	4	3	4	3	3	3	3	4	3	2	2	4	3
31	P	4	3	4	5	3	5	4	3	4	5	4	5	3	4	3	5	4	5	5	5	4	5	3	4	5
32	NN	4	3	3	4	5	3	3	3	3	5	4	2	2	3	5	3	4	4	5	4	5	3	3	5	3

33	S	4	3	3	4	2	3	4	4	4	2	3	4	4	4	2	4	4	4	4	2	4	4	4	4	2
34	SL	5	5	4	3	5	5	4	3	4	5	4	4	2	4	5	4	3	3	4	5	3	4	3	5	2
35	YM	5	5	5	3	2	4	5	4	4	5	5	5	5	4	5	5	5	5	5	2	5	5	4	5	2
36	RDS	5	5	4	5	1	3	3	3	5	3	5	5	5	4	5	5	5	5	5	1	5	5	5	5	1
37	SAH	4	4	3	5	1	3	3	3	4	1	5	4	3	3	5	3	3	3	4	2	3	4	3	5	2
38	DM	3	4	4	4	3	4	4	4	4	4	5	4	3	3	4	4	4	4	4	4	4	3	3	4	2
39	ANS	5	4	5	4	5	5	4	3	4	5	5	4	4	4	5	5	3	4	3	5	5	4	4	5	5
40	YP	2	3	4	2	2	3	2	3	2	4	2	1	1	3	2	2	3	1	2	3	2	4	3	2	4
41	KH	4	4	4	4	1	5	4	4	4	4	4	5	4	4	1	4	4	3	3	1	4	3	3	3	4
42	ANH	4	3	5	4	5	5	4	3	3	5	5	4	4	5	5	4	3	5	4	5	2	4	4	5	4
43	ARR	2	2	3	3	5	5	4	5	3	5	3	5	3	2	5	5	5	5	5	3	5	5	5	5	5
44	NSS	3	3	2	3	2	2	4	4	3	3	4	4	4	4	3	2	4	3	3	2	4	4	2	4	2
45	LFN	4	4	3	3	4	3	3	2	3	2	5	4	2	3	2	4	4	2	3	1	4	4	2	5	2
46	YSB	5	4	3	4	5	5	4	4	5	1	1	1	1	5	5	5	5	5	4	4	4	4	5	5	4
47	KNN	5	5	5	5	1	5	5	5	3	4	5	5	5	5	5	5	5	5	5	4	5	4	4	4	3
48	HSR	4	4	4	3	1	3	3	3	3	4	3	3	3	3	3	4	4	4	3	2	4	3	2	4	2
49	TRB	3	4	3	4	5	2	3	2	3	5	5	2	3	1	4	3	4	3	5	4	4	2	3	4	5
50	ANS	4	4	4	3	3	3	4	4	3	4	3	3	3	2	4	3	3	4	4	4	4	3	3	4	4

51	AS	5	5	4	5	2	4	3	3	4	3	4	4	4	4	5	5	5	5	5	2	5	4	4	5	2
52	DH	4	4	3	5	2	5	5	4	4	1	3	3	4	5	2	4	4	3	5	2	5	4	4	4	2
53	PA	5	5	3	3	1	3	3	4	2	1	4	4	3	4	5	4	5	3	4	2	5	3	1	5	4
54	SD	3	3	3	3	2	3	4	4	2	2	4	4	4	3	2	4	4	4	3	3	4	4	4	3	2
55	TAN	5	4	3	1	5	5	5	5	5	5	5	4	4	2	3	5	4	3	5	1	5	5	5	5	1
56	AZR	3	3	4	3	4	3	3	3	3	4	4	4	4	4	4	4	4	4	4	3	4	4	4	4	4
57	AAP	3	5	4	5	1	4	4	1	1	5	5	1	1	1	5	5	5	3	5	5	5	3	2	5	1
58	WH	5	4	3	4	3	3	3	3	3	2	4	4	4	4	3	5	4	2	4	2	5	2	2	5	1
59	BRN	2	3	2	2	3	2	2	2	2	4	5	3	3	3	4	3	4	4	4	3	4	3	4	4	3
60	WLP	4	4	2	3	2	4	3	2	3	4	5	3	5	1	2	5	5	5	5	2	5	4	5	5	2
61	LTH	2	3	4	4	4	2	3	4	3	3	5	4	5	4	5	5	4	4	4	3	3	3	3	5	2
62	RAN	3	4	5	4	1	4	4	4	4	3	5	3	3	2	5	4	4	4	4	4	4	4	4	4	4
63	DPS	3	4	5	4	1	5	3	5	3	5	5	5	5	5	2	5	5	5	5	1	1	1	1	5	1

N O	Inisial Name	(6) a. G M	(6) b. G C	(6) c. G F	(6) d. W A	(6) e. Q	(7) a. G M	(7) b. G C	(7) c. G F	(7) d. W A	(7) e. Q	(8) a. G M	(8) b. G C	(8) c. G F	(8) d. W A	(8) e. Q	(9) a. G M	(9) b. G C	(9) c. G F	(9) d. W A	(9) e. Q	(10) a. GM	(10) b. GC	(10) c. GF	(10) d. WA	(10) e. Q
1	KP	2	4	4	5	4	5	5	5	4	4	4	5	4	5	5	5	5	3	4	5	1	5	2	4	4
2	M	2	4	2	5	4	4	4	4	5	5	4	5	4	5	3	2	5	3	5	2	1	5	2	5	2
3	NS	3	5	3	5	3	4	4	4	5	5	3	5	3	5	3	1	5	2	5	1	1	5	2	5	2
4	YIA	2	4	3	4	3	4	4	4	3	3	5	5	3	5	5	3	5	3	4	4	4	5	2	3	2
5	NH	3	3	3	3	3	5	5	5	5	5	5	5	5	5	5	4	5	5	5	2	5	5	5	5	1
6	YSS	2	2	2	2	2	3	3	3	3	3	4	4	4	4	4	4	4	4	4	4	5	5	5	5	3
7	SR	5	2	2	4	2	5	5	5	5	5	5	5	5	5	5	4	5	5	5	1	4	4	4	5	1
8	RFN	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	4	4	5	3	5	3
9	PAA	5	4	5	4	4	5	5	4	5	5	4	4	4	5	3	2	4	5	3	4	2	4	3	3	3
10	DSN	3	4	3	5	3	5	5	5	5	5	4	5	3	5	3	2	4	4	5	1	3	5	3	5	1
11	TA	2	2	3	5	5	5	5	5	5	5	5	5	3	5	4	2	4	3	5	3	4	4	2	5	3
12	UH	4	4	4	4	4	5	5	5	5	5	5	5	5	5	5	4	4	4	4	3	4	4	4	4	3
13	NHH	4	4	4	4	4	4	5	5	4	4	5	5	5	5	5	4	4	4	4	4	3	4	4	5	5
14	DH	5	5	5	5	5	5	5	5	5	5	4	4	4	4	4	5	5	5	5	4	3	3	3	3	3
15	RA	5	5	5	5	5	5	5	5	5	5	5	3	4	5	3	2	4	4	5	5	2	4	3	4	2

16	FWN	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	1	5	5	5	5	5	5	5
17	RER	5	5	5	5	5	4	5	5	5	5	5	5	5	5	5	3	5	5	5	4	5	5	5	5	5
18	SAP	5	5	5	5	5	3	5	5	5	4	3	5	5	5	5	3	5	5	5	5	3	5	5	4	3
19	N	4	5	5	5	5	5	5	5	5	5	5	5	5	5	5	4	5	5	5	5	4	5	5	5	5
20	KS	3	3	2	5	3	4	4	4	4	4	5	5	5	5	5	4	3	3	3	3	3	5	2	5	4
21	RSS	5	2	2	4	2	5	5	5	5	5	4	4	5	5	3	1	5	1	4	3	1	5	4	4	4
22	AN	4	4	3	3	4	4	4	4	4	4	3	3	4	4	4	3	3	3	3	5	2	5	4	4	3
23	WB	4	4	4	4	4	4	4	4	5	4	4	4	4	4	4	4	4	4	4	4	3	3	3	3	3
24	SZ	3	2	3	4	4	5	4	3	4	3	4	3	4	3	4	4	2	3	3	3	3	3	3	3	4
25	RH	3	4	4	5	5	5	5	5	5	5	5	5	5	5	5	3	3	3	3	3	3	3	3	3	3
26	ED	4	3	4	5	4	4	3	5	3	3	4	5	4	4	3	5	5	4	3	3	4	5	5	4	3
27	NHL	4	4	4	4	4	4	4	4	3	3	3	3	4	5	4	4	5	5	4	4	3	3	4	3	3
28	YFH	3	4	5	5	4	5	5	3	5	4	5	5	4	3	3	4	4	3	5	5	3	5	4	3	3
29	WA	4	4	5	5	4	4	5	5	5	5	3	3	5	5	3	3	4	4	5	5	3	3	4	4	3
30	NAN	5	4	4	4	4	5	5	5	5	5	5	5	5	5	5	4	4	4	4	4	4	4	4	4	5
31	P	4	3	4	4	3	5	4	3	4	4	3	4	5	4	3	4	5	4	3	4	5	4	3	4	5
32	NN	5	5	5	5	4	4	3	3	4	4	5	5	5	5	5	3	4	4	4	3	4	4	4	5	4
33	S	4	4	4	4	2	4	4	4	4	2	4	4	4	4	2	4	4	4	4	2	4	4	4	4	2

34	SL	5	5	5	5	3	4	4	4	1	5	4	3	3	5	1	5	5	4	3	1	5	5	5	5	1
35	YM	5	5	5	4	1	5	5	5	5	1	5	5	5	5	4	5	5	5	5	2	2	5	5	5	2
36	RDS	1	1	1	1	1	2	2	2	2	2	5	5	5	5	1	5	5	5	5	1	3	3	3	3	3
37	SAH	3	3	3	5	1	3	3	3	4	1	3	3	3	3	1	3	3	2	2	1	3	2	2	3	1
38	DM	5	5	4	5	4	4	3	3	3	3	2	2	2	2	2	3	3	3	3	3	4	4	4	4	1
39	ANS	5	4	4	4	5	5	4	4	3	5	5	4	3	3	5	5	4	3	3	5	5	4	3	2	5
40	YP	1	2	3	1	2	3	2	1	1	3	2	2	3	1	3	2	3	1	1	3	2	3	2	1	3
41	KH	3	3	3	3	2	3	4	3	4	1	4	4	4	3	1	4	3	4	4	1	4	3	4	4	2
42	ANH	5	4	5	3	4	5	3	4	4	5	5	2	4	5	5	3	4	4	5	4	5	4	5	5	4
43	ARR	5	5	5	5	5	5	5	5	5	5	5	5	5	4	3	5	5	5	5	5	5	5	5	5	5
44	NSS	2	3	3	3	2	3	4	4	4	3	3	3	3	3	2	4	4	4	4	2	4	4	4	4	4
45	LFN	5	4	3	5	2	5	4	4	5	1	3	3	3	3	3	4	2	4	3	1	4	4	2	5	1
46	YSB	4	5	5	5	4	4	4	4	5	5	5	5	5	4	3	3	4	4	4	3	3	3	5	5	5
47	KNN	5	5	5	5	5	5	5	5	5	3	5	5	5	5	3	5	5	5	5	5	4	4	4	4	4
48	HSR	4	4	3	4	4	3	3	3	2	2	3	3	4	4	2	3	4	4	4	2	3	4	3	4	1
49	TRB	5	5	5	5	5	3	3	3	5	3	3	3	3	4	3	1	4	5	4	5	1	5	3	1	4
50	ANS	4	4	4	4	3	3	3	2	3	4	3	3	4	4	3	4	4	4	4	4	4	4	3	4	3
51	AS	5	5	5	5	5	5	5	5	5	4	4	4	4	5	2	5	5	5	5	1	4	4	4	4	4

52	DH	4	5	4	5	1	3	4	2	4	2	4	3	4	5	2	4	3	5	5	2	4	5	4	5	3
53	PA	5	5	2	4	1	5	4	3	3	1	4	5	4	3	1	5	5	4	3	1	3	2	4	3	1
54	SD	5	5	5	5	5	4	4	4	3	3	4	4	4	4	3	5	5	5	4	3	4	4	4	3	3
55	TAN	1	5	5	5	1	5	4	4	5	4	4	4	4	4	5	4	4	3	3	5	4	4	3	3	5
56	AZR	5	5	5	5	4	5	5	5	5	4	5	5	5	5	4	5	4	4	5	3	4	3	4	4	2
57	AAP	5	5	2	5	1	5	5	3	4	5	5	5	2	5	5	5	5	1	5	1	2	2	2	4	1
58	WH	5	4	4	5	2	3	3	3	2	3	3	3	3	3	2	3	2	2	5	2	3	3	3	4	2
59	BRN	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	3	3	3	3	3	3	4	3	4	2
60	WLP	5	5	5	5	5	5	4	4	5	3	4	4	3	5	3	4	4	2	5	2	3	4	3	4	4
61	LTH	3	3	3	4	2	3	4	4	4	2	3	4	4	4	2	3	4	4	4	2	3	4	3	4	3
62	RAN	5	5	5	5	5	4	4	4	4	4	4	4	4	4	3	4	4	4	4	2	4	4	4	4	2
63	DPS	5	5	5	5	1	3	3	3	1	1	4	3	3	4	1	3	3	3	5	1	3	3	3	3	5

[illegible]

17	RER	5	5	5	5	5	4	5	4	4	4	5	4	5	5	5	5	5	5	5	5	5	5	5	5
18	SAP	5	2	5	5	5	1	5	5	5	5	5	3	5	5	5	3	5	5	5	3	5	5	5	5
19	N	5	5	5	5	5	4	5	5	5	5	4	4	4	4	4	5	5	5	5	5	5	5	5	5
20	KS	4	3	3	5	3	2	5	5	5	2	5	5	5	5	5	5	5	5	5	5	5	5	5	5
21	RSS	4	3	5	1	3	3	5	5	4	3	4	2	2	4	5	4	5	4	4	3	5	5	5	5
22	AN	4	4	4	4	4	3	5	5	5	3	3	3	3	4	3	3	5	4	5	4	5	5	5	5
23	WB	4	4	4	4	4	3	4	4	3	4	3	3	3	3	3	5	5	5	5	5	3	3	3	3
24	SZ	4	4	4	4	4	3	4	5	3	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4
25	RH	4	4	4	4	4	5	5	5	5	5	4	4	3	3	2	2	5	5	4	4	5	5	4	3
26	ED	3	2	2	5	5	4	3	4	4	3	4	3	4	4	3	3	4	5	5	4	5	5	5	5
27	NHL	5	5	5	4	4	3	4	3	5	3	4	3	4	3	4	3	4	4	5	5	4	4	3	4
28	YFH	4	5	5	4	5	3	3	4	4	5	5	5	5	5	5	4	4	4	4	4	4	4	4	4
29	WA	3	4	4	3	3	4	4	3	3	4	5	5	3	3	4	4	3	3	4	4	4	4	3	4
30	NAN	5	4	4	4	4	5	4	4	4	4	3	3	3	3	3	3	3	3	3	4	5	5	5	5
31	P	4	3	4	5	4	3	4	5	4	3	3	4	5	4	3	4	5	4	3	4	5	4	3	4
32	NN	5	4	4	5	4	5	5	5	5	4	5	5	5	5	5	5	4	4	4	4	5	5	5	4
33	S	4	4	4	4	2	4	4	4	4	2	4	4	4	4	2	4	4	4	4	2	4	4	4	2
34	SL	5	5	3	5	1	3	5	4	2	1	5	2	1	5	1	3	5	4	4	1	3	3	3	5

35	YM	5	5	5	5	2	5	5	5	5	4	5	5	5	5	5	5	5	5	5	5	5	5	5	1	
36	RDS	4	4	4	4	4	2	5	3	4	1	2	3	4	5	1	2	3	4	5	1	2	3	4	5	1
37	SAH	3	3	3	3	3	2	3	2	2	4	1	3	3	3	3	3	3	3	3	1	3	3	3	3	1
38	DM	5	4	4	5	1	1	4	4	4	1	4	3	3	4	1	3	3	3	3	1	4	4	4	4	3
39	ANS	5	3	1	3	5	5	5	4	3	5	5	4	4	3	5	5	4	4	3	5	5	4	4	3	5
40	YP	4	2	3	1	2	2	3	2	1	5	2	3	4	3	1	3	2	4	3	2	4	5	3	2	5
41	KH	4	4	3	3	1	5	4	4	4	1	2	3	3	3	1	4	3	4	3	1	4	3	4	5	1
42	ANH	4	5	4	3	5	4	5	5	4	5	4	5	5	4	5	4	5	5	4	5	4	3	5	5	5
43	ARR	4	4	4	4	5	5	5	5	5	4	5	5	5	5	3	5	5	5	5	4	5	4	4	4	5
44	NSS	3	4	3	4	3	2	3	3	3	4	3	4	3	4	2	4	4	4	4	4	3	3	3	3	2
45	LFN	5	4	3	3	3	4	4	3	3	1	5	4	4	5	2	4	4	3	3	2	5	5	4	3	1
46	YSB	4	3	4	4	3	4	4	5	5	5	5	5	5	5	5	3	5	3	4	3	5	4	1	3	1
47	KNN	4	4	3	4	3	3	3	3	5	2	5	5	5	5	4	5	5	5	5	5	5	5	5	5	1
48	HSR	3	4	4	4	2	3	3	3	3	3	3	3	4	3	2	2	2	3	3	2	3	3	3	3	2
49	TRB	3	3	3	3	4	1	5	5	3	5	3	3	3	3	5	3	4	4	2	5	5	5	5	5	5
50	ANS	5	3	3	5	4	3	3	5	5	5	4	4	3	4	3	4	4	3	4	3	4	4	4	4	4
51	AS	4	4	4	4	2	4	5	5	5	4	4	4	4	4	2	5	5	5	5	2	5	5	5	5	1
52	DH	5	4	5	4	3	5	4	5	3	2	3	4	3	5	1	4	5	4	5	1	4	3	5	5	1

53	PA	5	4	3	5	1	5	4	2	4	1	5	4	5	3	1	5	4	2	4	1	5	4	3	5	1
54	SD	4	4	4	3	3	5	5	5	5	5	4	4	4	4	2	5	5	5	4	3	5	5	5	5	5
55	TAN	5	4	3	4	4	5	5	4	4	5	4	3	3	4	5	5	4	4	4	4	4	4	5	5	5
56	AZR	3	5	4	4	3	5	3	3	3	5	3	4	4	3	3	5	4	5	5	5	5	5	5	5	5
57	AAP	5	5	4	5	5	1	5	3	5	1	4	3	2	1	5	5	4	3	4	1	3	3	3	3	4
58	WH	5	3	3	3	2	5	5	5	5	2	4	3	3	2	4	4	2	2	4	4	2	4	3	3	2
59	BRN	3	3	3	3	3	2	2	2	2	2	3	2	3	3	2	2	3	3	3	3	2	3	3	3	3
60	WLP	5	5	4	5	3	2	2	3	3	5	5	4	3	5	3	4	4	3	4	2	5	5	2	4	2
61	LTH	4	4	3	4	2	4	4	4	4	3	3	3	3	4	2	3	4	4	4	2	4	4	4	4	2
62	RAN	4	4	4	4	4	4	4	4	4	1	4	4	4	4	3	4	4	4	4	4	4	4	4	4	1
63	DPS	5	1	1	5	1	1	5	3	5	1	1	1	3	5	1	1	1	1	1	1	3	3	3	3	1

NO	Inisial Name	(16) a. GM	(16) b. GC	(16) c. GF	(16) d. WA	(16) e. Q	(17) a. GM	(17) b. GC	(17) c. GF	(17) d. WA	(17) e. Q	(18) a. GM	(18) b. GC	(18) c. GF	(18) d. WA	(18) e. Q	(19) a. GM	(19) b. GC	(19) c. GF	(19) d. WA	(19) e. Q	(20) a. GM	(20) b. GC	(20) c. GF	(20) d. WA	(20) e. Q
1	KP	3	4	4	3	5	5	3	3	3	3	1	4	3	3	5	5	2	3	5	1	1	5	1	5	1
2	M	3	5	4	5	3	5	5	5	5	5	2	4	4	3	5	2	3	2	5	1	1	5	3	5	1
3	NS	3	2	2	5	5	5	3	1	5	2	2	2	2	5	5	2	3	2	3	3	2	3	3	5	3
4	YIA	3	4	4	4	4	5	4	3	4	3	3	4	3	3	4	4	4	3	5	2	2	5	2	4	2
5	NH	5	5	5	5	5	5	5	5	5	5	4	4	4	4	4	4	4	4	4	4	2	4	2	4	2
6	YSS	4	4	1	5	5	5	5	5	5	5	3	3	3	3	3	2	2	2	4	2	5	5	3	4	2
7	SR	4	4	4	4	4	5	5	5	5	3	5	4	4	5	5	5	5	5	5	5	3	4	2	5	2
8	RFN	4	4	4	4	4	5	5	3	5	3	3	3	3	4	3	4	5	3	5	3	3	5	3	5	3
9	PAA	3	4	3	4	3	5	4	5	5	5	2	3	4	2	2	3	2	3	2	1	1	4	2	2	2
10	DSN	5	5	3	5	3	5	5	3	5	2	2	4	3	5	2	4	3	3	5	1	2	5	2	5	1
11	TA	3	3	4	4	3	5	5	5	3	1	4	4	4	5	5	5	3	4	5	5	5	4	3	2	1
12	UH	4	4	4	4	4	3	3	3	3	3	3	3	3	3	4	5	5	5	5	5	5	5	5	5	1
13	NHH	4	3	4	5	5	5	4	5	5	5	3	4	4	5	5	4	4	3	5	5	1	4	4	5	5
14	DH	4	4	4	4	3	5	5	5	5	5	4	5	5	5	4	5	5	5	5	5	5	5	5	5	5
15	RA	4	5	5	3	5	3	3	4	3	2	3	3	2	4	5	5	3	3	5	2	2	5	5	5	2
16	FWN	5	5	5	5	5	5	5	5	5	5	1	1	1	1	1	5	5	5	5	5	1	5	1	5	1

17	RER	4	5	5	5	5	5	5	5	5	5	4	4	4	4	5	5	5	5	5	5	3	5	2	5	5
18	SAP	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	3	5	5	1	3	5	3	5	3
19	N	5	5	5	5	5	5	5	5	5	5	4	5	5	5	5	5	4	4	5	4	5	5	5	5	5
20	KS	5	5	5	5	5	5	5	3	5	3	5	4	4	4	4	4	4	4	5	3	3	3	3	5	3
21	RSS	4	3	4	4	5	5	4	3	2	1	5	4	3	4	3	4	3	2	4	4	2	5	4	3	2
22	AN	4	4	5	4	3	4	4	4	4	4	3	3	3	3	3	4	5	5	4	5	2	5	5	5	2
23	WB	3	3	3	3	3	4	2	2	2	2	2	2	2	2	2	4	3	2	2	4	2	4	3	4	2
24	SZ	3	3	4	4	4	3	3	4	4	3	4	4	4	3	4	4	5	5	5	4	5	5	5	4	3
25	RH	3	4	4	3	3	3	5	5	5	5	5	4	4	3	3	3	3	4	5	5	5	3	3	3	5
26	ED	4	4	3	3	3	3	3	3	3	3	3	3	5	5	4	5	5	4	5	5	4	4	3	4	4
27	NHL	4	4	5	5	5	4	4	4	3	3	3	4	4	3	4	3	3	3	3	4	5	5	4	5	5
28	YFH	5	4	5	4	4	5	4	5	5	5	4	4	3	3	3	3	3	4	3	4	3	5	4	4	4
29	WA	4	5	5	4	4	3	3	4	4	5	5	4	4	5	5	4	4	3	3	4	4	3	3	5	5
30	NAN	4	3	4	4	4	5	5	5	5	5	3	2	2	3	3	4	4	4	4	4	4	3	3	4	4
31	P	4	3	4	5	4	3	4	5	4	3	4	5	4	3	4	5	4	3	4	5	4	3	4	5	4
32	NN	4	5	5	5	5	3	3	3	3	3	2	2	2	3	3	3	4	4	4	4	2	4	4	4	5
33	S	4	4	4	4	2	4	4	4	4	2	4	4	4	4	2	4	4	4	4	2	4	4	4	4	2
34	SL	5	5	5	5	3	5	4	5	5	1	3	5	3	3	3	5	5	5	5	3	5	4	5	3	2

35	YM	5	5	5	5	1	5	5	5	5	1	2	2	2	2	1	5	5	5	5	1	5	5	5	5	1
36	RDS	2	3	4	5	1	2	3	4	5	1	2	3	4	5	1	2	3	4	5	1	2	3	4	5	1
37	SAH	2	2	3	2	2	4	2	4	3	1	1	3	3	2	1	3	3	1	1	1	1	3	2	3	1
38	DM	2	2	2	2	2	4	4	4	4	1	2	2	2	2	1	3	3	3	3	1	1	2	2	2	1
39	ANS	5	4	4	3	5	5	4	4	3	5	5	4	3	5	5	5	3	4	3	5	5	3	4	3	5
40	YP	2	5	4	4	2	4	3	2	4	3	5	5	4	3	4	5	4	3	3	5	4	3	4	3	4
41	KH	4	3	4	4	4	4	3	3	2	1	3	4	3	3	1	3	4	3	4	3	4	5	2	4	1
42	ANH	3	5	4	5	5	4	5	3	5	5	5	4	5	3	5	3	5	4	5	5	4	5	5	5	4
43	ARR	5	5	5	4	5	5	5	5	5	2	5	5	5	5	5	4	5	5	5	5	5	4	4	5	4
44	NSS	4	4	4	4	4	2	2	2	2	2	3	3	3	3	3	3	3	3	3	3	4	4	3	4	3
45	LFN	5	4	4	3	3	3	3	2	2	1	4	4	4	5	2	4	4	3	2	5	4	3	2	4	1
46	YSB	2	5	4	2	4	4	5	3	3	2	2	5	4	1	3	5	3	3	4	2	3	5	3	4	3
47	KNN	5	5	5	5	3	5	5	5	5	2	5	5	5	4	3	5	5	5	5	5	5	5	5	4	2
48	HSR	3	3	3	3	2	3	3	3	4	2	4	4	4	3	2	2	2	3	2	2	2	3	2	3	2
49	TRB	3	3	3	3	3	4	3	3	3	4	4	3	3	3	3	2	4	5	5	5	2	5	3	3	5
50	ANS	3	3	4	3	4	4	4	4	4	4	3	5	4	4	3	4	4	4	4	3	4	4	3	3	3
51	AS	3	4	4	4	2	5	4	5	5	2	4	5	5	5	2	5	5	5	5	5	5	5	5	5	1
52	DH	4	3	4	5	3	5	4	4	5	1	4	4	4	4	2	3	4	3	4	1	4	5	4	5	1

53	PA	5	4	3	5	1	5	3	5	2	1	5	5	4	5	1	5	3	3	5	1	5	3	2	4	1
54	SD	4	4	3	3	2	4	4	4	4	4	2	2	2	2	2	4	4	4	4	4	4	4	4	3	3
55	TAN	4	4	4	5	4	5	5	5	5	4	5	5	4	4	4	5	5	4	4	4	4	5	5	4	4
56	AZR	3	4	3	3	3	3	4	5	4	3	3	5	4	4	4	4	5	3	3	4	3	5	4	3	5
57	AAP	4	4	4	4	3	2	5	1	3	5	1	4	2	5	1	5	5	2	5	1	4	5	2	5	1
58	WH	2	4	2	4	3	4	1	4	2	5	5	5	5	5	5	4	4	4	4	4	5	4	5	4	5
59	BRN	4	4	4	4	4	3	4	4	4	2	3	3	3	3	3	3	3	3	3	2	3	3	3	3	2
60	WLP	4	4	3	4	2	5	5	3	5	2	3	3	3	3	3	4	4	4	4	2	3	3	2	4	3
61	LTH	3	4	3	4	2	4	4	4	4	2	2	3	3	4	2	2	4	4	4	2	2	4	3	4	2
62	RAN	4	4	4	4	2	4	4	4	4	2	4	4	4	4	3	4	4	4	4	3	4	4	4	4	3
63	DPS	3	3	3	3	1	5	5	5	5	1	1	5	1	1	1	1	3	3	3	3	1	1	1	1	1

(APPENDIX 5, RESEARCH DOCUMENTATION)

1. Opening and introduction



2. Explain how to answer the questionnaire



3. Distribute the questionnaire to the students



4. Collect the questionnaire from students



CURRICULUM VITAE



I. PERSONAL IDENTITY

1. Name : Desy Syahputri Daulay
2. Reg. Number : 19 203 00022
3. Gender : Female
4. Place/Birth : Padangsidempuan/ March 17th 2001
5. Religion : Islam
6. Address : Jl. Bersama 7, Losung Batu
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 - a. Name : Lemni Harahap
 - b. Job : Housewife
 - c. Address : Jl. Bersama 7, Losung Batu
 - d. No. Hp : 083870616873

III. EDUCATIONAL BACKGROUND

1. Elementary School : SDN 200118 Sadabuan (2013)
2. Junior High School : SMP N 4 Padangsidempuan (2016)
3. Senior High School : SMA N 6 Padangsidempuan (2019)
4. Institute : UIN Syekh Ali Hasan Ahmad Addary



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24 Oktober 2022

Yth.

1. Dr. Hamka, M.Hum. (Pembimbing I)
2. Sokhira Linda Vinde Rambe, M.Pd. (Pembimbing II)

Assalamu'alaikum Wr. Wb.

Dengan hormat, melalui surat ini kami sampaikan kepada Bapak/Ibu Dosen bahwa berdasarkan usulan dosen Penasehat Akademik, telah ditetapkan Judul Skripsi Mahasiswa dibawah ini sebagai berikut:

Nama : Desy Syahputri Daulay
NIM : 19 203 00022
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Judul Skripsi : Students' Perception on Digital Media Used by English Lecturers
at the Fifth Semester of English Department-UIN SYAHADA
Padangsidimpuan

Berdasarkan hal tersebut, sesuai dengan Keputusan Rektor Universitas Islam Negeri Syekh Ali Hasan Ahmad Addary Padangsidimpuan Nomor 279 Tahun 2022 tentang Pengangkatan Dosen Pembimbing Skripsi Mahasiswa Program Studi Tadris Bahasa Inggris, dengan ini kami menunjuk Bapak/Ibu Dosen sebagaimana nama tersebut diatas menjadi Pembimbing I dan Pembimbing II penelitian skripsi Mahasiswa yang dimaksud.

Demikian disampaikan, atas kesediaan dan kerjasama yang baik dari Bapak/Ibu Dosen diucapkan terima kasih.

Mengetahui
an. Dekan
Wakil Dekan Bidang Akademik
dan Kelembagaan



Dr. Lis Yulianti Syafrida Siregar, S.Psi., M.A
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Dengan hormat, bersama ini kami sampaikan bahwa :

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Adalah Mahasiswa Fakultas Tarbiyah dan Ilmu Keguruan Universitas Islam Negeri Syekh Ali Hasan Ahmad Addary Padangsidimpuan yang sedang menyelesaikan Skripsi dengan Judul **"Students' Perception on Digital Media Used by English Lecturers at the Fifth Semester of English Department-UIN SYAHADA Padangsidimpuan"**.

Sehubungan dengan itu, kami mohon bantuan Bapak/Ibu untuk memberikan izin penelitian dengan judul di atas. Demikian disampaikan, atas perhatiannya diucapkan terimakasih.

a.n. Dekan
Wakil Dekan Bidang Akademik


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Nomor : **105** /Un.28/E.6a/PP.00.9/12/2023
Hal : **Surat Keterangan Penelitian**

22 Desember 2023

Ketua Program Studi Tadris Bahasa Inggris Fakultas Tarbiyah dan Ilmu Keguruan
Universitas Islam Negeri Syekh Ali Hasan Ahmad Addary Padangsidempuan
menerangkan bahwa:

Nama : Desy Syahputri Daulay
NIM : 19 203 00022
Program Studi : Tadris Bahasa Inggris
Fakultas : Tarbiyah dan Ilmu Keguruan

adalah benar telah menyelesaikan tugas akhir penelitian dengan judul " Students'
Perception on Digital Media Used by English Lecturers at the Fifth Semester of
English Department – UIN Syahada Padangsidempuan"

Demikian Surat Keterangan ini dibuat untuk dapat dipergunakan seperlunya.

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