

## UTILIZING LEARNING PLATFORMS AND BEHAVIOR ANALYSIS OF STUDENTS IN COMPLETING ASSIGNMENTS

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### ABSTRACT

*The era of the industrial revolution 4.0 is closely related to the use of technology. In its development, technology is integrated into various sectors, one of which is the education sector. The use of technology in the field of education is shown by the development of various digital products that facilitate students in the learning process. This research tries to identify the various platforms used by students in their learning process, especially in helping them with their coursework. In addition, this research also reveals the advantages and disadvantages of platforms that are considered by students in utilizing the platform. This research is a descriptive qualitative research involving students of Undergraduate Program of Islamic Education at Universitas Islam Indonesia from various years informants. The informant determination technique was carried out through a purposive sampling technique and data collected through interviews. Analysis of the data that has been collected is carried out through data reduction, data presentation, and drawing conclusions. The results of this study indicate that; 1) The platforms used by students can be grouped based on the type of task activities. In coordination and discussion activities, students generally use WhatsApp, Zoom, and Google Documents. In the activity of writing academic papes, many students use Google Scholar and Researchgate. Meanwhile, for designing presentation slides, the platforms that are widely used are Slidesgo, Genially, and Canva. Apart from that, students also use Adobe Premiere, Adobe Illustrator, Coreldraw, VN Editor, Figma, SPSS, and Google Classroom to work on assignments with special criteria. 2) The advantages of the various platforms are practical, easy to use, facilitate group coordination, flexibility, foster creativity, and interesting. While the disadvantages are that some platforms need to be paid, the features are limited, some tools are difficult to use, require high device specifications, and not all platforms can be accessed offline.*

**Keywords:** Learning Platform, Assignments, Students.

## **INTRODUCTION**

Technological developments show rapid progress, especially in the current digital era. The digital era offers convenience for human life which is manifested in the availability of access to all-round information. Technological advances in the digital era are the key to determining the direction of human civilization in adapting to various activities. The digital era is a period when people use digital systems in their daily lives. The use of technology in this rapidly digital era is called a revolution. Revolution in an era will affect various sectors, such as digital transportation and tourism, digital trade, digital health, digital media and entertainment, and digital education (Rahayu, 2019). The transformation of the current revolution has entered the era of the industrial revolution 4.0, whose orientation is the use of technology in various aspects of life.

Education in the era of the industrial revolution 4.0 is a response to align humans with technology, to create new opportunities that are more creative and innovative. The convenience offered by education in the 4.0 era is artificial and virtual intelligence, increased connectivity, and easy-to-access interaction with the development of digital systems (Lase, 2019). Currently, the ease of digital access is shown by the easy access to information that everyone gets. Technology in education is used to support learning activities, both as an information tool to access information and as a learning tool to support teaching and learning activities and doing assignments (Lestari, 2018).

One of the uses of technology in doing assignments, technology offers a variety of learning tools that can be accessed by learners. These learning tools can be in the form of various tools or learning platforms. The learning platform is a tool that supports the achievement of learning objectives in the learning process (Endah Yuliani, 2021). The types of applications and platforms commonly used in learning are WhatsApp, Email, Google Classroom, YouTube, Learning Houses, Zoom Meeting, and so on.

The level of difficulty in learning lessons and doing assignments has differences at each level of education. In this study the focus is on examining the platforms used by students, especially university students, in completing their assignments. University students were chosen as research subjects because they have better abilities in exploring various sources and learning tools. In addition, university students are also required to have

high learning independence, including in the process of doing assignments. To complete the task, they will utilize various learning media or platforms that prepare the resources needed. More specifically, this research is directed to analyze platforms that are widely used by students of the Islamic Education study program. Because in the implementation of learning, the field of Islamic Education has different characteristics from other disciplines, both from the characteristics of the learning material and the tasks.

Based on these problems, this study tries to identify the various types of learning platforms used by Islamic Religious Education students in their learning process. Especially the platform to help with learning assignments. In addition, this study also analyzes the advantages and disadvantages of the platform as a consideration for students in choosing the platform.

## **RESEARCH METHODS**

This research is a descriptive qualitative research, which provides a descriptive description and provides an analysis of the phenomena that are the focus of the research. The focus of this research is to analyze the use of learning platforms and student behavior in completing assignments.

Key informants who provided information in the study were students of Islamic Education study program, Universitas Islam Indonesia from various years, including students from 2019, 2020 and 2021 year. The selection of informants used a purposive sampling technique, this technique selected informants with the consideration that these informants had the information needed by researchers. Because students from each year have different material complexity, so the level of difficulty of the assignments is also different.

The data collection technique in this study was in-depth interviews to explore the data needed to answer research concerns. The data that has been collected is then analyzed through the stages of data reduction, data presentation, and drawing conclusions. Data analysis is presented in a systematic description.

## RESULTS AND DISCUSSION

### The Platform Used by Students in Completing Assignments

Based on the researcher's data collection, it shows that the types of platforms used by Islamic Education study program students in carrying out assignments are grouped according to the type of activity or task requirement. The data shows that in completing assignments, student activities include coordination and group discussions, writing academic papers, making presentation slides, and video editing assignments. For second year students, the SPSS application also helps students in processing data. In addition, there is a platform that is used to access assignments and submit assignments. Because the field of Islamic Education also has the characteristics of religious knowledge, students also use platforms that help learn about religious knowledge. For more details, the platforms used by Islamic Religious Education students in completing their assignments are:

#### *Coordination and Group Discussion*

Based on interviews with informants, to facilitate coordination and discussion for group assignments, WhatsApp Groups and Zoom Meetings are the most affordable and effective applications. Currently, even though learning is carried out face-to-face in class, to facilitate coordination with groups, students prefer to use online media. Using WhatsApp is designed to make communication easier. Student considerations in choosing WhatsApp as a media for coordination and group discussion because it is considered appropriate. This is supported by a statement in Suryadi's research that WhatsApp is a means of communication for exchanging information in the form of text messages, pictures, videos, or telephone. In use, this application facilitates the delivery of information quickly and thoroughly, including in the process of delivering learning information (Okvireslian, 2021). The student class of 2020 said the same thing, Muyassaroh said that the use of the WhatsApp group could minimize miscommunication when discussing assignments if something was not understood. In addition, the use of WhatsApp was chosen because almost everyone is a WhatsApp user, so sending any information will be received and read more quickly (Muyassaroh, Interview, November 20<sup>th</sup> 2022).

Another platform that is used in the coordination and discussion of group assignments is the Zoom Meeting. Indra, a class of 2019 student, said that using Zoom for

group coordination was very effective. Zoom is a substitute for conventional methods that can gather each group member in one virtual room to discuss tasks that require a lot of discussion (Indra, Interview, November 20<sup>th</sup> 2022). A similar opinion was also expressed by Reynald, a class of 2020 student, Zoom Meeting can help hold meetings to discuss group assignments when unable to meet face to face (Reynald, Interview, November 21<sup>st</sup> 2022). The use of Zoom as a learning medium is one of the most effective media to use, especially since online learning due to Covid-19. Online learning demands maximum learning activities, just like offline learning. Therefore, many educators use Zoom Meeting as a learning space. After the end of online learning due to the Covid-19 pandemic, Zoom Meetings are still being used as the development of the learning process. In addition, Zoom Meetings are also widely used because they are easy to use, including in coordinating the completion of learning assignments. This was also conveyed in previous research by Haqien and Afihadiyah Rahman, the study explained that Zoom is a video-based learning medium whose use can be accessed free of charge for limited conditions. However, in the learning process, Zoom is indeed suitable for learning media (Far-Far, 2021).

Apart from these two platforms, there is another platform that is an alternative for working on group assignments, namely Google Documents or Google Docs. Google Docs is a free web-based application with Google features used to create documents and can be accessed from different devices anywhere. Google Docs can improve cooperation by sharing documents with other people as editors. So that other users can work together in the same space and at the same time (Fathimah et al., 2020). By utilizing Google Docs, students can improve collaboration on group assignments. As stated by Nadar, the use of Google Docs can involve many users, so that the process of doing assignments can be carried out together at the same time. (Nadar, Interview, November 21<sup>st</sup> 2022). Similar to what was said by Nadar, another opinion was also expressed by Indra. He said, through Google Docs we can find out the activity of group members (Indra, Interview, November 20<sup>th</sup> 2022).

### ***Writing Academic Papers***

One form of student assignment is to write academic papers, for example research reports, term papers, and theses. Writing academic papers is different from writing fiction



or articles. Writing academic papers has provisions that serve as guidelines in writing. One of the main provisions in writing academic papers is the use of reference sources that strengthen the author's argument. In general, the use of references is based on reputable, up-to-date and actual sources. Usually journals that can be used as references are journals published in the last 5-10 years. In addition, references can also refer to books, newspapers or magazines, journals, and the internet. In using references when writing academic papers, many students use Google Scholar and Researchgate. Consider using Google Scholar because it is easy to use and has a filter feature for the author and year of publication of the journal, which makes it easier for students to find journals that match the criteria (Nadar, Interview, November 21<sup>st</sup> 2022). Similar to Google Scholar, ResearchGate is also very easy to use and students can access international journals to reduce plagiarism as an ethical academic writing (Mulki, Interview, November 20<sup>th</sup> 2022).

Accessing journals through the Google Scholar and Researchgate has previously been researched by Shajarul Islam Khan with a research focus on the use of electronic journals as a reference source. The results show that students use electronic journals and the internet as sources that provide information for researchers and students. They use electronic journals to strengthen arguments in research by referring to references that discuss similar topics (Muhammad Azwar, 2017).

### ***Designing Presentation Slides***

In designing presentation files, students prepare optimally and make interesting presentations. Interesting presentations can be designed using PowerPoint, an application that helps display presentation points. In PowerPoint, there are features that combine text, colors, images, and animations that can be used for free. These features can make PowerPoint display more attractive (Mufida & Fauziah, 2021). To make interesting presentation slides, students said that slides were not only designed with default templates. But there are platforms that provide presentation slide templates with various designs, for example SlideGo, Genial.ly, and Canva. These platforms provide many presentation templates that can be accessed for free. The three platforms are widely used by students in designing presentation slides with attractive designs. For example using Canva to choose an attractive template, or using Genial.ly to add animation to presentation slides (Nadar,

Interview, November 21<sup>st</sup> 2022). In addition, students also use Canva and SlideGo to create aesthetic presentation slides (Muyassaroh, Interview, November 20<sup>th</sup> 2022).

Canva is a useful web-based platform for creating attractive designs. In Canva there are many design templates including graphics, posters, presentations, flyers, and so on. Its use is only by registering an account that is connected to a Gmail account, then users can choose a design according to their needs (Kartiwi & Rostikawati, 2022).

### ***Design Assignments***

One of the design assignments that many students work on is video. Video assignment is one of the assignments to increase student creativity. In the field of Islamic Education, students must understand its pedagogical aspects. The pedagogical aspect is the ability of educators to teach learning materials according to the characteristics of their students. Islamic Education students learn how to manage interactive, interesting, and uplifting learning. In several courses, lecturers give assignments to make interesting learning videos and help students understand the material. In completing video-based assignments, students usually use applications or software such as Adobe Illustrator. For example, Adobe Premiere, CorelDraw, VN Editor, and Figma. The use of editing applications is adjusted to the needs and type of assignment.

One of the software that students use to make videos is CorelDraw. CorelDraw is a vector graphics editor that generates visual images. The focus in CorelDraw is the image editor. CorelDraw is a good choice for image editing because it has various functions, for example, it can process lines and colors accurately, has many types of fonts so that it can increase creativity in designing, has clarity and sharpness in color specifications, and has accuracy in lines (Budiarta & Sila, 2022). Although mostly CorelDraw is used in image editing, students also use CorelDraw to make videos. CorelDraw is used to design video concepts more creatively (Indra, Interview, November 20<sup>th</sup> 2022). Another software that is also used by students in making videos is Adobe Premiere. Adobe Premiere is a video editing application used to create audio visuals and videos. This video processing program has 45 video effects and 12 audio effects that can be used to change display patterns and create video animations with audio. This processing can be operated using a graphics card such as AMD or NVIDIA to design video clips (Zaini & Nugraha, 2021). This video editing

software has a variety of features than other software. However, the use of this software is relatively more difficult because it requires in-depth study and is not easy to use for people who are not used to using it (Nadar, Interview, November 21<sup>st</sup> 2022). Another video editor that many students use is VN Editor. VN Editor has a visual and audio display and can insert images. To get the VN Editor application is also very easy, users can download it on smartphones or laptops for free. VN Editor can be used to create interesting learning videos (Mudinillah et al., 2022). Many students use this application because it is easy to use, easy for beginners to understand, has quite complete features and meets the needs of video editing (Okta, Interview, November 21<sup>st</sup> 2022).

Another design assignment done by students is making learning product prototypes. Prototype is the development of a physical model that describes the initial version of a system. In this case the learning system to describe the continuation of the actual system to be implemented (Purnomo, 2017). In making prototypes, students use Figma. Figma is an editing software that makes it easy for users to design designs based on their needs. Figma also provides templates that can be used and are simpler (Mulki, Interview, November 20<sup>th</sup> 2022). Figma is a design application that is a digital project prototyping tool. Figma can also be used for collaboration in real time which makes it easier for designers to collaborate in designing prototypes. The real time storage process can save every change automatically when a member changes the design simultaneously (Rully Pramudita et al., 2021).

### ***Processing Research Data***

The field of Islamic Education also has exact sciences as a manifestation of the integration of religion and science. An example of exact science being studied is statistics, which is used as a learning tool in processing data. As is well known, graduates of the Islamic Education study program are expected to master the field according to their interests and abilities, including educators who play a role in designing, implementing, and providing evaluation of Islamic Religious Education learning activities. Second, being an educational researcher whose role is to study, research, and carry out the development of knowledge in the field of Islamic Education. Third, they can become edupreneurs in entrepreneurial activities, provide training, and create innovations in the field of education

(Islam, n.d.). Therefore, studying exact sciences is one way to provide students with knowledge in carrying out research.

To facilitate learning, SPSS software is studied by students to process data. SPSS makes it easy to perform calculations with many formulas so there is no need to calculate manually (Okta, Interview, November 21<sup>st</sup> 2022). SPSS is a software program that functions to help analyze data and calculate statistics with relatively high analysis. SPSS also makes it easy to calculate and analyze research using many variables (Fauziah & Karhab, 2019). Data processing using SPSS can be used to process quantitative research data, the output of which is statistical figures and standard deviation values, variance, standard deviation, one sample t test, and paired sample t tests (Zein, Yasyifa, Khozi, Harahap, Badruzzaman, 2019). Mastering SPSS will make it easier for students to complete research assignments, for example a thesis according to the type and research approach used.

#### ***Access Assignments and Submit Assignments***

The platform that is widely used in submitting assignments is Google Classroom. Google classroom is a productive service for collaboration, simplifying assignments, and learning communication tools. Through Google Classroom, students can send assignments to each other, send feedback, and view material. Google Classroom offers good online class management, for example students can view assignments on the assignment page, enter class according to the schedule, and can view upcoming assignments through the Google Calendar. All these documents will be automatically saved in the Google Drive folder (Atikah et al., 2021). Using Google Classroom as a medium for sending assignments is safer, because assignments sent can be studied again. Submission of material sent through Google Classroom is also easily accessible and more practical. So that Google Classroom facilitates the process of receiving material and sending assignments for students, as well as lecturers in carrying out asynchronous learning.

In accordance with the field of Islamic Education, the material studied by students also discusses the basics of religious knowledge. Currently, there are many learning platforms that can be used to study religious knowledge. One of the websites that can be accessed for studying religion and used as a reference for doing religious studies



assignments is Rumah Fiqh Indonesia. The website is providing free book facilities. Users can search for fiqh books according to their needs. Access is also open to anyone who wants to read these books online.

### **Platform Strengths and Weaknesses**

Based on the results of the research, there are several advantages and disadvantages of the platforms used by students in completing assignments. These advantages can be described as follows:

1. **More Practical.** Using Google Classroom as a platform for sending assignments is more practical because the submission process does not require difficult stages. Students can directly access the assignment room according to the assignment instructions. Then, using Google Documents is also more practical because it uses one space and is real time. This can collaborate all group members to work together. So that tasks can be completed more effectively and efficiently. In using Google Documents, the feature can invite other users as editors, used to see how active group members are in collaborative tasks. Apart from that, the practicality of use was also found by WhatsApp users to coordinate. Through WhatsApp Groups, people who are members of the group will receive information quickly and simultaneously.
2. **Easy to Use.** The consideration of students choosing a platform to help complete assignments is because of its easy use, even though the users are still beginners. For example platforms for making attractive presentation slides, such as canva, genially, and slide go. The three platforms provide convenience by providing templates that can be changed according to student needs. The templates can also be downloaded for offline use. In addition, there are platforms that help students find references in writing academic papers, namely Google Scholar and Researchgate. Both of these platforms provide convenience by providing many reference journals from various disciplines. Students can write down the keywords of the research topic they are looking for. This platform makes it easier for students to get credible reference sources.
3. **Facilitate Group Coordination.** Ease of coordination experienced by students when using the WhatsApp group, zoom, and Google Documents platforms. The goal of the three platforms is to enhance collaboration between users. Through zoom, students can

work on assignments that require face-to-face discussion. Zoom is an alternative online learning medium that makes it easier for users to learn because it saves space, time, and costs.

4. **Fleksible.** The platforms mentioned earlier help students a lot in doing assignments because they are flexible. All of these platforms are technology-based, which means they can be used anytime and anywhere without having to take up space, effort, or time. One of the conveniences offered by technology is to provide flexibility in its use. For example, in design assignments, students can use applications via smartphones or laptops. Another example is using Google Classroom, students can access assignments and materials at any time because the files are automatically stored on Google Drive. This also makes it easier for students to review lecture material.
5. **Foster Creativity.** The use of design software, for example CorelDraw, Adobe Illustrator, such as Adobe Premiere, besides making it easy for users, can also foster creativity. Students can make designs based on their creativity. The software does not provide templates that students can use directly, so students need to think creatively in making pictures or graphics according to assignments.
6. **Interesting.** The advantages of using the platform, for example getting a variety of presentation slide themes, will make the presentation more interesting. Various supporting elements can be used to develop presentation slides. In addition, the presentation background can also be given a moving animation which makes the presentation look more interactive.

Apart from the advantages of using platforms that help students in doing assignments, there are also disadvantages of these platforms which become obstacles in their operation, including:

1. **Some Platforms Need to Pay.** Some platforms provide material that can be accessed for free. However, free access is limited. To be able to access more, users usually have to use a paid account or a pro account. For example, using Canva, even though many free templates are provided, there are many more interesting templates that you have to pay for. In addition, there are elements such as images and animations which can

only be accessed on a premium Canva account. This also applies to other similar platforms.

2. **The Features are Limited.** Limited features are one of the drawbacks of a platform or software. For example, in Google Docs, not all features are the same as in Microsoft Word. In fact, many students use Microsoft Word in doing assignments in text or writing. For example, in Microsoft Word there is a reference feature for writing references linked to the Mendeley platform. However, Google Documents does not have this feature and cannot be linked to Mendeley or Zotero applications of the sort. So writing references and bibliography on Google Documents is done manually.
3. **Some Tools are Difficult to Use.** Difficulties using platform tools are experienced when using platforms that have high specifications such as Adobe Illustrator and Figma software. In using figma, the difficulties experienced by users are, for example, aligning lines and planes. Meanwhile, using Adobe Illustrator is easy for users who are used to using the tools in the software.
4. **Require High Device Specifications.** High device specifications affect the capacity to use software, for example the use of SPSS. SPSS has several versions, the higher the version in SPSS, the higher the device specifications that must be used. This will support the smooth use of the software. SPSS consists of several versions, namely SPSS version 16, 17, 18, 19, 20, 21, and 23. If the user installs the highest version of SPSS but is not supported by a device that has minimum specifications, then the device cannot run SPSS.
5. **Not All Platforms Can be Accessed Offline.** In using the platform to create interesting presentation slides, for example on the platform genially, users cannot display presentation slides offline. To be able to run a presentation, the slides created through Genially must be online on the website. In genially, to get files in offline ppt form, you have to use a paid premium account.

## **CONCLUSION**

Based on research findings, the platforms that are often used by students in completing assignments are WhatsApp, Zoom Meeting, Google Document, Google Scholar, Research Gate, SlideGo, Genially, Canva, Adobe Premiere, CorelDraw, VN



Editor, Figma, SPSS, and Google Classroom. These platforms can be grouped under several types of task activities. These activities include coordination and discussion, writing academic papers, designing presentation slides, design assignments, processing research data, accessing assignments and submitting assignments. The advantages and disadvantages found in the use of these platforms. The advantages are that it is practical, easy to use, facilitates coordination and group discussion, flexible use, fosters user creativity, and is interesting. Meanwhile, the disadvantages of these platforms are that not all platforms can be accessed for free, there are limited features that can be used, there are tools that are difficult to use on certain platforms, some platforms require high device specifications, and not all platforms can be accessed offline.

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