USING GOOGLE CLASSROOM AS AN EFFECTIVE WAY TO COLLECT STUDENTS' ASSIGNMENTS

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Abstract

Nowadays, information and technology develop through society development and need. The development brings positive impact for education, especially in teaching and learning process. One of the impacts is blended learning that has been created to make teaching and learning process run better than before. Blended learning means to combine conventional and online class. One of IT products related to blended learning is Google Classroom, an application that has been developed by Google Inc. Using Google Classroom in teaching and learning process can help the lecturer to collect students' assignment effectively, because collecting students' assignment usually take much more time while the activity is limited by the time allocation.

Keywords: google classroom, assignment, blended learning

Abstrak

Saat ini, informasi dan teknologi berkembang melalui pengembangan dan kebutuhan masyarakat. Perkembangan tersebut membawa dampak positif bagi pendidikan, terutama dalam proses belajar mengajar. Salah satu dampaknya adalah pembelajaran campuran yang telah diciptakan agar proses belajar mengajar berjalan lebih baik dari sebelumnya. Blended learning berarti menggabungkan kelas konvensional dan online. Salah satu produk IT yang terkait dengan blended learning adalah Google Classroom, sebuah aplikasi yang telah dikembangkan oleh Google Inc. Menggunakan Google Classroom dalam proses belajar mengajar dapat membantu dosen untuk mengumpulkan tugas siswa secara efektif, karena mengumpulkan tugas siswa biasanya memakan waktu lebih lama. waktu sementara aktivitas dibatasi oleh alokasi waktu.

Kata kunci: kelas google, tugas, pembelajaran blended.

I.   INTRODUCTION

Blended learning is starting become popular in teaching and learning activity, especially at university level. It is caused by the limited time allocated for face to face activities in the teaching and learning process. Meanwhile, university students need more practices to apply theories and knowledge that they have learnt. They also need to accomplish several tasks related to subjects that they have taken. So that, blended learning becomes a solution both for the lecturer and students in conducting teaching and learning process more effectively.

Blended learning combines between traditional class and online class. Traditional class means class that is conducted through face to face activity that being done in a room. Meanwhile, online class is conducted by utilizing internet connection through application in Smartphone or computer software. The combination of these classes can bring more positive impact on teaching and learning process and throw away the ineffective problems in each class.

One of application that can be used in applying blended learning is Google Classroom. This is one of application that supports both of conventional and online learning activities. It can be used by using installed application in a Smartphone or visiting the website to log in. It also give easiness to the users to access the information related to the assessment and others materials that are shared in the created classroom.

Google Classroom focuses on the students' assignment where it becomes a problem in teaching and learning activities. Most of the assignments cannot be conducted well to support the activities because of the limited time allocation. By using Google Classroom, the lecturer can gives assignment and check the students' works anytime outside of face to face activities. The students also get easier in submitting their assignment and get direct feedback from the lecturer. Thus, this paper would like to give an overview about the use of Google Classroom as an effective way to collect students' assignments.

II. PROBLEMS IN COLLECTING STUDENTS' ASSIGNMENT MANUALLY

At university level, assignment is a main part in teaching and learning process. Most of subjects are conducted in one meeting in a week. It means that the students need to

take weekly assignment where it will be part of their learning activities.

In submitting the assignment, the students usually submit them individually or collectively. It is usually in form of paper assignment where it can be handwritten or typewritten. However, collecting paper assignments has several problems. First, for handwritten paper assignment, the students should give them to the lecturer directly. Some students may do the assignment just a moment before the assignment will be collected. It gives the students a chance to copy their friends' assignment.

Second, most of papers used to write the assignment are not used anymore. It will become wasteful even if the assignments give back to the students after get marking. In addition, not all of the students appreciate what they have done. When they got bad mark, they may throw away their assignment. For the further problem, it is related to environment problem.

Then, the students need to wait to get their assessment checked because the lecturer cannot check the assignment directly when they have submitted their assignment. Sometimes they need to wait to know the mark given to their assignment. In addition,

the students also cannot get the feedback directly. For several cases, the students do not get any feedback on the assignments that have been done.

So, students' assignment which is usually collected manually takes several problems. These problems can be solved by using Google Classroom as media that help the lecturer to organize the assessment well. It also let the students to submit the assignment earlier.

III. GOOGLE CLASROOM AS PART OF BLENDED LEARNING

Blended learning is starting popular in teaching and learning process since the speed use of internet and the development of information and technology. In Indonesia, teaching and learning activities are usually conducted as face to face activities where the students need to attend the class and the lecturer give the material. Limited time allocation becomes problem because there is no enough time to take the students assignment. So, blended learning means to use online learning to support the students learning activities after conducting face to face activity.

Thompson (2016) said that blended learning is the combination of conventional

and online learning opportunities allows for individualization, flexibility, and greater chance for student success. Adding online learning experiences to conventional learning has been one solution to solve problems related to limited time allocation.

In addition, Daryanto (2015) stated that blended learning is using e-learning as a supporting tool where the activities dominated with conventional learning. It means that blended learning still use face to face learning as the main form of teaching and learning activities and it is supported by online learning. Online learning is used to maximize the learning activities that cannot be developed well by only conducted conventional class.

Google Classroom is a blended learning platform which has been developed by Google Inc. that means to simplify creating, distributing and grading assignments in a paperless way. It was introduced as a feature of G Suite for Education on May 6, 2014, followed by its public release on August 12, 2014. In June 2015, Google announced a Classroom API and a share button for websites, allowing school administrators and developers to further engage with Google Classroom. In March 2017, Google opened Classroom to allow any personal Google users to join classes without the requirement of having a G Suite for Education account, and in April, it became possible for any personal Google user to create and teach a class (Wikipedia, 2017).

Google Classroom support the conventional class usually conducted by the lecturer with online activities, especially activities related to assessment. This application allows the users to access the assessment easily without limited access. It also let users to take photos and attach file to the assignments, share files from other apps, and access offline information. So, Google Classroom is an alternative way to support the learning activities especially related to the students' assignment.

3.1 HOW TO USE GOOGLE CLASSROOM

It is not difficult to use Google Classroom as supporting application in collecting students' assignment. The users, both of the lecturer and students, need to install the application on their devices or login to the website at http://classroom.google.com/ by using computer. The simple one is by using Smartphone because the application can be opened anywhere and anytime needed.

For the beginning, the lecturer needs to create a classroom. There are several simple steps that should be done in create the class:

1. As a user, the lecturer needs to sign in into the application.
2. On the home screen, click the plus sign on the right top of the application and choose Create Class.
3. In the Create a Class dialogue box, type in the Class Name and Section.
4. Click Create. Now, the classroom has been created.

In the classroom, it can be found three main labels that represent each function. First, it is 'Stream' where the lecturer can manage the class assignments and make announcements to the class. Second, it is 'Students' label where the lecturer can manage the students. Students can join the classroom by using the class code. Third, it is 'About' label where contains with the course title and description. The lecturer can add a location for the class, and add materials to the class's Google Drive folder.

Then, there are three main activities that can be done by using Google Classroom. They are giving questions, assignment, and announcement. In questions section, the lecturer can give questions to the students related to the lecturing subject in that class. The students can answer the questions directly. In line with question section, the lecturer is allowed to create an announcement where all the students will know the information.

In giving assignment, the lecturer can give the assignment through attaching the link or files for the students. This application also let the users to take photo or record video lively when it is needed as part of the assignment. There is a due date where the lecturer can give a limit time for the students in submitting their assignment. When the assignment has been created, the students will receive the notification about the assignment.

Students can submit their assignment directly. After being checked, the students can get feedback and their marks when their assignment has been returned to them. The students and lecturer also can have public comment in the class or leave a private comment in the assignment. In other words, the lecturer can give a written feedback about the students, assignment when it is needed.

Therefore, Google Classroom is a helpful application that can help both of the

lecturer and students in collecting assignment. It does not need any special ability to open and manage a class in this application. Moreover, it can be accessed anytime as long as the lecturer and students have account to enter the application.

3.2 THE ADVANTAGES OF USING GOOGLE CLASSROOM

Smartphone is one of popular gadget that most of the students have. Besides using Smartphone as communication tool, they also use it as entertainment such as networking and gaming. So, it needs to take the positive use of Smartphone through asking the students to install educated application. One of the applications is Google Classroom that provides several advantages for the users especially in teaching and learning process. There are several advantages of using Google Classroom that contribute to the lecturers who handle the subject and to the students who takes the subjects.

First, it can be use easily because it can be installed for any types of Smartphone. The users can get the application freely in the Play Store or App-Store. Even if the students do not have Smartphone, they can visit the site and log in with their account. There is no specific instruction that makes the users get difficulties in using the application. Pappas (2015) mentioned that students can use Google Classroom regularly and log in easily, as well as obtain and collect their assignments. It means that Google Classroom is easy to be used as supporting learning tool.

Second, there is no assignment will be missed. Smaldino (2012:7) stated that the development in using mobile computing let the lecturers to record students' assessment. This advantage can be found by using Google Classroom where both of lecturer and students have the assessment record on the application. In addition, the lecturer will not miss any students' mark and works. They are saved well on the application and can be checked anytime.

Third, lecturer can give some feedback related to the students' assignment individually. The students can revise their assignment when it is needed. They also can get their mark after it has been checked by the lecturer. The students' marks can be checked anytime. In addition, Google Classroom let the lecturer to know students who have submitted the assignment and return it back to the students. Next, it saves the time efficiently. Lecturer can manage multiple classes can reuse existing announcements,

assignments, or questions from another class. Lecturer can also share posts across multiple classes and archive classes for the future classes. Students' work, assignments, questions, grades, comments can all be organized by one or all classes, or sorted by what needs reviewing.

Then, the users can communicate through this application in public or private comment. The lecturer can give private comment to the students' work and the students also can communicate about their work with the lecturer. Beside that, the students can ask or discuss about the assignment in the public comment.

So, there are many advantages of using Google Classroom as media that support teaching and learning activities. There are also other advantages of this application. It depends on the lecturer as the user in applying this application as a part of learning without ignoring the main purpose of the subject learning. This application helps the lecturer in organizing the assignment. Using Google Classroom also help the students in completing their assignment well.

IV. THE WEAKNESSES OF USING GOOGLE CLASSROOM

Using of Google Classroom is really helpful for the lecturer in giving and collecting the assignment. It also looks interesting for the students, especially in submitting their assignments. However, there are several weaknesses may be found in using Google Classroom as a supporting application in teaching and learning process.

First, some students may not have Smartphone because of the price. In some university, it can be found students with low level economy that cannot have a Smartphone as an important gadget supporting their study. It means that the lecturer needs to consider the students who do not have Smartphone. However, this problem still can be solved because the students who do not have Smartphone can access Google Classroom by using Computer. They can visit the website and log in to get and submit the assignment.

Second, some students need to have internet access on their Smartphone. Commonly, mobile data need a higher cost where not all of the students are able to have budget allocation for their Smartphone. Most of them use free Wi-Fi that they can find in public area such as in their campus.

Third, even if the students already get internet access through Wi-Fi facilitated in their campus or colleges, most of internet accesses in public area have problems with the connectivity that become slower and take a long time to access the application. However, this problem does not take important trouble because the students have chance to check or submit the assignment anytime when they able to connect with network.

Thus, there are several weaknesses of using Google Classroom. However, these weaknesses still can be avoided because it does not bring wide impact on the use of this application. It needs certain consideration when the lecturer wants to use Google Classroom in supported students' learning especially about the assignment.

V. CONCLUSION

Google Classroom is a useful application that help lecturer in conducting a blended learning. The use of this application as supporting media gives some advantages in teaching and learning process. Especially in collecting students' assignment, it is really helpful for the lecturer and students. It also makes the teaching and learning process that usually conducted conventionally run better.

Meanwhile, it also has several weaknesses on the implementation. For this reason, it needs to be reviewed and prepared well before the implementation.

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