E-learning in English Language Learning for Increasing Students’s Motivation

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Abstract. The objective of this study at reveling; the E-learning, the new trends E-learning in 21st century, and the effectiveness of E-learning in teaching and learning. It used qualitative research to explain the E-learning for increasing the student’s motivation in English learning. There is still a lack of study in the E-learning for students’ motivation; consequently, this study is significant to be done. The finding of the study can be explained are: first, E-learning is online learning/teaching resources used in information and communication technologies. The facilities in E-learning are without having arrangement when and where, so that it will make the learners more interesting in educational classes. There are several new trends E-learning that gave a positive impact for students in teaching and learning process namely: blended learning, social and collaborative learning, gamification, micro learning, video learning, rapid E-learning, personalize E-learning, and continuous learning.

Keywords: English language teaching, technology in learning English, student’s motivation, e-learning, new technology, new trends e-learning, English language learning

INTRODUCTION

The English language is a student’s lesson that must be learned at school. Mastering of the English language helps the students for doing in modern global. In Indonesia, the English language begins from childhood. Besides an International language, it also uses in English class activity. English language learning is one manner to increase student’s motivation in the classroom. It is very familiar now. The use of English language vastly [1]. It means that, the English language is an important language that must be mastered in this 21st century by students. Increasing student’s motivation can be done in many techniques. The teacher can use a good technique based on the student’s interesting. Motivation is the behavior of people in doing something that influences them to behave in certain ways [2]. It means that, if students have good motivation in Learning English it can increase their ability in the English language.

In the 21st century, the relation of technology and teaching foreign language are closer. Technology is the tools for helping us in teaching learning process used the internet such as mobile phone, computer, tablet, and others. Then, in a foreign language, we use it for learning media especially in the English language. Electronic Learning (E-Learning) is modern technology as a technique in the classroom. Using E-Learning will help the students for mastering English lesson. They can use many features that related in teaching learning process such as: Web-Pass, Schoology, Edmodo, WhatsApp, Telegram, and so on. E-learning is used as an electronic medium in a course and structured learning [3]. It means that, the teaching and learning process will be more effective to use E-learning.

E-learning is not the foreign term in the 21st century. Another term that we have heard so much about E-learning is online learning and virtual learning. Learning English uses the E-learning will make the students willing to learn of language. The English language is important in communication. Most students have a problem when communicating with other friends or they do not understand the meaning of that language. New trends in E-learning can be stimulation in learning the English language and to master the authenticity and literacy skills in the English language. The importance of the English teaching learning process used E-learning is increasing and building the students motivation in the classroom. Good motivation in teaching learning will make the students faster and easier in mastering the English language than before. Therefore, this study was intended to answer the following research questions: what is E-learning? What is the new trends E-learning in the 21st century? How to make E-learning effective in teaching and learning?

METHOD

This study uses qualitative research to explain the E-learning for increasing the student’s motivation in English language learning. In explaining theories, the researcher got some supporting sources are taken from journals, books, and others that explained in finding and discussion.

DISCUSSION

Maintaining the Integrity of the Specifications

In this 21st century, the use of modern technology is an important part in the teaching and learning process. Moreover, the uses of E-learning in the English classroom will be more effective and can change the method from teacher-centered to student-centered. It is one technique can be applied for making the enjoyable class when teaching and learning process. E-learning proposes to share some materials format such as video, slideshow, word documents, PDFs, and others. Then, webinars that conducted in live online classes and communication via chat or message forums.
E-learning is the use of internet and educational tools to teach and learn. The process of teaching and learning have three criteria: first, it should have good geographical distance between teacher and students; second it uses two-way and interaction in learning communication, third it should use the different technology in students learning facility. Teaching and learning process used modern techniques of education will be very important, it can help the students mastery some materials in teaching learning, moreover in English language. Besides, that technique is more important than a teacher’s scientific knowledge and information [4]. E-learning becomes the most important scientific culture matter in the world. The students and people will get some of indicator in information scientific quickly.

The term of E-learning is also called as online learning, technology enhanced learning, web-based learning, internet-based instruction, computer-assisted instruction, and virtual learning. E-learning has defined in various ways. E-learning is online learning/teaching resources used in information and communication technologies [5]. In production some material for learning, teach learners, and others used technology based E-learning [6]. The technology must be connected in the internet and other important technologies. E-learning has increasing access in IT and learning [7]. E-learning has typed in the self-guiding, online course used E-learning in authoring tools [8]. In addition, the virtual learning is some activities used web conferencing technology that allowed by participants or students [9]. Virtual learning also can do in different locations to get together and share learning experiences used wide range of multimedia learning resources.

Review of these definitions concluded that E-learning is a technique in teaching and learning use modern technologies. The teaching and learning process can use some differences features that related to the materials. The effectiveness of online learning in online and face-to-face instruction, it includes a broad range of web resources and collaboration technologies. Online learning gets online instruction that combined with other educational technologies concern in web-based applications and collaboration technologies [10]. There are three types of E-learning [3]. These are synchronous learning, asynchronous learning, and cohort learning. Figure 1 is the example of E-learning teaching used Synchronous learning. In this type, the students meet to learn in time set, discussions with the teacher and other students, and do exam together. The course uses in the same concept.

The types of training include the instructor speaking, visuals such as PowerPoint slides or desktop sharing, poll questions, even activities via breakout rooms, and discussion via chat. In addition, [11] asserts that in synchronous e-learning substitute the idea and information used one or more learners in a similar period of time. It means that, synchronous E-learning have to support in multi-way audio and visual communications tools. The indicates supporting in two critical factors – effective interaction with other friends in the social community. The synchronous E-learning has featured in teaching and learning is more efficient than asynchronous learning especially in making context for social interaction. Synchronous E-learning has potential in teaching and learning progress, the students and the teacher have more social interactions and it will avoid the frustration when asking and answering the questions in real time. It will be more help the students for solve problem.

Fig. 1. Screenshot of the examples of a synchronous e-learning course

The second is asynchronous learning. It is the opposite of synchronous learning. Based on Figure 2, it explained that the activities of students and learning occur at a different time. The course of learning can be accessed anytime and the students do not essential the involvement of teacher or instructor. In line with [12] stated that the simple or a mix of asynchronous e-learning example are often on the internet via e-learning portal. It means that, the basic of asynchronous e-learning include the theory, a learner-centered approach that gives priority in important of peer-to-peer interaction. It combines to promote learning, and also used the facilities of learning in traditional on-campus or regular education, distance education, and continuing education.

Fig. 2. Screenshot of the examples of an asynchronous e-learning course

Asynchronous E-learning has a setting that students do activities in teaching and learning process occur separated from the peers, teachers or instructor. It includes the pre-created learning module and other courses. The important factor in these types is the students from the rural area that difficult to get class gathered with other friends or people. Both of asynchronous E-learning and synchronous E-learning have similar in the learner-
centered process used online learning resource as the facilities to support in teaching and learning especially in the English Language. Then, the asynchronous type related of students in a discussion of lesson material, then the teachers as the instructor guide the teaching learning as well as in using the internet at different times [5]. It means that, the students and the teachers have different time in activities of the teaching learning process. They do not do interaction at the same moment but later. Mostly, in this type used tools such as emails, discussion board, video calls features, and so on.

The third is Cohort learning. In this type used instructor or teacher and students to complete the activities such as readings, videos, discussions, assignments, and projects. It was seen in Figure 3 above about cohort model. Cohort learning, the students have communicated on their own time. It includes the teacher or instructor that given some tests. In higher education majority used platforms like Blackboard in teaching and learning process.

![Fig. 3. Screenshot of the examples of the cohort model](image)

Using E-learning, there are some components must notice namely e-learning content, e-tutoring, e-coaching, e-mentoring, collaborative learning, and virtual classroom. Then, the quality of e-learning is enhanced by learner-centered content, granularly, engaging content, interactivity, and personalization. The E-learning have advantages in teaching and learning process. E-learning can be used anywhere and anytime for learning by instructor and students [13]. Others advantages of E-learning are the used of electronic tools can increase the student’s potential in learning. E-learning can make much flexibility of time and place when teaching and learning process [14]. Besides, using it will make more fun. Designing a course makes the class fell interactive and fun through multimedia.

![Fig. 4. Screenshot of the examples of e-learning courses elements](image)

There are certain elements in E-learning [3]. These elements will help to prepare in planning and analysis discussion. Based on the figure 1 below explained that the interface is visual framework used in each screen. It consists of branding, titles, buttons, features, and navigation that used in the whole course. Text is used in a primary way to communicate as the supporting audio narration.

Then, navigation is used for learners to move through the course. Navigation items are arrows, hyperlinks, and other menus that related to learning. Navigations can be fixed or flexible. Fix is where the students can transpire from the beginning to the end and flexible is where the students can choose where they will go. Interaction is an activity that obligate of students to respond when teaching and learning process. The example is the students press to find some additional information, the students must answer the question that has been provided or it can called practice stimulation. Interactions can help the students interested and engaged. They will be most interesting and most time-consuming in part of the e-learning course. Besides, the students will fell enthusiasm for studying in the classroom and they can share to others friends when getting problem in lesson material.

![Fig. 5. Screenshot of the examples of e-learning courses elements](image)

Others explanation of elements in E-learning is seen in the Figure 2. Based on the Figure 2 above explained that test is more familiar features in E-learning used some format questions namely multiple choice, drag and drop, true/false, fill in the blank, short answer, essay, and simulations [3].

The implementation of E-learning strategy has a familiar technique in practicing for delivering training, education, and institutions [15]. The grown of E-learning is moving very fast as an educational tool over year. E-learning and teaching is an issue cannot be separated. When used teaching and learning in the classroom, teacher and students will get some conveniences. E-learning trends can help the students in increasing of student’s motivation in the English language. The first is blended learning. It is a combination of offline and online learning. According to Stein & Graham [16] asserts that blended learning is focused on the course (face-to-face) as a combination with online in producing effective, efficient, and flexible learning. Blended learning is the traditional positive side with improved technology to
improving student's motivation in teaching and learning process [17]. It means that, blended learning can provide better learning for the students. The second, social and collaborative learning. It is an E-learning that concerned of students can do interaction with other students and teachers. Collaborative learning is a concept of great interest and strong identity in theoretical and research area [18]. In collaborative learning environments the individuals and organizations will do the creation process to increase the professionalism and improve day to day science as expansive knowledge in teaching inside and outside the classroom [19]. The third, gamification is learning used game-based mechanics, aesthetics and game thinking that concerned with people, motivate action, promote learning and solve the problem. In using gaming technology will abate the problems and describes the people falling in interesting, entertaining and involved. Literally the gamification is turning into a game [20]. Gamification is helping organizations in various way to share information and can solve problems successfully [21]. They added that there are three game psychologies in playing game namely fun, learning, and competition. The gamification is not about playing the game but it is the instructional method in delivering system that prepared the elements to learn in a game situation. The fourth is micro learning. Micro learning is taking information in students's brain naturally, so that they will not fell stress [22]. Furthermore, micro teaching is the new method in E-learning [23].

Other new trend is video learning. Video and movies used to produce the sensation of moving images [24]. In addition, visual aids are an important educational system, it can help the students in teaching and learning process more easier and interesting [25]. It means that, video learning as audio and visual aids in teaching method. The sixth is rapid E-learning. It is a faster process in designing and developing online-based learning course. Rapid E-learning is creating e-learning without programming skills [8]. It builds the just-in-time content quickly. Then, the rapid E-learning is helping for students and teacher access with up-to-date knowledge and development, besides it can be created in a short period of time [26]. The seventh, personalization is concluded pedagogy, curriculum, learning environments to know the needed of each student. The personalized E-learning is enabled to students in the online educational process. Personalization in E-learning is education used technology to create different learning for different students [27]. Personalization in E-learning system used to make the existing learning system in delivering course more suited to students. It means that, it can chance the students in learning related to what they want and when they want [28]. The last element is continuous learning. Continuous learning can grow anytime, the information can get from articles, websites, blogs, book, and other various sites [29]. Continuous learning as structure resource, expectations and learning culture to learn continuously used traditional training and series programs [30].

Developing new trends in E-learning can help the teaching and learning process more effective. There are tips in making teaching and learning more effective by using E-learning [31]. The first, knowing the subject material. Providing the great contents make the available for students. The seconds, online courses should use to all learning style. The designing of online course should be able in all learning style, so that the effectiveness of E-learning course can help the students in teaching and learning process. Moreover, it needs the system IT to get access for activities although teacher or student giving some information.

**CONCLUSION**

Developing the student's motivation in learning English language can use many techniques. The use of modern technology is suitable for making students more interesting and enjoyable in the classroom. In this 21st century, the teacher can use the funny technique to support the teaching and learning process. E-learning provides some features to helps the students more comfortable when learning in the classroom. Using E-learning the students will be easy in getting information and some textbook sources, drilling speaking in the English language, and so on. The important way in E-learning is getting an interactive classroom. Within it, the student's motivation in learning the English language will occur from the students.

**REFERENCES**


