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# Usability of "MyClassRoom" Application for E-Learning during the Pandemic

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## Article Info

## ABSTRACT

The pandemic, which is happening all over the world, forces higher education institutions to conduct their learning process online. Lecturers are required to be ready to use technology nowadays and able to use e-learning as interesting effectively as possible, in order to increase the motivation and learning outcomes of students. There are several e-learning systems available on the internet that could be used for teaching. Unfortunately, those systems are not suitable for some reasons. The main reason is that each higher education institution has its own unique learning process. There is an e-learning system called "MyClassRoom" which is designed based on the context of the user. The results were made using a Likert scale. From the measurement results it can be concluded that the application which is used as e-learning in the study program has usability value and is very good.

## 1. INTRODUCTION

Nowadays, in the digital era, human needs are mostly fulfilled by the online system [9]. Many applications are made to simplify work and human needs, as well as in the world of education. Those applications are in the form of online, which used in the world of education [5][10], for example, school and campus websites, information systems academic, and others. In addition, there are online applications that are used in the learning system, for example, for creating e-learning applications. The app can be made with a programmer's help, or use the service e-learning that has been provided by several developers. It shows that from several e-learning applications existing and open source such as Google classroom and etc [1], "MyClassRoom" is an application that exists and is used as e-learning.

This application is made by IT developer of PT. Geviva Edukasi Trans Teknologi, this application can be used in the learning system as e-learning. This application is new and it has been used since 2020 during the pandemic. In this research, analysing the usability of "MyClassRoom" application services as e-learning. To find out the level

of usability of the use of this application, carrying out measurement of the usability level using a questionnaire tool helps. This tool can be used for the preparation of questions in the questionnaire [2][3], and to find the value using a likert scale with a scale of 1 to 4.

Result measurement of the questionnaire was carried out using likert scale which is divided on a scale of 1 to 4, with the score of each scale in Table 1 and in the research to be carried out, the steps that will be taken to achieve the desired goal is as in Figure 1

## 2. METHODS

The data collection method is carried out by questionnaire method, namely distributing questionnaires to lecturers and students.

Table1. Scale

| Questions | SS | S | KS | TS | STS |
|---|---|---|---|---|---|
| Value | 5 | 4 | 3 | 2 | 1 |
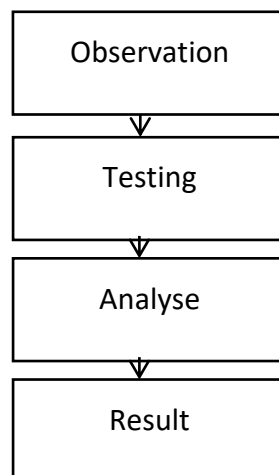


**Figure 1**. Research process

## 3. RESULTS AND DISCUSSION

The first step in usability testing is formulating questions that will be used for questionnaires and distributed to respondents who have been selected from a population within the scope of the research. These questionnaires refer to 16 questions that can be used as questions in the questionnaire. It is divided into 4 factors according to the factors in the questionnaire, namely usefulness, satisfaction, ease of use, and ease of learning.

These questions can be seen in Table 2

Table 2. Questions

| Factor | No | Questions | SS | S | TS | STS |
|---|---|---|---|---|---|---|
| | 1 | Does this application help you become more effective? | | | | |

| | | | | | | | |
|---|---|---|---|---|---|---|---|
| Usefulness | 2 | Does this application help you become more productive? | | | | | |
| | 3 | Is this application useful? | | | | | |
| | 4 | Could this application save you time while using it? | | | | | |
| Ease of use | 5 | Is this application easy to use? | | | | | |
| | 6 | Is this application simple for use? | | | | | |
| | 7 | Is this application user-friendly? | | | | | |
| | 8 | Do you use it without instructions written? | | | | | |
| | 9 | Can you make a recovery in a hurry easily and easily when making an error? | | | | | |
| Ease of learning | 10 | Do you learn to use this application quickly? | | | | | |
| | 11 | Do you easily remember how to use it? | | | | | |
| Satisfaction | 12 | Are you satisfied with this application? | | | | | |
| | 13 | Is this application pleasant for use? | | | | | |
| | 14 | The procedure of this app is already like what you want? | | | | | |
| | 15 | Is this app great? | | | | | |
| | 16 | Is This app convenient for use? | | | | | |

### Table 3. Results

| SS | % | S | % | KS | % | TS | % | STS | % |
|---|---|---|---|---|---|---|---|---|---|
| 27 | 45% | 31 | 52% | 1 | 2% | 0 | 0% | 1 | 2% |
| 20 | 33% | 38 | 63% | 1 | 2% | 0 | 0% | 1 | 2% |
| 21 | 35% | 35 | 58% | 2 | 3% | 0 | 0% | 2 | 3% |
| 20 | 33% | 36 | 60% | 2 | 3% | 0 | 0% | 2 | 3% |
| 27 | 45% | 30 | 50% | 2 | 3% | 0 | 0% | 1 | 2% |
| 11 | 18% | 46 | 77% | 1 | 2% | 1 | 2% | 1 | 2% |
| 20 | 33% | 38 | 63% | 0 | 0% | 0 | 0% | 2 | 3% |
| 22 | 37% | 35 | 58% | 1 | 2% | 0 | 0% | 2 | 3% |
| 26 | 43% | 32 | 53% | 0 | 0% | 0 | 0% | 2 | 3% |
| 29 | 48% | 26 | 43% | 3 | 5% | 0 | 0% | 2 | 3% |
| 30 | 50% | 27 | 45% | 1 | 2% | 0 | 0% | 2 | 3% |
| 22 | 37% | 34 | 57% | 2 | 3% | 0 | 0% | 2 | 3% |
| 17 | 28% | 40 | 67% | 1 | 2% | 0 | 0% | 2 | 3% |
| 14 | 23% | 39 | 65% | 5 | 8% | 0 | 0% | 2 | 3% |
| 20 | 33% | 36 | 60% | 3 | 5% | 0 | 0% | 1 | 2% |
| 17 | 28% | 39 | 65% | 2 | 3% | 0 | 0% | 2 | 3% |
| 19 | 32% | 39 | 65% | 0 | 0% | 0 | 0% | 2 | 3% |
| 34 | 57% | 24 | 40% | 1 | 2% | 0 | 0% | 1 | 2% |
| 14 | 23% | 32 | 53% | 12 | 20% | 0 | 0% | 2 | 3% |

From the table 2, it shows that the percentage of item "SS" and "S" are higher than the rest. It means that the usability of "MyClassRoom" application is very good.

## 4. CONCLUSION

The results of usability assessment recap using the questionnaire showed a good score on the factor usefulness (usability), while the ease of factor use, ease of learning, and satisfaction show very good value. This means that "MyClassRoom" application is an application that suitable for user in doing e-learning especially during pandemic.

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