

The Application of Google Drive Instructional Media in Language Learning

Moorad Abdul Hakeem
Taif University, Saudi Arabia

Abstract

The current research examined the e-learning process conducted in five senior high schools at Al-Hawiyah District, Ta'if. It aims at examining the application of Google Drive instructional media in language learning. This research takes advantage of fast technological developments and information, namely the internet system in the field of e-learning based education. There are many teaching strategies or methods to improve the quality of learning and teaching better. The Google Drive instructional media is one of the e-learning based education media that can be used to make teaching-learning process better. This researcher involved 25 students randomly chosen from those five different schools as the sample. The researcher interviewed five of them to investigate the use of the Google Doc, a Google application related to text editing similar to MS Word. From the result of the data analysis, that learning media is effectively used to achieve the e-learning based education.

Keywords

Google Drive, e-learning based education, instructional media

Corresponding author:

Moorad Abdul Hakeem, Taif University, Ta'if, Saudi Arabia
Email: mooradhakeem78@tu.edu.sa

INTRODUCTION

A teaching and learning process is an activity carried out by a teacher and a group of students at a certain time and place. According to Achua and Lussier (2010), in this activity, the teacher's behavior is teaching, and students' behavior is learning. In line with this opinion, Ahmad (2016) added that in teaching and learning activities, the teachers' duty is not only to teach subject materials, but also to facilitate students to be able to learn independently.

Learning materials are found in the surrounding environment and can be in the form of things that can be seen or not can be seen, both orally and written. The learning materials can be in the form of a knowledge, moral values, arts, religion, attitudes, and skills. According to (Arikan, 2008), in relation to students, learning materials need to be developed with learning media.

Learning media is a tool as a way for someone to teach or how to convey material in an interesting way. This is conducted to create an effective and efficient teaching and learning atmosphere. Barnawi, Junaedi, and Rido (2019) and Stern (2020) proposed that the application of learning media must be based on the learning patterns that have been determined and which will be used.

Teachers are required to be able to create various ways in the learning process to motivate students. This includes skills in utilizing technology as a learning medium, such as the use of the internet. According to Bradin (1999) teaching and learning activities by utilizing information and communication technology with the internet change teacher-focused learning into student-focused learning. This will lead to a great interest in independent learning and students can easily obtain information that can be exploited through the internet. The use of the internet also supports the teaching and learning process in schools.

In education research, an approach is a general way of looking at and behaving towards a problem. Problem solving efforts are processes, ways of doing things, to overcome or resolve. Troubleshooting as stated by Borg and Gall (2003) is a solution to problem solving that contains four steps are: understanding the problem, planning the completion, solving problems according to the planning, and re-checking all steps that have been done.

Many strategies or learning methods can be applied to improve the quality of learning to be better. One of them is to provide easy and efficient learning media. Stern (2020) 3plearningblog (2020) proposed that instructional media Google Drive is one of the e-learning-based learning media that can increase the teaching and learning process to be active and innovative by utilizing the internet network.

Google Drive provides a variety of features that have many uses (3plearningblog, 2020). In the present research, the study focused on the use of Google Doc, which is a Google application related to text editing similar to MS Word. Based on studies conducted by Wirjawan, Pratama, Pratihina, Wijaya, and Untung (2020), Nashruddin, Alam, and Tanasy (2020), and some others, Google Drive is also a suitable medium for observing group work conducted outside the classroom.

LITERATURE REVIEW

In general, the media has a function as an intermediary that conveys information between the source and the recipient. This definition emphasizes the term media as an intermediary. Therefore, Toni emphasized that the media serves to link information from one party to another (Weber, 2009).

In the world of education, the term media is known as learning media. According to Ellsworth (2005) learning media are tools used to support the implementation of the teaching and learning process, ranging from books to the use of electronic devices in the classroom. In line with that, Greenhow and Lewin (2016) investigated that learning media is anything that can be used to convey messages or information in the teaching and learning process so that it can stimulate students' attention and interest in learning.

Learning media serves to explain or visualize a material that is difficult to understand if only using verbal speech. For example, an explanation of the water cycle, the digestive system or the respiratory system in humans. Furthermore, Matzat and Vrieling (2016) explicitly say that learning media includes tools that are physically used to convey the content of teaching materials. From these two understandings, the media is a tool used to deliver learning materials.

Learning media has various functions. By definition, these functions are sometimes different. It all depends on who is the expert who describes them. According to Long and Sato (1983) The functions of learning media are:

- The function of attention
To attract students' attention to concentrate more and focus on the content of the subject matter
- Affective function
It is the comfort of students when studying or reading. For example, illustrated text
- Cognitive functions
Make it easier to understand and remember information
- Compensatory function
It accommodates or helps students who are weak and slow to accept lessons presented verbally or text

Another opinion is proposed by Mason (2013) that the general functions of learning media are as follows

1. To attract students' attention
Students sometimes are less interested or enthusiastic about a lesson because the subject matter is difficult and difficult to digest.
With learning media, the classroom atmosphere will be fresher and students can concentrate more, especially when the learning media used are unique and interesting.
2. To clarify message delivery
In lessons, there are sometimes things with abstract concepts that are difficult to explain orally, for example the parts of the human body. By learning media, such as

videos, pictures or artificial human skeletons, students will more clearly understand what is explained by the teacher in class.

3. To overcoming space, time and cost limitations
When describing for example carnivorous animals. It's impossible for us to bring a tiger, lion or crocodile into the classroom. With learning media such as pictures, students understand what the teacher means even though they have not seen the shape of the object directly.
4. To avoid interpretation errors
When the teacher speaks verbally, the student's point of view is sometimes different from one another and the teacher's intentions are different from the students' understanding. With learning media, the interpretation of a theory becomes the same and there is no misunderstanding of information.
5. To Accommodate different types of student learning styles
Humans are equipped with different abilities, including in terms of learning styles. In a theory, there are at least three types of learning styles, namely visual, auditory and kinesthetic. By combining learning media in the form of audio, audio video, images or writing, students who are weak in capturing lessons orally can be covered with other learning media that they understand better.
6. To Achieve Learning Objectives Effectively
With learning media, the teaching and learning process in the classroom is expected to be successful in accordance with the goals to be achieved by the educators in the classroom. Apart from those mentioned above, there are still many other learning media functions proposed by several figures such as semantic function, manipulative function, psychological function, motivational function, socio-cultural function and so on.

Based on a study conducted by Bright (2016), there are many learning materials in the environment surroundings, in the visible and invisible forms, in spoken and written forms. Learning materials can be a knowledge, moral values, arts, religion, attitudes, and skills. In relation, learning materials are developed with media learning.

Learning media is a tool as someone's way of teaching or how to add material with interesting way. This is used to create a learning atmosphere effective and efficient teaching. The application of learning media must based on the learning pattern has been determined and which will used (Nesje, Brandmo, & Berger, 2018).

Teachers need to be creative in several approaches on the learning process to motivate learners. These efforts cover the use of technology as a learning medium. Drigas and Papoutsis (2018) and Flemming, Booth, Hannes, Cargo, and Noyes (2018) stated utilization of media can be with the use of internet. Teaching and learning activities using internet-based technology can change the learning focus from teacher into students. Students' interest in independent learning will increase. In addition, students easily obtain information and knowledge which they can exploit using the internet. This strongly supports the teaching and learning process in schools.

One of e-learning-based learning media which can improve the learning process teaching to be active and innovative is the use of Google Drive. Google Drive has been used lot use, but in this research, the focus is on the use of Google Doc. It is related to Google apps with text editing similar to MS Words. Google Drive is a suitable medium for observing group work done outside of class .

The application of the learning media namely Google Drive on learning outcomes of language learning is to fix and improve the condition and the quality of learning who are creative and innovative in the classroom as well as improve professional service in the context of classroom learning (Saeed & Zyngier, 2012; Shafa, 2016). This is believed to be able to create an effective and efficient learning atmosphere. The application of learning media is based on predetermined and planned learning patterns.

Problem solving steps in learning are solutions for problem solving, especially learning motivation. It contains four steps of resolution, namely: understanding the problem, planning completion, solving problems according to the plan, and re-checking all the steps that have been done (Wahab & Iskandar, 2020).

RESEARCH METHOD

According to Denzin and Lincoln (1994) qualitative research is a field of inquiry in its own right. The method of this activity is in the form of providing information to teachers regarding the application of Google Drive learning media of the result of studying English exemplify it and the teachers to come to simulate it.

The following are the stages of the activity:

1. Preparation

- a. Survey
- b. Consolidation and location determination of target

In the preparatory stage, researchers plan activities by coordinating with partner schools, socializing research activities involving teachers. Next, develop a program based on the results of situation analysis, teacher and student analysis, material analysis, and learning model analysis.

2. Implementation

Conducting the counseling by giving the module and explaining to teachers about Google Drive learning media, and giving examples orally and non-verbal, so that the material can be easily understandable. With the hope that can improve student learning outcomes based on education character and the change of students' mindsets about learning.

This study involved 25 students from 5 different schools as participants, in the process of language learning activities using Google Drive as a medium. The data collection instruments were observation sheets and interviews. From the 25 participants, the researcher randomly selected 5 students to be interviewed.

To do activities above, the methods used are:

- a. Lecture method

This method was chosen for explaining to the teachers how to use the optimal application of media Google Drive learning.

b. Question and answer method

This method is very important for training participants, both when receiving an explanation about Google Drive learning media, as well as when simulating, so that teachers understand and explore as much information as possible about Google Drive.

c. Simulation Method

This simulation method is very important for teachers to give opportunity to teacher to practice the material has been obtained. The hope is to really know and understand how far the teachers understand Google Drive learning media and if there are things they haven't understood can be solved the problem.

FINDINGS AND DISCUSSION

Teacher strategies to improve students' ability in understanding the subject matter are with use learning media that are in accordance with the material to be taught. Media has the meaning of intermediary or introduction. Communication media is a tool or means for communication. Media in learning is anything that can be used to channeling messages from teachers to students so that they can stimulate students' thoughts, feelings, concerns, and interests in such a way that it occurs in learning process. In teaching, the media is techniques used in order to make communication between teachers and students more effective in the education and teaching process in schools.

Based on the results of observations associated with descriptions from several experts about the limitations of learning media in education, researchers found the general characteristics contained in learning media, namely:

- a. Learning media has a function as a tool in the learning process, both inside and outside the classroom;
- b. Learning media is used to facilitate the communication process and interaction between teacher and student in the learning process;
- c. Learning media has a physical form as hardware, which is an object that can be seen, heard, or touched with the human's five senses.
- d. Learning media has a non-physical form known as software, namely the message content contained in the hardware, which is the content of the material to be conveyed to students;
- e. Media is everything that can be used to channel messages, and can stimulate the mind, arouse enthusiasm, attention, and willingness of students to be active in learning activities.

In education, learning media has a very meaningful function for the teaching and learning process. From this study, and from the results of data analysis, the researcher found that the function of the learning media as follows.

1. Learning media overcomes the limitations of experience possessed by students.

The experience of every student is different, depending on the factors that determine the richness of the child's experience, such as the availability of books, learning facilities, the opportunity to visit a place, and so on. Learning media can overcome these differences. If it is not possible for students to be brought directly to the object being studied, then the object is brought to the student's place of study. Those can be in the form of models, miniatures, and pictures presented audio or audiovisual.

2. Learning media can go beyond the boundaries of the classroom.
There are many things that cannot be experienced directly by students in class about an object, which is caused by: (a) the object is too large, (b) the object is too small, (c) the object moves too slowly, (d) the object moves too fast, (e) the object is too complex, (f) the sound of the object is too soft, (g) the object is high risk. Through the use of appropriate media, all types of objects can be presented to students.
3. Learning media allows direct interaction between students and the environment.
4. Media produces uniformity of observation.
5. Learning media instill basic concepts that are correct, concrete, and realistic.
6. Learning media generate new desires and interests.
7. Learning media generate motivation and stimulate students to learn.

The researcher found that the process of language learning activities using Google Drive is an alternative that makes learning more fun and meaningful. The processes of using the internet as a Google Drive learning media based on e-learning are as follows:

- a. Teacher explains the learning objectives implemented, or the teacher explains the basic competencies that must be achieved by students, the benefits of the learning process, and the importance of the subject matter which will be studied.
- b. The teacher explains the procedure of learning media with Google Drive.
- c. The teacher conducts a pretest to measure the students' basic abilities.
- d. The teacher divides the students' tasks to make observations.
- e. The teacher gives an observation sheet and determines the material that must be prepared by students.
- f. The teacher asks questions about the assignments that must be done by students.
- g. Students make observations according to the division of tasks and record the things they find.
- h. Students work on assignments based on their findings according to the material assigned by the teacher. The task given using google drive and internet access must be available.
- i. Students submit their work to the teacher through their social media accounts.
- j. The teacher saves student assignment files easily and shows the results.
- k. Easily and for free, students can save study materials and work on assignments via Google Drive.
- l. All course materials or assignment can be accessed anywhere and anytime.

- m. The teacher evaluates student learning outcomes.
- n. With the guidance and direction of the teacher, students conclude the results of their work or their observations.
- o. The teacher together with the students reflect on the process and learning outcomes.

The process is not only given in one look advance, but held more than one meeting. This is to create active and creative students in the learning process, both inside and outside the classroom by using Google Drive as a learning medium. File storage on Google Drive is very safe.

From the results of interviews with randomly selected research subjects, it was found that Google Drive can be used to store various important files. Files that can be saved on Google Drive is like a file created in Microsoft Office Word, Microsoft Office Excel, Microsoft Office Power Point, PDF, XPS, JPG, PNG, RAR, save photos, save videos, and so on.

From the results of interviews with participants, it was also found that Google Drive has advantages. It can make it easier to save files by uploading any type of file for free. Saved files can also be shared via the file link in the google drive.

CONCLUSION

From the research findings and discussion, it can be concluded that:

- There are many strategies or learning methods that aim to improve the quality of language learning for the better. One of them is providing easy and efficient learning media.
- In language learning, Google Drive is perceived by students as one of the e-learning-based learning media that can improve the teaching and learning process to be active and innovative by use of the internet system.

As a suggestion, it is hoped that this google drive learning media can be used effectively to achieve e-learning-based learning objectives.

REFERENCES

- 3plearningblog. (2020). 5 Common Pitfalls Distance Teaching. from www.3plearning.com/blog/5-common-pitfalls-distance-teaching-avoid/
- Achua, C., & Lussier, R. (2010). *Effective Leadership*. Australia: International Edition, South Western, Cengage Learning.
- Ahmad, S. Z. (2016). The Flipped Classroom Model to Develop Egyptian EFL Students' Listening Comprehension. *English Language Teaching*, 9(9), 166-178.

- Arikan, A. (2008). The Effective English Language Teacher from the Perspectives of Turkish Preparatory School Students. from <http://www.ardaarika.com>
- Barnawi, B., Junaedi, J., & Rido, R. (2019). Improve Teachers' Ability in Compiling Classroom Action Research Through Workshop Activities. *Action Research Journal Indonesia (ARJI)*, 1(1), 1-12.
- Borg, & Gall. (2003). *Education Research*. New York: Allyn and Bacon.
- Bradin, C. (1999). CALL issues: Instructional aspects of software evaluation. In J. Egbertand & E. Hanson-Smith (Eds.), *CALL environments: Research, practice, and critical issues* (pp. 159-175). Alexandria, VA: Teachers of English to Speakers of Other Languages.
- Bright, L. (2016). Is Public Service Motivation a Better Explanation of Nonprofit Career Preferences Than Government Career Preferences? *Public Personnel Management*, 45(4), 405-424. doi: 10.1177/0091026016676093
- Denzin, N. K., & Lincoln, Y. S. (1994). *Handbook of Qualitative Research*. California: Sage Publications.
- Drigas, A. S., & Papoutsis, C. (2018). A New Layered Model on Emotional Intelligence. *Behavioral Sciences*, 8(5).
- Ellsworth, E. (2005). *Places of learning: Media, architecture, pedagogy*. Oxfordshire: Routledge.
- Flemming, K., Booth, A., Hannes, K., Cargo, M., & Noyes, J. (2018). Cochrane Qualitative and Implementation Methods Group Guidance Series. *Journal of Clinical Epidemiology*, 97, 79-85.
- Gardner, R. C., & Lambert, E. (1972). *Attitudes and Motivation in Second Language Learning*. Rowley, Mass: Newbury.
- Garner. (2006). *Humor in Pedagogy: How ha ha Can Lead to Aha*. London: Collage Teaching.
- Greenhow, C., & Lewin, C. (2016). Social media and education: Reconceptualizing the boundaries of formal and informal learning. *Learning, media and technology*, 41(1), 6-30. doi: <https://doi.org/10.1080/17439884.2015.1064954>
- Long, M. H., & Sato, C. J. (1983). Classroom Foreigner Talk Discourse: Forms and Functions of Teachers' Questions. In H. W. Selinger & M. H. Long (Eds.), *Classroom Oriented Research in Second Language Acquisition*. Rowley, Mass: Newbury House.
- Mason, R. (2013). *Using communications media in open and flexible learning*. London: Routledge.
- Matzat, U., & Vrieling, E. (2016). Self-regulated learning and social media—a 'natural alliance'? Evidence on students' self-regulation of learning, social media use, and

student–teacher relationship. *Learning, media and technology*, 41(1), 73-99. doi: <https://doi.org/10.1080/17439884.2015.1064953>

- Maxwell, J. C. (1993). *Developing the Leader within You*. Surabaya: MIC Publishing.
- Nashruddin, N., Alam, F. A., & Tanasy, N. (2020). Perceptions of Teacher and Students on the Use of E-Mail as A Medium in Distance Learning. *Berumpun: International Journal of Social, Politics, and Humanities*, 3(2), 182-194. doi: <https://doi.org/10.33019/berumpun.v3i1.40>
- Nesje, K., Brandmo, C., & Berger, J.-L. (2018). Motivation to Become a Teacher: a Norwegian Validation of the Factors Influencing Teaching Choice Scale. *Scandinavian Journal of Educational Research*, 62(6), 813-831. doi: 10.1080/00313831.2017.1306804
- Saeed, S., & Zyngier, D. (2012). *How Motivation Influences Students Engangement: A Qualitative Case Study*. Melbourne: Monash University.
- Sevil, O. (2017). *The Effect of Motivation on Students' Achievement*. Usak: Usak University.
- Shafa. (2016). Teori Pemerolehan Bahasa dan Implikasinya dalam Pembelajaran. *Journal IAIN Samarinda*, 4(2), 177-192.
- Stern, J. (2020). Introduction to Online Teaching and Learning. from www.Walc.edu
- Stiggins, R. J. (1994). *Student-Centered Classroom Assessment*. New York: Macmillan College Publishing Company.
- Strike, K. A., & Egan, K. (1978). *Ethics and Educational Policy*. London: Routledge & Kegan Paul Ltd.
- Wahab, S., & Iskandar, M. (2020). Teacher's Performance to Maintain Students' Learning Enthusiasm in the Online Learning Condition. *JELITA*, 1(2), 34-44.
- Weber, S. (2009). *Theatricality as medium*. New York: Fordham University Press.
- Wirjawan, J. V., Pratama, D., Pratidhina, E., Wijaya, A., & Untung, B. (2020). Development of Smartphone App as Media to Learn Impulse-Momentum Topics for High School Students. *International Journal of Instruction*, 13(3), 17-30.