

Utilization of Google Form as an Interactive Learning Media to Increase Students' Interest In Learning

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ABSTRACT

Learning media is a means or tool used by educators to convey subject matter to students more effectively and efficiently. This media is in the form of concrete or bastrak objects, both traditional and modern technology-based. Learning media is developed with the concept and its effectiveness. Learning media is used as a learning resource. The purpose of this research is to explain the concept of learning media, the utilization of learning media, the effectiveness of google forms obstacles and results. This research uses a systematic literature study approach. the stages in this research determine keywords, search processes after criteria, and article analysis. Data for literature studies are collected with the help of publish or perish software. Access used to search for articles reviewed using Google Scholar and Sematic Schola databases. The study results show that there is no clear concept of learning media. Immature utilization, such as teachers do not understand about learning media. Inadequate effectiveness, immature barriers to the implementation of learning media. The results are not clear that google form can be a learning media. In addition, there needs to be improvement from teachers and students regarding google forms regarding learning media. The main use of learning media is to help students understand concepts or subject matter better, as well as increase their motivation and involvement in the teaching and learning process. Thus, there needs to be further maturation of learning media using google forms.

Keywords: Learning Media, Google Form

INTRODUCTION

Indonesia is one of the most developed countries in the world in terms of economy and education. Education is a measure of the country's progress based on the level of intelligence of its people. One of the main causes of the failure of Indonesia's education policy is the low quality of public education.

Indonesian education is very important for every generation, especially the younger generation, to improve educational capabilities and expand the knowledge of the country's human resources, especially in the Unitary State of the Republic of Indonesia. Technology is very relevant in the world of education because education really needs technology to improve the efficiency of the educational process. In the past, teachers used the lecture method in learning, which made students bored and less focused. However, in this day and age, teachers can use technology to create or make learning media.

These days, technology is advancing at a rapid pace. Over time, the usefulness of technology began to be considered. Technology has entered into many things, including education. With the development of information technology, the world of education also began to experience major changes, and the development of information technology began to have a positive impact on education.

In the modern era, information technology affects education. Education must continue to adapt to technological advances, especially to improve the quality of learning, due to global demands. The wise use of technology in education and training can improve quality and coverage and make a significant contribution to well-being.

Google From is a part of learning media that can be used by educators whenever they want to use it. By using *google from* learning media, educators can provide several material links to students. *Google form* has a variety of teaching materials to be taught to students. which will be taught by

students such as: there are videos of learning material, and practice questions that must be answered by students.

Learning media is a means or tool used by educators to convey subject matter to students more effectively and efficiently. This media is in the form of concrete or bastrak objects, both traditional and modern technology-based. The main purpose of using learning media is to help students understand concepts or subject matter better, as well as increase their motivation and involvement in the teaching and learning process.

The function of learning media helps educators in delivering subject matter in a way that is more interesting and easily understood by students. Facilitating interaction can encourage active student involvement in the teaching and learning process. And increasing the retention of information conveyed through the right media tends to be more easily remembered by students.

Interest as inspiration to provide free choice to encourage individuals to follow their desires. Very important for those who want to learn better. Interest is the tendency of a person's soul to pay attention to something, which has an interest in something usually accompanied by a feeling of pleasure. (Nur Fitri & Wibawa, 2023)

Learning is a mental or psychological action that causes changes in behavior between after and before learning. Learning according to Lester D. Crow and Alice Crow is the acquisition of habits, knowledge and attitudes, as well as a person's efforts to overcome obstacles or adapt to new situations. therefore, interest in learning is defined as a person's tendency to experience feelings of pleasure when doing learning activities, which causes changes in behavior between those who have learned and before learning. (Dianto, 2020).

Interest in learning is often driven by factors such as curiosity, a desire to understand the world around us, or motivation to achieve personal or professional goals. It can relate to an individual's interest in a particular subject, a particular learning method or a particular learning environment.

RESEARCH METHODS

This research method uses library research or literature review (literature review, literature research) as research that examines or critically reviews knowledge, ideas or concepts through various library sources, such as books, encyclopedias, scientific journals, newspapers, magazines, and documents. Literature research is also called literature research as a type of research that studies or critically reviews knowledge, ideas, or results found in academic-oriented literature (or academic-oriented literature), and determines its theoretical and methodological contributions to a particular topic. The focus of desk research is to find various theories, laws, postulates, principles, or ideas that are used to solve the formulated research questions. One of the characteristics of this research is descriptive analysis, which means that the data collected is described in an organized manner before being given understanding and explanation so that the reader can understand it properly.

The stage of the research is the determination of the problem formulation in the form of 1) How is the concept of learning media; 2) How is the utilization of learning media; 3) How is the effectiveness of *Google form* as a learning media; 4) What are the obstacles of *Google form* as a learning media. Then determine the keywords, the search process, the criteria for the selected articles and the analysis of the selected articles. Furthermore, determining the criteria for the literature to be reviewed, including: 1) Literature articles published in journals indexed at least Sinta 2; 2) Articles published in the last 10 years (2015-2024).

Data for the literature study was collected with the help of the *publish or perish* search tool. The database of journal providers is both international and national in nature. The access that will be used to search for articles to be reviewed uses databases from Google Sholar, Semantic Sholar and Scopus with a time span of the last 10 years (2015-2024). The keywords chosen are learning media. *google form*.

RESULTS AND DISCUSSION

Result

The research results are presented in a table containing journal articles presented in the literature. In the table the research results include the author, type of research and findings. From the findings obtained, learning media becomes a topic to be studied. This is evidenced in journal writings. Of the 18 journals that contain articles with several titles. There are 4 types of literature study research, 12 qualitative, and 1 international journal. This indicates that there are several types of research entitled google forms learning media.

From this table it is known that from international journals 3 and national journals 15. This indicates that Indonesian writers have high enthusiasm in researching google forms learning media while researchers from outside cannot be said to be high enthusiasm. From these findings that google forms as a learning media is known by Indonesian than foreign researchers. Google forms is an easy learning media to facilitate classroom learning.

Tabel 1 Publikasi Jurnal Terindeks

Author	Type of Research	Find
Wulandari et al., 2023	Literature Study	Concepts of learning media in the learning process for the application of learning tools
Daga, 2021	Literature Study	Learning media as a learner component.
Rahmadayanti & Hartoyo, 2022	Library Research Method	Independent curriculum in the project
(Rusnaini et al., 2021)	Qualitative	Assessment and application of learning
Manalu et al., 2022)	Qualitative	Development of the Pancasila profile in the learning process
(Adisel & Pranansa, 2020)	International Journal	Use of information and communication technology
(Aghni, 2018)	qualitative	Condition of students in terms of knowledge, skills etc.
(Sadiman, Arief, Rahardjo, R., Haryono, A., & Rahardjito)	Qualitative	Utilization of learning media
Feni in Kosilah & Septian (2020, p. 13)	Literature Study	Learning needs guidance
Rizqi I.A in Arsyad (2018, p 14)	Qualitative	Learning media as a measuring tool
Daryanto (2013)	Qualitative	Usefulness of media
Kemp and Dayton in Rizqi (1985: 18)	Qualitative	Contribution to the application of media
Sanjaya, Wina: 2014	Literature Study	Benefits of utilizing learning media
Rahmanto & Bunyamin, 2020	Qualitative	Indonesia's education system
Lestari & putra, 2020	Qualitative	Technology development
Rusman, 2018	Qualitative	Web and app-based learning
Mutadi (2018) in (Sukamto, 2022)	Qualitative	Using the
Dindin et al., 2020	Qualitative	As a learning media tool

Discussion

Learning Media Concepts

Researcher (Wulandari et al., 2023) revealed that the concept of the best learning media is a learning process supported by the application of functional learning tools. With the development of needs in the world of education in the global era, significant learning is designed by adjusting to the current era known as technology. However, it is not easy for teachers to move to fully utilize various technologies with various limitations.

(Daga, 2021) Learning media is a need that cannot be placed in order to succeed the learning program for students. In essence, learning media is an educational component that can stimulate students' enthusiasm for learning. Creating creative learning media and innovation can improve the quality of education.

This research aims to present technology-based learning media. This technology-based learning media is a learning tool that utilizes technology, such as using projects as tools, using YouTube videos, utilizing music, musicalization, and making videos that are posted on social media and YouTube. And teachers who demonstrate mastery of the concept of technological media are able to innovate learning media to improve learning success and achievement and can strengthen character, culture and the Pancasila profile. (Rahmadayanti & Hartoyo, 2022)

The phenomenon of learning in Indonesia has not yet encompassed a fun learning process. Usually, this phenomenon is influenced by the condition of schools that have not been able to assess and implement learning in accordance with the surrounding conditions. The learning phenomenon in Indonesia has not yet achieved a soothing learning process. The existence of the Merdeka learning curriculum will lead to the achievement of the Pancasila student profile. The Pancasila profile consists of faith, which is faith in God Almighty and has noble character, independent cooperation, diversity, critical reasoning and creativity. (Rusnaini et al., 2021)

According to (Manalu et al., 2022) The development of the Pancasila profile in learning requires teacher innovation and creativity in order to realize the expected learning objectives of Pancasila values. The implementation of the learning process in the independent curriculum directs learning based on increasing students' abilities according to their interests and abilities.

The application of technology in achieving learning objectives is very important. Where the role of application includes 1) Technology can increase the attractiveness of learning as well as student interest and motivation; 2) It can increase the accessibility of learning as technology enables mobile and flexible learning so that learners can learn without geographical and time constraints; 3) Technology can increase learning effectiveness by providing personalized feedback and recommendations for students; 4) Become a facilitator of the Merdeka curriculum which emphasizes freedom and creativity in learning. Technology can help students get learning experiences that suit their needs and interests; 5) Technology helps develop future skills because it can help students develop future skills, such as digital skills, collaboration, and problem solving. (Adisel & Pranansa, 2020)

Therefore, in preparing learning tools, especially in developing learning media, teachers need to learn the use of appropriate and appropriate technology. What needs to be known is to identify factors that affect the emotional aspects of students by mastering various learning techniques to assist learning media with the use of technology adapted to different learning models. (Mondi et al., 2021)

Learning Media Utilization

Researcher Arsyad in (Aghni, 2018) revealed that the word media comes from Latin, namely *Medius* which literally means 'middle', 'medium', or 'introduction', while according to Gerlach & Ely, the media is broadly speaking a person, material, or event that builds conditions that can make students able to acquire knowledge, skills, or attitudes.

The utilization of learning media is one of the important aspects in the educational process. Learning media is anything that can be used to convey learning messages, which can stimulate the attention, interest, understanding, and ability of students in the teaching and learning process. The use of learning media can increase the effectiveness of learning, facilitate understanding of the material, and make the teaching and learning process more interesting and interactive. (Sadiman, Arief, Rahardjo, R., Haryono, A., & Rahardjito)

Learning is a complex process and can be done throughout life. Learning is obtained through the education process. Education is an activity required by the government in supporting the younger

generation to gain knowledge and insight. The acquisition of knowledge and insight can be obtained through formal and informal education.

Feni in Kosilah & Septian (2020, p. 13) revealed that education is a tutoring activity carried out by teachers to help students at school in providing additional insight. Through this guidance, students will easily gain knowledge in the teaching and learning process.

Rizqi I.A in Arsyad (2018, p 14) reveals that learning media are all tools, environments and activities designed to increase knowledge, change attitudes, or instill skills in those who use them. Media selection is also usually influenced by the teacher's ability to use it. If teachers cannot use certain media, they will avoid it, which in turn has an impact on the diversity of media used by teachers. In addition to limitations in the use of media, teachers' knowledge of the functions of learning media is another factor that can influence media selection. Each type of media has a different impact on individual students who use the media, the way the media is used, and how the media is used can affect the effect.

Daryanto (2013) provides an explanation of some of the uses of learning media, namely: 1) Clarify the message so that it is not too verbalistic. 2) Overcoming the limitations of space, time, energy and sensory power. 3) Generate a passion for learning more direct interaction between students and learning resources. 4) Allows students to learn independently according to their visual, auditory and kinesthetic talents and abilities. 5) Provides the same stimuli, equalizes the experience and creates the same perception. 6) The learning process contains five components of communication, teachers (communicators), learning materials, students (communicants). and learning objectives.

Kemp and Dayton in Rizqi (1985: 18) provide an explanation that there are very important contributions to the use of media in the learning process such as: 1) Delivery of learning messages can be more standardized, 2) Learning is more interesting, 3) Learning is more interactive with the application of accepted psychological principles in terms of student participation, 4) Learning implementation time can be shortened, 5) The quality of learning can be improved, 6) The learning process can take place whenever and wherever needed, 7) Positive attitudes towards learning materials and the learning process as well as the learning process. Positive attitudes towards learning materials and the learning process can be improved, 8) The role of the teacher changes in a positive direction.

(Sanjaya, Wina: 2014) revealed that the benefits of utilizing learning media to improve the quality of learning. where learning media helps teachers in delivering learning material better interesting and easily understood by students. This can improve the quality of learning and help students achieve learning objectives. By increasing motivation and interest in learning, interesting and interactive learning media can increase student motivation and interest in learning. Students will be more enthusiastic and focused in following the learning process.

Effectiveness of *google form* as learning media

(Rahmanto & Bunyamin, 2020) In Indonesia, the learning system should be more creative and left to educators to maintain the effectiveness of learning. In addition, there are many new ideas about the learning system, especially about how to assess student learning. This research aims to find out how effective the use of google forms on google applications is to help assess student learning.

The development of technology and communication in education allows many options to be used, one of which is to make education easier. Which aims to make learning easier. This includes methods, media, and learning assessment systems. (Lestari &putra, 2020)

Surya said in (Lestari & Putra, 2020) that an effective learning program includes the following: 1) Provide students with predetermined instructional objectives; 2) Provides interesting learning experiences, actively involving students so as to help them achieve instructional goals; 3) Has supporting tools to assist the learning process.

Technology-based learning is divided into two, namely computer-based learning, and web-based learning (e-learning). Web-based learning is built on several principles that serve as the success of web-based learning implementation as it largely depends on the stakeholders. (Rusman, 2018)

As long as students have a network e-learning can be accessed anytime and anywhere. Some characteristics of e-learning are as follows 1) interactive which allows more ways to communicate both directly and indirectly; 2) flexible in terms of time, place, teacher, and learning materials; 3)

easily accessible, making it easy to get learning materials or resources. Flexible in terms of time, place, teachers, and teaching materials; 3) easily accessible, making it easy to get learning materials or resources. (Rusman, 2018)

(Lestari & putra, 2020) said that one of the features of google form-based e-learning can be useful for teachers and students. Google form has an automatic calculation system as feedback to students, so that teachers do not need to calculate the results of student learning assessments manually. According to Mutadi (2018) in (Sukamto, 2022) google form provides various features or facilities, such as creating online forms for quizzes. Daily quizzes with various questions. In addition, templates that can be used to share forms that have been created by students to blogs or websites.

(Dindin et al., 2020) The web only functions as a tool, especially for online learning, limited kouta, many IT mastery tasks that are still limited, and unstable networks. The purpose of this study is to determine how effective the use of google forms is for learning assessment, as well as the advantages and disadvantages of using google forms.

Barriers of Google form as learning media

Nowadays, the term "online education" is very common. It is used to meet the educational needs of students during the pandemic. However, it can cause learning difficulties. New learning barriers should be thoroughly researched. Suryani said that barriers in the learning process can cause students' interest in learning to decrease (Jamaluddin et al., 2020).

One of the barriers is teachers' ability in IT and communication. According to Niarsa Regulation of the National Education Minister Number 16 of 2007, teachers have ICT skills to perform two functions: helping students develop and supporting the learning process. (D.S. Batubatarata, 2017).

Technology and communication have improved the learning and evaluation process, including evaluations, which are practice questions and formal evaluations. According to Jabbarifat, learning evaluations are given to students so that they can show what they have learned or even what they have not. Assessment as a tool to collect data with the aim of improving the quality of education is very important (Suryanovika, 2020).

Online learning means that students and teachers are connected through a virtual classroom. There are many online learning applications today, one of which is google. The latest application that focuses on education is made by google. To fill in attendance and give assignments to students, google forms usually helps (Firman, 2020).

Students dislike distance or online learning due to network limitations where they live, which makes collecting assignments a little difficult. If the network and assignment collection are not friendly, students will find it difficult to submit assignments on time and be absent, which has an impact on students' grades. The next issue is the cost of data package which is quite expensive for distance or online learning.

(Rusdiana and Nugroho 2020) Barriers, solutions and projections of online learning are important components that must be studied thoroughly. Students may not be interested in learning if there are barriers in the learning process. The transformation from conventional to digital education brings new challenges and opportunities, according to Harjanti and Sumunar (2018) therefore, there are several challenges for future learning with online systems.

There are several things that can be done to overcome the challenges faced in online learning in the future, including; 1) Enabling students who cannot participate in online learning to receive offline learning through the provision of educational materials, 2) There is a limit to purchasing internet quota from the government and schools to ease the burden of student materials, 3) Teachers can visit students directly at home to see their behavioral development.

Google forms has become a popular tool in education, especially as a learning and assessment tool. But like any other alt, google fomrs has some barriers or limitations that may affect its effectiveness. There are several barriers that data may face using google forms as a learning medium:

1. limited features for complex learning: google fomrs is great for simple questions and surveys but has limitations in handling complex learning tasks. For example, there is no feature to create questions that require programming, modeling or simulation.

2. No interactive features: google forms do not support interactive content such as interactive videos, hands-on simulations, or game-based learning that can increase student engagement.
3. Limitations in feedback: automated feedback on google fomrs is quite basic. To provide more in-depth and specific feedback, the instructor has to do it manually, which can be time-consuming.
4. Limited interface design: options for customization of the design and appearance of google fomrs are limited so it may be less appealing to students compared to more visual and interactive learning platforms.
5. Data security and privacy: although Google has strong security measures in place, there are concerns regarding the privacy of student data especially if used without clear privacy and security policies.
6. Dependence on google account: to use google forms it is usually necessary to have a google account, which can be an obstacle in environments where the use of google accounts is not common or allowed.
7. Technical and skills barriers: not all teachers and students may be familiar or comfortable using these technologies, which can be a barrier to effective adoption and use.

Google Form results in learning media

The presence of learning media teachers need a place to convey learning materials according to the needs of the subject matter. As an intermediary between students and media to get information by the teacher. Well-made media will provide meaningful experiences for students during the learning process. Media is considered an effective tool in the learning process to provide material that is shared with students. Media can also help teachers deliver the subject matter to be taught. They can also expedite the learning process. Media as a function of facilities and infrastructure so that the learning process runs well.

As technology continues to develop, education is also affected. The use of sophisticated media can facilitate the learning process and have an impact on education. The use of media that utilizes technology can develop over time. With the existence of technology, easier access and various learning media that can make it easier for teachers to create learning media.

To improve the quality of learning, the current era requires the use of technology, learning media contributes to the improvement of student creativity. In addition, the presence of learning media can encourage students to participate more actively in learning to imagine, write and speak.

One of the utilization of technology-based learning media is *google forms*. *Google forms* is an online application that provides features to facilitate student learning. The *google forms* application is very useful to make it easier for teachers to create learning media because teaching materials are available. One of them is a learning video that is used in designing learning media for the teaching and learning process. With the existence of learning videos, it can increase student creativity to analyze the material in the video.

To carry out learning in the classroom teachers can create and use learning media. Learning media can help teachers deliver material interestingly because it has been designed to meet student needs. *Google forms* as a learning media because it follows the changing times, so teachers must also be flexible by following the flow of these developments. Utilizing *Google forms*, besides being used to create learning media, there are also modules.

Learning media used through *Google forms* by utilizing videos, to provide material in an interesting way for students. Utilizing videos in *Google fomrs* as learning media, teachers can design interestingly with existing visuals so that students can be enthusiastic about participating in learning. The use of *Google forms* as a learning media has a reason, because students can quickly get bored and sleepy if the teacher explains with the lecture method. Utilizing *Google forms* learning media, the teacher will display images and impressions related to the learning material, so that students are more happy and enthusiastic in participating in learning.

Utilizing learning media using *Google forms* can improve the quality of teaching and learning conducted by teachers. During the learning process, it will also have an impact on students by seeing

student reactions and learning outcomes to see student learning outcomes when the learning process is complete and how students can capture and encourage what they have learned can also be seen.

CONCLUSIONS

Learning media is anything that can be used to channel messages from a source in a planned manner so that students can learn more effectively and efficiently. Learning media can assist teachers in delivering subject matter and assist students in understanding and mastering subject matter. Effectiveness in learning appropriate learning media increases the effectiveness of learning by visualizing concepts that are very difficult to understand through words alone. By understanding this concept, we can better utilize learning media to improve the quality of learning and prepare students for the demands of an increasingly complex and digital future.

Google forms have been widely applied in Indonesia with positive contributions, both to learning outcomes and learning interest. However, the immature learning media has led to interpretations that state that google forms are not learning media. To answer this challenge, there is a need for maturation of google forms as a learning media.

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