

## The Use of *Ruang Murid* as an Alternative Medium for Learning English

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**Abstract:** This study aims to determine students' perceptions of the use of the *Ruang Murid* app as an alternative medium for learning English at SMAIT Bait Et Tauhid in Serang City. This study employed a qualitative survey research method. To collect data, the researcher used interviews as the research instrument. The researcher invited 24 students who use the *Ruang Murid* app to participate in interviews and complete a questionnaire. The results of this study indicate that students responded positively to the use of the *Ruang Murid* app for learning English. The selection criteria for respondents were students who had used the *Ruang Murid* app for at least one semester or six months. Furthermore, based on the interview results, students responded positively to the use of *Ruang Murid* as an alternative medium for learning English because it offers various useful features, provides explanatory videos related to lesson material that can be replayed, offers downloadable materials, and features an attractive interface and responsive instructors when needed. The study concludes that students have positive perceptions of the *Ruang Murid* application as an alternative medium for learning English. Its useful features, replayable explanatory videos, downloadable materials, attractive interface, and responsive instructors support students' learning needs and provide flexible access to English learning materials.



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## INTRODUCTION

Today's rapid technological advancements are helping people in many ways. In the field of education, technology plays a vital role because it makes it easier for us to find and share information. Recently, the impact of technology in education has been evident through online learning platforms. These platforms make it easier for teachers and students to interact and learn from anywhere without having to meet in person (Rahmah et al., 2025).

These online learning apps have begun to be implemented in schools; generally, schools use e-learning platforms such as Edmodo, Quiziz, and others. Students also often take advantage of online learning outside of school hours to improve their grades, using apps such as Quipper, Zenius, *Ruang Murid*, and others (Husain & Basri, 2021).

Based on this phenomenon, we felt compelled to conduct research on the latest application launched and released by the Ministry of Elementary and Secondary

Educationan “Education Home” platform that includes the “*Ruang Murid*” app, which offers a range of interesting and comprehensive features that serve as an alternative resource for English language learning for both teachers and students. This app raises two research questions: First, the researchers want to know how students perceive the “*Ruang Murid*” app .

Second Research Question: The research question for this study is “How do students learn English using the *Ruang Murid* app?” and the third research question is: What features are available in the *Ruang Murid* app, and which features are most frequently used by students in the *Ruang Murid* app? Driven by curiosity about students’ perceptions regarding the use of the *Ruang Murid* app, the researcher will collect data by administering questionnaires and conducting direct interviews with the students. Once the data has been collected, it will be discussed in detail and analyzed thoroughly in the discussion chapter.

In addition, many researchers have also studied online learning, such as (Alhabib Yusron, 2023), as explained in his book titled “The Theory and Practice of Online Learning.” This book explains that online learning is not constrained by differences in time zones, locations, or distance for learners. Through the internet, learners can access up-to-date and relevant learning materials and communicate with experts in their fields. A well-designed online learning system can be used to identify learners’ needs and their current level of knowledge, as well as provide appropriate materials that learners can select to achieve their desired learning outcomes. Online learning strategies also require the implementation of methods to present materials and help students process them effectively.

In addition, (Rachmawati et al., 2022) examined online learning in her journal article titled “Exploring Factors Affecting Online Learning and Ways to Develop Online Learning After the COVID-19 Pandemic.” This research paper aims to identify various factors that influence online learning. This study examines factors that may influence online learning as well as the direction of online learning development post-COVID-19 pandemic, including how online learning might change in the future. The study found that factors such as students’ attitudes and perceptions toward online learning gathered from 200 student responses were used to discuss and assess the outcomes of future changes in online learning. E-learning has been a fundamental method during the COVID-19 pandemic. It is expected to remain effective after the global pandemic and to be integrated with in-person classroom learning.

When it comes to online learning, *Ruang Murid* is the most popular online learning platform in Indonesia. *Ruang Murid* is a digital learning platform developed by the Indonesian Ministry of Education and Culture through the Rumah Pendidikan ecosystem. The platform was first introduced to the public in 2025 as part of the government’s education digitization program. The platform is designed to help students access learning materials, complete assignments, and improve their academic skills through technology-based learning. Through this platform, students can learn independently both inside and outside the classroom using digital devices such as smartphones, tablets, or computers (Pribadi Imawan & Prasongko, 2022).

In addition, *Ruang Murid* offers a variety of educational features that help students engage in interactive and flexible learning activities. This platform is expected to create a more effective and accessible learning environment for students from various regions across Indonesia (Malay et al., 2025). By integrating technology into education, the Ministry aims to expand equitable access to quality education and encourage students to develop digital literacy skills that are essential in the modern era. Furthermore, *Ruang*

*Murid* supports the implementation of self-directed and student-centered learning by providing students with the opportunity to access educational resources anytime and anywhere (Susandi et al., 2025).

The purpose of this study is to explore the use of *Ruang Murid* Media as an online educational platform, as well as students' perspectives on the use of *Ruang Murid* in English language learning. The results of this study indicate that students can access *Ruang Murid* via their cell phones anytime and anywhere. From the students' perspective, *Ruang Murid* is very engaging and provides visual animations that make the learning environment enjoyable, thereby capturing students' attention as they learn English.

In conclusion, online learning can be a suitable option for students who face difficulties in the learning process. Online learning in Indonesia has also developed rapidly and given rise to many educational apps that offer engaging content and features. One such educational app that students can use is *Ruang Murid*.

Based on the researcher's background described above, several problems were identified by the researcher in this study. The first issue is that students are unable to attend in-person tutoring sessions due to time constraints, even though they also need to study English to improve their grades. The second issue is that students choose to use the *Ruang Murid* app to help them study and gain a deeper understanding of the material taught in school. Furthermore, it can be said that *Ruang Murid* is considered the most useful learning app for helping students learn English.

## THEORETICAL SUPPORT

### Concept of *Ruang Murid*

*Ruang Murid* is a tutoring platform or forum that offers numerous features to support student learning and out-of-school learning activities through a mobile app (Pantow & Korompis, 2024). They also state that *Ruang Murid* is one of the newest and most popular e-learning platforms. Described as an online tutoring platform, the *Ruang Murid* app can be used by students and teachers to interact and discuss course material anytime and anywhere. Launched in August 2024, the *Ruang Murid* app also enables teachers to use it as an alternative medium for learning. There is a feature called "*Ruang Murid* Learning Resources" that enables teachers to use *Ruang Murid* as a digital-based alternative learning platform with engaging, collaborative features.

In addition, *Ruang Murid* serves as an alternative online tutoring service that can be easily accessed via a smartphone, laptop, or PC (Ma'rifatulloh & Fajarina, 2022). The use of smartphones and electronic devices as educational tools is one approach to online tutoring. The *Ruang Murid* app utilizes tutoring services but is delivered online, allowing the teaching and learning process to be accessed from any smartphone whether connected to the internet or not because a government program provides free hard drives to every school, pre-loaded with the *Ruang Murid* app, which is ready to use as a digital learning platform. He also stated that *Ruang Murid* is effective in helping students learn more easily anytime and anywhere.

Perceptions of the *Ruang Murid* app can be either positive or negative. According to (Irawan, 2022), students' perceptions whether positive or negative cannot be separated from the strengths and weaknesses of *Ruang Murid*. They list the strengths of *Ruang Murid* as follows: First, the features offered by *Ruang Murid* are appealing. The *Ruang Murid* app provides a wide variety of comprehensive features to support both independent and structured teaching and learning activities.

These features are grouped into the following main categories:

1. Learning Materials & Interactive Content Inspiration Category
  - a. Learning Resources: The main portal providing thousands of digital learning resources (educational animated videos, interactive videos, and articles/reading texts) ranging from early childhood education (PAUD) through high school (SMA/SMK).
  - b. Digital Reading Books / Learning Texts: Access to a world of unlimited literacy, electronic modules, and official government-published e-books.
  - c. Educational Games: Interactive gamification features where students can play while understanding concepts (such as interactive quizzes on Earth and energy).
  - d. Virtual Laboratory (Lab Maya): Integrated virtual lab simulations for science and math subjects that do not require physical equipment.
  - e. Practice Questions: A collection of up-to-date question banks across various subjects to help students prepare for exam weeks or daily assessments.
2. Personalized Learning Management Category (Personalization)
  - a. My Materials: A personal storage folder exclusively for belajar.id account users to save, group, and organize favorite materials for easy access later.
  - b. Assignment Management: A dedicated digital space to receive instructions, upload, and submit school assignments directly on a single platform.
  - c. Educational History & Assessment Results: A digital record tracking students' progress in their self-directed learning within the app.
3. Learning Support & Administration Category
  - a. Digital Report Cards: Direct access to view periodic assessment reports and evaluations of learning outcomes published by the school.
  - b. Education Account (Single Sign-On): Integrated login system based on the belajar.id account to enable synchronization across all macro services.
  - c. Counseling & Distance Learning Services: Flexible guidance support and resources for distance learning.

### **Advantages of *Ruang Murid***

Firstly, students can learn anytime and anywhere using a smartphone or laptop. This flexibility makes learning more convenient compared to traditional class schedules. Secondly, the app offers a variety of subjects aligned with the school curriculum, making it a valuable resource for learning and exam preparation. The only drawback he found is that, like many other apps, *Ruang Murid* can experience bugs, crashes, or slow loading times, which disrupt the learning process.

In addition, (Wahyuni & Prastowo, 2023) state in their study on the advantages and disadvantages students experience when using the *Ruang Murid* app, as follows:

1. Advantages of the Student Portal
  - a. Easy Access to Learning  
Students can learn anytime and anywhere using a smartphone or laptop. This flexibility makes learning more convenient compared to traditional class schedules.
  - b. Comprehensive Learning Materials  
The app offers a variety of subjects aligned with the school curriculum, making it a valuable resource for learning and exam preparation.
  - c. Engaging Instructional Videos  
Lessons are often delivered through animated videos or well-explained videos, which help students understand difficult topics more easily.
  - d. Practice Problems and Quizzes

*Ruang Murid* provides exercises, quizzes, and practice exams that help students assess their understanding and improve their skills.

- e. Personalized Learning Experience  
Several features adapt to students' progress, providing recommendations based on their performance, which helps improve learning efficiency.
- f. Time Efficiency  
Students can quickly review lessons without having to go to a tutoring center, saving time and effort.
- g. More Affordable Than Private Tutoring  
Although there is a subscription fee, it is usually cheaper than hiring a private tutor or attending in-person classes.
- h. Progress Tracking  
Students can track their pHformance, view their grades, and identify areas for improvement.

### **Limitations of *Ruang Murid***

- 1. Dependence on an Internet Connection  
*Ruang Murid* requires a stable internet connection. In areas with poor connectivity, students may have difficulty accessing videos, quizzes, or live sessions, which limits its usefulness.
- 2. Subscription Costs  
Although some content may be free, many features are only available through a paid subscription. This can make it less affordable for students from low-income families.
- 3. Limited Interaction  
Compared to in-person learning, interaction with teachers can feel limited. Even in a live classroom, it's harder to ask questions spontaneously or get immediate feedback.
- 4. Eye Strain  
Prolonged use of apps can cause eye strain and reduced concentration. For some students, learning from a screen for long periods is often less effective than traditional methods.
- 5. One-Size-Fits-All Content  
Although structured, lessons may not always match each student's learning pace or style. Some students may find the material too fast, too slow, or not in-depth enough.
- 6. Technical Issues  
Like many other apps, *Ruang Murid* can experience bugs, crashes, or slow loading times, which disrupt the learning process.
- 7. Lack of Hands-On Learning  
Subjects that require experiments or real-world practice (such as science labs) are more difficult to fully understand through apps alone.

In addition, state in their journal article that students feel motivated to learn using the *Ruang Murid* app. Student motivation to learn is divided into two types: extrinsic motivation and intrinsic motivation.

Extrinsic factors are caused by factors outside the students themselves. In this case, the students said they were interested in using the *Ruang Murid* app because they wanted to have fun and receive praise from their parents and teachers.

Intrinsic factors are motivators that drive students to learn for the sake of satisfaction, achievement, recognition, improving their standard of living, and so on. In this case, the students explained that they were motivated to use *Ruang Murid* because the app already provided all the lesson materials they needed, and they wanted to receive rewards from the *Ruang Murid* app if they successfully answered all the questions given.

In conclusion, students have a variety of perceptions when using the *Ruang Murid* app. These perceptions are based on their experiences using *Ruang Murid*. There are many insights to be gained from students' perceptions when using the *Ruang Murid* app, including their perceptions of *Ruang Murid*'s strengths and weaknesses, as well as their motivation for using it. It is hoped that students' perceptions of the *Ruang Murid* app can help evaluate education in Indonesia, so that online and in-person learning in the future can be carried out in a coordinated manner.

## METHOD

In this study, the researcher will use a survey design with a qualitative approach. According to (Darwyansyah, 2017), a qualitative approach is a method for exploring and understanding the meanings that individuals or groups attach to social or humanitarian issues. Meanwhile, (Atmawardoyo, 2018) states that descriptive research is defined as a research method used to describe existing phenomena as accurately as possible. Data can be obtained through data collection in the form of interviews. Therefore, this study will use a qualitative research approach because it aims to classify how students learn English using the *Ruang Murid* app.

Participants are a crucial aspect of any research, and without them, data collection would not be possible. According to (Ramadani et al., 2025), participants are groups or individuals who take part in a research project. Furthermore, this study involves students from SMAIT Bait Et Tauhied in Serang City as participants. The sampling technique the researcher will use is purposive sampling. The idea behind purposive sampling is to focus on people with specific characteristics, knowledge, and experiences that are more useful for the relevant research (Waruwu, 2024). In this study, the researcher selected 12th-grade students at SMAIT Bait Et Tauhied in Serang City who use the *Ruang Murid* app as participants.

## FINDINGS AND DISCUSSION

This study was conducted by the researcher to find answers to the research questions developed in the previous chapter. The research question for this study is "How do students learn English using the *Ruang Murid* app?" Based on data analysis using interviews to answer the first research question, the results show how students use *Ruang Murid* to learn English, as explained below. The first question in the interviews was to determine how long students had been using the app, and the results showed that most students had been using *Ruang Murid* since 11th grade.

The second question was to find out why students chose the *Ruang Murid* app to learn English among other apps. The interview results showed that most students chose *Ruang Murid* because they saw an advertisement for it and did some research on it. Once students learned that *Ruang Murid* was the most popular online learning app, they decided to use it as well.

The third question aimed to identify which feature students used most frequently, and the interview results showed that the most frequently used feature was "Educational Games & Interactive Simulations." Reason for use: It transforms complex lesson material into exciting challenge-based games. Students enjoy it because they can learn without

getting bored or stressed out quickly. This gamification feature stimulates students' active engagement and fosters a positive competitive spirit through digital quizzes. The fourth question aimed to identify which feature most helps students learn English, and based on the interviews, the results showed that the feature most helpful to students in their learning is the "Learning Resources" feature, which helps them understand material they don't grasp that is taught by their teachers at school. To use this feature, follow these steps: How to Access and Log In to the Feature Open the App: Open the Rumah Pendidikan app or access the official website via a browser. Select the Student Room: Click the "Student Room" menu on the main page. Log In: Log in using a Google Account or a belajar.id account to gain full access. Select "Learning Resources": Click on the "Learning Resources" service.

The fifth question aimed to determine how the features in *Ruang Murid* can help students learn English. Based on the interview results, *Ruang Murid*'s features can help students learn English by providing a variety of learning tools that students can choose from. The students explained that learning materials such as videos that can be replayed, downloadable learning materials, and numerous assignments to complete are also ways in which *Ruang Murid* helps students learn English. *Ruang Murid*'s engaging interface, as well as its friendly and responsive instructors, are other ways in which *Ruang Murid* helps students learn English.

The sixth question aimed to determine students' perceptions of the features provided by *Ruang Murid*. Based on the interview results, most students stated that the features in *Ruang Murid* are easy to use and offer many benefits in line with their respective functions. As a conclusion from the interviews, the researcher concluded that students use *Ruang Murid* to aid their English learning by providing them with a wealth of materials, a wide range of features, repeatable video lessons, and an engaging interface. Thousands of Ready-to-Use Materials: Providing more than 1,800 to 3,300+ free teaching materials that are continuously updated and aligned with the national curriculum. Varied Formats: Content is not limited to reading texts or e-modules but also includes interactive videos, infographics, and even comics to facilitate student understanding. Gamified Learning: The availability of educational games allows students to learn while playing, thereby increasing their motivation and active engagement. Virtual Lab Facilities: The Virtual Lab feature provides interactive simulations of science (natural sciences) and math lab experiments without the need for physical equipment at school.

The seventh question aimed to determine how students utilize the features they frequently use in the Student Room to help them learn English. Based on the interview results, there are two features they frequently use: the "English" learning space. Students access it by selecting the "English" menu. The first is Educational Games & Interactive Simulations. Reason for Use: It transforms complex lesson material into exciting challenge-based games. Students enjoy it because they can learn without getting bored or stressed quickly. This gamification feature stimulates students' active engagement and fosters a positive competitive spirit through digital quizzes. Second, Animated Instructional Videos (Learning Resources). Reason for Use: They offer visual explanations of the material that are much easier to grasp than simply reading printed textbooks. These short videos with engaging graphics are most frequently accessed by students when they want to understand new concepts on their own outside of school hours.

This study was conducted to determine students' perceptions of the *Ruang Murid* app as an alternative medium for learning English. Based on the results of questionnaires

and interviews with participating students, it appears that students have a positive perception of using *Ruang Murid* to learn English, as learning with the *Ruang Murid* app is more enjoyable and engaging. The features of *Ruang Murid*—engaging instructional videos that can be replayed, downloadable learning materials, and friendly, responsive instructors—are the main reasons for students’ positive perceptions of *Ruang Murid*.

Based on previous research by Sherlyi Pregitha examining students’ use of the *Ruang Murid* app in learning English, it was found that some participants expressed both positive and negative opinions regarding the app’s impact on their English proficiency. Students assumed that their English skills had improved, particularly in grammar, vocabulary, listening, and reading. However, others expressed the opposite view, stating that using the *Ruang Murid* app did not result in any improvement because they still found it difficult to learn English online. On the other hand, teachers assumed that *Ruang Murid* could help students improve their English skills, but this depended heavily on the students’ willingness to learn.

In addition, researchers found a similar study on how students learn English using the *Ruang Murid* app. However, the process of learning English using the *Ruang Murid* app begins by going to the Learning Resources Menu:

- 1) Access the Platform: Open the official Rumah Pendidikan website in a browser or download the app from the Play Store or App Store.
- 2) Select Student Space: Click the Student Space option on the main page, then select the Learning Resources menu.
- 3) Use a Learning Account: Log in using your belajar.id account so students can save their learning progress.

Set Filters and Search for English Learning Materials Select Level & Grade: Click the grade navigation in the top left to select the students’ educational level (e.g., elementary school, middle school, or high school).

Explore Topics: Click the “Start Exploring” button.

Use Search: Type keywords for the English material you want to study in the search box at the top, such as topics from the latest curriculum like “Vocabulary and Grammar,” “Prepositions of Time and Place,” or “Writing Simple Sentences.”

Student Learning Process (4 Skills) After selecting an English lesson unit, students can practice their language skills through three main sections:

1. Stage 1: Listening & Reading (Videos & Texts) : Students watch Educational Animation Videos to practice their listening skills while reading the translated text or material descriptions below the video to practice reading comprehension.
2. Stage 2: Interactive Practice (Educational Games) : Scroll to the bottom of the lesson page to access the Educational Games. Students learn to form sentences or guess English vocabulary words through fun visual quizzes to keep them engaged.
3. Step 3: Self-Assessment (Practice Exercises) :Finally, students access the Practice Exercises sub-feature to test their understanding of grammar. Their scores and feedback will appear immediately to help them correct their work on their own.
4. Save and Share Materials: If there are any English vocabulary materials or conversation videos that students find important, they can click the Save button to automatically add them to the “My Materials” folder, where they can be reviewed later without using up any new search quota.

First, how students learn to use the *Ruang Murid* app to study English. According to Chapter IV, students frequently use two features: the “English” learning space. To use it, students select the “English” menu, which includes Educational Games & Interactive

Simulations. Reason for Use: To transform complex lesson material into exciting challenge-based games. Students enjoy it because they can learn without getting bored or stressed out quickly. This gamification feature stimulates students' active engagement and fosters a positive competitive spirit through digital quizzes. Second, Animated Instructional Videos (Learning Resources). Reason for Use: They offer visual explanations of the material that are much easier to grasp than simply reading a printed textbook. These short videos with engaging graphics are most often accessed by students when they want to understand new concepts on their own outside of school hours.

After conducting interviews and distributing questionnaires to several students at SMAIT Bait Et Tauhied in Serang City, the researcher offered some helpful suggestions at this stage. At this stage, the researcher's advice is for students to interact more actively with their teachers, so that if they encounter any difficulties, they should ask their teachers first rather than immediately asking questions through the app. Furthermore, regarding the *Ruang Murid* app, it is hoped that this app will continue to bring the latest innovations to the world of education and help many students achieve their desired educational goals.

## CONCLUSION

This study concludes that the *Ruang Murid* application is positively perceived by students as an alternative medium for learning English at SMAIT Bait Et Tauhied in Serang City. The positive perceptions are mainly associated with the application's useful learning features, including explanatory videos that can be replayed, downloadable learning materials, an attractive interface, and responsive instructors who provide assistance when needed. These features appear to support students' access to English learning materials and provide greater flexibility in reviewing lesson content.

The findings indicate that students who had used the application for at least one semester (six months) generally considered *Ruang Murid* a useful and engaging alternative for English learning. Therefore, the application has potential to complement conventional English instruction by providing accessible materials and flexible learning opportunities. However, because this study focused on students' perceptions using interviews and questionnaires, the findings do not establish whether the use of *Ruang Murid* directly improves students' English learning outcomes. Further research could examine its effectiveness through quantitative or experimental studies measuring students' English proficiency and learning achievement.

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