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Go-Study Electronic Learning Service Application

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Go-Study Electronic Learning Service Application

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Abstract. The objective of this research is to maximize the use of electronic learning and the use of teacher and advancing the education system in Indonesia. The method used in this research is a descriptive analysis. The result of this research indicated that the Go-study is maximizing teaching opportunities for anyone, especially prospective teachers, multiplying teachers in Indonesia, and becoming one of the promising evolution of the existing teaching system in Indonesia. The research is expected to inspiring a large number of graduates to perform learning process easier.

1. Introduction

E-learning is the use of Internet technologies to enhance knowledge and performance. E-learning technologies offer learners control over content, learning sequences, pace of learning, time, and often media, allowing them to tailor their experiences to meet their personal learning objectives. In diverse medical education contexts, e-learning seems to be as effective as traditional instructor-led methods such as lectures. [1] e-learning technologies allow educators to revise their content simply and quickly. Learners have control over the content, learning sequences, pace of learning, time, and, often, media, which allows them to tailor their experience to meet personal learning objectives. [2] Ease of distribution, standardization of content, and accountability. [3] Accessibility refers to the user's ability to find what is needed, when it is needed. Improved access to educational materials is crucial, as learning is often an unplanned experience. [4-5]

Learning enhancement permits greater learner interactivity and promotes learners' efficiency, motivation, cognitive effectiveness, and flexibility of learning style. Learning is a deeply personal experience: we learn because we want to learn. By enabling learners to be more active participants, [6] An additional strength of e-learning is that it standardizes course content and delivery; unlike, for instance, a lecture given to the separate sections of the same course. Automated tracking and reporting of learners' activities lessen faculty administrative burden. Moreover, e-learning can be designed to include outcomes assessment to have occurred occurred. [7]

Welsh E T, Wanberg C R, at all reviews practitioner and research literature on e-learning, incorporating unpublished information from interviews with managers and consultants. Specific attention is given to why organizations use e-learning, what the potential drawbacks to e-learning are e-learning and what the future of e-learning may hold. [8] In this paper, McLoughlin C and Oliver R trace the designs involved in the development of an online learning environment for indigenous Australian learners that impacts on the creation of learning tasks and styles of communication. [9].

Liaw S S investigates learners' satisfaction, behavioral intentions, and the effectiveness of the Blackboard e-learning system. A total of 424 university students were surveyed using a standard

questionnaire. The results show that perceived self-efficacy is a critical factor that influences learners' satisfaction with the Blackboard e-learning system. Perceived usefulness and perceived satisfaction both contribute to the learners' behavioral intention to use the e-learning system. Furthermore, e-learning effectiveness can be influenced by multimedia instruction, interactive learning activities, and e-learning system quality. This research proposes a conceptual model for understanding learners' satisfaction, behavioral intention, and effectiveness of the e-learning system. [10]

2. Method
This study uses descriptive analysis method by conducting case studies to schools to find out the problems experienced by students to be distributed in this application. Problems that exist in students include less understanding what has been conveyed but limited time to better understand the material and the limited media for consultation in understanding the material. Therefore, Go Study becomes Solution as a learning media of students.

3. Results and Discussion

3.1. About GO-STUDY
GO-STUDY is a mobile and web-based application built as teaching service-learning container utilizing technology, maximizing teaching opportunities for anyone especially prospective teachers, multiplying teachers in Indonesia, and becoming one of the evolutions of teaching system in Indonesia.

This application will provide opportunities to young graduates and students who need a part-time job because the system works flexibly and we can manage it yourself so it will not interfere with lecture activities for students. In this application will be displayed a list of teachers and their expertise so that each student who will use the services of these tutors online tutors can fill out a description of what areas to order.

With the help of GPS, the nearest teaching staff will be detected so that time will not be spent only by the teacher's trip to the student's place. GO-STUDY payment system uses 2 systems namely cash and via the account. The tariff is calculated per hour so that the customer can adjust the length of time study and budget owned. In addition, customers can assess the services of the teachers after the teaching and learning process is complete, the resulting rating can add added value to the teachers to be more educational and GO-STUDY spirit will give an appreciation in the form of bonus allowance.

3.2. The Goals of GO-STUDY
The purpose of the GO-STUDY app as follows:
1. Providing teaching and learning services by utilizing technology to the community.
2. Open the learning process to the community.
3. Maximize teaching opportunities for anyone, especially prospective teachers.
4. Realizing learning as the bastion of nation's morality.
5. Multiply existing teachers in Indonesia.
6. Advancing the education system in Indonesia.

3.3. Business Potential of Go-Study Application
The GO-STUDY application has a promising business opportunity. Because the education system and teaching and learning services in Indonesia have not fully utilized the technology. Therefore with the GO-STUDY people who want to learn or teach no longer need to come to school enough to find the desired teacher. In addition to the results of existing data that there are still many people who do not have a formal education so that the GO-STUDY provides solutions such problems are providing learning process services for people who have not attended school in a formal education or people who want to develop their skills. So the potential of GO-STUDY business is quite promising.

3.3.1. GO-STUDY App Appearance
Some appearances of the GO-STUDY app as follows:
  a. The appearance of Android Login page. This view works when you want to find a teacher. You are required to login first, after login or new register you can find the teacher according to what you are interested. In this login form, you can register through facebook account, email, or twitter account (Figure 1).

Figure 1. The appearance of Android Login page.

  b. Web Appearance of seeking the teacher. This view is the process of finding the teacher as you are interested. Once completed, the GO-STUDY app will display a list of teachers that you should select later.You immediately select the teacher, then click the submit button then after that you will wait for confirmation from the teacher you choose after that the learning process will begin (Figure 2).
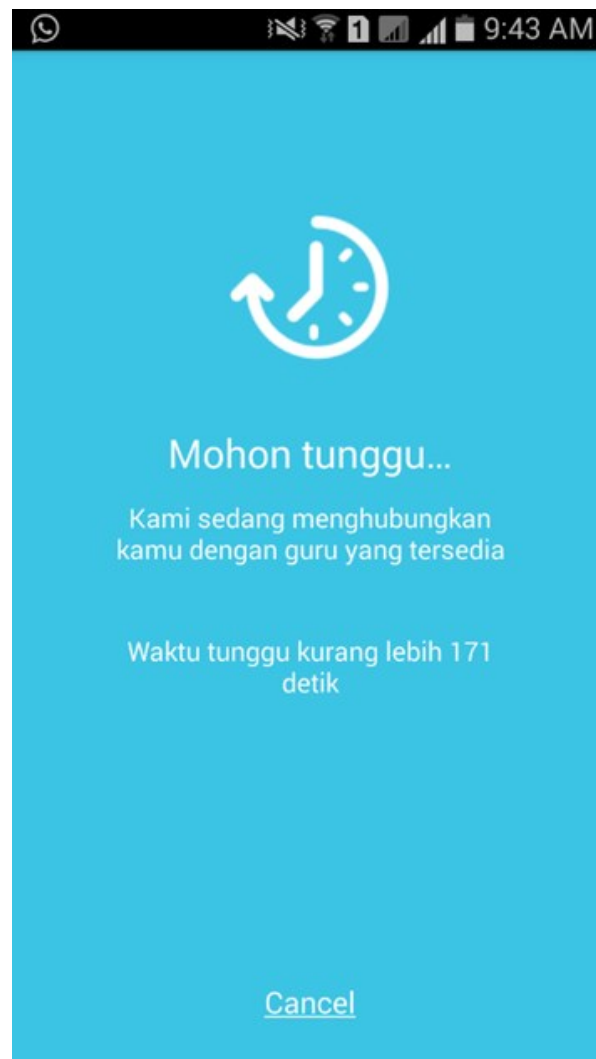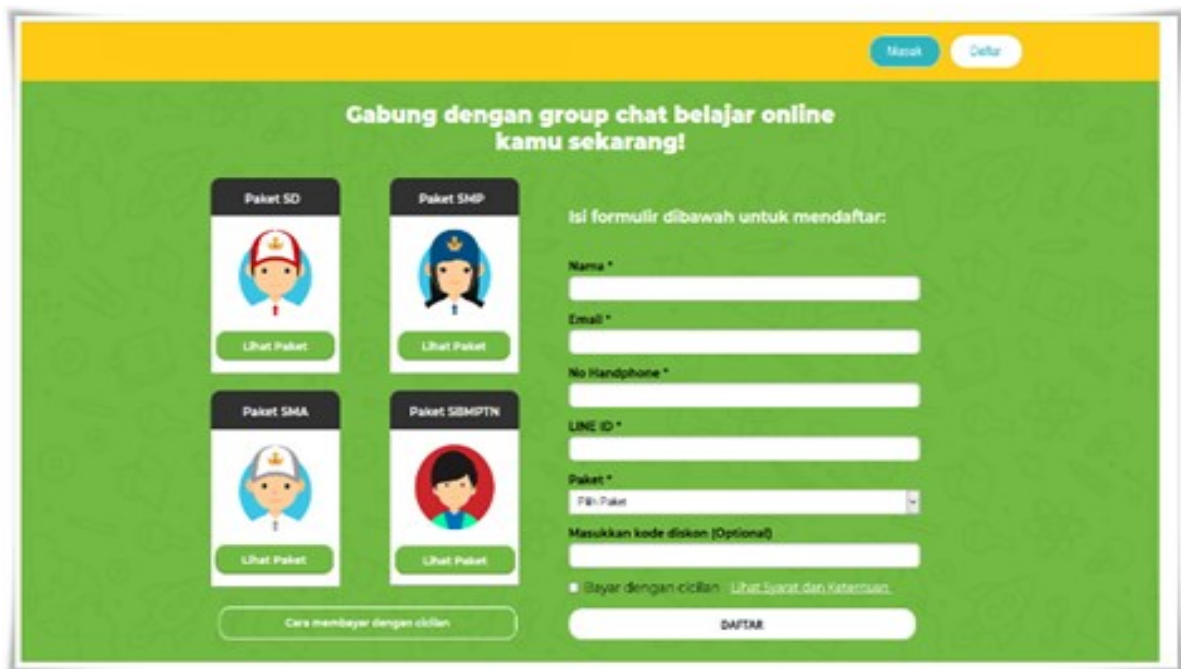
Figure 2. Looking for Teachers.

c. Website page appearance of Register Form. This menu is the registration form for prospective students through the website, just fill in the form and submit button then it is registered in GO-STUDY Application (Figure 3).

Figure 3. Website Page appearance of the Registration form.

d. The appearance of Login Page. After registering, this view is logged into the student's student dashboard. Where in your student page you can find the teacher you want and choose (Figure 4).
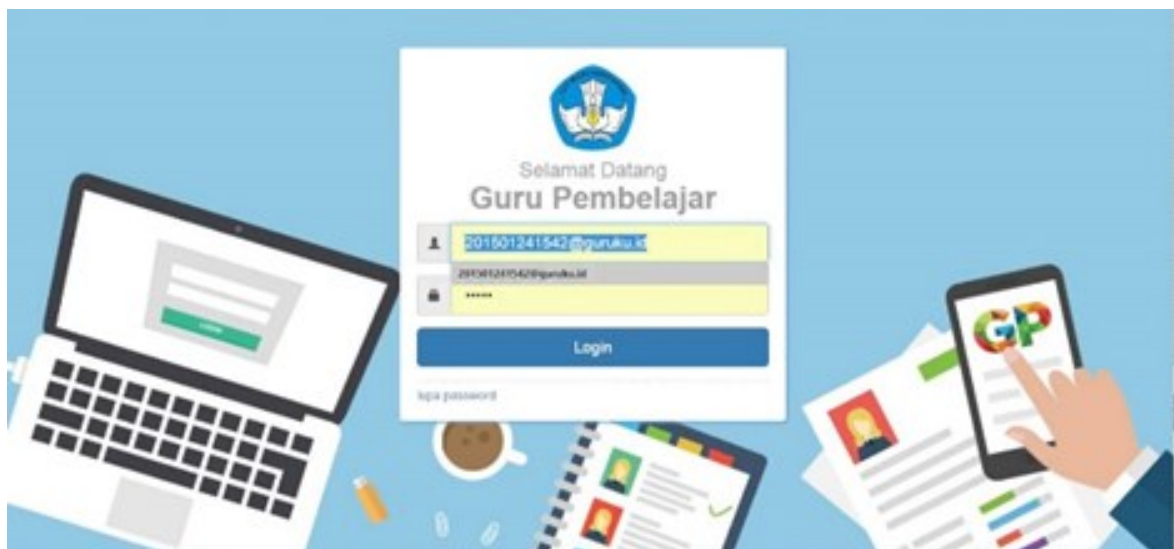

Figure 4. Login Page.

e. Web page appearance of Select Package. GO-STUDY app always gives a promotional offer for anyone, the promo can be up to 20% discount. You just need to enter the discount code in the specified column (Figure 5).
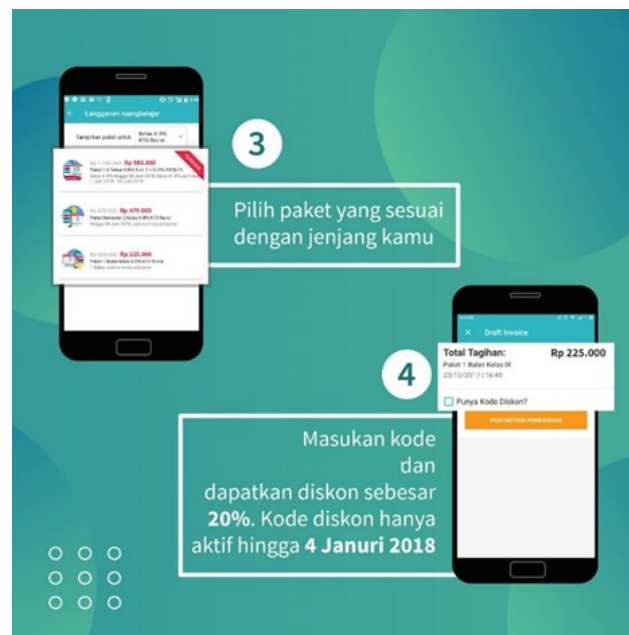
Figure 5. Webpage Appearance of select package.

4. Conclusion
The results of this study is an e-learning application that helps students to learn more material that has been obtained in school. With this application, students are not only given material but can consult with teachers and can choose their own desired pursuers. Teachers also in addition to providing understanding but provide motivation to provide self-confidence to students.

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