Online Learning System as A Form of Transformation of Learning Media

Reagen Philosophy[1], Chontina Siahaan[2], Rianda Triaditya Umasugi[3], Sifra Rebeka Waruwu[4]
{reagenphilosophy@gmail.com[1], chontinasiahaan58@gmail.com[2], ryandatriaditya26@gmail.com[3], sifrarebekaw@gmail.com[4]}

Universitas Kristen Indonesia, Indonesia

Abstract. The COVID-19 pandemic has had a considerable effect on several sectors, along with education. educating performs an essential role to make certain the teaching and gaining knowledge of manner maintains although it isn't always face to face. the answer, educators have to use on-line media to make discoveries within the teaching and getting to know technique. gaining knowledge of is pressured to conform online gaining knowledge of from what turned into formerly performed face-to-face inside the school room. With the pandemic, college students are required to have a look at from home the usage of net access which reasons various troubles, because of the absence of an adjustment method this is too surprising and not according with the existing plan, as a end result there should be an smooth manner out. for lecturers and students to recognize on-line mastering. problems that arise due to the utility of an internet-based studying device consist of the choppy distribution of college students and parents who are smart in managing getting to know media, on line now not all parents pay internet charges, college students' internet signals at home are not less expensive, and maximum mother and father with mediocre monetary conditions do now not have a cellphone or clever cellphone to study their youngsters. The technique used in this look at is a descriptive approach by the use of the interview method via collecting several journal references and interviewing several informants associated with the problems within the studies. As a end result, on-line use can be synonymous with face-to-face presence --through powerful online use which can be without difficulty performed thru a few supporting software.

Keywords: Learning Media; Transformation; Covid-19 pandemic

1 Introduction

Education is one of the maximum critical things in a single's lifestyles as it chooses and publications the future towards one's lifestyles, via education you can actually hone and form one's skills and capability in reaching fulfillment. As stated within the country wide education device law no. 20 of 2003 article three states that the purpose of country wide schooling is to proportion the capability of students so that as humans who consider and worry God Almighty, have noble person, are wholesome, knowledgeable, capable, innovative, unbiased, and as citizens a democratic and responsible kingdom. Colleges are establishments which can be predicted to form the man or woman of the more youthful era, on this context schooling is interpreted as a system of humanizing human beings to grow to be completely human adults.

thru schooling, mindsets, values, and norms are instilled in society (Rohma et al, 2020; Zulaiha et al, 2020; Hartiwi et al, 2020).

On March eleven, 2021, the world was shocked by way of the worldwide pandemic, specifically Covid-19 (Coronavirus disease 2019) that is a brand-new virus outbreak from the town of Wuhan, China that is a set of viruses which can cause flu to infection. together with middle East breathing Syndrome (MERS) in humans, due to the fact this virus can assault the respiration machine. while humans are exposed to the corona virus, they'll experience fever, cough, runny nose and sore throat (Yuliana 2020, 188). The corona virus can be transmitted to people thru droplets that come out of the respiratory tract and mouth, so the Indonesian government issued a regulation requiring people to wear masks when going out, constantly wash their palms with soap or hand sanitizer and not crowd in public places. Ali Muhammad, 2020).

In March 2020 the government issued regulation range 36962/MPK.A/HK/2020 concerning on-line gaining knowledge of and operating from domestic to prevent the unfold of Covid-19, on this regulation it is stated that each one activity associated with the Ministry of education and way of life contain many humans in order that it's far transferred on line the use of video convention or other communique without reducing attendance and paintings advantages (kemdikbud.go.id).

The Covid-19 pandemic has introduced exquisite changes, including within the subject of schooling. It turned into as though all degrees of education had been "forced" to convert, most effective to adapt drastically to gaining knowledge of at domestic via on-line media. This isn't an smooth thing for educators and college students to cope with. consequently, within the instructional system a trainer should be able to have a ramification of gaining knowledge of media due to the fact the state of affairs is usually changing.

The phrases on line and offline learning had been added at this time in the generation of statistics technology. on line and offline mastering, we will call getting to know. on line In online getting to know or distance learning, there are numerous online media-assisted structures, whose function is to make it less complicated for teachers and students to speak about each fabric on the schooling bench. The platforms used are Zoom assembly, Microsoft groups, Google Meet, Google study room. this is a main impact in the transformation of digital media. Offline mastering is an extension of gaining knowledge of outside the community or called offline, which means that that this mastering is not anything but standard learning that changed into frequently utilized by instructors before the Covid-19 pandemic. it is just that there are sure changes along with shorter observe hours and less fabric.

In theory, laptop Mediated communique (CMC) can in reality be interpreted as conversation that takes place among individuals who use pc media or via computer systems (Herring in Budiargo, 2015: viii). This CMC pattern is also defined by way of Joseph Walther in the theory of social information processing or greater frequently abbreviated as SIP (Social records technique) which states that in CMC, the sender of the message describes himself in a socially beneficial manner a good way to attract public hobby. recipient's attention. messages and increase destiny interactions. The receiver of the message then has a tendency to idealize the photo of the sender, and places too much cost on minimum text-primarily based instructions.

To deal with the COVID-19 pandemic, the media is one of the supports within the studying system. The achievement or failure of the mastering system is essentially decided by way of the media used. Media is everything that can be used to bring messages from the sender to the recipient in order that it can stimulate the thoughts, feelings, concerns and pursuits of students in this kind of manner that the studying manner happens (Ahmad, 2005: 45). Media that consists of data and know-how are frequently used with the intention of making the learning system more effective and environmentally friendly. In sporting out the studying manner, humans

continually use various media. In this situation the position of the media is as a tool inside the learning procedure that goes hand in hand with technological developments (Perbadi, 2017: 13). getting to know media is an automobile for spreading messages or for gaining knowledge of. studying media performs a totally important function within the coaching and mastering method. studying media cannot most effectively entice students' interest, but also deliver messages that have to be conveyed in every subject (Soemardjan, 2017; 61).

Consistent with Dabbagh and Ritland, online learning is an open and allotted getting to know gadget with instructional assistance made viable way to net and community-based totally technologies to facilitate the formation of studying techniques and information via meaningful moves and interactions. Offline mastering media may be interpreted as media that aren't geared up with navigation/controller tools that may be used by users. these media run sequentially. for instance, presentation media are usually not equipped with equipment to manipulate what users will do. possibilities run sequentially as a straight line,

The capabilities and makes use of supplied with the aid of gaining knowledge of media in education have a very positive impact on students. mastering media has many advantages for youngsters, along with: 1) assisting kids in including insight, (2) improving verbal exchange capabilities, (three) assisting youngsters in locating and finding new ideas that could spur kid's boom and improvement; (4) enhancing communication talents; (5) improving children's emotional management; (6) increase excessive self-self-assurance in youngsters; (7) train and improve children's language talents; (eight) Formation of individual in kids; (nine) increase a high feel of social in kids.

within the conditions of the COVID-19 pandemic, universities have done many things to keep getting to know going well, which include imposing on-line studying and offline studying. although every so often the gaining knowledge of goals to be conveyed have no longer been carried out properly. however, from this procedure its miles predicted that students can acquire studying both on-line and offline. such as the efforts made through schools to educate their college students.

2 Purpose

Referring to the preliminary explanation above, this study aims to describe how the online learning system is a form of transformation of learning media.

3 Research Benefits

The results of this study are expected to be used as a reference for developing knowledge about online learning systems as a form of transformation of learning media.

3.1 For Lecturers
a. Development of more innovative learning with online learning models that utilize online media platforms as learning media.
b. This can be used as a consideration for lecturers in determining learning media that are in accordance with student interests and following current developments.
c. Able to increase knowledge and provide inspiration about online learning systems as a form of transformation of learning media.

3.2 For Students
a. Encourage students to be more active and motivated in learning.

b. Adding learning resources not only from books and lecturers.
c. Stimulate students not to get hung up on offline learning

3.3 For Campus
a. Improving the quality of learning by utilizing online platforms as learning media in online learning on campus
b. Make a positive contribution to the progress of the campus as well as a conducive educational climate on campus.

4 Theory

In 1987, the theory of media verbal exchange began to broaden, specifically computer Mediated communication (CMC). In Indonesian, CMC may be interpreted as computer-mediated communication or computer-mediated communication. inside the CMC heritage, computer systems aren't simplest personal computers (computers) or laptops, but all laptop-primarily based devices which include PDAs, smartphones, tablets, and so forth, those tools are called new conversation media. really placed, pc Mediated verbal exchange (CMC) can be defined as verbal exchange that takes place among folks that use computer media or via computer systems (Herring in Budiargo, 2015: viii).

The brand-new notion of CMC concept has attracted many conversation circles to discover the differences between CMC and face-to-face communique. The social psychology of telecommunications specializes in audio lectures and teleconferencing, explaining to researchers the origins of CMC, the anticipated lack of non-verbal cues, and the frequency of selection making in CMC. any other study through Culnan and Markus concerning CMC observed that the discount of non-verbal cue structures due to communication era skills in CMC resulted in a lack of awareness of the opposite birthday party and a lack of normative conduct, courtesy and coordination, empathy and kindness. or lack of ability to reduce uncertainty. this is what's called a situation, Cues filtered that's a communique situation that reduces someone's opportunity to catch verbal exchange signs and symptoms, along with nonverbal signals concerned in communicating with him (Berge, 2014: 705).

This CMC pattern became additionally explained with the aid of Joseph Walther inside the concept of social facts processing or more frequently abbreviated as SIP (Social information procedure). Social records processing principle states that in CMC. The sender of the message describes himself in a socially useful manner to attract the attention of the recipient of the message and expand destiny interactions. Recipients of messages tend to idealize the image of the sender and area too much emphasis on minimum textual content-based instructions.

Technically, CMC is a form of the usage of numerous styles of utility programs which can be used to speak between or greater humans and may interact with each different via exclusive computer systems without being limited by way of distance, space and time, as said by way of Herring (1996); "pc-mediated discourse is communication that outcomes when humans engage with each other by sending messages thru pc networks" (Thurlow, 2007:15).

In reality, the arena of communique procedures thru CMC is in the realm of our on-line world (technically, communication packages thru the internet are in the form of large networks that use protocols to transfer information). cyberspace is absolutely the space of CMC, so folks that are "virtual" do exist in area, even though they may be "manifested" within the real-international. Digital global as absolute area CMC is sincerely a time period that comes from the unconventional Neuromancer by means of William Gibson in 1984, inside the novel it's miles stated that the virtual world is a consensual hallucination experienced by human beings

as a part of a graphical illustration of the complexity of the facts utilized by people in the gadget computer.

Therefore, CMC takes area in a fashionable digital international, which is a metaphor to explain the non-physical aircraft created via a computer device. Like physical area, our on-line world incorporates gadgets (documents, emails, images, and so on.) and various modes of transportation and shipping. The difference among motion in our on-line world is that it does now not require any bodily motion apart from urgent keys on the keyboard or moving the mouse. even though there's a difference between the real world and the virtual world, the 2 worlds have overlaps in human lifestyles, as Benedict stated earlier. consequently, it is able to be stated that when you consider that the use of cyberspace as a communique area, CMC has entered an technology of unavoidable communicative conduct.

There are 3 principal theoretical categories in the CMC principle method which encompass the subsequent classes; First, Cue-clear out concept; This Clues clear out principle explains a hard and fast of premises which nation that CMC does not have nonverbal cues, consequently CMC hinders the fulfillment of social features that typically involve these nonverbal cues so that only a few socioemotional bonds are shaped on line through CMC (Walther, 2009: 385). CMC that uses an intangible digital global has a weak point that the user cannot use gestures, tone of voice and facial expressions. in addition, CMC does not have comparable social norms and requirements, which encourage users to be extra competitive and impulsive. even though CMC isn't always capable of supplying socio-emotional cues, it is more democratic in human family members.

5 Research Methods

The technique used on these studies is descriptive evaluation research, which is described with the aid of Whitney (1960) as follows: "The descriptive approach is truth finding with the proper interpretation. Descriptive studies research troubles in society, in addition to techniques that follow in positive societies and conditions, which includes relationships, sports, attitudes, views, ongoing strategies, and the outcomes of a phenomenon" (Nazir 1988:63-64). Descriptive approach through gathering several journal references related to the transition of the web teaching and mastering machine as a form of transformation of studying media.

Then use interview-based totally records series techniques to informants from college students laid low with COVID-19, so that they ought to go through on line lectures. in keeping with Berger (2000:111) an interview is a conversation between a researcher and an informant who is anticipated to have vital statistics associated with the studies being studied. Interview is a information collection approach used to achieve information without delay from the supply (Kriyantono, 2006:98).

6 Discussion

The media has tremendous and important advantages in children's learning activities, as the media makes learning activities more passionate. Not only does the media play an important role, it also has several functions in learning activities. According to Riyana (2012: 14), the features of the media are: (1) The use of learning media is not an additional feature, but it has unique features that contribute to a more effective learning situation. (2) Learning media is an integral part of the entire learning process. This means that the learning media is not itself, but is linked to other components to create the expected learning situation. to learn. This feature

means that when using media for learning, you should always pay attention to your skills and learning materials. (5) Learning media can be used to speed up the learning process. This feature means that students with learning media can reach their learning goals and materials more easily and quickly. (6) Learning media can help improve the process of education and learning. In general, the quality of learning is a top priority because the learning outcomes of students who use learning media are long-lasting.

The transformation of learning media that is used is mostly a face-to-face system in the classroom. However, since the COVID-19 pandemic which spreads rapidly through direct contact with sick people, gatherings are prohibited. The world of education is also affected, so learning takes place online.

With this in mind, there are several online learning media to choose from, including:
a. The first and most widely used Online Learning Media is the WhatsApp group.
b. The next online learning media comes from Microsoft, namely Microsoft Teams.
c. The next online learning media comes from Google, namely Google Meet and
d. Google Class.
e. The next learning media that is often used is zoom.

Given the situation during the COVID-19 pandemic, a teacher or lecturer should wisely choose the media that will be used in the learning process so as not to lose material. Therefore, educators must master many learning media. To stop the spread of the COVID19 virus, the government is innovating how it carries out its activities. Especially, it is called teleworking or WFH (working from home). WFH is implemented by all institutions, including educational institutions. WFH is a learning process that replaces the normal learning process in the classroom with an online learning process. In our opinion, this task can only be easily done at facilities such as gadgets / devices, laptops, delegations, and proper networks. After several weeks of learning activities on the online system, it turned out that problems and obstacles had occurred. Not all students have a device such as a mobile phone.

Even if you have a mobile phone, there are other barriers like networks that do not support limited allocation or online learning processes. Another issue is the mediocre parental economics struggling to upgrade devices / laptops as a means of online learning during a pandemic. In addition to obstacles for students, teachers are also affected. Not all teachers are familiar with the technology available and it is difficult to do so. These obstacles can interfere with learning activities. And we can conclude that the online learning system was not effective. There are many other obstacles, such as the materials presented are not understood by the students. As a result, students are confused with the materials presented by the teacher. People who have difficulty updating their gadgets / laptops as a means of learning online during a pandemic. In addition to obstacles for students, teachers are also affected.

Furthermore, not all students are present during the teaching and learning process, assuming this is due to an unsupported network and may be due to students being tired of ineffective learning systems. In addition, it is difficult to manage the existence of children in KBM (education / learning activities) with online learning systems, so only well-equipped children can participate in KBM. After all, learning isn't properly channeled. Of course, even if you have to do it at home, you need a solution to these obstacles so that you can properly guide the process of education and learning. However, the best solution seems to be to continue to do our best by sticking to online learning opportunities and school rules and decisions.

Online learning has obstacles that are difficult to overcome. The ongoing epidemic has forced the government to extend the home learning process indefinitely. This does not mean that it is a vacation from the learning process. Educational institutions need to carry out an online

learning process at home. When learning online is easy in many cities, as opposed to disadvantaged areas and remote areas where there is no electricity and uneven use of electronic media. Due to lack of equipment and electricity, local teachers had to do additional work. Teachers need to visit hundreds of students at a time to teach a private class at the student's home. The process of teaching and learning at home involves keeping distance, wearing a mask, and constantly washing hands.

In rural areas, it turns out that not all students have gadgets, let alone laptops. Therefore the material is a bit difficult to apply online and it is assumed that all schools are like this too. As one way to address difficulties or overcome electrical problems and equipment shortages, teachers carry out direct learning at each student's home in accordance with government guidelines so that all students do not miss the subject matter.

The use of online media in learning during a COVID 19 pandemic is often considered less effective by students. This is due to the lack of face-to-face instruction, lack of clear learning instructions, ineffective learning time during lectures, and reduced online learning time in the classroom. The format of the IQF curriculum used by various universities is not effective in this online era. Various tasks are handled linguistically, and there are gaps in topic collection and discussion. Instructor problems are also common in the learning process using online learning media. There are many courses with different subjects, so it is necessary to prepare an instructor. Both slides can be assigned by the student and the task will be submitted online (Sitohang and Husna, 2020: 649).

At the beginning of the implementation, many students responded well to online learning, but after the online learning process many students experienced difficulties in learning. This situation worsens the quality of learning for students and the quality of teaching by lecturers. When connected online, the teacher only gives a brief explanation, either through a slideshow, video voice explaining the material, a limited number of e-books, voicemail, or writing chat messages. As a result of these limitations, students feel the lack of information obtained due to limited study space. In addition to the limited study space, time is also a constraint.

Why is the online learning system that teachers provide to students actually reducing the effectiveness of learning? Isn't it the other way around? Some problems arise because many problems do not make a profit. It can be distracting and difficult to concentrate. According to students from the Christian University of Indonesia, they have been offering online courses since March 2020 for the COVID 19 pandemic. Explain that I like studying at home because I have time. "When you go to campus and check the situation? You can't force it," said one of the students when asked about an online learning opportunity that suits them.

Of course, from a statement based on the student's experience following the online learning process. He went on to explain perhaps not only the network and many tasks, but also many distractions during the learning process. Face-to-face lectures are actually better, but I've been studying online for a long time, so I like online because I have more time, "says a student at Christian University in Indonesia. "You can also use Media Zoom to share your tasks yourself, or you can make phone calls via WhatsApp," says students about task sharing on the Internet. Based on the two informants, their opinions are directed towards the online learning process. But I've been studying online for a long time, so I like online because I have time, "says a student at Christian University in Indonesia.

Based on the two informants, their opinions are directed towards the online learning process. This phenomenon can also be understood in terms of psychological restrictions on the use of online media due to changes in student learning habits. It may be appealing because it's different at first, but once implemented, students get tired of the routines they have to do every day again.

Distraction is another problem where it is difficult to establish good focus. One of the students again explained about the disturbances they received "if there is a disturbance, sometimes there are people who are ordered by their parents. whether we are told to do this or that, it becomes difficult for us to concentrate on studying." Another student also added, "Usually there are external factors, such as noise from outside such as noise." One of the factors that shape the focus depends on external stimuli, which generally consist of two principles, namely the pleasure principle and the rule principle. The pleasure principle is based on the urge to do something you love and enjoy. You can produce focus because you like your subject. Second, the rule of law, which is based on the urge to do something because the demands of the rules have consequences.

This principle can also encourage a person's willingness to do something and focus on examples of applications that want to study while sleeping, then not focus. If that's the case, it's better to study first, you can sleep after studying or before learning to eat before going to bed, so that the focus goes up because of the principles we apply. In this case, students are required to be good at doing the principles. If you already understand then you need to equate the two things. it is expected that students can build focus in the online learning process. Willingness to do something and focus on examples of applications that want to learn while sleeping, then there is no focus. If that's the case, it's better to study first, you can sleep after studying or before learning to eat before going to bed, so that the focus goes up because of the principles we apply. In this case, students are required to be good at doing the principles. If you already understand then you need to equate the two things. it is expected that students can build focus in the online learning process.

Willingness to do something and focus on examples of applications that want to learn while sleeping, then there is no focus. If that's the case, it's better to study first, you can sleep after studying or before learning to eat before going to bed, so that the focus goes up because of the principles we apply. In this case, students are required to be good at doing the principles. If you already understand then you need to equate the two things. it is expected that students can build focus in the online learning process. If you already understand then you need to equate the two things. it is expected that students can build focus in the online learning process. If you already understand then you need to equate the two things. It is expected that students can build focus in the online learning process.

7 Conclusion

The existence of the Covid-19 pandemic has changed the world of education, starting from elementary schools to universities affected by this outbreak must make a transformation in learning media. The transformation must be carried out because learning that is usually done face-to-face must change by using learning media as an innovation through online media. For this reason, the learning system is carried out using a personal computer (PC) or laptop connected to an internet network connection, educators can also use social media such as WhatsApp (WA), Telegram, Instagram, Zoom-App or other learning media. Advances in technology make learning tools easier, in this case educators can ensure that students participate in studies at the same time, even in different locations. However, online learning also has problems such as the network that must be stable, while not all regions in Indonesia have a good network, so students and lecturers must find solutions in order to participate in learning.

References

[1] A. Ahmad, Learning Media., Jakarta: Raja Grafindo Persada (2005)

[2] D. Budiargo, Berkomunikasi ala Net Generation, Jakarta: PT. Elex Media Komputindo, Kompas Gramedia (2005)

[3] A. A. Berger, Media and Communication Research Methods, London, London: Sage Publications (2000)

[4] N. Dabbagh a B. Ritland, Online Learning, Concepts, Strategies And Application, Ohio: Pearson (2005)

[5] R. Kriyantono, Teknis Praktis Riset Komunikas, Pertama ed., Jakarta, DKI Jakarta: Kencana (2006)

[6] B. Pribadi, Media dan Teknologi Dalam Pembelajaran, Jakarta: Kencana (2017)

[7] R. Rada, Understanding Virtual Universities, USA: Intellect (2001)

[8] C. Riyana, Media Pembelajaran, Jakarta: Direktorat Jenderal Pendidikan Islam Kementerian Agama Republik Indonesia (2012)

[9] Sumardjan, Media Kartu Sekolah. SEMARANG: FORMAC. Thurlow, Crispin etc. 2007. Computer Mediated Communication, California: Sage Publication, (2017)

[10] M. Ali, „"6 Ribuan Sekolah Ditutup Akibat Pandemi Corona. Covid-19",“ Liputan 6, 20 Mei (2020)

[11] M. Ali, "6 Ribuan Sekolah Ditutup Akibat Pandemi Corona. Covid- 19," Liputan 6, 2021 Mei 20. [Online]. Available: https://www.liputan6.com/news/read/4259413/6-ribuan- sekolah-ditutup-akibat-pandemi-corona- covid-19. [Accessed 2021 Oktober 07].

[12] K. P. d. Kebudayaan, "Pembelajaran Secara Daring dan Bekerja dari Rumah Untuk Mencegah Penyebaran Covid-19," SE. Mendikbud, 17 Maret 2020. [Online]. Available: https://www.kemdikbud.go.id/main/blog/2020/03/se-mendikbud-pembelajaran-secara-daring-dan-bekerja-dari-rumah-untuk-mencegah-penyebaran-covid19. [Accessed 2021 Oktober 07].

[13] R. T. Setiawardhani, "Edunomic," Jurnal Ilmiah Pendidikan Ekonomi, vol. 1 , no. Nomor 2, pp. 82-96, September 2013.

[14] Rohma, S. Harapan., E dan Wardiah, D, "The Influence of School- Based Managementand Teacher's Professionalism toward Teacher's Performance.," Journal of Social Workand Science Education, vol. 1, no. 1, pp. 13-23, 2020.

[15] Sihotang, Ijah M., and Fauziah Husna, "PENGGUNAAN MEDIA PEMBELAJARAN DALAM JARINGAN PADA MASA COVID-19," E-Journal Universitas Asahan, pp. 646-651, September 2020.

[16] Susilawati and Muhammad Yasir, "Transformasi Media Pembelajaran Di Masa Pandemi Covid- 19," Jurnal Pengabdian Masyarakat, 01 Agustus 2021. [Online]. Available: https://jurnal.politap.ac.id/index.php/literasi/article/download/91/81/613. [Accessed 2021 Oktober 11].

[17] Yuliana, "Corona Virus Diseases (Covid-19): Sebuah Tinjauan Literatur," Wellness and Healthy Magazine 188, no. 2656-0062., pp. 187-192, Februari.

[18] Zainuddin Atsani, KH. Lalu Gede M, "Transformasi Media Pembelajaran Pada Masa Pandemi Covid-19," Jurnal Studi Islam, vol. 4, no. 1, pp. 82-93, 2020.

[19] Zulaiha, D., Lian, B., dan Mulyadi, M., "The Effect of Principal's Competence and Community Participation on the Quality of Educational Services," Journal of Social Work and Science Education, vol. 1, no. 1, pp. 45-57, 2020.Somov, A.: Wildfire safety with wireless sensor networks. EAI Endorse Transactions on Ambient Systems. pp. 1-11 (2011)