CHAPTER II

REVIEW OF LITERATURE

2.1 Theoretical Framework

2.1.1   The General Concept of Perception

Everyone has a different point of view when it comes to observing the same item (object). This difference of opinion will be accompanied by divergent conduct or behaviors. This point of view is referred to as perception. The way a person perceives the world is determined by his perception.

Furthermore, according to Kotler (2013), perception is what we choose, arrange, and translate sensory information to build a picture of the world that signifies something. Meanwhile, according to Guspa and Rahmi (2017), perception is essentially a process of human interpretation which everyone experiences in interpreting information about the world, whether through sight, hearing, emotions, or scent.

2.1.1.1 The Aspects of Perception

According to Walgito (2003), perception has three aspects:

1) Cognition, which is concerned with the comprehensive points of view, expectations, ways of thinking/gaining knowledge and experience of the past, including everything obtained from the data of independent opinions;

2) Affection: this aspect concerns the personal emotional states of certain objects, along with everything concerning the assessment of good and bad based on one's emotional factors;

3) Conation: The aspect of conation concerns an individual accordion's motivation, attitude, behavior, or activity.

2.1.1.2   Perception Influencing Factors

According to Gibson et al., cited in Rahmatullah (2014), there are two elements that influence perception, which are as follows:

1) Internal elements that impact perception are essentially factors inherent inside the individual, such as physiological attention, interests, needs, emotions, experiences, and memories.

2) External elements influencing perception include aspects of the environment and the things in it. Elements may alter one's view of the world and influence how a person feels or accepts it. Meanwhile, extrinsic elements that impact perceptions include the color of objects, the stimulus, the uniqueness and contrast of the stimuli, the intensity and power of the stimulus, and the movement of the stimulus.

2.1.2 The General Concept of Learning Media

2.1.2.1   Definition of Media

According to Siregar et al., (2019), technology and learning are inextricably linked; they must coexist peacefully. E-learning is one approach for both instructors and learners to use technology, therefore blended learning should be implemented in learning activities and using technology as a media. Moreover, Arsyad (2002) defines media as "any type of intermediary employed by humans to disseminate or propagate ideas, ideas, or views such that the ideas, ideas, or opinions put forward reach the intended receiver."

Karo-karo and Rohani (2018), defines media as everything that can be caught by the human perception and serves as an intermediary, medium, or instrument in the communication process (teaching and learning process). The word "media" derived from the Latin word "medius," which means "middle, intermediate, or introduction." The term "medium" in Indonesian means "between" (expressing one's viewpoint) or "being in the middle" (stating size). In general, "media" refers to anything that is utilized as a vessel, instrument, or means of communication. In summary, media is defined as an intermediate or introduction instrument that serves to convey messages or information from a source to the intended audience. According to Kamus Besar Bahasa Indonesia, "Media" is defined as "a method of

communication such as newspapers, magazines, radio, television, films, posters, and banners".

2.1.2.2   Definition of Learning Media

According to Tandilling et al., (2021), learning media is an intermediary tool or messenger that may help pupils get learning content. Understanding media refers to anything that sends or receives information between a source and a message's recipient. Learning Media plays an important role or service that may be used to help students get educational content. Understanding media refers to anything that conveys or transmits information between the statement's sender and receiver.

According to Munadi (2013), learning media is anything that may transfer and channel messages from sources in a structured manner so that a conducive learning environment is established in which the recipient can carry out the learning process successfully and efficiently. Learning media is media that provides learning messages to assist students in comprehending subject matter.

With the advancement of technology, today's learning materials are more dependent on computer technology. Learning media delivered via computer has several advantages: it allows for student participation with the subject matter, individualization of the learning process based on student aptitude, the presentation of digital sound components, immediate feedback, and the creation of a continuous learning process. While the equipment they

use is typically the weak point, it is still pricey and requires unique abilities to operate.

Asyar (2012) defines learning media as "everything that might transfer or spread messages from sources in a planned manner, such that there is a favorable learning environment where the recipient can carry out the learning process effectively and efficiently." Meanwhile, according to Djamarah (2010), learning media is any medium that may be employed as a message distributor to achieve learning goals. Then, according to Arsyad (2011), learning media is a tool that may help students learn both in and outside of the classroom. It is also a component of learning resources or physical vehicles that hold instructional information in the student environment that can motivate students to study.

As a result, because the learning process is a communication process that occurs in a single system, learning media play a vital role as one of the learning system components. Without the media, communication does not occur, and the learning process, like the communication process, does not function efficiently. Media learning is an essential part of the learning system. Based on the foregoing, it is determined that learning media is anything that may channel messages and excite students' minds, feelings, and will. Therefore, it can support the development of the learning process in teaching class.

2.1.3 The General Concept of Hybrid Learning

Hybrid learning is an educational design method that integrates online learning with teaching in a physical classroom, similar to face-to-face school time of course. According to Hendrayati and Pamungkas (2013), hybrid learning is a method that combines innovation and technological progress via an online course with engagement and collaboration from conventional teaching models. According to Surjono (2010), hybrid learning or blended learning is teaching that integrates all methods of learning, such as online, live, or face-to-face. Furthermore, according to Bibi and Jati (2015), identify hybrid learning as a combined effect of face-to-face learning approaches and internet sources.

Sutisna (2016) defines hybrid learning as a learning technique that combines two or more learning methodologies and approaches to meet learning process objectives. According to Thorne (2003), hybrid/blended learning combines face-to-face instruction in a traditional classroom with online learning that can be accessed at any time and from any location. A virtual conference between instructors and students is another type of blended learning. Where they allow being in a separate place while giving comments, asking questions, answering, interacting between students and educators, or between students and students.

Hybrid/Blended learning, according to Bersin (2004), is the mixing of several training media (technology, activities, and types of events) to build an optimal training program for a given audience. The word "blended" refers to traditional instructor-led instruction that is augmented by other electronic media. The blended learning approach in the book uses several distinct types of e-learning and is perhaps supplemented with instructor-led instruction in other live formats.

According to Ali Massoud et al. (2011), hybrid learning or blended learning is easy in theory but somewhat diverse in practice. Hybrid learning, or blended learning, is simple to implement since it combines traditional learning with internet-based learning. Hybrid learning, often known as blended learning, is a fusion of several approaches to learning. As a result, blended learning may be defined as a learning strategy that combines two or more learning approaches to fulfill the goal of the learning process. One example is the employment of web-based learning in conjunction with face-to-face methods of learning. Blended learning is sometimes referred to as hybrid learning or blended learning.

Therefore, according to the above definition, hybrid learning is learning with a combination system of learning methods that includes online or online methods (outside of class) and direct meeting methods for several hours (inside class).

2.1.4 The General Concept of LMS (Application)

2.1.4.1   Definition of Learning Management System

According to Ellis (2009), a learning management system is operating system that is used for administrative purposes, documentation, reporting activities, teaching and learning activities, and online activities, as well as e-learning and training materials, all of which are done online. Moreover, According to Riyadi (2010), a learning management system (LMS) is software that is used to develop web-based online lecture materials and manage learning activities and their outcomes.

According to Amiroh (2012), a Learning Management System (LMS) or Course Management System (CMS) is a software program used by educators, including universities and schools, as an internet-based learning media. Then, according to Mahnegar (2012), a Learning Management System (LMS) is an application or program used to manage online learning that comprises material, placement, management, and evaluation.

According to Jöns and Hoyler (2013), Learning Management System (LMS) is a technology platform for managing, documenting, administering, delivering, and serving academic training courses programs. LMS appears to be a name for a learning management system that uses software to assist educators and students in learning.

2.1.4.2 Definition of Application

According to Kamus Besar Bahasa Indonesia, an application is the use of system design to process data according to the rules or regulations of a certain programming language. An application is a computer software that is designed to carry out certain functions for a user. An application is a ready-made software that may be utilized by the intended target to perform a function for other users or apps. Applications are ready-to-use software since they carry out the user's commands (user). Many programs are developed to help with a variety of tasks, such as creating reports, printing, and so on.

According to Hakim (2018), applications are software that is utilized for certain functions such as document processing, Windows management, gaming, and etc. Supriyanto (2005) defines an application as "a software that contains activities and command processing necessary for carrying out user requests with defined purposes."

According to Abdurahman and Riswaya (2014), an application is a fully prepared program which could be used to execute orders from the application's user in order to obtain more accurate results in line with the application's objective. The application has an issue purpose and employs a few of the application analysis methods, which is often executed on an application. Data processing that is intended or expected, as well as computing that is desired or expected.

2.2 Previous Studies

The first study is from Sudina (2016), in her journal, she concluded that each LMS can be used effectively and be quite beneficial to students and teachers as a means of Virtual Class. However, LMS appears significantly different in terms of usability. The Asymptotic Significance value of 0.000, which has a value of 0.05, indicates this. This means that the ease of use of LMS Schoology, GeSchool, Learnboost, Medidu, Edmodo, Quipper, Kelase, Kelas Kita, and Sekolah Pintar varies. This means that there are LMS that respondents consider to be simple to use, as well as LMSs that they consider to be quite difficult to use.

The second study is Adzharuddin and Ling (2013), in their study, they concluded that an LMS is a vital tool for students since it allows them to stay up to date on their courses while also providing them with fast updates about their daily activities. As a result, instructors have an easier time reaching out to their students outside of class hours and may promptly notify them via LMS about concerns with their assignments. Although people who utilize LMS may encounter certain difficulties, this is all part of the process of understanding and adjusting to a new system. The institution should provide sufficient training and assistance for students and instructors utilizing LMS, as well as having a team available at all times to fix any difficulties that may emerge. However, most students have access to a university LMS or comparable technology that aids in their education process.

The third study is from Fitriani (2020), the researcher finds in her publication that learning management system apps made by institutions and those offered by the government, such as Google Classroom, Edmodo, Moodle, and SEVIMA Edlink are highly effective as online learning media during the COVID-19 epidemic. The learning and communication system between lecturers and students continue to function smoothly with the help of the LMS application, or Learning Management System, by employing the tools accessible in the LMS program.

The last study is from Taufiqurrochman et al., (2020), in their study, they discovered that 75% of study participants preferred the hybrid learning strategy, 23% preferred the traditional learning style, and 3% preferred completely online. The researchers also discovered which LMS is the best, most comfortable, and most appropriate LMS application platform for learning Arabic, and their answer is Edmodo, while Google Classroom is recognized as the most popular LMS program.

2.3 Conceptual Framework

Based on the theories, previous studies, and explanation above, the researchers develop the conceptual framework as below:

ANALYSIS ON THE USE OF LEARNING MEDIA IN ENGLISH CLASS: THE STUDENTS' PERCEPTION OF USING LEARNING MANAGEMENT SYSTEM (LMS) IN HYBRID CLASS

Media

Learning Management System

Hybrid Learning

Learning Media

Application

Influencing

Student Perception and

Challenge