

## CHAPTER II

### REVIEW OF RELATED LITERATURE

#### A. Previous Research Finding

Previous research is an important element in conducting a study. The use of previous research, in addition to making it easier for writers to make research, also in order to avoid mistakes made by previous authors. Previous research which the writer will explain, the writer has analyzed it first, of course research related to the research that the author will do, which includes learning applications and student learning outcomes. This research was carried out inseparable from the results of previous research that had been conducted as a comparison, complements and studies. Some of the research results that have a relationship with research researchers include:

The first research on the effect of the application Ruang Guru on student interest in learning (a study of class XI students at SMA Fransiskus Bandar Lampung). This research was written by Hernita Br Siallangan, University of Lampung. This study aims to determine the use of Ruang Guru application on student interest in learning. The similarities in this research are found in the application used and the research method. The difference in this research is in the research object used. Based on the results of the data analysis obtained. The results of the simple linear regression test between the

independent variables (X), namely the ruang guru application to the dependent variable (Y), namely students' interest in learning indicate that there is an influence between the two with the regression coefficient value of 0.518 this figure means that each addition 1% of the ruang guru application rate (X), the student's interest in learning (Y) will increase by 0.518. So it can be concluded that "there is an effect of the Ruang guru application on student interest in learning".<sup>1</sup>

The second research is about the effect of online media communication of Ruang Guru application on student learning outcomes of SMA NEGERI 1 MANADO. This study aims to determine the use of teacher room applications for student learning outcomes. The similarities in this study are in the applications used. The difference in this research is that the object of research and the research method used. Based on the results of the analysis of the data obtained, the results of  $F_{\text{count}} \geq F_{\text{table}}$  or  $4.498 \geq 3.26$ , then accept  $H_a$  and reject  $H_o$  means the significant or important effect of the teacher room application on student learning outcomes of SMA N 1 Manado made a significant impact.<sup>2</sup>

The relations between the above research and the research that the researcher will do is found in the application section under study, in this case

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<sup>1</sup>Hernita Br Siallangan, The use of Ruang Guru application on student interest in learning(a study of class XI students at SMA Fransiskus Bandar Lampung),(University of Lampung,2019)

<sup>2</sup>Erlina Langi, the effect of online media communication of RuangGuruapplication on student learning outcomes of SMA NEGERI 1 MANADO,(University of Manado,2019)

the application is ruang guru. Previous research and research to be carried out both want to find out whether this application can have a positive impact on students who use the application.

## **B. Some Pertinent Ideas**

### **1. English Learning**

Learning is a combination element composed of human elements, materials, facilities, equipment and procedures that influence each other to achieve learning objectives.<sup>3</sup> In the learning process there will be interactions between students and their environment. Thus in the learning process it does not only occur between teachers and students but also with other sources such as media and materials.

Language is a tool to express meaning that is manifested through language words and vocabulary. Thus language plays an important role in human life. Language is increasingly functioning in one's use of language, it can be seen from the quality and capacity of its vocabulary.

Language is not really a science,<sup>4</sup> it is a communication skill. Language is not just sounds that can be digested empirically. But it is also rich in non-empirical meaning. Language is a system or rather (i.e. sound system,

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<sup>3</sup>OemarHamalik, *KurikulumdanPembelajaran*, (Jakarta: PT.BumiAksara, 2003) hal. 57

<sup>4</sup>Yuhaitno, *KeajaibanBelajar*, (Pontianak: PustakaJenius Publishing, 2010) hal. 90

grammar system, meaning system). And that variations in language usage are often systematic too.<sup>5</sup>

From some of the definitions above, it can be concluded that language is a communication tool used by humans to convey messages from the sender of the message to the recipient. Language learning does not grow by itself but requires interaction with others. Children who grow up and are isolated from the social environment of their language will not develop. Humans have the ability to produce a variety of sounds. These sounds are developed into meaningful symbols.

English is a tool for communicating orally and in writing. Communicating is understanding and expressing information, thoughts, feelings, and developing science, technology and culture using that language. The ability to communicate in a complete sense is the ability to discourse, namely the ability to understand and / or produce spoken and / or written texts which are realized in four language skills, namely listening, speaking, reading and writing. These four skills are used to respond or create discourse in social life. Therefore, English subjects are directed to develop these skills so that graduates are able to communicate and discourse in English at a certain literacy level.

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<sup>5</sup>A ChaedarAlwasilah, *Filsafat Bahasa dan Pendidikan*, (Bandung: PT. RemajaRosdakarya, 2008) hal. 14

In English lessons there are four basic abilities that all students must learn, including:<sup>6</sup>

1) Listening

In learning English, listening and listening are very important understandings. Whether we get it directly through media such as films or music. Listening and listening in English is very important material. Because, we must be able to know and understand what other people tell us.

2) Speaking (Talking)

The main purpose of speech ability is to convey messages to other people, namely being able to communicate in a language. The first goal can be achieved through activities while the second goal can be achieved through development exercises.

3) Writing

Writing skills are considered the most difficult skills compared to other language skills. When a student uses the second language orally, a native speaker can understand and accept imperfect pronunciation. However, when students use the second language in writing, native speakers who read it will have a harder time judging writing that has lots of spelling or grammar errors.

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<sup>6</sup>Kasihani K. E. Suyanto, *English For Young Learning*, (Jakarta: P.T Bumi Aksara, 2010) hal

#### 4) Reading

Reading is an activity that is very complicated or complex because it depends on the language skills of the students and the level of their offerings. The purpose of someone reading is to understand or understand the contents of the message contained in a reading as fully as possible. Reading activity involves the skills of recognizing a text and drawing conclusions about the meaning of words using unfamiliar vocabulary items. So, children have the ability to learn any language, including learning English as a foreign language.

To understand these four aspects, a technology-based application is here to make it easier for students to learn, especially during a pandemic. Various features launched as well as various interesting learning videos from selected teachers are expected to help students in understanding lessons, especially English lessons.

#### 2. Online Platforms Learning

The digital platform is a program that can support the success of online learning. There are several platforms that can be used in the implementation of online learning including Google Classroom, Edmodo, Learning House, Teacher Room, Your School, Smart Class, Zenius, Google Suite for

Education, Microsoft Office 365 for Education (Mirzon Daheri, Juliana, Deriwanto,). In addition to these platforms, there are other digital platforms that can be used during learning, including Whatsapp Group (WAG), Google Classroom (GC), Edmodo, and Zoom.

There are three digital platforms that are often used, namely Whatsapp groups, Google Facilities (Google Classroom, Google Forms, and Google meet) and Zoom Cloud Meetings. The first digital platform is Whatsapp group. This is because the use of Whatsapp groups is simpler and easier to use. Teachers can send various things such as materials, evaluation questions, and explanations via video or voice notes. Whatsapp groups are also able to facilitate two-way learning through video call services. Through this service, students and teachers can meet face-to-face in the process of delivering material and delivering assignments, even with a limited number of students.

Besides Whatsapp groups, the digital platform that is often used is Zoom cloud meeting. The use of zoom cloud meetings in learning makes teachers and students feel as if they are in class because with this application teachers and students can meet face-to-face via laptop or cellphone screens. The use of this application is very helpful in delivering material, the interaction between teachers and students is more intertwined with this application. This is due to the limitations of devices owned by parents and requires a strong network to use them.

The next widely used digital platform is Google Facilities. There are three Google facilities that can be used when learning online, namely Google Classroom, Google Form, and Google meet. Google Classroom is an application created by Google that aims to make it easier for teachers and students to carry out learning. This Google Classroom helps teachers easily manage learning and convey information precisely and accurately to students.

One of the digital technology-based companies, namely Ruangguru, also seeks to provide a learning platform via gadgets. The Ruangguru application is a product of PT. Ruang 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 teacher's room is to give hope that students can be enthusiastic in learning and in improving student achievement as well as to provide a cool and creative way of learning.

### 3. Ruang Guru Application

#### a. Ruang Guru

In this modern era, the development of technology is increasingly fast and sophisticated, making it easy for everyone to obtain or disseminate information, discuss and share thoughts with one another. One of them is Smartphone's and gadgets with Android operating system. On Smartphone's and gadgets with the Android operating system, there are



applications to make it easier to find information, but it can also be done to learn, for example the Ruang guru application. The Ruang guru application is a complete learning application for all learning difficulties.

Ruang guru provides a learning management system that students and teachers can use in managing classroom learning activities virtually. Equipped with thousands of question banks whose content is adjusted to the prevailing curriculum in Indonesia, as well as test result analysis tools, users can take advantage of them free of charge. The content of the Ruang guru application includes SD, SMP and SMA according to the national curriculum and is specially designed by the best and experienced teachers. Whereas what is meant by the education sectors is the learning of knowledge, skills and habits of a group of people who are passed down from one generation to the next through teaching, training, or research.

With the development of this era, it is very easy for humans to learn easily and quickly. From this it can be concluded that Ruang guru in the world of education is a place or forum where everyone looks for and provides information, discussing and sharing thoughts between one or more people only by using a mobile device or technology connected to the internet.

The combination of the ruang guru application with the education sectors makes it easy for students to learn and gain insight into various sciences, because all learning at this time is very easy to obtain and access

wherever students are, students do not need to go to the school library or public library to come and pay dearly to go to the tutoring, but students only need to use smartphones and gadgets to study and find information.

The ruang guru application is able to provide education to members in the chat group forum, members can communicate with fellow members, with teachers to discuss a problem. In the Ruang guru application there are various practice questions that are arranged based on subject topics. The most up-to-date concept available in this online practice question is deliberately presented to add to the nuance of learning to make it more fun.

Private learning using the Ruang guru application can be done anytime and anywhere in a fairly easy way, namely by taking pictures of difficult questions, uploading and sending messages or calling with the teacher online, allowing students to increasingly take advantage of the use of their Smartphone's and gadgets. Ruang guru's learning management system provides dashboard panels and insight data for governments to support data-driven policy making, in ways not possible before.

Ruang guru is the largest and most comprehensive technology company in Indonesia that focuses on education-based services and has more than 6 million users and has managed more than 150,000 teachers offering services in more than 100 subject areas. The company was founded in 2014 by Belva Devara and Iman Usman, both of whom made it into the ranks of successful entrepreneurs under 30 through Forbes 30

under 30 for consumer technology in Asia. Ruang guru as a local company is committed to being a partner of the local government to improve student academic outcomes throughout Indonesia with technology.

By utilizing content access via mobile devices, Ruang guru strives to provide world-class educational content through technology to students at a more affordable cost than conventional learning methods. In addition, Ruang guru also offers subscription learning videos, private tutoring marketplace, on-demand tutoring services, online test tryouts, and others. On the other hand, students can also find quality tutors from reliable sources.

Apart from that, Ruang guru is also part of the profit earned to advance the education of Indonesian children. This is realized concretely by sending Indonesian children to school through the GNOTA program, where each student learns for 1 hour in Ruang guru is the same as sending 1 Indonesian child to school for 1 day. In addition, most of the profits are also used for empowerment programs for youth empowerment and community development managed by youth voluntarily through the Indonesian Future Leaders organization. So that learning with the Ruang guru platform is not only beneficial for those who use it, but also directly advances education and youth development in Indonesia.

As explained above, the Ruang guru application has many advantages and uses. just like the Ruang guru application has various features that

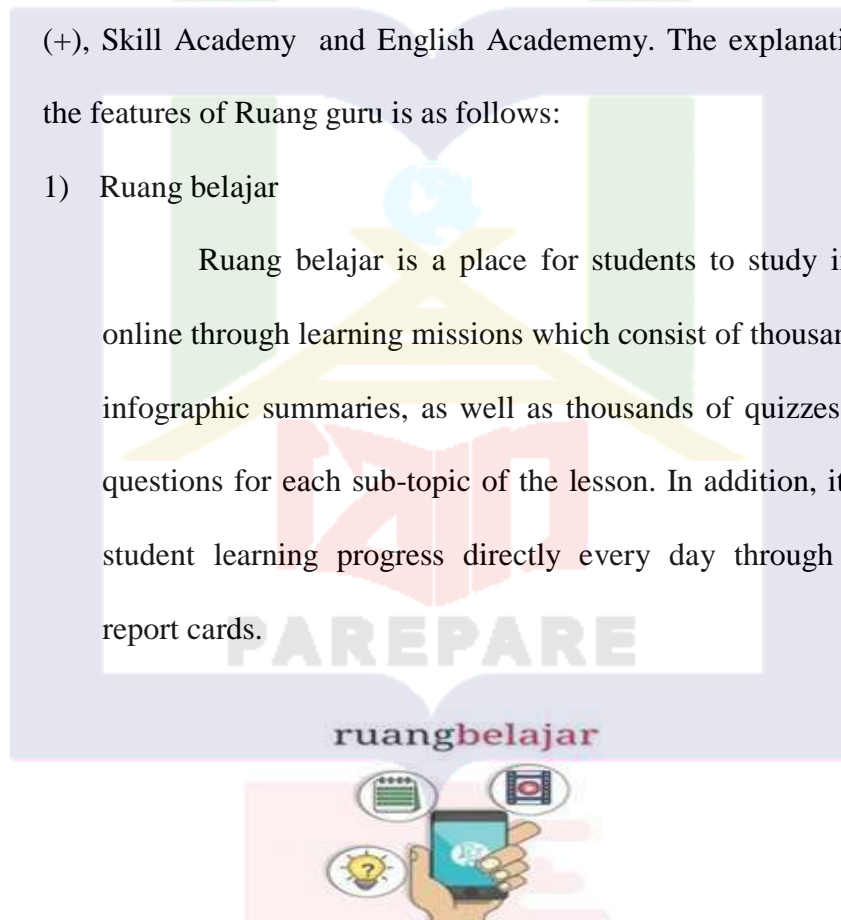
support the learning process of students who use it. There are various kinds of features of the Ruang guru application provided to students who use it as a learning medium.

b. Features of the Application Ruang guru

In supporting the learning process, Ruang guru is equipped with various features in learning such as: Ruang belajar, a digital bootcamp, Ruangles online, Ruanguji, Ruang Kerja, Brain Academy, Ruang Belajar (+), Skill Academy and English Academemy. The explanation regarding the features of Ruang guru is as follows:

1) Ruang belajar

Ruang belajar is a place for students to study independently online through learning missions which consist of thousands of videos, infographic summaries, as well as thousands of quizzes and practice questions for each sub-topic of the lesson. In addition, it can monitor student learning progress directly every day through ruangbelajar report cards.



**Picture 2.1. ruangbelajar**

(<https://ruangguru.com>)

## 2) Digital bootcamp

Digital bootcamp is an online tutoring program that supports all student learning preparations, from grade 6 elementary to grade 12 high school to SBMPTN. Here, students will get a variety of complete learning facilities starting from group chat subjects with standby teachers (tutors) who will help students learn from learning modules, online tryouts, and other learning facilities both in the app and outside the Ruang guru app.



**Picture2.2. digitalbootcamp**  
(<https://ruangguru.com>)

## 3) Ruangles

Ruangles is a private tutor search portal provided by the Ruangguru Application, where users or students have the freedom to choose a teacher (tutor) as needed. The existence of this space allows students to further improve their abilities academically and non-academically. Students can order private tutors who are experienced in their fields



**Picture 2.3. ruangles**  
(<https://ruangguru.com>)

4) Ruang kelas

Ruang kelas from Ruang guru is a distance learning management system (PJJ) service to support teaching and learning activities for teachers and students online.



**Picture 2.4. ruang kelas**  
(<https://ruangguru.com>)

5) Ruanglesonline

Ruanglesonline is a feature that is almost the same as ruangles, if the room feature provides services for ordering tutors and their learning activities face-to-face, ruanglesonline is an application that only provides live chat that is used by teachers / tutors with students to help students solve questions and questions.



**Picture 2.5. ruanglesonline**

(<https://ruangguru.com>)

6) Ruanguji

The test room is a place for students to measure their readiness to take the exam by working on a tryout. Not only the National Examination, children can also find SBMPTN, UTS, UAS and UKG questions. After completing work, children can immediately get a discussion, analyze the topic of weaknesses and your ranking.<sup>7</sup>



**Picture 2.6. ruanguji**

(<https://ruangguru.com>)

7) Ruangkerja

Ruangkerja understands the various needs related to the corporate training process in the modern era. Various features that support our best designer training process will make the training

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<sup>7</sup>(<https://ruangguru.com/les> diakses 11 Januari 2021 pukul 12:30)

process very comfortable for your employees. By entrusting the employee training process through the workspace, having a work space can save time, cut company expenses, and simplify training monitoring.



ruang  
kerja

**Picture 2.7. ruangkerja**

(<https://ruangguru.com>)

8) Brain Academy

Brain Academy Online, the latest facility that facilitates interaction between students and teachers directly through live teaching methods and online discussions. Brain Academy Online, the latest facility that facilitates interaction between students and teachers directly through live teaching methods and online discussions. Through Brain Academy Online, students can communicate directly and learn with Star Master Teachers, teachers from the best state universities (PTN) in Indonesia, with various facilities.



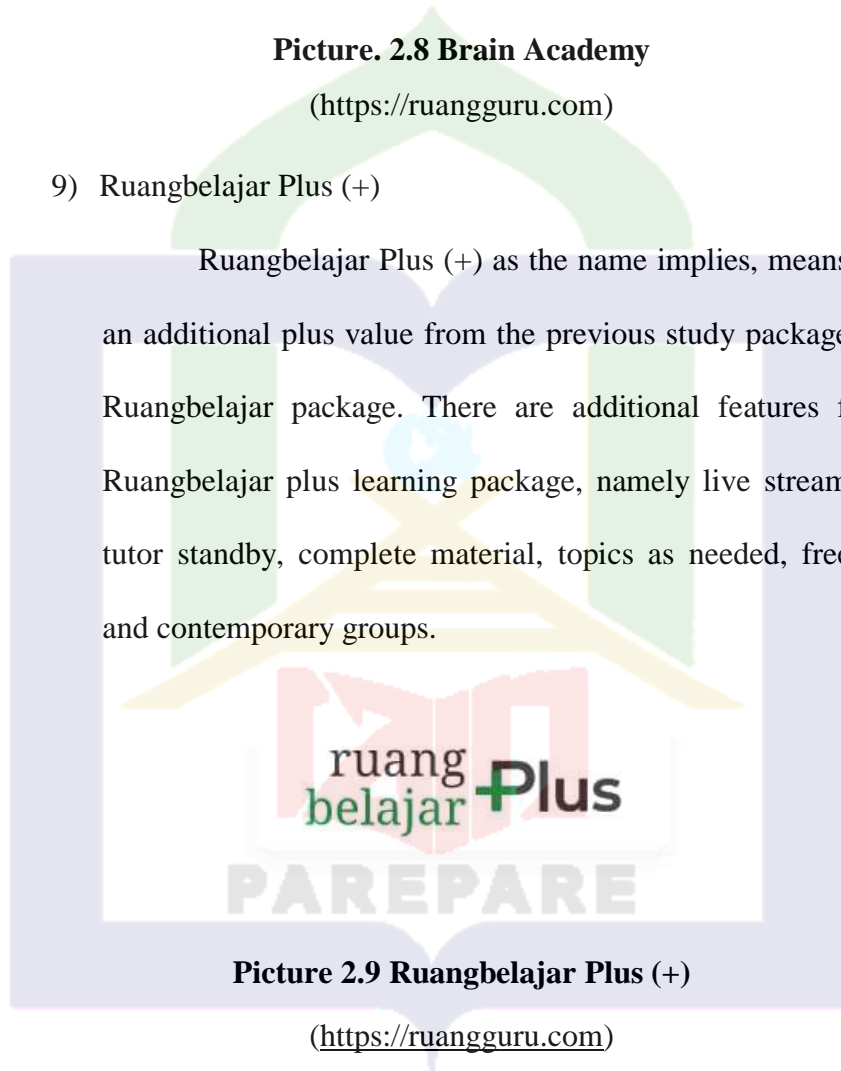


**Picture. 2.8 Brain Academy**

(<https://ruangguru.com>)

9) Ruangbelajar Plus (+)

Ruangbelajar Plus (+) as the name implies, means that there is an additional plus value from the previous study package, namely the Ruangbelajar package. There are additional features found in the Ruangbelajar plus learning package, namely live streaming features, tutor standby, complete material, topics as needed, free counseling, and contemporary groups.



**Picture 2.9 Ruangbelajar Plus (+)**

(<https://ruangguru.com>)

10) Skill Academy

Skill Academy is a service from Ruangguru as an online learning platform that offers a variety of skill development knowledge by instructors who are proven experts in their fields. These trusted instructors are ready to guide students, first jobs, and professionals who want to improve their quality. Developed by the latest technology from Ruangguru, the largest technology-capable education service provider in Indonesia



**Picture 2.10 Skill Academy**

(<https://ruangguru.com>)

#### 11) English Academy

English Academy, a live teaching English class online with an international standard curriculum. Supported by international lecturers (native speakers) and experienced local teachers. English Academy is a solution for students in grade 1 SD (Elementary School) to SMA (Senior High School) and the equivalent to be able to learn English in the midst of various activities.



**Picture 2.11. English Academy**

(<https://ruangguru.com>)

The presence of the Covid 19 pandemic has brought a number of changes in terms of learning methods. Distance classes and video lessons start a lot of use. Through the features of Ruangguru, we can find many interesting videos and learning methods so that they are expected to be effective learning solutions and be able to increase student achievement, especially during the pandemic.

c. Advantages and Weakness Ruang Guru Application

The advantages and weakness of the Guru Room application are as follows:

1. Advantages
  - a. The application can be accessed anywhere and anytime with a Smartphone or laptop,
  - b. The teacher or tutor is always there and interactive,
  - c. Experienced qualified teachers or tutors can be accessed online,

- d. Learning is equipped with animated videos so that learning is not bored,
- e. There are learning materials that are in accordance with the latest curriculum,
- f. Students can also provide an assessment for how to teach and the application of the ruang guru,
- g. The price of tuition is not as expensive as the usual place and can be paid in installments.

## 2. Weakness

- a. Paid application
- b. Lesser known applications,
- c. Requires a fee
- d. Video material cannot be downloaded,
- e. The application is quite large, so it takes up a lot of Smartphone and laptop memory.
- f. The application is quite large, so it takes up a lot of Smartphone and laptop memory.

Based on the description above, the Ruang guru online education application is a result of the learning outcomes of millennial genres students in responding to the development of the industrial revolution 4.0. One form of

educational media that utilizes Smartphone / gadgets or laptops that can be accessed anywhere and anytime, easy to use and help with learning problems.

#### 4. Learning Achievement

##### a. Definition of Learning Achievement

According to the Indonesian Dictionary, learning achievement is the mastery of knowledge or skills developed by subjects, usually shown by test scores or scores given by the teacher.<sup>8</sup> Sumadi Suryabrata says that achievement can also be defined by "value is the final formulation, which can be given by the teacher regarding the progress / student achievement during a certain period."<sup>9</sup>

Sugihartono says that learning achievement is the result of measurements in the form of numbers or statements that reflect mastery of subject matter for students. Learning achievement is the result of an interaction of learning and teaching actions.<sup>10</sup> From the teacher's point of view, teaching ends with a process of evaluating learning outcomes. From the point of view of students, it is the end of the cutting and the peak of the learning process (Dimiyati and Mudjiono). SuharsimiArikunto states that learning achievement is the level of achievement that has been achieved by

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<sup>8</sup>epdiknas.2008. *Kamus Besar Bahasa Indonesia Edisi Keempat*. Jakarta: Gramedia Pustaka. Hal: 895.

<sup>9</sup>Suryabrata, Sumadi. 2006. *Psikologi Pendidikan*. Jakarta: Rajawali Press. Hal: 297.

<sup>10</sup>Sugihartono. 2007. *Psikologi Pendidikan*. Yogyakarta: UNY Press. Hal: 130.

students or students against the goals set by each field of study after participating in a teaching program for a certain time.<sup>11</sup>

Learning achievement is a series of sentences consisting of 2 words, namely achievement and learning. Where the two words are related to each other and between the two have different meanings. Therefore, Djamarah states that achievement is the result of an activity that has been carried out, created, both individually and in groups.<sup>12</sup>

Meanwhile & Winkel, argues that learning achievement is evidence of success that has been achieved by someone. So learning achievement is the maximum result achieved by someone after carrying out learning efforts. Achievement can be measured through tests which are often known as learning achievement tests.<sup>13</sup>

From the definition above, it can be concluded that learning achievement is a change in the behavior of various knowledge and skills as a result or result of the learning process with the influencing factors which are made in the form of the grades given by the teacher. Learning achievement cannot be separated from made learning, because learning is a process, while learning achievement is the result of the learning process. Assessment of

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<sup>11</sup>Suharsimi Arikunto. 2002. *Prosedur Penelitian*. Jakarta: Rineka Cipta.

<sup>12</sup>Djamarah.1994. *Prestasi Belajardan KompetensiGuru*.Surabaya: Usaha Nasional. Hal: 24.

<sup>13</sup>Sunarto. 2012. *PengertianPrestasiBelajar*. [online]. *Tersedia* <http://sutisna.com/artikel/artikel-kependidikan/faktor-factoryang-mempengaruhi-prestasi-belajar/> [15 januari 2021]

student learning outcomes is carried out to determine the extent to which he has achieved this learning goal which is called learning achievement.

b. Factors affecting learning achievement

Learning achievement achieved by an individual is the result of the interaction between various factors that influence both from within (internal factors) and from outside the individual (external factors). The recognition of the factors that influence learning achievement is very important in order to help students achieve their best possible learning achievement. Learning achievement is a result of the teaching and learning process, in which there are several factors that influence each other. Furthermore, high and low, the size of learning achievement is influenced by these factors.<sup>14</sup>

Factors that influence learning according to H.M. Alisuf Sabri said "that there are various factors that affect learning outcomes. Learning achievement is a result of the teaching and learning process, in which there are several factors that influence each other. Factors that influence learning according to H.M. Alisuf Sabri said "that there are various factors that influence student learning outcomes which are broadly divided into two, namely internal and external factors".<sup>15</sup>

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<sup>14</sup>Sudjana, Nana. 2000. *Dasar-dasar Proses Belajar Mengajar*. Bandung: PT Sinar Baru Algensindo. Hal: 39-40.

<sup>15</sup>M. Alisuf Sabri, *Psikologi Pendidikan*, h. 59-60.

## 1. Internal factors (which come from within students)

Internal factors are factors that exist in individuals who are learning, including physiological and psychological factors.

a) Physiological factors consisting of physical conditions in general, especially the functions of the five senses.

1) Physical in general can be said to be the background for learning activities; a fresh physical condition will have a different effect with a less fresh physical condition. If he is not physically healthy, his studies will be disturbed because he is not concentrating.

2) The five senses are the parts of the body that function to receive stimuli in accordance with their respective modalities. If his five senses are deficient, it will affect him in learning because he will experience difficulties.

b) Psychological factors according to muhibbinsyam, which consist of student intelligence, student attitudes, student talent, student interest, and student motivation.

1) Intelligence or intelligence is a mental ability that involves a rational thinking process, therefore intelligence cannot be observed directly but must be inferred from various concrete actions which are manifestations of the rational thinking process.



- 2) The student's attitude is an internal symptom with an affective dimension in the form of a tendency to react or respond in a relatively constant way to objects of people, goods and so on, both positively and negatively.
- 3) Talent is a specific ability given to an individual in a condition that enables the attainment of certain knowledge, skills or skills through training.
- 4) Interest is desire or high desire for something, this factor usually arises from something that is favored or liked.
- 5) Motivation is a state in an individual or organism that encourages goal-collared behavior. Therefore motivation has two aspects, namely: (1) intrinsic motivation is things and conditions that come from within the student himself that can encourage him to take learning actions, (2) extrinsic motivation is things and circumstances that come from outside the individual student which also encourages him to take action. do learning activities. Examples include praise and gifts.<sup>16</sup>

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<sup>16</sup>SumandiSuryabrata,*Psikologi Pendidikan*, (Jakarta: PT Raja Grafindo, 1998), Cet IX, h. 235-236.

## 2. External Factors (which come from outside the student).

Like student internal factors, student external factors also consist of two kinds, namely: social environmental factors and non-social environmental factors.

### a. Environment consisting of natural and social

#### 1) Natural environment

The point is weather conditions that affect children's interest in learning, for example during the rainy season children are lazy to go to school because the road to their school is flooded.

#### 2) Non-social environment

Muhibbin Syah formulated that what is meant by non-social environmental factors consists of three, namely: school environment, community, and family environment. Community environment and playmates around the student's residence. the condition of the school building and its location, the house where the student's family lives and its location, the learning tools, the weather conditions and the student learning time used by the student. According to syam, these factors also determine the level of student learning success.

The environment that greatly influences learning activities is the parents and students' families themselves, the characteristics of parents, family management practices, family tensions and the

location of family demographics (the location of the house) all will have a good or bad impact on learning activities and the results achieved. students.<sup>17</sup>

In short, the writer can conclude that the factors that influence learning achievement are self-factors and environmental factors.

### c. Efforts to Improve Learning Achievement

Student learning achievement is a continuation of the discussion of the factors that affect student achievement. Because the success of student learning is very dependent on how the circumstances or conditions of these factors include him. Are these factors in a positive condition (sufficient, good or appropriate) or in a negative condition.

According to Mulyana in an effort to improve learning achievement, "physical condition, social emotional state, environment, starting lessons, dividing work, control, optimistic attitude, using time, how to study books, and increasing the reading speed of students".<sup>18</sup>

Positive conditions, both internal factors, external factors and learning approach factors, a student can be sure to get success in learning and become a high achieving student. Conversely, if these factors are in negative conditions found by students, it is certain that these students will encounter

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<sup>17</sup>MuhibbinSyam, *Psikologi Pendidikan dengan Pendekatan Baru*, h. 135.

<sup>18</sup>Mulyasa, *Implementasi Kurikulum 2004 Panduan Pembelajaran KBK*, (Bandung: PT Remaja Rosdakarya, 2006), Cet IV, h. 195.

many problems in their learning and will not get good success in their learning.

Conditions in which the factors that affect student achievement are negative, causing these students to experience failure in learning is called learning difficulties. Learning difficulties do not mean there are problems with all the factors that affect learning in students, but it could be that the problem is only one or several factors, for example a child who has high intelligence can become a child who does not excel in his academic field if the environment is not supportive.<sup>19</sup>

The current condition where education is faced with difficult times since the beginning of the Covid-19 pandemic, Indonesia has made teaching and learning activities carried out online, it is almost certain that it cannot be as optimal as getting direct learning material and makes many students experience a decrease in interest in learning so that it has an impact on Student learning achievement. One of the steps that can be taken to overcome this is by utilizing learning media, namely Ruangguru, Ruangguru to make it easier for students to access thousands of video learning materials, discussions and exercises from various subjects for each class level. The teacher room offers a variety of interesting learning methods so that students do not get bored, especially in the current period of distance learning.

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<sup>19</sup>MuhibbinSyah, *Psikologi Pendidikan dengan Pendekatan Baru*, h . 170.

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The current condition where education is faced with difficult times since the beginning of the Covid-19 pandemic, Indonesia has made teaching and learning activities carried out online, it is almost certain that it cannot be as optimal as getting direct learning material and makes many students experience a decrease in interest in learning so that it has an impact on Student learning achievement. One of the steps that can be taken to overcome this is by utilizing learning media, namely Ruang guru, Ruang guru to make it easier for students to access thousands of video learning materials, discussions and exercises from various subjects for each class level. The teacher room offers a variety of interesting learning methods so that students do not get bored, especially in the current period of distance learning.

### **C. Conceptual Framework**

According to Uma Sekaran in Sugiyono states that "The thinking framework is a conceptual model of how theory relates to various factors that have been identified as important so that the thinking frame is an understanding that underlies other understandings, a understanding the most basic and become the foundation for any thought or a form of process from

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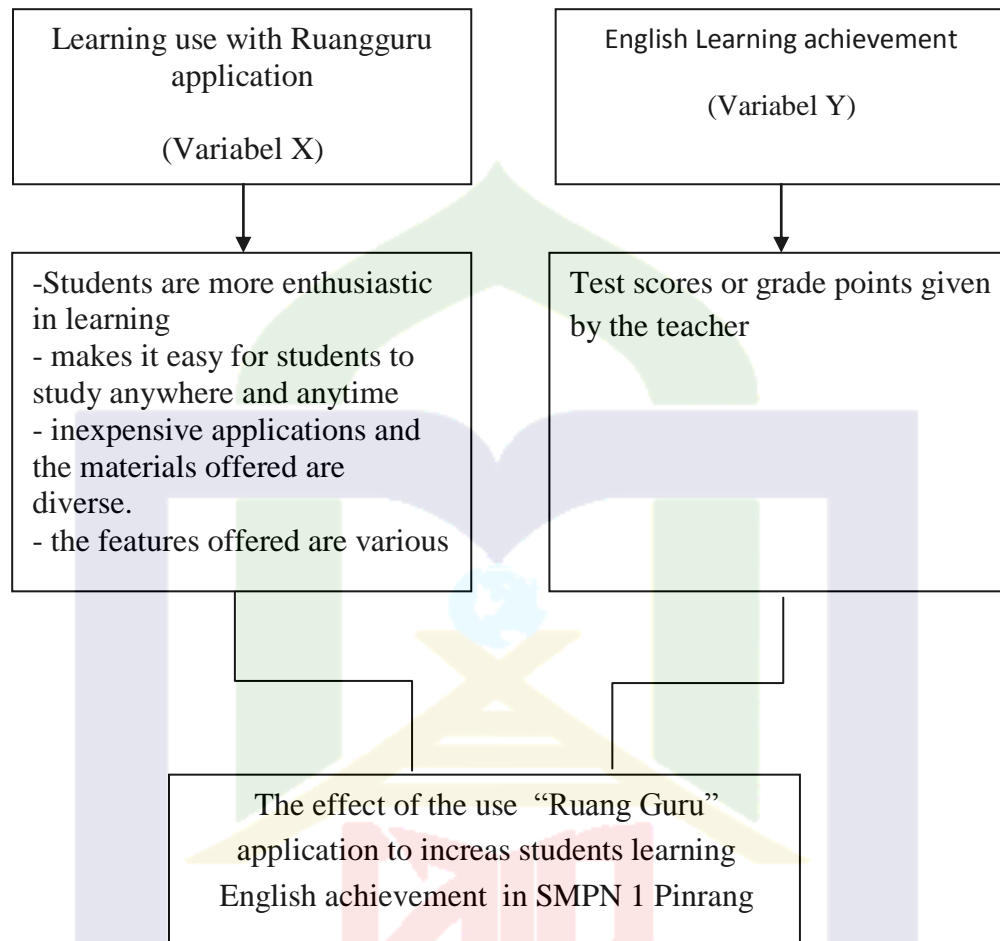
<sup>21</sup>MuhibbinSyah, *Psikologi Pendidikan dengan Pendekatan Baru*, h . 170.

the whole of the research to be carried out with the development of the world of technology that is increasingly rapid. Smart phones or gadgets that started as a means of communication are increasingly diverse and developing.

So many applications are offered according to needs such as education, entertainment and others. One of the applications currently being used in education is the Ruang guru application. With the Ruang guru application, it can help students' learning difficulties, especially in the online learning system during the pandemic, with this application students don't need to come to the tutoring place, just download the application on a smartphone or gadget, students can study anywhere and anytime.

Ruang guru application is a learning application that provides various learning features that can be used by students and is easy for students to understand, so that students who use it understand and do not get bored when students are learning using the Ruang guru application. The aim of the presence of the teacher's room gives hope that students can be enthusiastic in learning and are expected to increase student learning values. Therefore the aim of the researcher in conducting this research is to find out how the Ruang guru application effects to increase students learning English achievement.

At this point, the research draws the conceptual framework as follow



#### D. Hypothesis

Based on the description above, a hypothesis can be formulated as follows:

1. Ho : There is no effect of the use Ruang guru application on improving students ' English learning achievement .
2. Ha : There is an effect of the use Ruang guru application on increasing students' English learning achievement.



