CHAPTER I
INTRODUCTION

A. Background of the Study

The COVID-19 outbreak that has hit a number of countries has had a very serious impact on several countries, including Indonesia. As a result of this outbreak, several areas of government experienced obstacles in their implementation, one of which was in the field of education. Education in this pandemic era is experiencing obstacles due to the absence of face-to-face meetings between teachers and students. This means the government and teachers have to find the best solution in order to solve this problem so that learning can continue and students can continue to receive education according to their respective levels. The development of technology is currently one of the breakthroughs chosen by the government to overcome educational problems in the pandemic era. According to Khusniyah and Hakim (2019), technological developments have proven to be very helpful in providing changes in the implementation of the teaching and learning process. In addition, the development of technology and information is also considered capable of improving the quality of education in Indonesia. Technological developments in the 4.0 era provide various features that can support learning in the pandemic era. One of them is the implementation of distance learning (PJJ) online or online from each student's home.

Online learning is learning that uses an internet connection to create interactions in learning. Online learning is learning that uses an internet connection to create interactions in learning. In learning activities, it is also necessary to have students and teachers as the main components. This is true for online learning; it's just that online learning requires media that can support learning and be mastered by teachers and students to deliver and receive material very well. This type of learning can bring students and teachers together so that they can still interact in learning with the help of an

internet connection (Eko Kuntarto, 2017). Molinda (2005) states that online learning can connect students with learning resources that are far apart but can still interact and communicate both directly and indirectly. Zhang et al. (2004) stated in their research that the use of the internet and multimedia can increase students' knowledge and change the way in which knowledge is delivered by teachers, so that this can be an alternative in learning. According to Milman et al., (2015), the use of the internet allows students and teachers to continue to carry out learning even though they do not meet in person or are in different places. Sadikin, Ali, et al. (2020) in their research found that online learning was able to increase student independence in learning because online learning was more student-centered.

However, learning to use Google Classroom using the platform often faces apart for such as the difficulty of signaling to access the application, lack of control over students, the use of too much internet data, and the difficulty of monitoring student activity during class hours. SMP Negeri 2 Kartasura, as one of the schools that implements online learning, seeks to overcome the problems and obstacles of online learning by combining Google Classroom and Whatsapp as a learning medium. Learning using Google Classroom at this school is considered more practical and efficient, and the role of WhatsApp groups as a medium to support coordination between teachers and students is less clear. Teachers can more easily control the activities and activeness of students in participating in learning through the available school Google Classroom application. On the other hand, it is also easier for students to access the material provided by the teacher through Google Classroom. When compared to other learning platforms, the school's Google Classroom is considered to be more efficient because it does not consume a lot of internet quota, so it is friendlier for all students.

Besides providing convenience and practicality in the implementation of learning, the use of Google Classroom and WhatsApp also has a negative side in its application as a learning medium. The use of the school's Google Classroom as a learning medium at SMP Negeri 2 Kartasura often encounters

various obstacles, both from the teacher and the students themselves. Therefore, researchers conducted research on the application of Google Classroom and WhatsApp as learning media at SMP Negeri 2 Kartasura. This proposal will discuss how to apply Google Classroom and Whatsapp as learning media, the obstacles faced in their application, and the effectiveness of learning using the two learning support platforms.

B. Limitation of the Study

The subject of this research is limited to the use of learning support applications such as Google Classroom and WhatsApp. This study focuses on the use of these two learning media in grade 7 SMPN 2 Kartasura.

C. Problem Statements

Based on the phenomena discussed in introduction the researcher have formulates the problems to as follows.

1. How are Google Classroom and Whatsapp applied as learning media at seventh grade SMP Negeri 2 Kartasura?
2. What are the obstacles faced by teacher and students while implementing Google Classroom and Whatsapp as learning media?
3. How do the teacher overcome the problems?

D. Objective of the Study

The research is conducted in order to achieve the following objectives:

1. describing the use of Google Classroom and WhatsApp in teaching English through online learning.
2. analyze the problem faced by the author and the students in teaching English through online learning.
3. describing the way of use Google Classroom and WhatsApp in teaching English through online learning.

E. Benefits of the Study

Given the importance of this research in a variety of factors, the benefits of this study are viewed from two aspects, namely:

1. Theoretically

This research is expected to be able to provide a broad view of the learning media used by teachers at SMPN 2 Kartasura

2. Practically

The results of this study can be input and methods for teachers to develop online learning media so that students can be more interested and enthusiastic in learning. For example, by putting some interesting quizzes or videos that can inspire students, and can find out the advantages and disadvantages of each learning media.