USE OF DIGITAL MEDIA AS A LEARNING ALTERNATIVE DURING THE COVID-19 PANDEMIC

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Abstract: *As an effort to prevent the Covid-19 pandemic, the government issued a policy asking every school to ask its students to study at home. This research aims to describe theuse of digital media as an alternative learning during the Covid-19 pandemic. This researchuses a qualitative descriptive method carried out with a qualitative approach. The data collection technique used was through in-depth interviews. Data analysis techniques use descriptive analysis techniques. The research results show that media use digital used in thelearning process on line At SDN Banjaragung 2 during the Covid-19 pandemic, from grade one to grade six, they predominantly used social media whatsapp by taking advantage of allthe features it contains. Learning at SDN Banjaragung 2 also utilizes YouTube media to support material that is sometimes difficult to understand. Meanwhile, specifically for sixthgrade students, there is additional digital media used in their learning, namely using mediaZoom Cloud Meetings.MediaZoom Cloud MeetingsThis is only used by sixth grade students, namely twice a week due to limited circumstances and takes up too much quota.*

INTRODUCTION

The COVID-19 pandemic has hit various sectors in Indonesia. Not only is the economic sector starting to be overwhelmed, the tourism sector, transportation sector and manufacturing sector are also on fire in facing this pandemic. The education sector is also experiencing major changes. Now, the education sector in Indonesia has a new face and system which simultaneously raises pros and cons in society. Referring to the Ministry of Education and Culture's Circular Number 40 of 2020 concerning

"Implementation of Education Policy in the Emergency Period for the Spread of Corona Virus Disease (COVID-19)", the Minister of Education and Culture (Mendikbud), Nadiem Makarim, adopted a number of policies to deal with the pandemic. These policies include the abolition of the National Examination, changes to the School Examination system, changes to the New Student Admissions (PPDB) regulations, and the determination of learning from home (online learning). Of these policies, the establishment of online learning is the

policy that has the most pros and cons in society.

Currently, the pandemic is a challenge in developing creativity in the use of technology,

not only in transmitting knowledge, but also in how to ensure that learning is still conveyed well. As an effort to prevent the Covid-19 pandemic, the government issued a policy asking every school to ask its students to study at home. The online learning system is a learning system without direct face-to-face interaction between teachers and students, but is carried out through *on line* who use the internet network. Teachers must ensure that teaching and learning activities continue, even though students are at home. So, the solution is that teachers are required to be able to design learning media as an innovation by utilizing online media*(on line)*.This is in accordance with the Minister of Education and Culture of the Republic of Indonesia regarding Circular Letter Number 4 of 2020 concerning the Implementation of Educational Policies in the Emergency Period of Distribution *Corona Virus Disease*(Covid-19). The learning system is implemented through devices *personal computers* (PC) or laptop connected to an internet network connection. Teachers can learn together at the same time using groups on social media, such as *WhatsApp* (WA), telegram, instagram, applications *zoom cloud meetings* and other media as media learning. In this way, teachers can ensure that students take part in learning at

thesame time even in different places.

WHATSAPP

The influence of social media in the technological era has made people dependent on communication and interaction via social media rather than meeting face to face. Socialmedia allows users to socialize and interact with each other, share information and collaborate. Among the various types of social media that make it easier for users to interact and communicate with each other, and can be used as a discussion forum and dissemination of learning material, one of them is *WhatsApp*. *WhatsApp* is an internet- based application which is one of the most popular impacts of information technology development. This internet-based application has great potential to be used as a communication medium, because it makes it easier for users to communicate and interact with each other without spending a lot of money to use it, because *whatsapp* does not use credit, but uses internet data. According to Larasati, et al,*WhatsApp* is an application for sending messages to each other instantly, and allows us to exchange images, videos, photos, voice messages, and can be used to share information and discussions. Larasati concluded that application utilization *WhatsApp* as a means of learning discussion, this is included in the effective category. Program utilization *WhatsApp* Very effective with its feature support compared to other instant messaging applications. Message speed without long delays, able to operate in weak signal conditions, large capacity for

sending text, voice, photo and video data, without interference from advertising and the nature of its distribution makes *WhatsApp* as an alternative media in providing information and improve the performance. Jumiatmoko said, *WhatsApp* Messenger *adaptable* towards the social culture of its users, including etiquette in communicating without reducing the quantity, quality and modernity of communication methods. *WhatsApp Messenger*is an application that is able to reach the dimensions of sophistication, usefulness and civility. *WhatsApp* can also be used to exchange information and disseminate information. *WhatsApp* You can send and receive not only text but also an unlimited number of images, videos, audio, office files or others. The app also offers the ability to make simple, secure and reliable calls, available to phones worldwide. The many conveniences available make this application very popular and famous. *WhatsApp* providing benefits or convenience in communicating such as low costs and making life easier. That's why *WhatsApp* is a chat application that can be an effective and useful communication medium for its users. Generally users *whatsapp* stated that the reason for choosing this application was because of the various conveniences available in it besides not having to pay any fees or being free. However, behind the various conveniences, it turns out that this application does not only have positive effects. If its use is not controlled and supervised, it can cause various negative things which in the end can often reduce the quality of life.

YOUTUBE

YouTube is a video-sharing website created by three former PayPal employees in February 2005. The website allows users to upload, watch, and share videos. The companyis headquartered in San Bruno, California, and uses Adobe Flash Video and HTML5 technology to display a wide variety of user/creator-generated video content, including movie clips, TV clips, and music videos. Additionally, amateur content such as

Video blogs, short original videos, and educational videos are also on the site. Basically, YouTube is a website that facilitates its users to share the videos they have, or simply enjoy various video clips uploaded by various parties. There are various kinds of videos that can be uploaded to this site, such as music video clips from certain musicians, short films, television films, film trailers, educational videos, video blogs from vloggers, video tutorials for various activities, and many more.

ZOOM

Zoom is an application created by billionaire Eric Yuan, which was released in January 2013. Apart from the application, Zoom can also be accessed via the website, for Mac, Windows, Linux, iOS and Android OS. When you register, you are in the Basic account type which has several benefits, such as: can hold meetings with up to 100 participants, 40 minutes free*video conferencing*for group meetings, you can repeat again if the

duration is up, HD sound and image quality,*Screen sharing*, Access to*virtual background*, Scheduling to entire recording*meetings*,Divide participants into several "rooms" with features *Breakout Rooms*. If you need a virtual meeting room for more than 40 minutes or more than 100 participants, you can use a Pro, Business or Enterprise account with prices starting from US$14.99 or around IDR 200 thousand per month.

The use of media in learning is used as a tool to explain abstract, theoretical material and requires visualization. It is hoped that abstract material can be represented in a presentation. This is because the use of learning media can visualizethe material more interestingly and become easier for students to understand. Thereare several applications that we can rely on for learning media that function as presentation tools. One of the newest applications that has a display*fresh*, unique, interesting, and has sophistication in zooming in and out *zooming*. receive teaching materials using learning media *zooming presentation* It can be done linearly or non- linearly which has its unique characteristics in exploring teaching material.

Instructional Media *Prezi Desktop*is a learning medium *zooming presentation* equippedwith multimedia integration, so it can combine video, images and animation. According to Settle, et al *zooming presentation* allows users to enlarge (*zoom out*) and zoom out (*zoom in*) concept to be explained. Instructional Media *zooming presentation* created using the application *prezi desktop* which displays apresentation

in a different format from the general display. Zoom is software for internet-based presentations. Apart from presentations, Zoom can also be used as a tool to explore and share ideas on a virtual canvas. *Prezi Desktop* become superior because this program uses *Zooming User Interface (ZUI)*, which allows Prezi desktop users to zoom in and out on presentation media. *Zoom* used as a tool to create presentations in linear or nonlinear form, namely structured presentations as an example of linear presentations, or presentations in the form of mind maps (*mind map*) as an example of a nonlinear presentation. On *prezi* text, images, videos and other presentation media are placed on the presentation canvas, and can be grouped using self-made frames. The user then determines the relative size and position between all presentation objects and can circle and highlight them. To create a linear presentation,users can build predefined presentation navigation paths.

RESEARCH METHODS

The research method used in this research is a qualitative descriptive research method with a qualitative approach to describe and describe the data as it is or according to what is happening in the field. The main aim of this research is to research in detail and also understand the learning process during the Covid-19 pandemic. Based on this type of research, the author examines the digital media used in the learning process during the Covid-19 pandemic at SDN Banjaragung 2 to support a good and quality learning process.

The data collection technique used in this research was in-depth interviews.

Interviews were carried out as a data collection technique to find out the type of digitalmedia used in learning during the

Covid-19 pandemic. The data analysis technique used was that the interview data was analyzed descriptively and in words what is presented is arranged into sentences in text form to explain all the questions that havebeen formulated.

RESULTS AND DISCUSSION

Distance learning (PJJ) is a learning process which in its implementation uses amedium as a means of interaction between teachers and learners.
Resources and variety*platforms*can support the learning process*on line*during the Covid-19 pandemic. In Indonesia, one of the applications most widely used by variousgroups of people is*whatsapp*.

The results of the research show that the learning process during the Covid-19 pandemic at SDN Banjaragung 2 had a more dominant interaction pattern using learning. *on line* indirect or not in a*video conferencing.* Usually teachers provide learning materials via social media *whatsapp* by sharing sources from certain sites such as *website*or*webpage*. In the process, the teacher only provides material and directions to students via messages in the group *whatsapp.*Then the results of the student's work are sent back in the form of documents, *voice notes,* videos, photos etc. The majority of teachers at SDN Banjaragung 2 use media *whatsapp* in the learning process, from first grade to sixth grade. This is done because of the media *whatsapp* is the easiest media to use and almost all parents of students can access it. Distance learning uses media *whatsapp* can make it easier for users to send text

messages, voice calls, voice messages, various images, videos, documents and others. *WhatsApp* This was chosen because it is commonly used by teachers and students. This is in accordance with the online learning activities carried out at SDN Banjaragung 2 during the Covid-19 pandemic, the process predominantly uses digital media, namely *whatsapp* because it is considered easier to use by utilizing various existing features such as, *whatsapp group, voice notes, picture, share document*, etc. Learning at SDN Banjaragung 2 also utilizes YouTube media to support the material-material that is sometimes difficult to understand. By utilizing YouTube media, it becomes easier for students to access difficult materials, because every student can definitely access them. Usually teachers provide a YouTube link which is then shared with students to watch and learn. Using YouTube is very easy and also timeless because YouTube can be accessed anytime and anywhere for student learning materials. So students in grades one to six can use YouTube and for lower grades it is done with parental assistance.

However, specifically for sixth grade students, there is additional digital media in implementing their learning, namely by using digital media *zoom cloud meetings*. Media use*zoom cloud meetings* This is not used every day considering the circumstances and alsothe costs involved. In implementation *video conferencing*This takes up a lot of quota and also cannot be done longer because it has to be used *zoom cloud meetings* premium.
Additionally, features in the media *zoom*

cloud meetings not yet fully understood by either teachers or students. This is in accordance with what Gunawan, Suranti, NMY, & Fathoroni stated, namely learning*on line* can be done in the form *video conferencing* through the use of media *zoom cloud meetings.* So to get around this, use the media *zoom cloud meetings* For sixth grade this is carried out twice a week and this is used to deepen material that is difficult for students to understand if taught through media *whatsapp* just. Media *Zoom Cloud Meetings* namely being able to make video calls with members of more than 50 people. Then you can make a presentation directly via *share screen* or share the screen during the learning process, just like face-to-face learning by showing presentation slides from *power point,* can share files and send chats or messages during the learning process. In this way, it is hoped that it will be easier for students to understand the material taught by the teacher, as is the case with face-to-face learning.

CONCLUSION

The results of the research show that media use *digital* used in the learning process*on line* at SDN Banjaragung 2 during the Covid-19 pandemic, which began grades one to six dominantly use social media *whatsapp* by taking advantage of all the features it contains. Learning at SDN Banjaragung 2 also utilizes YouTube media to support material that is sometimes difficult to understand. Meanwhile, specifically for sixth grade students, there is additional

digital media used in their learning, namely using media. *Zoom Cloud Meetings.* Media *Zoom Cloud Meetings* This is only used by sixth grade students, namely twice a week due to limited circumstances and takes up too much quota.

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