

The Challenging of Using Online Platforms in Learning Activities for Generation-Z in Padangsidempuan

Mahrani Mahrani¹, Siti Meutia Sari², Syamsiah Depalina³

^{1,2}English Language Education Department, Universitas Graha Nusantara, Indonesia

³English Language Education Department, STAIN Madina, Indonesia

Email: mahraniwrw89@gmail.com

ABSTRACT

This study identifies how the Generation – Z face the using of technology of online learning platforms in online learning as a challenging. Then, it's to know the readiness of the Generation Z in each activities of online learning by various platforms. This study assumed that the Generation Z react differently such as enthusiastic, lots of ideas and create their comfort situation in online learning by using various platforms. The method of this study is descriptive qualitative research with 100 Generation Z from Senior high school level in Padangsidempuan. The Data is from questionnaire's and interview's answer. It's analyzed by Miles and Huberman's theory in four steps; data collection, data reduction, data display, verification and conclusion then check the trustworthiness of the data by triangulation. The finding showed that Generation Z response do to the using of online platform in learning is 85% of them are answered fun, enjoy and like the online learning. Then, 75 % the answer from Gen-Z is can operate and create their assignment by apps editors. In conclusion, this challenging is fun for Gen Z and the using of technology of online learning platform is an appropriate for Generation Z and can improve their learning achievement.

Key words: *Online Platform, Online Learning, Challenging Generation Z*

1. INTRODUCTION

Generation also known as Gen Z or the digital natives have never experienced a life without the internet. They are different generation with the previous who called millennial generation. The phenomenon of massive in using technology in all aspect of live in every field as in educational field become a challenging moment for the Gen Z to prepare their self in learning activities. as (Alruthaya and Nguyen:2021) said that the Generation Z , or called as the digital natives have never experienced a life activities without using the internet. In addition, the advancement of digital technologies such as social media, smart mobile technologies, cloud computing, and the Internet-of-things has transformed how individuals perform their day-to-day activities. Especially for Gen Z, the use of digital technology has become an essential part of their daily routine, as a result, challenging the norm. (Alruthaya and Nguyen and Lokgue:2021).

This phenomena relate to the development of technology in society 4.0 and 5.0. The advancement of digital technologies such as social media, smart mobile phone, cloud operate computer, and Internet-of-things has become an essential part of day-to-day life due to their pervasiveness, cost efficiency, ease-of-use and ease-of-configuration (Lokuge and Sedera.2014a; Lokuge and Sedera.2014b; Nylén.2015). Young adults, especially Generation Z (Gen Z), who were born after 1995 (Bell.2013), grew up with these technologies and as a result are familiar with these technologies. Its showed that people especially the generation Z can't life without technology then its also occurred in educational filed such as teaching and learning activities in online class, blended learning or hybrid learning activities. the most issues among the teacher, students, and also parents in talking about learning online from home seem really hard to do efficiently (Coman et al., 2020; O'Malley & McCraw, 1999;

Valentine, 2002). This generation also known as ‘digital natives’ that have unique way in learning styles who are very multitasking in learning, the way of thinking and accessing various information (Prensky.2001a; Prensky.2001b)

Provide recent studies in toward this focus of problems has many, such as Alruthaya, Nguyen & Lokuge with the title “The Application of Digital Technology and the Learning Characteristics of Generation Z in Higher Education” found that a comprehensive concepts to understanding the influence of using digital technologies on the learning activities and the characteristics of Gen Z in higher education level.

In the same scope of research, (L. Kohnová, J. Papula, N. Salajová:2021) with the title of study “Generation z: education in the world of digitization For the future of organizations” had the research finding as echnological skills of young people is not very high, so its should be the focus of educational system to manage the curriculum relate to develop students’ competence in using technology, then its also a challenge for companies to think about a suitable education system for this generation to survive and be competitive in the conditions of digitization. This finding belongs to the educational system, economic system in the use of high technology.

From those previous research study who talked about technology in education toward Generation Z in this digitalization era gave the scope of reality in society especially teenager in school level and expectation of adult one such as teachers, parents and government to create a good, a creative, a multivalent, competence and critical generation but still have good attitude seemed to be difficult to realized. The big problem comes from the negative effect of high technology to the students while having learning by online. The teacher should prepare a good method, creative media of teaching.

The high percentage of using mobile phone while learning activities create a personal character of Generation Z and the unique way of thinking and strategies in learning. So, in this research the writer focus on the readiness of Generation Z of high technology in learning activities as a challenging one. The focus of this research elaborate the Generation Z response of such various kinds of applications of learning online in Padangsidempuan especially the senior high school students who more available and often using mobile phone, laptop or computer in daily.

2. METHODS

This study deals with qualitative research method in descriptive design analysis. The number of sample that become as participant is the Generation Z from senior high school level is 100 students from different high school. The number of 100 students as Geeration Z in Padangsidempuan which a small town in Nort Sumatera by full of people and on process of growing up to and very comsumtif with digitalization as big city. This participant was about 15-18 years old which mix of boys and girls arbitrary. The presentation of boys and girls as the participants in this study was not conditionally. The appearance was natural as what the writer found in the field while collecting the data. The data comes from Generation Z questionnaires’ and interviews’ answers in 10 multiple choice and 8 questions of interview that asking by directly to the students. The questionnaire used to get the data of Generation Z in the way to know their hobby, Frequency of using mobile phone and others technologies, The reason use those technology and the time that they spent in a day with technology in learning activities. Those questionnaire sent by online in Google form, so the participants gave their answer by goggle form online. The writer also gave interview question in order to get more data directly from the percipients and make sure about their answers from questionnaires.

3. RESULTS AND DISCUSSION

The result show that the response of Generation Z toward the using of technology such as platforms of online learning the reader can see in the following format:

Table 1. Data Questionnaire

| Questionnaire | Frequency | Percentage |
|--|-----------|------------|
| 1. Design of Online Platform Learning is simple | 85 | 85% |
| 2. Online Platform Learning Easy to Understand. | 87 | 87% |
| 3. Available to study whenever you want | 92 | 92% |
| 4. Available for you to study by your own way | 75 | 75% |
| 5. Understand about online Platform Learning demands | 76 | 76% |
| 6. Learning maximal by Online Platform Learning | 65 | 65% |
| 7. Understand the material by using online Platform Learning | 70 | 70% |
| 8. Happy to study by Online Learning | 80 | 80% |
| 9. Want to study by online learning | 74 | 74% |
| 10. Online learning help you to arrange your lesson | 76 | 76% |

Table 2. Data Interview

| No. | Interviews | Frequency | Percentage |
|-----|---|-----------|------------|
| 1 | Apakah anda suka menggunakan komputer/handphond /laptop?? | 96 | 96% |
| 2 | Apakah anda mampu mengoperasikan semua fitur dan apliaksi di handphone?? | 89 | 89% |
| 3 | Apakah anda mengerjakan banyak hal ketika menggunakan komputer/ handphon/laptop? | 88 | 88% |
| 4 | Apakah anda sering mengerjakan tugas sekolah dengan menggunakan komputer/laptop/hp? | 94 | 94% |
| 5 | Apakah anda menemui kesulitan saat mengoperasikan komputer/laptop/hp? | 95 | 95% |
| 6 | Apakah anda menggunakan lebih dari satu Jenis platform belajar online yang sering kamu gunakan? | 88 | 88% |
| 7 | Apakah kamu menggunakan komputer/laptop/hp setiap hari? Berapa jam/hari? | 98 | 98% |
| 8 | Apakah anda lebih memilih belajar online daripada offline? | 73 | 73% |

The data that have been found from the study showed that both instruments questionnaire with 10 questions and 5 questions of interview have the high presentation to the answer of yes rather than no. the percentages can see in the table 1. The data of questionnaire. From the 10 questionnaires its showed that participants choose the answer yes that have positive answer toward the questions. It means that the Generation Z has a competence in operate the high technology such as mobile phone in learning online on online platforms. The frequency also showed the same result. in other words, challenging of using platforms in online learning was easy and enjoyable for senior high school students as Generation Z. Then, from the answer in interview the result also found that participants give a positive response toward the 5 question. The answer indicate that Generation Z really understand and

engage fully to the using of internet, mobile phone, laptop and computer in supporting their learning online activities.

4. CONCLUSION

Based on the research findings, this research study was suggested to the another researcher in order elaborate further research study that indicate the technology and Generation Z phenomenon in educational field and another field of research. This finding showed that Generation Z was ready to face and engage fully to the high technology development of online platforms in leaning online activities. The various platforms such as Whatsapp, Google meet, Zoom meeting, and other learning application by using mobile phone, laptop and computer. Moreover, this finding is available to be conducted in the development research method to get the deep findings based on the new situation and society needs. The challenging of using high technology will have a progress rapidly in to or five years later. So, the preparation to face that situation must be arrange as systematically from every side like education in curriculum aspects.

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