THE USE OF DIGITAL LEARNING FOR EFL STUDENTS DURING COVID 19 PANDEMIC

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The world is being hit by the COVID-19 pandemic, including Indonesia. All aspects of life such as economic, social, culture, politics and includes aspect education are affected. The impact of this pandemic has changed the order of education in Indonesia. Indonesia, one of which is the change in the face-to-face learning system to distance learning far. One type of distance learning is online learning. The purpose of this article is to explain what digital platforms are often used in online learning. From the platform digital platforms that can support online learning, there are digital learning platforms that used are Google Meet, Zoom, Microsoft Teams, a Learning Management System (LMS), Study House, Teacher Room, Smart Class, Your School, Zenius.net, or through social media and websites (WhatsApp, YouTube, Instagram, Facebook, Twitter, Google Classroom, Google Form, Google meet and Line).

Keywords: Covid 19 pandemic, digital era, digital learning.

INTRODUCTION

Since the 2019 Corona virus Pandemic or better known as COVID-19 entered Indonesia with the findings of the first positive case on March 2, 2020, a number of policies were implemented by the Government of Indonesia. It was started from the implementation of Social Distancing, Physical Distancing, Social Restriction policies Large-Scale (PSBB), and closed schools and univeristies. The aim is the spread of COVID-19 can be immediately broken.

There were some various efforts made to improve teaching and learning activities in the midst of this Covid-19 pandemic. There are many things that need to be considered so that teaching and learning activities can return normally. One of alternative form learning that can be carried out during Covid-19 emergency is online learning. According to Moore, Dickson-Deane, & Galyen (2011) Online learning is learning that uses internet network with accessibility, connectivity, flexibility, and capability to generate various types of learning interactions.

Considering the critical drawback of distance education environments, that is, the lack of face-to-face interaction, newly and well-designed synchronous distance learning environments provide new solutions and a response to this drawback by its tools such as real-time online voice and image transfer amongst learners, file sharing, whiteboard applications, and so others. In this era with innovative synchronous tools, learning experience at a distance is getting closer to the one in traditional classroom activities, which allow learners to create a feeling as being a part of the learning community. Boling, E. C., Hough, M., Krinsky, H., Saleem, H., & Stevens, M (2012) have done a study in the field indicate that synchronous distance learning environments successfully support two critical factors – effective interaction communication with others and social presence in a social learning community for the achievement of learning objectives.

In addition, another studies that done by Im, Y., & Lee, O., (2003) and Branon, R. F., & Essex, C., (2001) also suggested that synchronous distance learning tools are more efficient than asynchronous distance learning tools especially in creating a context where social interaction takes place from this perspective, it is important to provide online audio-visual communication channels along with non-verbal tools to develop a learning community at a distance. Synchronous distance learning environments are one of the most preferred and selected educational tools among all other distance education systems, with its characteristics that can produce a quality learning

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experience with the advance in technology, synchronous distance learning environments offer many advantages as mentioned above. However, attitude toward distance education and acceptance status of these environments are still arguable due to the novelty effect , low levels of the media or computer literacy of the learners , new settlements and usage of these systems by institutions and need of continuous technical support. Based on these conditions, it is necessary to do a literature review related to the use of knowledge and technology in delivering material, especially the use of digital platforms in online learning for school during the pandemi

DIGITAL ERA

Mastur et alal., (2002), which states that teachers who will be successful in implementing online learning is a teacher who utilizes science and technology in the process of delivering material to students. Some universities in Indonesia have relied heavily on online learning. offline learning had to be canceled because of this epidemic. However, over time, the government began to think about the sustainability of teaching and learning activities so that they could develop properly. Now we have entered the digital era, where all activities can be done in a more sophisticated way. In general, the digital era is a time that has some developments in all aspects of life to become completely digital. In digital era , lots of data or information are very fast and easy to obtain, access and disseminate by using digital technology.

The important role that technology plays in education gives teachers the opportunity to design meaningful learning experiences that embed technology. This is not a new area for teachers; we have always considered the tools and resources that can best support learning activities for students. However, advances and accessibility of technologies have made the

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possibilities seem almost endless. This e-learning application can facilitate training and learning activities as well as teaching and learning process both formally and informally, as well as facilitating activities and communities of users of electronic media, such as the internet, intranets, CD-ROMs, videos, DVDs, television, PDA, and so on (Darmawan, 2012).

DIGITAL LEARNING

In digital era, technological knowledge is developing rapidly. The spread of information and knowledge is increasing from all over the world with the presence of this technology provides convenience and benefits in our society. The internet is a technology that safe many facilities and services that should be understood and controlled by all people in modern times. There are many positive things that can be obtained from the use of the internet in digital era. Jakob (2006) stated that all users some techniques to explorer and has understand both conceptual and technical access so as not to get lost and can enjoy their exploring.

Basilaia & Kvavadze (2020) defines online learning as the activity of developing and transferring knowledge from several different places through information and communication technology that uses the internet, audio/video, text communication, and software. In addition, online learning involves learning experiences both synchronously and asynchronously using various devices or devices such as mobile phones and laptops with internet access (Zhu & Liu, 2020). When the learning process involves direct interaction between the teacher and those being taught at the same time, this is known as Synchronous Teaching. Meanwhile, Asynchronous Teaching means learning is carried out indirectly and not at the same time. Students can learn at any time because educators have provided material in an application such as the Teacher Room, Zenius, Google Suite for Education, and smart classes and another platforms in digital

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learning. In the implementation of online learning, several platforms can be used, namely applications, websites, social networks, or learning management systems (Gunawan et al., 2020). Muhammad (2020) further explains that online learning can be done face-to-face virtual (Google Meet, Zoom, Teams, and others); with a Learning Management System (LMS) (Study House, Teacher Room, Smart Class, Your School, Zenius.net, and others); or through social media and websites (WhatsApp, YouTube, Instagram, Facebook, WhatsApp, Twitter, Google Classroom, and Line. From all existing online learning platforms, some platforms can be used to conduct live video conferencing (Zoom) or be used to upload material in the form of video, audio, and images

However, in choosing a suitable platform, a lecturer needs to consider many things including what courses will be taught and the conditions of the students to be taught. Because we have some different conditions of students such as economic, physical, environment and facilities. Teachers use digital resources for a variety of purposes and in many ways, including:

- As a way to introduce students to a topic
- As part of a teacher lecture or demonstration
- As a stimulus to group or whole-class discussion
- To provide students with access to different text types
- To engage students in activities that are not possible in the classroom
- To allow students to work at their own pace as a review or extension activity.

By comprehending some purposes in using digital sources above, the teachers can do the process smoothly. Process online learning is learning whose success will be very successful influenced by the ability of teachers to use technology in delivering learning materials. Some research findings of research shown that not all students will be successful in online learning (Nakayama et

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al., 2006). This is the biggest challenge for teachers in the use of digital learning to reach the goal of teaching.

CONCLUSION

In education field condition are caused by the COVID-19 pandemic brought a very significant change for teaching and learning interaction. This condition causes teachers and students to must apply an online learning pattern, in which learning is carried out in one virtual space (teachers and students do not meet in person) with utilizing facilities that support remote interaction. Some digital learning technology instruments that are often used by teachers during the learning process, such as: notebooks, gadgets, displays, interactive media, digital libraries, digital labs, internet and many more. The teachers also can use some platforms of digital learning for learning and teaching process. The use of these technological devices can give birth to a "digital creative" and "cyber attractive" culture in the world of education. Digital learning is used in to help teacher and students in Synchronous distance learning area which a sources as learning media. Digital content has been developed by many teachers as media in teaching and learning interaction by implementing some platforms in digital era such as Google Classroom, Google Form, Google meet., Zoom, MMG, Learning Management System (LMS), Study House, Teacher Room, Smart Class, Your School, Zenius.net, or through social media and websites (WhatsApp, YouTube, Instagram, Facebook,Twitter, Google Classroom, and Line).

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