CHAPTER I

INTRODUCTION

A. Background

The development of the era is increasingly rapid in the era of the industrial revolution 4.0, which emphasizes the digital economy, artificial intelligence, big data, robotic, and so on, known as the phenomenon of disruptive innovation. This demands high quality human resources. Increasing the quality of human resources is thus an absolute prerequisite for achieving the success of a development. One of the means to improve human resources is education.[1]

Education is one of the main ways used to create a society that has a better quality according to its era. On the basis of this, the Indonesian government made efforts to improve the quality of education, although the results were not immediately visible. The success of education is determined by the learning process carried out and it is expected to provide better changes in the fields of knowledge and science, understanding, skills, values, and attitudes. In order to achieve national goals, especially in the field of education, which seeks to achieve the goals of a just and prosperous society, it is necessary to make efforts to create quality human resources, in order to meet current development needs in the future.

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[1]Ramayulis, *Ilmu Pendidikan Islam,* (Jakarta:KalamMulia, 2008), hal.13

The education sector is currently faced with a big challenge becaseuseCovid-19 pandemic. This is a challenge that must be faced together by a nation, a series of learning adjustments to break the spread of covid-19 have been carried out including issuing circular letter no.4 of 2020 concerning the implementation of educational policies in the emergency period of the spread of the corona virus disease (covid-19) which contains learning from home or distance teaching learning.

During online teaching learning, sometimes students only get assignments from the teacher without getting an explanation of the material from the lesson, so that sometimes students find it difficult to understand the subject matter given and sometimes students are also bored with the monotonous teaching methods of the teacher, especially during the Covid-19 pandemic.

During this pandemic the government offered a program called ruang guru. A digital technology-based company, Ruang guru, seeks to provide solutions to education problems in Indonesia during the current pandemic by providing a learning platform via gadgets. The Ruang guru application is a product of PT. Space Raya Indonesia, which was officially established in 2014, is the largest and most comprehensive technology company in Indonesia that focuses on education-based services. The purpose of the presence of the ruang guru gives hope that students can be enthusiastic in

learning and in improving student achievement as well as providing fun and creative learning methods.

According to the founders, Ruang guru has advantages including making it easier for students to access thousands of video learning materials, discussions and exercises from various subjects for each grade level. The video was designed and produced by Ruang guru with selected teachers (tutors). A Ruang guru product, called "digitalbootcamp", is a group learning platform guided by a standby tutor. This learning chat group utilizes a complete tutoring module, practice questions and tryouts, as well as access to video material available in "ruangbelajar". Through Ruangguru's "digitalbootcamp" service, it has successfully helped more than 96% of its participants achieve an average score above 70 in the 2017 National Examination.[2]

One of the results of research that discusses learning platforms is the research conducted by Nabielsky Bagis in his research on "the use of the goggle classroom platform as a media for distance learning". The results of this study indicate that Google classroom is one of the right methods that can be used as a learning platform, especially in online learning that involves

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[2](https://ruangguru.com/les diakses 11 Januari 2021 pukul 12:30)

educators and students actively. In the learning process this method can facilitate the learning process, especially during the pandemic.[3]

The presence of the Ruang guru application as a learning platform via smart phone or gadget in the education sectors, is expected to help students improve student grades and achievement in all subjects, especially during the pandemic era. Ruang guru can help students' learning process without limitation of space and time and now Ruang guru is a trend of the millennial generation during the Covid-19 pandemic.

Ruang guru is a prepaid product but there are still many loyal users who use the application. It is proven by the 22 million users of the Ruang guru application throughout Indonesia in 2020, the education strap recorded an increase of 7 million users, an increase of about 46% from 2019 data. This increase occurred after the government announced the implementation of distance learning in March 2020.

From the explanation above, the researcher was interested in conducting research on the Ruang Guru application. Seeing the many digital features offered and the many promotions that are often carried out on national TV stations, researchers are interested in researching this application.

The researchers have carried out praised in one of school in Pinrang, namely SMP Negeri 1 Pinrang. Based on the results of the praised, it shows

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[3]NabielskyBagis ,2020 "the use of the google classroom platform as a media for distance learning" UniversitasTadulako, Palu – Sulawesi Tengah.

that most students who know and use the Ruang guru application are grade IX students, there is 15 % use the application. This research was conducted to determine whether there is The effect of the use "Ruang Guru" Application to increase students learning English achievement in SMPN 1 Pinrang.

B. Research Question

Based on the research background above, the researcher formulates the research question , Is there any influence of the use Ruang Guru application to increase students' English learning achievement in SMPN 1 Pinrang ?

C. Objectives of the research

Based on the background, the problem formulations above, the research objectives is To find out whether Is there any influence of the use "Ruang Guru" application to increase students' English learning achievement in SMPN 1 Pinrang.

D. Significances of the research

It is expected that the results of the research will provide useful contribution for teacher, students and further research, it can be explained below:

a. Teacher

This research is useful for teachers because it can be used as a reference or study material in adding knowledge in the field of

education, so that it can develop the application of internet-based learning media that is carried out in the learning process.

b. Students

This is important for students because it can increase knowledge in the field of education, thus making the Teacher's Room a reference in order to improve the quality of learning English for students.

c. Further Researchers

This research also expected to give benefit as referenced for the researcher who wants to run a research related to this area of study. This research will hope be used for the new references in conducting new research which has correlation research, by this findings later, the new researcher will be able to comprehend, to complete and to develop their research for having better result.