

# Spada Impact on the Learning Motivation of English Education Students

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## Abstract

The use of media in the learning process is very important, considering the number of existing media, coupled with the unavoidable development of Spada in the world of education, the use of Spada itself has an impact on students, whether they realize it or not so that the presence of Spada in education is one of the supports to achieve that matter.

This paper discusses the impact of Spada learning media as a medium in learning and proves that Spada has a very positive impact on the student learning process.

**Key words:** Technology, Students Motivation, Internet of Thing, Spada, Learning Media

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## INTRODUCTION

Internet of Things means a concept or program where an object has the ability to transmit or transmit data over a network without using the help of personal computers and human devices (Liaw & Wijaya, 2013; Sari, 2016; Yunitasari & Sintaro, 2021). The Internet of Things or not infrequently considered Internet of Thing is currently experiencing many developments (Putri, 2021; Surahman et al., 2021; Windane & Lathifah, 2021). The development of Internet of Thing can be observed starting from the level of convergence of wireless technology, microelectromechanical (MEMS), internet, and QR (Quick Responses) Code (Hendrastuty et al., 2021; Jupriyadi et al., 2020; Samsugi et al., 2021). Internet of Thing is also often identified using RFID (Radio Frequency Identification) as a communication method (Adiyanto & Febrianto, 2020; Lubis et al., 2019; Mardiani & Wardhana, 2018).

In addition, it also includes sensor-based technology, such as wireless technology, QR Code which we often encounter (Ahluwalia, 2020; Nahdliyah et al., 2021; Styawati et al., 2020). The original ability of Internet of Thing itself is unquestionable (Aldino, Pratiwi, et al., 2021; Fadly et al., 2020; Rahman et al., 2021). Various kinds of technologies that have implemented the Internet of Thing system, such as light sensor models, sound sensors from the latest Google technology, namely Google Ai, and Amazon Alexa. And most recently, the implementation of Smart City which has been carried out in several developed countries, such as China and Germany (Ambarwati & Mandasari, 2021; Ayu & Sari, 2021; Parnabhakti & Puspaningtyas, 2020). So, all forms of activity of residents of a city can be monitored using either the system with a large-scale database network (Darwis et al., 2020; M Ulfa & Puspaningtyas, 2020; Marchamah Ulfa & Puspaningtyas, 2020).

Application of Internet of Thing in Education The development and use of technology has brought great changes to the world of education (Aldino, Hendra, et al., 2021; Puspitasari & Budiman, 2021; Tindakan et al., 2021). The digital revolution has made the implementation of the internet in the school system with e-learning (Ayu, 2020; Maskar et al., 2020; Sari, 2020). Internet of Thing adds another dimension to this reality that will change the way teaching and learning activities are carried out by providing a more

efficient and immersive educational experience (Abidin et al., 2022; Ayu et al., 2021; Yudiawan et al., 2021). The data obtained from Internet of Thing can help in tracking resources to form better student plans (Choirunnisa & Mandasari, 2021; Oktaviani et al., 2021; Qodriani & Wijana, 2021). Internet of Thing can be used effectively in high school and university environments, where students have switched from paper textbooks to e-books (Mandasari & Aminatun, 2020; Sari, n.d.; Wahyudin & Rido, 2020). using an Internet of Thing system will help detect the presence of students in the classroom, eliminating the need to take attendance manually, so as to save more time (Ayu & Aminatun, 2021; Kardiansyah & Salam, 2020; Sinaga & Pustika, 2021).

## **LITERATURE REVIEW**

Therefore, in this study, researchers are interested in studying the impact of Internet of Thing on students' learning motivation, especially students of the English language study program, so that the results of this study can be used as consideration for teachers' energy to use Internet of Thing in the learning process or not. This is also expected to be a study material for future research who is interested in researching in the same field.

Motivation is one component to achieve goals. Both students and teachers must have motivation in the language learning process. Positive motivation is associated with a willingness to continue learning (Hidayati et al., 2020; Nadya et al., 2021; Pradani, 2021). First, it is necessary to know what motivation is. Motivation as a learner orientation regarding learning objectives language (Agustina et al., 2021; Fahrizqi et al., 2021; Oktaviani et al., 2020). Norris explains that learning a language also requires motivation to achieve good performance. Motivation is one of the key factors that influence the level and success of learning a second or foreign language (Ayu & Pratiwi, 2021; Nurmala Sari & Aminatun, 2021). That means motivation affect student achievement. In short, the motivation to learn a language is a combination of effort, attitude, and inner desire of students to achieve mastery goals language. It is difficult for a person to achieve success without motivation.

## **METHOD**

This study aims to explore the perspective of students towards using internet of thing ( SPADA) as platform in influencing their study motivation. In this study, researchers will distribute questionnaires in the form of survey websites to collect data and the results of the questionnaire will be stated in the data findings using a qualitative approach. Other questions are also developed by researchers to gain perspective from questionnaires or students. This study involved participants who were students at a university in Bandarlampung, Lampung. More precisely, it involves participants from English Language Education Study Program batch 2019 of Faculty of Arts and Education at the Universitas Teknokrat Indonesia.

## **RESULTS AND DISCUSSION**

I conducted the survey with the participants filled out the questioner that I provide. Participants were 40 people from English Education Students in Academic Writing Class. The range age of parcitipants varied start from 19-23 years old. The questionnaire consist of 10 questions. There were linear scale question. The results of the questionnaire are presented below.

No	Question	Strongly Disagree	Disagree	Neutral	Agree	Strongly Agree
1	I am able to access internet when teaching learning process	-	-	9,1%	36,4%	54,5%
2	I am enjoy using online learning platform	-	9,1%	18,2%	63,6%	9,1%
3	I am easily to understand the teaching material using Spada platform	-	9,1%	45,5%	18,2%	27,3%
4	I am easily to apply Spada platform when teaching learning process	-	27,3%	36,4%	36,4%	-
5	Using Spada platform make me easier to understand English lessons	-	18,2%	18,2%	45,5%	18,2%
6	Using Spada platform make my motivation increase in learning English	-	18,2%	45,5%	27,3%	9,1%
7	Teachers motivate students when teaching and learning English using Spada platform	-	18,2%	18,2%	45,5%	18,2%
8	The material delivered by the teacher more clearly than face-to-face learning	18,2%	9,1%	18,2%	27,3%	27,3%
9	I like to used Spada platform than face to face in teaching and learning English	9,1%	18,2%	18,2%	27,3%	27,3%
10	Schools facilitate students in teaching and learning English using Spada platform	-	9,1%	36,4%	27,3%	27,3%

From those of answers, all students answered the questions varied. Most of students feel interesting we can see that the answers that dominate are ranging from neutral, agree and strongly agree. In some questions, respondents also answered that they agreed when learning using spada, they were motivated and enjoying the learning process. From these results and findings, it can be concluded that most college students are happy and feel interested in using internet of thing as their study platform, most of all respondent feel motivated in learning process by using internet of thing as their platform in learning process, they also can access easily.

Based on the results of this study, it can be said that the use of IoT (Spada) on the learning process has a positive impact, this is also supported by previous research studies, which also have positive results. It can be concluded that by using IoT technology resources and facilities, the efficiency of the teaching and learning process can be significantly improved. Furthermore, investigations can also be carried out in the context of some specific tool

innovations for IoT that could be useful in education as a whole. With the development of technology and in modern society, intelligent education will face many challenges, such as pedagogical theory, educational technology leadership, teacher learning leadership, educational structure and educational ideology. English ability In this era, the use of English is growing. Various ways are used so that everyone can use English well. For that, everyone has their own method that they can use. However, motivation is also a very important thing so that students have their own awareness of the importance of learning, how to grow student motivation is very diverse, one of which is the selection of media and methods used so that students do not only follow class learning because of an obligation but students have an interest that grows because of encouragement from that motivation

## CONCLUSION

Of the 40 students who filled out the questionnaire, most agreed that using Internet Of Thing as their platform increased their motivation. This is also supported by the results of research that has been carried out previously which also has a positive impact on the use of IOT as a learning medium. With the findings of this study, the researchers hope that this research can identify and increase the willingness of students and the community to be more varied and useful in utilizing the many and available media and it is hoped that this research can also be used as a guide or reference for further research with related topics or the same problem.

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