E-Module as a Solution
for Young Learners to Study at Home

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ABSTRACT

In this pandemic era, lots of school are closed. Teaching and learning activities at school are changed into online learning. Some of schools apply the e-learning but others still use social media such as WhatsApp, Google Classroom, Google Meet, Zoom or even by using YouTube. Commonly, teachers use textbooks at school. When teaching and learning activities are changed into online learning, some teachers are facing problems to prepare their own sources material. This descriptive research used literature study with some criteria as the limitation as the data collection. The data analysis is done by reviewing the relevant research or study. Based on the findings, this article is recommending the teachers to create e-module, e-book, or interactive e-module/e-book as one of the solutions in teaching online learning. Electronic module is designedas teaching learning media by the teachers based on the curriculum and students' need. Some softwareare discussed in further discussion to guide the teachers in making their own e-module.

Keywords: E-Learning, E-Module, Young, Learners.

1. INTRODUCTION

Corona Virus Disease 2019 or Covid-19 has been separated to all countries since November 2019. Indonesia is one of many countries that feels the effect of the pandemic. Lots of sectors are stopped to prevent the spread of this virus. Paralyzed community activities have forced the government to immediately find solutions, especially in the field of education. To reduce the risk of transmission, the government recommends implementing social distancing [1]. Schools and colleges are also being affected by this condition related to the Circular Letter Number 3 of 2020 Concerning the Prevention of Corona Virus Disease (COVID-19) in the Education Unit which states that schools and colleges are closed. The Ministry of Education in Indonesia has also issued a policy which is by dismissing schools and replacing the teaching and learning activities process by using an online system. This decision is related to the Circular Letter Number 15 of 2020 concerning Guidelines Learning from Home in an Emergency for the Spread of Covid-19.

Moreover, to support online learning, students and teachers must be able to master technology. In this era of increasingly sophisticated technological disruption, teachers and students are required to have abilities in the field of learning technology [2]. This pandemic is claimed as a momentum for the digital transformation for teaching and learning activities [3]. In conclusion, online learning and electronic learning are being the right solutions for now to apply teaching and learning from home.

Online learning or electronic learning (e-learning) is being a challenge for teachers and students especially for those who never apply this e-learning before. E-learning is defined as the activities of teaching and learning that use media such as gadgets and networks [4]. It is also defined as an online-based learning since the teaching and learning activities need to use digital forms of materials [5]. For teachers, they need to master the software and application in order to teach the students by using online learning. To support the online learning, teachers also need to prepare the electronic learning as media to teach the students. Commonly, teachers in Indonesia use conventional way to teach. So far, the learning process in Indonesia has only focused on books and materials that have been delivered by the teacher [4].In delivering the materials for online learning, teachers should change the printed material from textbook into soft file. Sometimes, the materials from the textbook are retyped in the form of soft file so that it could be shared to the students for online

learning. Some teachers also tend to record the video relating to the explanation of the materials in order to make the students easily to understand.

In term of teaching English to young learners from home, it was found that 77.8% students face difficulties in doing the exercises given by the teachers because the teachers could not give enough explanation and less interaction. The impact is the task after task piles up. Another case, a lot of teachers did not give any feedback after the students collect the task [6]. Considering these findings, teachers should find solutions. First, young learners need to be taught interactively materials to avoid the boredom caused by online learning. Second, the activity of teaching and learning should not take long time to avoid problems in internet signal and quota. Third, the teachers should give the clear direction of doing the assessment and prepare the feedback for the students in order to appreciate their working.

Based on the explanation above, it is suggested for teachers to set up their own materials based on the young learners' need, level and ability. The module is agreed by the educators as a useful and very helpful resource book [7]. To avoid the high understanding materials especially for young learners, the teachers should create the materials that could attract the students' interest by using audio-visual materials and interactive learning.

Some problems appear during the application of online and electronic learning. Many students may not necessarily be able to buy smartphone and to operate it for online learning and e-learning. Students need to prepare the internet quota to join the online learning and they have to spend more money for this. Besides, the signal of the internet sometimes limited due to geographical location or remote areas [8],[9].Then, what are the solutions for young learners to study at home?

Based on the explanation above, it is important for teachers to create their own teaching materials in order to help them teaching by using e-learning. Wise versa, it is also important to find the solution for students in order to help them study without having problems such as signal and internet quota. The problem of the study is formed in a question of: how could e-module be as one of the solutions for young learners to study at home? The objective of the study is to find out how e-module could be one of solutions for young learners to study at home.

2. METHOD

The method used in this study is descriptive research. The aim of descriptive research is to describe a phenomenon and its characteristics. This type of

research focuses on answering the *how, what, when* and *where* questions [10]. To gather the data, literature study is used. The limitation of this study in collecting and selecting the relevant literature review is done by using some criteria. First, the research articles are available at ERIC database so it would be easy to find large number of research. Second, the keywords used to find the relevant research are development of e-book and development of interactive e-module/e-book. And the last, year of the research should be at least 5 years since the aim of this study is to give a solution for teachers in teaching English in pandemic era. By following the criteria in finding the relevant research, there are five articles selected from ERIC database. The data analysis is done by reviewing the previous relevant research finding.

3. RESULTS AND DISCUSSION

E-learning modules were made to give quality expert advancement to in-administration educators, upgrade guidance without time imperatives, and offer a typical information base of instructional methodologies for in-administration and pre-administration instructors to improve educator planning and give extra assets to proceeded with advancement. A study conducted in 2018, it was found that students gave positive response for material presented in e-learning modules rather than a textbook because the e-learning modules offer new experiences in studying [11]. Other two studies also conducted in 2018 show that the interactive module or e-module was rated very well by students and teachers, and the results of experiments at school was categorized as very good [12], [13]. In 2019, it was found that the development of the e-module is very feasible to use not only for higher or secondary level of education but also for young learners' level [14]. And the latest study conducted in 2020 also proves that the feasibility of the use of e-module as the teaching and learning media has received excellent results since it provides the learning activity and learning process for both students and teachers [15].

3.1. The advantages of creating an e-book/e-module

This study recommends the educators to create their own e-module. There are a lot of advantages of using e-book/e-module in teaching and learning, some of them are [16]:

1. Flexible Study Time and Place
   E-book or e-module is a mobile-based device that helps the students studying from their home or wherever and whenever by using their smart phone, tablet or laptop. The teachers could also create their own exercises related to the topic and materials explained in e-module.

2. Access to e-books/e-module could be online and offline

To cover the problems of internet quota and internet signal, after the students downloaded the e-book/e-module, they could save it on their gadget and use them offline. The students could repeat the materials if they still don't understand about the lesson.

3. Interactive Features

E-module should be designed interactively by the teachers and easily to be run by the students so that the students are not getting confused of how to use it. E-book/e-module supports interactive features such as annotations, pen tools, page zoom, search option, read aloud to help students making notes or highlighting the important information.

4. Edutainment Value

Teachers could input the pictures, music, animations, audio explanation, and videos into e-book/e-module. Students also could replay and rewind the materials in e-module easily.

5. Experiment with Augmented Reality

For some gadget that support Augmented Reality (AR), the students simply need to empower their AR application gadget at the picture or object, and a PC created visual springs up on their screen. This 3D picture helps giving the students a vivid and convincing learning experience.

6. Save Printing Costs

Because e-book/e-module is a mobile-device based, so there's no need papers.

7. Provide Updated Content to Students

When teachers create their own e-module, they will design and order their teaching materials based on their students' understanding level, students' needs, and latest/newest materials.

8. Interactive Assessments

To guarantee that the students comprehend the materials, e-book/e-module is provided by tests and activities in each section. Some e-book/e-module practices includes likewise give moment and quickly input and test outcomes.

3.2. Components for Creating a Module

Before creating an electronic module, it is important for educators to arrange the materials to be taught for young learners in the form of soft file. There are three main things to be considered when designing a module [17]:

1. Learning objectives and outcomes are obvious and reachable
2. Learning outcomes or objectives align with teaching activity and assessment

3. Considered about course's type, available resources, disciplinary context and national and legal requirements.
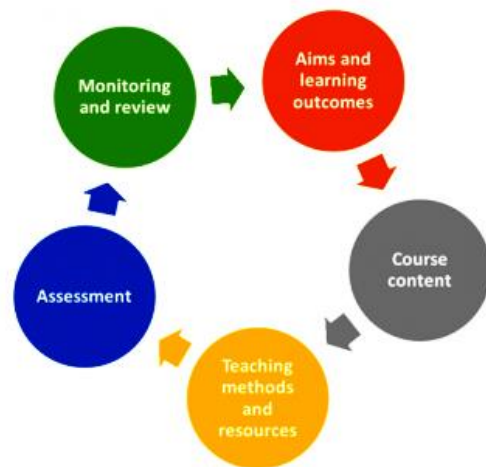

Figure 1. How different elements of a module fit together [17].

In designing e-module, teachers should arrange the elements started from the aims and learning outcomes, course content, teaching methods and resources, assessment or exercise, and monitoring and review as shown in Figure 1 above [17]. The components needed to assemble for e-module are cover, front matter, table of contents, main text, chapter headings, end matter and resources [18]. Another source recommended these components for making a module, they are [19]:

1. Pre-assessment
2. Learning Objectives
3. Assigned reading
4. Assigned writing
5. Exercises/activities
6. For further study
7. Post-assessment

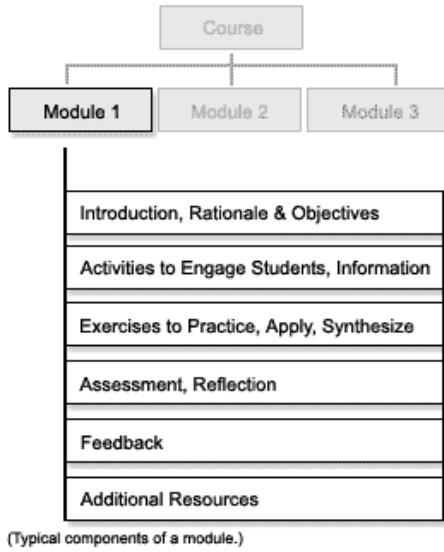In general, typical components of a module as shown in Figure 2[19]:

Figure 2. Typical Components of a module [15]

3.3. Software for Creating e-module

The finished module is saved in the form of PDF and then the PDF version is uploaded into e-book/e-module software. Some software could be used to design e-module such as 3D Page Flip and Flip Page.

3.3.1. 3D Page Flip

Figure 3. 3D Page Flip Software

One of recommended software for creating interactive e-module is by using 3D Page Flip as shown in Figure 3. The steps of converting and designing the e-book by using 3DPageFlip software were as follows:

1. Download 3D PageFlip Professional 1.7.7. from https://3d-pageflip-professional.software.informer.com/download/
2. In the home view, choose "Create New."
3. In the New Project view, next choose "document" in project type, and choose "Select a Template."

4. In the "Select a Template" view choose the template. There are ten template choices, namely Facile, Flexible, Float, Fresh, Handy, Moving, Neat, Panda, Panoramic, and Plain choose one and double click. Then select "ok".
5. In the "Import PDF" view, browse to upload the PDF file, then select "all pages", after that choose "Higher quality larger file size" for quality and size of the e-book. Put check on all the boxes of "Import Link", "Import search", "Import Table of Content, "Detect Wide Pages". Then, click "import now".
6. After the e-book has been converted, then click "Edit Pages" to add features like clicking bottom, video, and URL to the desired page.
7. The e-book can be saved as a project document if it is required any revisions by clicking "File" and select "Save Project as", or publish it to any forms of document like 3DP, HTML, PDF, ZIP by clicking "Publish" and select the format.
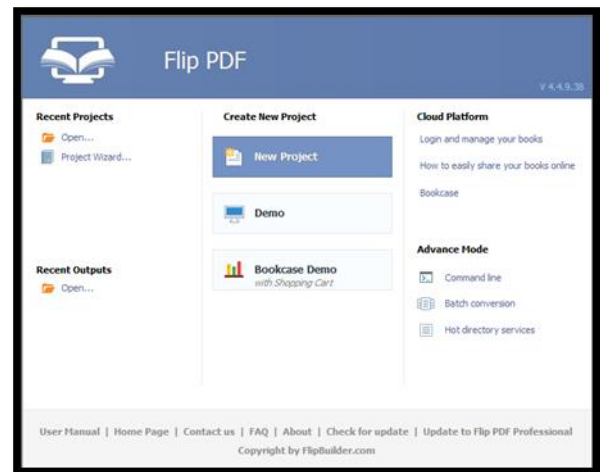
3.3.2. Flip PDF

Figure 4. Flip PDF

Another recommended and free interactive e-module software is Flip PDF as shown n Figure 4 above. The steps of converting and designing the e-module by using Flip PDF software were as follows:

1. Download Flip PDF from https://flip-pdf.software.informer.com/download/
2. File:
   a. Create New: Create a new project.
   b. Import PDF: Import a PDF or multiple PDF files and convert to flipbook.
   c. Open Project: Open a flipbook project (*.flbformat file) that you've saved.
   d. Open the project from output folder: Open the flipbook project directly from the output folder (where you published the flipbook before).

e. Save Project: Save the flipbook project (*.flb format file) after you do a lot of design work; and you can open the project and continue customizing the flipbook later.

f. Save Project: Save the flipbook project as a new file so as not to override the previous settings of your flipbook.

3. For detail guide of Flip PDF, the manual book could be accessed on https://www.flipbuilder.com/flip-pdf/manual/

4. CONCLUSION

Electronic Book or electronic module could be one of the solutions for young learners to study at home. First, it provides the digital teaching and learning materials and is compiled with interactive videos, audios, pictures and animations to improve the students' interest. Second, it could be used online and offline so that the students could study without facing the problems of signal and quota. Third, it helps students and teachers enriched their teaching and learning experience. And finally, it helps teachers manage their teaching materials and time because the materials is created based on the need/curriculum.

ACKNOWLEDGMENTS

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