

# PROSES SISWA DALAM MENGGUNAKAN APLIKASI RUANGGURU SEBAGAI ALTERNATIVE MEDIA DALAM BELAJAR BAHASA INGGRIS

## *The Process Of Using Ruangguru As An Alternative Medium To Study English*

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### Abstrak

Penelitian ini bertujuan untuk mengetahui bagaimana persepsi siswa terhadap penggunaan aplikasi Ruangguru sebagai media alternative dalam mempelajari Bahasa Inggris di Sekolah Menengah Kejuruan Negeri (SMKN) 2 Padang. Penelitian ini menggunakan metode penelitian kualitatif survey. Untuk pengumpulan data, peneliti menggunakan wawancara sebagai instrument penelitian. Peneliti meminta enam orang siswa yang menggunakan aplikasi Ruangguru sebagai partisipan untuk diwawancarai dan diberikan angket. Hasil penelitian ini menunjukkan bahwa siswa memberikan respon yang positif terkait penggunaan aplikasi Ruangguru untuk belajar Bahasa Inggris. Kriteria pemilihan loresponden adalah siswa yang sudah menggunakan aplikasi Ruangguru minimal 1 semester atau 6 bulan. Untuk lebih lanjut, berdasarkan hasil wawancara, siswa memberikan respon positif terhadap penggunaan Ruangguru sebagai media alternative dalam belajar bahasa Inggris dikarenakan Ruangguru menyediakan berbagai fitur yang bermanfaat, menyediakan video penjelasan terkait materi pelajaran yang bisa diulang-ulang, menyediakan materi yang bisa didownload, serta mempunyai tampilan yang menarik dan instruktur yang cepat tanggap ketika dibutuhkan.

### Kata Kunci:

Cara penggunaan Ruangguru Mempelajari Bahasa Inggris

### Keywords:

How to use, Ruangguru Learning English

### Abstract

*This study aims to determine how student learn English using Ruangguru and students' perceptions of the use of the Ruangguru application as an alternative media in learning English at SMKN 2 Padang. This study uses a qualitative survey research method. For data collection, researchers used interview as research instrument. The researcher asked six students who used the Ruangguru application as participants to be interviewed and given questionnaires. The results of this study indicate that students give a positive response regarding the use of the Ruangguru application to learn English. Criteria for the participants are students who used the Ruangguru application for at least 1 semester or 6 months. Furthermore, based on the results of interview, students gave positive responses to using Ruangguru as an alternative medium in learning English because Ruangguru provides various useful features, provides explanatory videos related to subject matter that can be repeated, provides material that can be download, and has an attractive appearance and instructors who respond quickly when needed.*

## INTRODUCTION

The rapid development of technology today helps human's life in many ways. In the world of education, technology plays an important role because technology makes it easier for us to find and exchange information. Recently, technology in the world of education can be felt with online learning applications. Online learning applications are places that make it easier for teachers and students to interact, and do learning anywhere without having to meet face to face.

This online learning application has begun to be implemented in schools, usually schools use e-learning such as Edmodo, Quiziz, etc. The students also often use online learning outside school to increase their grades, application student's use such as Quipper, Zenius, Ruangguru, etc.

Furthermore, many researchers also investigated online learning, such as (Terry, 2008) stated on his book entitled **"The Theory and Practice of Online Learning"**. This book explained

that online learning has no problem in time zone, location or distance for learners. Through the Internet, learners can access up-to-date, relevant learning materials and communicate with experts in their field. A well-designed online learning system can be used to identify the learner's needs and current level of knowledge, and assign the appropriate materials for the learner to choose to achieve the desired learning outcomes. Online learning strategies also require the use of strategies to present materials and help students process them effectively.

In addition, (Linh 2021) explored about online learning on his journal entitled **“Exploring Factors Influencing on Online Learning and Ways To Develop Online Learning After Covid-19 Pandemic”**. This research paper aims to identify various factors that influence online learning. This study examines the factors that may affect online learning and the evolutionary paths of online learning after the Covid-19 pandemic, including how online learning may change in the future. The study found that factors such as student attitudes and perceptions of online learning were collected from 200 responses from students to discuss and assess outcomes for future online change. E-Learning is currently a fundamental method during the Covid-19 pandemic. E-Learning is expected to remain effective after the global pandemic and to be combined with offline learning in the classroom.

Speaking about online learning, Ruangguru is the most popular online learning platform in Indonesia. According to Ruangguru's official website, Ruangguru was founded by Belva Devara and Isman Usman in April 2014 to help students find mentors online. In February 2016, Ruangguru released a beta version of his Android app, followed by his full version in April. In 2017, Ruangguru had 6 million users. Most of them were middle and high school students. In October 2018, Ruangguru claimed he had grown to over 13 million users. As of December 2019, Ruangguru has 15

million users. By 2022, Ruangguru has more than 30 million users in Southeast Asia, double his 15 million users in 2019. The platform works with over 200 organizations and 400 schools in 490 districts and 34 provinces across Indonesia. Ruangguru's mission is to provide and expand access to quality education through technology for all students anytime, anywhere. Ruangguru also has a vision to provide quality learning services at affordable prices, maximize quality and create jobs for educators, and make it easier for students, educators, and parents in their activities through Ruangguru's educational technology.

Many studies have discussed the Ruangguru application, including research by (Prillya, Gani, and Marhaban 2021) with titled **“An Investigation Of Media Ruangguru As Educational Online Platform In Studying English”**. The purpose of this research was to explore the use of Ruangguru Media as an online educational platform and the student's perspectives on the use of Ruangguru in learning English. The result of this research is Ruangguru can be accessed by students from mobile phones anytime and anywhere. From a student's point of view, Ruangguru was very interesting and provided visual animations that made the atmosphere of learning become fun so that it was able to capture students' attention in learning English.

In conclusion, online learning can be one of the right choices for students who have difficulty in the learning process. Online learning in Indonesia has also developed rapidly and created many learning applications that contain interesting material and features. One of the learning applications that can be used by students is the Ruangguru application. As stated by (Prillya, Gani, and Marhaban 2021) The presence of Ruangguru in the educational world makes it easier for students to learn and gain insights in different sciences. All learning at this moment is so readily available that students do not need to go to

school or public libraries. Students can study and search for information using only their smartphones.

Based on the researcher's background above, there are some problems that researcher find here. The first problem is students cannot go to offline tutoring because the lack of time, meanwhile students also need to learn English for their grades. The second problem is students are choose to using Ruangguru application learning to help them study and understand more deeply about the material that been taught in school. Moreover, it can be said that Ruangguru is considered as the most useful application learning in helping students to learning English.

## METHODOLOGY

In this study, researcher will use survey research with qualitative approach. According to (Creswell 2013), qualitative is an approach to exploring and understanding the meanings that individuals or groups attach to social or human issues. Meanwhile (Atmawardoyo, 2018) stated that descriptive research is defined as a research method used to describe existing phenomena as accurately as possible. The data can be obtained from data collection in the form of interview. Therefore, this study will use qualitative research because it is to classify how students learn English using Ruangguru Application.

Participants are an essential aspect of any research and without them the data would not be possible. According to (Gay., Mills., and Airasian 2012), participants are groups or individual who participate in a research project. Furthermore, this study involves students in SMKN 2 Padang as participants. The techniques sampling that the researcher will use is purposive sampling. The idea behind purposive sampling is to focus on people with specific traits, knowledge, and experience that are more useful for relevant research (Etikan 2016). In this research, researcher is chooses the students in SMKN 2 Padang

class XII that using Ruangguru application as a participants for this study.

(Sehuddin et al. 2022) states that Ruangguru is a tutoring place or forum that has many features to support student learning and learning activities outside of school using Mobile Application media.. He also stated that Ruangguru is one of the newest and most popular e-learning platforms. Called media online tutoring, Ruangguru application can be used by students and teachers to interact and discuss about material anytime and anywhere. Launched in September 2016, Ruangguru application also allowed the parents to attract their child's progress. There is feature called the Ruangguru Parenting Program that allows parents to view their children's calendars, analyze learning records, and provide evaluations and critiques.

In addition, Ruangguru exists as an alternative online tutoring that can be easily accessed from your smartphone, laptop or PC (Bandung et al. 2020). Using smartphones and gadgets as educational tools is one approach to online tutoring. The Ruangguru application utilizes tutoring services, but is packaged online so that the teaching and learning process can be accessed from any Internet-connected smartphone. He also stated that Ruangguru is effective in helping students learn more easily anytime, anywhere.

The perception on Ruangguru application could be positive or negative. According to (Fatimannisa, Dollah, and Abduh 2020) the students perception, wheter is positive or negative could not be seperated from the advantages and the disadvantages of Ruangguru. She stated the advantages of Ruangguru, as follows: **First**, the features Ruangguru offers are interesting. **Second**, the way the tutor teaches is fun. **Third**, the materials provided by Ruangguru are based on the Indonesian curriculum. The disadvantages she found are only about the cost of Ruangguru that expensive for the students.

In addition, (Maulida and Akmal 2021) stated on her research about the strength and the weakness felt by students when using Ruangguru application, as follows:

### 1. The Strength of Ruangguru

- a. Flexibility, the students can access Ruangguru application anytime and anywhere they want.
- b. Affordable Price, one interesting thing about Ruangguru is its exclusive and good-quality services at affordable prices.
- c. Blended Learning Suitability, the act of “blending” increases the availability and enrichment of resources and information for students. Therefore, the combination of Ruangguru and conventional courses is considered to be effective for the implementation of blended learning.

### 2. The Weakness of Ruangguru

- a. Feedback, Ruangguru provided the “Roboguru” function which is available for free via Whatsapp. Students can submit pictures of a difficult task to discuss in class. In a few minutes, roboguru will automatically display the answer. However, since this function is only a robot program, it often does not work.
- b. Peer Interaction, In Ruangguru, student-student interactions are less important than student-teacher interactions and student-content interactions. This means that students lack interaction with other students and with the teacher.
- c. Self-directed learning, students can arrange their daily learning hours individually. This flexibility that online learning offers sometimes makes students irresponsible about their study plans and learning outcomes.

Furthermore, (Sehuddin et al. 2022) stated on their journal, that students felt motivated to learn by using the Ruangguru application. Student motivation in learning is divided into 2

types, namely extrinsic motivation and intrinsic motivation.

- a. **Extrinsic factors**, is caused by factors from outside the student's self. In this case students said that they were interested in using the Ruangguru application because they wanted to have fun and get praise from their parents and teachers.
- b. **Intrinsic factors**, is driving factors that motivate students to study for satisfaction, achievement, recognition, progress in standard of living, etc. In this case the students explained that they were motivated to use Ruangguru because Ruangguru already had all the lessons students needed and students wanted to get rewards from the Ruangguru application if they answered all the questions given.

In conclusion, students have many perceptions when using Ruangguru application. Students' perception is based on students experience when using ruangguru. There are many things that can be taken from student perceptions when using the Ruangguru application, including perceptions about the advantages and disadvantages of Ruangguru, the strengths and weaknesses of the Ruangguru application, and student motivation to use Ruangguru. It is hoped that students' perceptions of the Ruangguru application can help evaluate education in Indonesia, so that online and face-to-face learning in the future can be carried out in the same direction.

## FINDING AND DISCUSSION

This research was done by the researcher to find the answer of research questions which developed by the researcher in previous chapter. The research question of this research is “**How do students learn English using the Ruangguru Application?**” Based on the data analysis using

interview to answer research question number one, it can be seen how students use Ruangguru to learn English with this following explanation. The first question of interview was to answer how long students had use the application, and the result is most of the students are using Ruangguru since class XII.

The second question was to find out why students choose Ruangguru application to learn English among other application, the result of the interview seen that much of the students choose Ruangguru because they saw an ad about Ruangguru and did a research about Ruangguru, after students find out that Ruangguru is the most popular online learning application then the students decided to use Ruangguru as well.

The third questions was to find out what features most used by the students, and from the result of interview it can be seen that the most features used by the students was Tryout features. Because students can do a task in this feature and they wanted to prepare for the real task when coming to university, so they often use Tryout feature.

The forth questions was to find out what features that help students the most in learning English, and based on the interview the result is the feature help students most in learning is Roboguru features. This feature can help students with task they did not understand that given by the teacher at school. The way to use this feature is by exchanging points that students have to discuss or ask the instructor for a few minutes. The points can be collected by students if they doing a lot of tasks or exercise provided by Ruangguru.

The fifth question was to find out how features in Ruangguru help students in learning English. Based on the result of interview, the Ruangguru feature can help student in learning English by providing a variety of features that students can choose to learn. Students explained that having

teaching materials in the form of videos that can be repeated, teaching materials that can downloaded, and lots of tasks that be answer is also one of the Ruangguru's ways to help students in learning English. Ruangguru's attractive appearance, friendly and fast response instructors are also another way of Ruangguru to help students learn English.

The sixth question was to find out students' perception on features that provided by Ruangguru. Based on result of interview, most of students stated that the features in Ruangguru are easy to use and have a lot of benefit according to their respective function. In conclusion from the interview, researcher conclude that how the students use Ruangguru to help them in learning English is by providing a lot of material for students, had many features, the video learning that can be repeated, looks attractive, can do a lot of tasks and provide the instructor that can help in doing task from school and fast respond.

The seventh question was to find out how students use their frequently use feature in Ruangguru that help them in learning English. Based on result of interview there are 2 features they are frequently used, first study room "Bahasa Inggris". The way students used it was select the menu "Bahasa Inggris", choose the material they wanted to learn, watch the "Konsep Kilat" and after that watch the video of material and do the quizzes. The second feature students frequently use is "Tryout" feature. The way students use it first select menu tryout, choose tryout they wanted to join and last do the tryout and get the result.

This research was conducted to know students' perception towards Ruangguru application as an alternative media to learning English. From the result of questionnaire and interview with students as participants, it can be seen that students have positive perception on using Ruangguru in learning English, it is because learning with Ruangguru application more fun and interesting. The features in Ruangguru that look

attractive, the video learning that can be repeated, the learning material that can be downloaded, and the instructor that fun and fast respond become the main reason for students positive perception towards Ruangguru.

According to previous research from Sherly Pregitha who talked about the use of Ruangguru for students in learning English, it was found out that there are participants who gave positive opinion and negative opinion on Ruangguru application towards English skill. Students assumed their English skills have improved especially in grammar, vocabulary, listening and reading. Yet, other gave the opposite opinion that while using the Ruangguru application there has no improvement because they still find it difficult to learn English by online. On the other hand, the teachers assumed that Ruangguru can help students improved their English skills but, it really depends on the students' will to learn.

Furthermore, researcher found the similiar research about how do students learn English using Ruangguru Application. However, the way students learn English using Ruangguru application is first study room "Bahasa Inggris". The way students used it was select the menu "Bahasa Inggris", choose the material they wanted to learn, watch the "Konsep Kilat" and after that watch the video of material and do the quizzes. The second feature is "Tryout" feature. The way students use it first select menu tryout, choose tryout they wanted to join and last do the tryout and get the result. Based on interview the students also give positive perception on using Ruangguru application, the reasons students gave positive perception toward Ruangguru because of material, the instruction, and the application is easy to use and looks attractive.

## CONCLUSION AND SUGGESTION

This research was about how students learn English using Ruangguru application as an alternative

media to study English. This research aims to find out how the students learned by using Ruangguru as an alternative media to study English in SMKN 2 Padang. The researcher used Interview to collect the data. Moreover, the students used Ruangguru to help them in learning, specially learning English. Overall, based on the findings that had been discussed in chapter IV, there was conclusion about this research.

First, how do the students learn using Ruangguru Application in learning English. Based on chapter IV, the students used Roboguru features to help them in learning English. The students use Ruang Belajar "Bahasa Inggris", "Tryout" and "Roboguru" to learn English in Ruangguru. The way students use Ruang Belajar Bahasa Inggris first choose the material they wanted to learn, watch the "Konsep Kilat" and after that watch the video of material and do the quizzes. The second feature students frequently use is "Tryout" feature. The way students use it first select menu tryout, choose tryout they wanted to join and last do the tryout and get the result. Thus, how to use Roboguru is for students to enter photos of their assignments into the Roboguru feature, then within a certain time Roboguru will answer questions from these students accompanied by explanations.

After did interview and gave questionnaire to some students at SMKN 2 Padang, the researcher insightful suggestion at this point. In this stage, the researcher suggestion is that students can be more diligent in interacting with teachers, so that if there are difficulties, ask the teacher first instead of asking the application. Then, for suggestions on the Ruangguru application, hopefully it can continue to provide the latest innovations in the world of education and help many students to get to the level of education they want.

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