



The Effectiveness of Google Meet in Online Learning at Students Elementary School

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Abstract:

The development of information technology in the world is so fast, this has resulted in Indonesia especially being affected by this technological development, of course a positive thing for the Indonesian people can also feel the rapid development of technology at this time. Many innovations have sprung up to facilitate all activities that do require technology to streamline and streamline time or production as well as in the field of education. The effectiveness of technology in the field of special education for elementary school children is very influential on their willingness to learn, because there are many impacts that will be caused later on the quality of education or a direct impact on their students because here they use assistive devices such as smartphones which will later cause addiction to gadgets. which is currently difficult to overcome. Therefore, this study was conducted to analyze how effective the use of googlemet is in online learning methods during a pandemic and what impact online learning will have on elementary school (SD) students. The results of this study are that technological developments are very influential on all fields, especially in the field of education but there are many negative impacts that are caused to children when they are too addicted to the smartphones they use, therefore parental control is very important here to prevent unwanted things.

Keywords: *technological innovation, quality of education, effectiveness of technology in education*

INTRODUCTION

The development of information technology in the world is so fast, this has resulted in Indonesia especially being affected by this technological development, of course a positive thing for the Indonesian people can also feel the rapid development

of technology at this time. Many innovations have sprung up to facilitate all activities that do require technology to streamline and streamline time or production as well as in the field of education. During this pandemic, technology or innovation is widely used in

all fields, for example in the field of education, where Covid-19 has resulted in community paralysis.

In carrying out their daily activities outside the room, for this reason, with technology such as Google Meet, it is used as well as possible, its uncomplicated use makes some people work and study from home, especially these students who are demanded to continue to receive education. commensurate with what they have given.

Information technology is technology used to process data, including processing, retrieving, compiling, storing, and manipulating data in various ways to produce high quality information, namely: Information that is relevant, accurate and timely and used for personal, commercial, and governance as well as strategic information for decision making. This technology uses a number of computers to process data, network systems to connect one computer to another when needed, and telecommunications technology to allow data to be distributed and accessed globally.

The function that can be provided by this information technology application is to obtain information for personal life, such as: Information about health, hobbies, recreation and spirituality. Then for professions such as science, engineering, trade, business news and professional associations. A means of cooperation between one individual or group with another individual or group, regardless of distance and time, country, race, economic class, ideology, or other factors that can hinder the exchange of ideas. The development of information technology has encouraged a new way of life, from the beginning. until the end of life, this way of life is known as Elife which means this life has been influenced by various electronic needs. And now animated with different letters starting with the prefix e such as E-Commerce, E-Government, Education, E-Journal, E-Medicine, Elaboratory, Ebiodiversiyy and others based electronically.

Along with the progress of global

technology, it has been affected in all aspects of life in terms of economy, politics, culture, art and even in the world of education. Technological progress is something that we cannot avoid in this life, because technological progress will go in accordance with the progress of science. Every innovation is created to provide positive benefits for human life. Providing many conveniences, as well as a new way of carrying out human activities, especially in the field of information technology has enjoyed many benefits brought about by the innovations that have been produced in the last decade. However, although it was originally created to generate positive benefits, on the other hand it is also possible to use it for negative things.

Facing the 21st century, UNESCO (1996 through the journal "The International Commission on Education for the Twenty First Century recommended the sustainable (lifelong) education which is implemented based on the four pillar learning processes, namely: Learning to know (learning to master knowledge), learning to live together (learning to live in society), to be able to realize the four pillars of education in today's information globalization era, teachers as agents learning needs to master and apply Information and Communication Technology in learning (Abdillah, 2015: 269).

Innovation (innovation) is an idea, item, event, or method that is felt or observed as something new for a person or group of people, either in the form of a discovery or an invention. The purpose of an innovation is to solve a particular problem. Thus, it can be said that innovation is subjective and specific. Here are some definitions of innovation according to experts.

1. An innovation is an idea for accomplishing some social recognition and in a new way or for a means of accomplishing some social (Elly, 4 1982,

Seminar on Educational Change). This means that an innovation is an idea to gain social recognition and a new way or means to achieve social recognition.

2. An innovation is any idea, practice, or material artifact perceived to be new by the relevant unit of adopt. The innovation is the change object. A change is the alter a part of the actor in response to a situation. The requirement of the situation often involves to a new requirement is an inventive process of producing an invention. However, all innovations, since not everything an individual or formal or informal group adopt is perceived as new (Zaltman, Duncan, 1977): that is, an innovation is an idea, practice, or artifact that is considered new by the relevant unit. Innovation is a change of object. Change is part of the response to the situation. In a situation requires a creative process to produce an invention. However, not all reforms are called innovations, because not all individual groups, both formal and informal, consider something new.

3. The term innovation is usually employed in three different contexts. In one context it is synonymous with invention; that is, it refers to a creative process whereby two or more existing concepts or entities are combined in some novel way to produce a configuration not previously known by the person involved. A person or organization performing this type of activity is usually said to be innovative. Most of the literature on creativity treats the term innovation in this fashion (Zaltman, Duncan, Holbek, 1973). That is, innovation is usually used in three different contexts. In one context it is the same as discovery, which refers to the creative process in which two or more existing concepts are combined in some new way to produce a configuration that is not yet known by people. A person or group of people who do this is usually called innovative. Most of the literature on creativity defines innovation as such.

4. Innovation is the creative selection, organization, and utilization of human and material resources in new and unique ways

which will result in the attainment of a higher level of achievement for the defined goals and objectives (Huberman, 1973). That is, innovation is a creative process in selecting, organizing, and utilizing human and material resources in new or unique ways that will result in higher achievement for the goals and objectives that have been set.

5. Innovation is a species of the genus "change". Generally speaking it seems useful to define an innovation as a deliberate, novel, specific change, which is though to be more efficient in accomplishing the goal of the system. From the point of view of this book (innovation in education), it seems helpful to consider innovations as being willed and planned for rather than accruing haphazardly (Miles, 1964). That is, innovation is a species of the "change" genus. In general it seems useful to define innovation as something that is intentional, new, and specific changes that are more useful in achieving a goal. From the point of view of this book (educational innovation), it seems helpful to consider innovation as something that is carefully planned, rather than acquired by chance.

6. An innovation is an idea, practice, or object that is perceived as new by an individual or other unit of adoption. It matters little, so far as human behavior is concerned, whether or not an idea is "objectively" new as measured by the lapse of time since its first use or discovery. The perceived newness of the idea for the individual determines his or her reaction to it. If the idea seems new to the individual, it is an innovation (Rogers, 1983). That is, an innovation is an idea, practice, or object that is considered new by an individual or group of individuals. It is not important, as far as human behavior is concerned, whether the idea is a new "objective" as measured by the time lapse since its first use or discovery. Novelty is felt from the extent of the reaction of the individual to the new idea. If the idea seems new to the individual, it is called an innovation.

According to Rosenberg (2001: 8), with the development of the use of ICT there are several shifts in the learning process, namely:

- a. From the classroom to wherever and whenever,
- b. From paper to “on line” or channel,
- c. From physical facilities to network facilities

Communications as educational media carried by using communication media such as telephone, computers, internet, e-mail and so on. Interaction between teachers and students is not only done through face-to-face relationships but is also carried out by using these media. Teachers can provide services without having to deal directly with students. Similarly, students can obtain information in a broad scope from various sources of cyber space media or cyberspace by using computers or the internet.

The most up-to-date thing is the development of what is called “cyber teaching” or “Maya teaching”, namely the learning process which is carried out by using the internet. Another term that is becoming increasingly popular at this time is e-learning, which is a model of learning by using the use of media Technology Communication and Information especially the Internet. According to Rosenberg (2001: 28), e-learning is a one use of Internet technology in the delivery of learning in a broad range based on three criteria, namely:

- a. Elearning is a network with the ability to update, store, distribute and share teaching materials or Information,
- b. Delivery until to the last user via a computer by using standard Internet technology,
- c. Focuses on the broadest view of learning behind the traditional learning paradigm.

In line with the development of Information Technology and Communication itself the understanding of e-learning can become wider, namely

learning whose implementation is supported by technology services such as video-audio, smartphones, computers and the internet.

According to Vaughan Waller in Munir, e-learning is an effective learning process that is produced by combining the delivery of digital learning materials consisting of support and services in learning. Rusman, et al. e-learning is all learning activities that use the help of electronic technology. E-learning can also be applied in conventional education and distance education. Kamarga in Suharyano stated that e-learning is a learning activity that is delivered through computer electronic devices that obtain teaching materials according to their needs. Another understanding put forward by Rusman defines e-learning as the application of web technology in the world of learning for an educational process

There are many applications that support distance learning or online, one of which is GoogleMeet. Google Meet is an application that can support your communication needs with many people anytime, anywhere without having to meet in person. This video conferencing app is easy to install on your device. a. A PC (personal computer) equipped with a webcam b. Laptop c with webcam. Android Smartphone This application called "Google Meet" is very suitable for video conferencing without ads on the application using low bandwidth and memory resources when running on Android or PC. Doesn't eat much. .. To register, simply enter your email address on the main page of the Google Meet website and you will receive an email notification for account activation. Then follow the steps. If you are using a PC/laptop, register the account will display a top-up link to download and install the .exe file (support on Windows and Linux with Wine). If you are using an Android smartphone, you can download it from the Play Store with the keyword "Google Meet". "Simple" This is the Google Meet application, which can bring

together many people in one application space to simplify and reduce meeting time. Therefore, this application can be useful for communication even if you are far away. All descriptions and messages can be sent directly without a physical meeting. The internet is very smooth so messages can be sent in a relatively short time. The internet is a communication medium that makes it easy for users to communicate with people in the community and people in other parts of the world. Onno W. Purbo means the Internet with various applications such as web, volp, email, etc. is basically a medium used to streamline the communication process. Internet technology is present as a multifunctional medium, especially in the world of education. Communication over the Internet is one-to-one or mass communication called one-to-many communication (mailing list). The Internet can display audiovisuals in real time, similar to the traditional method of using conference calling applications. Learning processes such as mobile phones, laptops, and computers certainly require technology. Learning technology continues to evolve. However, in principle, technology can be divided into two groups: technology-based learning and web technology-based learning. Technology-based learning consists of audio information technology (radio, audio, tape, voicemail, telephone) and video information technology (videotape, teletext, video message). Technology-based learning, on the other hand, is essentially data information technology (bulletin boards, web, email, telecollaboration). The Google Meet application can be downloaded directly from the Google Playstore to your smartphone. This software supports 3G and 4G wireless networks. The use of the internet also helps improve the quality of learning that takes place remotely. Therefore, its existence is enshrined in the national education system which was ratified in July 2003, especially in Article

31 of Law Number 20 of 2003.

The development of technology and information, especially in Indonesia, is very dynamic. Of course, these developments have an impact on all fields, such as the economy, health, social and of course education. Ahmad D. defines marimba education as a conscious orientation towards students carried out by educators, which aims to shape the outer and inner personality. One indicator of the high quality of learning in education is the opportunity and space for students to develop their potential and talents and fulfill the emotional needs of their students. In addition, to create quality learning, it is necessary to start involving students in learning and finding learning materials. However, in practice learning always makes the teacher the only source of learning, so that it will indirectly limit the active attitude of students in seeking educational materials, because students are accustomed to just waiting for the material provided by the teacher. This is of course contrary to the learning process that needs to be applied to improve the quality of education.

To overcome this, the government (educational institutions) must be able to provide solutions to fix these problems. One of the efforts that can be done is the development of technology and information both in the implementation of education in general and as a means of learning in the classroom. Therefore, the learning process carried out is expected to be better, which in turn will have an impact on improving the quality of education in Indonesia.

This research was conducted to find out how effective technological development innovation is if it is applied or used as an online learning method and besides that this research is also to influence the impact that will be received by elementary school students, whether it may be a negative or positive impact. Obtain.

RESEARCH METHODOLOGY

The research this time was conducted on elementary school students who are generally national in scope. The reason the researcher uses the scope and object of research for elementary school children is because there are still many elementary school children in Indonesia who do not get a proper education and indeed the quality of the internet in Indonesia is still not so evenly distributed. There are still many areas that have not been reached by technology and information, then elementary school children are very vulnerable to addiction, the impact of which will cause most negative things to children if they are not supervised by adults and there will also be many diseases and deviations later.

In this study, the researcher used a qualitative research design or method. Bogdan and Taylor (1975:5), define qualitative research methods as research procedures that produce descriptive data in the form of written or spoken words from people and observed behavior. This approach is directed at the background and individuals holistically (whole), not isolating individuals into variables or hypotheses, but viewing them as part of the whole. In line with this opinion, Kirk and Miller (in Moeleong, 1990: 3), define that qualitative research is a tradition in social science that fundamentally depends on human observations in their own area and relates to these people in their language and terminology. The term qualitative according to Kirk and Miller (in Moeleong, 1990: 2) was originally derived from qualitative observations as opposed to quantitative observations. Quantitative refers to the number, or numbers and calculations, while qualitative refers to the natural aspect, quality, and does not carry out calculations. According to Denzin and Lincoln (2009:16) the word qualitative implies an emphasis on processes and meanings that are not studied rigorously or have not been measured in terms of quantity, amount, intensity, or frequency.

Based on the different types of data needed and the availability of data sources that allow information to be extracted in the field, researchers can determine data collection techniques that are appropriate to the conditions, time and cost available, as well as other considerations for effectiveness. from the investigation. In general, data in qualitative research can be collected through observation, interviews, and documentation. Observations focused on 3 main components, namely space (space, place), actors (actors) and activities (activities). During the investigation, the researcher positioned himself as a human instrument who spent a lot of time in the field.

There are several data collection techniques as follows:

a. INTERVIEW

In qualitative research, the primary (primary) data source is generally the informant, namely humans. Therefore, detailed interviews are the most important data mining technique that allows researchers to obtain data as complete and detailed as possible. The observation method is also important for the purposes of data triangulation and data source triangulation. In addition, you can use the documentation or survey method as a method to improve or improve data collection when the primary data source is investigated by other methods. Data acquisition methods in qualitative research can be divided into two types, namely interactive and non-interactive (Goetz & LeCompte, Sutopo, 2006: 66). Interactive technology can influence each other between researchers and data sources.

Intubric technology does not know whether the source format or the unknown object person is known between the researcher and the data source. Invitators, participatory observations, and focus group discussions (FGDs) were included. The non-active technique is observational analysis and may not participate (content analysis), contaminated questionnaires. Interview technology, data is special intent,

and the technology is extracted through conversation with two or more parties. The interviewer (interviewer) is the person who asks the question, and the interviewee (interviewer) acts as a resource person who provides answers to these questions. According to Lincoln and Guba (1985: 266), interviews were conducted to construct, reconstruct, and validate information from various sources about people, events, activities, organizations, emotions, motivations, demands, concerns, and extensions. changed. , and the configuration that the researcher developed as a triangulation to modify or expand. The interview method was chosen by the researcher to obtain more accurate and detailed data.

b. OBSERVATION

Observation is a very important part of qualitative research. Observation allows researchers to document and systematically reflect the behavior and interactions of research subjects. If everything you see and hear in your observations is consistent with the topics and problems studied in your research, you can carefully record and document them.

Observation is needed because researchers can directly analyze and record systematically the behavior of individuals or groups to paint a broader picture of the problem under study. It also makes data validation easier for researchers by observing research subjects visually. However, observers should avoid subjectivity so as not to jeopardize the accuracy of the data. It is recommended to observe other people as well so we can validate if there are any similar results from other observers. Observation as a data collection method has specific characteristics compared to the interview or survey method. Interviews and surveys require researchers to communicate with an informant, but observations are not limited to people and can also occur to other objects, such as nature, objects, or events. This observation stage includes general observations of problems related to the

problem under study. After that, determine the focus aspect, subject, and boundary of the recording. Observation requires the sensitivity of the eyes and ears as well as the knowledge of the researcher to observe the object of research without causing changes in the behavior/events/objects being observed.

c. Focus Group Discussion (FGD) Techniques

FGD, also known as group interview, is a type of focused or structured interview. Minichiello (in Basrowi and Suwandi, 2008:165) said that FGD is a type of interview with a discussion guide composed of several topics, with a flexible sequence of questions arranged. This technique is useful for extracting data, especially data relating to attitudes, interests and the origin of a condition, as well as for exploring data on the wants and needs of community groups. Specifically. Basically, this discussion is a group interview, so it gets stable data because it has been discussed by many speakers as members of the discussion group.

The technical use of this questionnaire will generally get in-depth data quickly from the research problem under study. Thanks to this questionnaire technique, researchers can collect preliminary data before entering the field of study by saving time, energy and costs. Of course for research purposes, the initial data recorded based on this questionnaire still have to be strengthened and developed with other techniques, such as observing, interviewing or examining many people on many people. Supporter. document. These discussions are often conducted to show the group's perception of socio-cultural phenomena, for example the implementation of a program or policy implementation. Group discussions are not intended to seek consensus, or to seek solutions to problems, and are not intended to seek recommendations for decision making.

d. Questionnaire Techniques in Qualitative Research

Ratna (2010:238) explains that the

questionnaire (Questionare) is one of the written data collection techniques which is a technique that is very commonly used in quantitative research. If the questionnaire is a characteristic of data collection techniques in quantitative research, then commensurate with it, in-depth interviews are characteristic of data collection techniques in qualitative research.

Questionnaire is a list of questions to collect data in research. In qualitative research, the questionnaire technique is often used as a first step to collect research data. In the early stages of research, researchers can use questionnaires to obtain general information immediately in a short time. For this benefit, it is possible to submit an (open) questionnaire containing a list of potentially open-answer questions. Questions asked in an open questionnaire are accompanied by alternative answers. However, space is still provided to provide free-form responses, or space for respondents or research subjects to show why they answered that way. In addition, thanks to additional feedback in the planned space, the respondent may also have other matters found to be important and related to the problem provided. According to Sutopo (2002: 71), based on the number of respondents or research topics responding to (open) questionnaires, the purpose of the problem should be more detailed with technical data collection of other episodes, such as in interviews, observations and document analysis.

e. Document Content Analysis Techniques (Content Analysis)

According to Yin (2000:109), the activity in analyzing the content of the document is called content analysis, because in this activity the researcher does not only record the important contents written in the document, but also understands the meaning implied in the document carefully, thoroughly, and critically.

Document content assessment is a data collection technique using notes, notes, pictures, films, photos, and other

documents. The document includes important notes on the matter, allows for the collection of complete and valid data, and is not based solely on estimates. Compared to other data collection techniques, this technique is considered simpler, because researchers only need to compile appropriate sheets to import or transfer relevant data from documents to files.

Moleong (1990:161) explains that basically all documents related to research topics can be used to test, interpret, and even predict data. Muhadjir (1996:49) adds that through the analysis of the document content, information can be captured about the subject under study regarding the formation and transfer of behavior and patterns that take place through verbal communication. Document recording needs to be done so that documents can be selected as needed. According to Guba & Lincoln (in Basrowi & Suwandi, 2008:159), the use of documents in research is carried out for the following reasons.

- (1) Documents are a source of data that is stable, rich, and encouraging.
- (2) Documents are useful as evidence for testing.
- (3) Documents are scientific, in context, and born in context
- (4) Documents are not reactive to make it easier for researchers to review.
- (5) Opening opportunities to expand knowledge of something owned by researchers.

f. Study of literature

Literature study is a data collection tool to reveal various theories that are relevant to the problems being faced or studied as material for discussing research results taken from various books or articles and journals that are considered relevant to the research content.

Noeng Muhadjir (1998: 104) suggests the notion of data analysis as "an effort to systematically search and organize notes from observations, interviews, and others to increase the researcher's understanding of the case being studied and present it as a

finding for others. Meanwhile, to improve this understanding, the analysis needs to be continued by trying to find meaning. In this study, the researcher used descriptive qualitative data analysis where the primary and secondary data will be obtained from journals, articles or books related to the title which will describe the results according to the personal opinion of the researcher himself.

RESULTS AND DISCUSSION

Benefits Of E-Learning Learning

Benefits of the E-learning Learning Model Kho You Tung in Rusman said that after the presence of teachers in the true sense, the internet will be a supplement and complement in making teacher representatives who represent learning resources. Then Cisco in Rusman defines the philosophy of e-learning as follows:

- a. E-learning is the delivery of information, communication, education, and training online.
- b. E-learning provides a set of tools that can enrich the value of conventional learning (conventional learning models, studies of textbooks, CD-ROMs, and computer-based training) so that they can answer the challenges of globalization.
- c. E-learning does not mean replacing conventional learning models in the classroom, but enriching the learning model through content enrichment and the development of educational technology.
- d. The capacity of students varies greatly depending on the form of content and the way it is delivered. The better the alignment between content and delivery tools with learning styles, the better the student's capacity which in turn will give better results.

In addition, R. Prayogi also argues that there are several benefits of using e-learning are as follows:

- a. Provide a different and varied learning experience thus stimulating the interest of students to learn.
- b. Improve the ability of students in the field of information and communication

technology.

- c. Creating a fun learning situation.
- d. Make learning more efficient and meaningful.
- e. Learning communication is done anywhere and anytime.

Advantages Of E-Learning

The advantages of the E-learning Learning Model According to Bates and Wulf in Munir explain four advantages of e-learning, namely:

- a. Improve learning interactions
- b. Facilitate learning interactions from anywhere and anytime.
- c. Has a wider range.
- d. Facilitate refinement and storage of learning materials.

According to Asyti Febliza and Zul Afdal, there are five advantages to using e-learning, including the following:

- 1) Save on overall education costs (infrastructure, buildings, laboratories, books, etc.)
 - 2) Save time in the teaching and learning process.
 - 3) Reduce travel costs.
 - 4) Covering a wider area, as long as the area is connected to the internet.
 - 5) Train students to be more independent in gaining knowledge
- Disadvantages of E-learning Learning Model

Disadvantages Of E-Learning

In addition to having many advantages, like other learning models, e-learning also has several disadvantages, including:

- a. Lack of interaction between educators and students or even among students themselves.
- b. The tendency to ignore academic or social aspects and instead encourage the growth of business/commercial aspects.
- c. The learning process tends towards training rather than education.
- d. The change in the role of educators from initially mastering conventional learning techniques, is now also required to know learning techniques using computers.

- e. Students who do not have high learning motivation tend to fail.
- f. Not all places have internet facilities
- g. Lack of personnel who know and have the skills to operate the internet.
- h. Lack of personnel in terms of mastering computer programming languages

DISCUSSION

Quality of Education in Indonesia

So the results that I got in this research, by reading articles or looking at the news, I can conclude that the quality of education in Indonesia is far from adequate because there are still many regions that have not been affected by this technology itself. In addition, this pandemic has resulted in the education sector having to use technology such as GoogleMeet to conduct distance learning, it is efficient and effective in its use but its use for elementary school students is not necessarily effective because there are still many children who do not understand about the use of this google meet application.

The quality of education is still very low. Therefore, the government is currently holding many programs to improve the quality of education in Indonesia, such as the independent campus program where students are assigned to become volunteers to teach in remote villages later this can also improve the quality or quality of existing human resources. in remote villages that will be able to compete with these urban students

The Effectiveness of Google Meet Technology in Elementary School Students' Online Learning

From some of the articles that I read, I can draw the conclusion that using Google Meet for elementary school children is inefficient because there are indeed many elementary school children who do not have their own gadgets and are still prohibited from operating smartphones by themselves. children who do not understand the benefits that Google Meet brings to this distance learning.

With that, the role of parents is indeed a priority, making their children able to continue learning with the pandemic that hit Indonesia, which requires every human being to live at home or reduce daily activities outside the room to be replaced indoors.

In addition, internet access and the uneven development of technology have also resulted in this e-learning method being also ineffective among elementary school children, because most elementary school children in remote villages tend to prefer face-to-face learning methods compared to e-learning. learning. Signal difficulties are also a major factor and the lack of economics for rural communities makes technological developments in the field of education, especially in rural areas, hampered which will make human resources less and not competitive later with human resources in urban areas.

The Impact Of The Development Of Innovation In Indonesia For Elementary School Students

As we know the impact caused by the internet is very much, especially most of it is a negative impact. Researchers can find that some of the impacts generated by the internet on children, namely;

- a. Excessive addiction results in children who should have a lot of playing time preferring to stay at home
- b. Lack of social interaction
- c. Tend to be negligent of the tasks given by the teacher
- d. Using google features to search for answers instead of reading a book
- e. Resulting in a lack of material and learning that can be obtained
- f. Lack of interaction between students and educators which results in knowledge not being conveyed properly
- g. Resulting in diseases such as the eyes becoming minus or something worse is experiencing blindness due to too long staring at the cellphone screen or monitor

Ways to Overcome Quality and Impact Caused by Technological Innovation

To overcome the quality of education in Indonesia which is still very lacking, namely by holding several educational programs which are directly pioneered by the government as is already running at this time, namely the independent campus in which there is a teaching campus program that makes elementary school children living in rural areas. remote areas can still get learning that is in accordance with what they need and besides that, the distribution of internet networks and technological developments must be boosted immediately so that the nation's successors can immediately feel the technological developments they desire and then maximize the role of the government and the law article 31 paragraph 2 of 1945

Then to minimize the impact that will be received by elementary school students / I, namely by having direct supervision from parents, then parents here will be the facilitators who will certainly control every activity of their children when using smartphones, so that students / I will later avoid things that you don't want later

CONCLUSION

In this study, it was found that the quality in Indonesia is still very low, it can be seen from its human resources which are indeed very difficult to compete with people from other countries. In addition, the application of e-learning learning methods is still not effective in its application due to many factors that do not support it with many shortcomings that are still being faced by Indonesia today. The role of the government here is very important because it must improve the quality or quality of education in Indonesia, not only focusing on one sector or field.

This research has a significant impact where we know whether the current e-learning learning method is effective or not and can also find out the impact it causes and things that must be improved in

whatever way the researchers have stated. This research has limitations because it was done by looking at the articles and conditions around the researcher's environment, therefore it is only natural that there are still words that are less than they should be.

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