

CHAPTER I

INTRODUCTION

This chapter explains the background of the study , problem identifications, research questions, purpose of the study, scope of the study, and significance of the study.

1.1. Background of the Study

Recently, widespread interest in technology has resulted in the availability of numerous educational aids, especially in the learning management system (LMS) such as Google Classroom was one of the learning management systems recommended by the Indonesian Ministry of Education and Culture(Fauziah & Nurwulan, 2021). To back up the preceding assertion, a previous study was conducted to evaluate the Learning Management System (LMS), Google Classroom, using the System Usability Scale (SUS). A study using a system usability scale to evaluate the efficacy of study using a system usability scale to assess the effectiveness of google classroom. The investigation was performed using a quantitative data survey. Google Classroom is one of the e-learning tools that can be used. Google Classroom has become the alternative for students at home to stay engaged, follow along, and return to their virtual classrooms. Students are looking for options to hand out assignments remotely (Schoon, 2020). The use of Google Classroom can encourage participation from students. In addition to organizing, posting, and collecting terms, administering and grading tests and quizzes, posting course materials, enabling student discussion, and making announcements, Google Classroom aids educators (Gross, 2019). Google

Classroom improves the process of teaching and learning. Additionally, it is dependable, effective, and efficient at increasing students' access to and focus on learning. Students and teachers connect, work together, create assignments, grade students, and post teacher notes (Khoiriyah & Pulungan, 2022) (Graham & Borgen, 2018) (Rani & Beutlin, 2020). Furthermore, Nagele (2019) said that lecturers can make practical lessons that are student-centered, interactive, and memorable through Google Classroom, as it offers easy-to-use learning tools for students of all categories to work together. Besides, (Graham & Borgen, 2018) points out that Google Classroom makes it easy for educators to send announcements, create, distribute, and assess assignments, communicate with students regularly, and start class discussions instantly. It also provides a high level of satisfaction, and students' enthusiasm increases. An application or system is considered usable when the user can perform what is expected without interference and things that men doubt or question ((Lewis, 2006). To obtain information indicating that the program is usable, usability testing is performed (Setiawan et al., 2020). To improve the user experience, usability must be measured (Setiawan et al., 2020). Several ways are available for assessing application quality in terms of usability, including the System Usability Scale (SUS) method as an inference method.

The availability of adequate facilities further reinforces that Blended Learning can be the right solution in synergizing technology to form an effective and efficient learning process. In addition, blended Learning can also support learning flexibility and activeness, and student participation is not limited to the

classroom (Sugiyanta et al., 2022). Therefore, (Oktaria & Rahmayadevi, 2021), Blended learning is the best blend of progress the latest in education and technology proposed by online learning to the best interaction and participation of conventional learning. Furthermore, Blended learning facilitates students to carry out active processes in information, have Initiative and confidence in themselves, and are responsible for their learning experience (Ali, 2020) (Ganis Astriyanti, 2017:8). Thus, the involvement of individual students personally can be optimized. The application of Blended Learning is inseparable from online learning, for it requires an adequate e-learning portal as a virtual classroom; in this case, Google Classroom can be used as the correct reference.

An application or system is considered to be usable when the user can use it to perform what is desired expectedly without interference and things that men doubt or question (Rubin and Chisnell, 2008). To obtain information indicating that the program is usable, usability testing is performed (Setiawan et al., 2020). To improve the user experience, usability must be measured (Setiawan and Wicaksono, 2020). Several ways are available for assessing application quality in terms of usability, including the System Usability Scale (SUS) method as an inference method.

1.2. Research Question

According to the problems stated in the background of the study, a research question was formulated as follows: What is the result of the evaluation of Google Classroom tools in Pharmacy Vocational High School Mandala Tiara Bangsa using the System Usability Scale (SUS) method?

1.3. Purpose of the Study

The purpose of this study was to describe the result of the evaluation of the usability of Google Classroom in Pharmacy Vocational High School Mandala Tiara Bangsa using the System Usability Scale method.

1.4. Scope of the Study

The researcher evaluated the usability of google classroom in vocational high schools using a system usability scale. A quantitative survey using was employed in this study. Utilizing a questionnaire contributed to class X until XII students and teachers Pharmacy Vocational High School Mandala Tiara Bangsa focus on google classroom.

1.5. Significance of the Study

The significance of the study can be helpful theoretically and practically. Theoretically, the research results may give the reader broader knowledge about using Google Classroom as a learning tool. The results of this research also offer some advantages to students and teachers; the results of this research provide information about Google Classroom as a tool for teaching that helps them implement an innovation in learning. For students, the results of this research may provide information about Google Classroom as a tool for understanding and new knowledge on how to use it research result is expected to be a reference and information for the pharmacy vocational high school to be more creative and innovative in conducting teaching and learning activities to improve the education standard in Indonesia generally.