STUDY OF DIGITAL LEARNING MEDIA NEEDS ANALYSIS FOR STUDENTS OF AS'ADIYAH SENGKANG ISLAMIC INSTITUTE

Umrati [1], Muhyiddin [2], Andi Sakinah [3]
[1, 2, 3] Institut Agama Islam As'adiyah Sengkang, Indonesia

Article Info	ABSTRACT
	This study employs a qualitative descriptive research method using educational, sociological, and communication approaches. Data collection techniques, as well as the research instruments, include interviews with lecturers and questionnaires distributed to students at the Islamic University of As'adiyah Sengkang. During data collection, the researcher conducted a descriptive analysis of the interviews and questionnaires and combined the results using data triangulation. The findings of this research on digital learning media present an interesting and effective alternative for lecturers to deliver material in a more dynamic and visual way, which attracts students' interest and enhances their understanding of the material being taught. Furthermore, through this media, students can become more active in the learning process, as they can explore and comprehend the material independently. The media frequently used by lecturers include presentation tools, e-books, learning applications or games, and educational videos. The media used is tailored to the needs of both students and lecturers. Digital learning media is an absolute necessity in the digital era, but at the Islamic University of As'adiyah Sengkang, there are limitations, such as the lack of computers in classrooms and projectors, which pose challenges for some students in accessing digital learning media. Additionally, technical difficulties, such as unstable internet connectivity or a lack of infrastructure support, can also affect the effectiveness of this media. Therefore, efforts are needed to overcome these obstacles so that the benefits of digital learning media can be equally experienced by all students, allowing the media to be used optimally.

Corresponding Author:

Umrati,
Institut Agama Islam As'adiyah Sengkang, Indonesia
Email: umrati@iaiasadiyah.ac.id

1. INTRODUCTION

Effective learning does not only depend on the role of lecturers and students, but also on the facilities and media used in the learning process. Currently, the world of education is facing increasingly complex challenges along with the rapid development of technology. In the midst of the digital era, digital learning media is one of the keys to creating a more interesting, interactive, and effective learning experience. The role of digital learning media

is becoming increasingly important, especially in supporting a learning process that is adaptive and relevant to the needs of the times. Therefore, a study of the need for digital learning media is important to ensure learning that is in accordance with the demands of the times.

Technological developments have brought significant changes in various aspects of life, including education. Education, which was previously more conventional, is now undergoing a transformation towards a more digital and technology-based learning model. Digitalization in education opens up opportunities to create a broader learning experience, with a greater reach, and provides easy access to various learning resources. Digital learning media allows access to information more quickly and precisely and enables unlimited collaboration through online platforms.

In the digital era, learning media is no longer limited to textbooks and simple visual aids such as whiteboards, but has been developed to include various sophisticated technologies such as learning videos, e-learning platforms, virtual simulations, and gamification-based learning applications. This technology helps students gain a deeper understanding of a concept through visualization, simulation, and direct interaction. In addition, the use of digital learning media supports the realization of independence-based learning where students can access learning materials independently according to their needs and learning speed.

Although digital learning media provides many benefits, its implementation is not free from various challenges and obstacles. One of the main challenges is the limited access to technology in various regions. The inequality of access to devices and internet networks makes the need or use of digital learning media uneven across regions. This creates a gap between students who have access to large capacity technology and those who do not. Therefore, it is necessary to prepare devices that are compatible with students' devices so that everyone can enjoy the same access to technology. Urban internet access supported by only a Wifi network often experiences technical network problems, especially those who live in areas where the internet network is difficult.

The importance of quality digital learning media lies not only in the technical aspect, but also in the pedagogical aspect. Digital media must support meaningful learning processes, activate cognitive student engagement, and enable collaborative learning. In addition, digital learning media must be designed to be adaptive, able to adjust to students' learning needs and abilities, and support personalization of learning.

more flexible and inclusive learning. Flexibility in accessing digital media allows students to learn anytime and anywhere, according to their convenience and time availability. This is very helpful especially for students who have limited time due to certain conditions, such as students who will repeat their lecture material, digital learning media is very suitable for these conditions because it can be accessed at any time.

Digital media also has the potential to create inclusivity in education. With digital media, students with special needs can access learning materials that are appropriate to their abilities, either through customized content or through the use of assistive technology. Digital media provides opportunities for all students, regardless of their background or abilities, to get an equal education.

Next, the author relates it to the Need for Digital Learning Media. Therefore, it is necessary to have a deep understanding of the need for digital learning media for students at the As'adiyah Islamic University of Sengkang. The need for Digital Learning Media is basically media in the form of e-books, learning applications, games or learning simulations, learning videos that can be accessed online or offline if they provide an offline version. This

is different from print media, electronic media. In accordance with the development of the times and intellectual changes, students tend to use digital learning media because these media provide content that attracts attention both visually and audiovisually .

Based on the background description presented above, two main problem formulations can be formulated which will be the focus of this thesis research. The problem formulations in question are:

1. How is the use of digital learning media at the As'adiyah Islamic University of Sengkang?

2. What are the learning media needs of students at the As'adiyah Islamic University of Sengkang?

2. METHODS

This type of research uses qualitative descriptive research. Descriptive research is research that aims to present a complete picture of the conditions of a particular phenomenon with social reality, by describing variables related to the problem being tested. In contrast to quantitative research, qualitative research focuses on understanding social phenomena from the perspective of participants. Common methods used in this study include in-depth interviews, observations, questionnaires and document analysis. This research was conducted at the As'adiyah Islamic University of Sengkang, Wajo Regency, South Sulawesi. The source of research data refers to information or materials used as a basis for conducting analysis, interpretation, and drawing conclusions in research. Data sources are divided into two, namely primary and secondary data sources. To obtain data that is relevant to the main material of this research, the author uses 2 methods of data collection, namely: Interviews and Questionnaires. A questionnaire is a form of a list of questions that have been prepared by researchers to be submitted to respondents. The list of questions is questions whose answers are needed to solve research problems or issues. The target of the research is students in semesters 1, 3, 5, 7 of the As'adiyah Islamic University of Sengkang. The research instrument is a tool used to measure a phenomenon that occurs in the object of research. In this study, the author collected data related to the title of this article using the following research instruments or tools:

1. Human Instruments

Human instruments are individuals who act as the main tool in collecting data or information in a study, especially in qualitative research. In this context, researchers or interviewers use themselves to observe, hear, and understand the information provided by respondents. They act as data collection instruments with direct involvement in the research process. Qualitative researchers as human instruments function to determine the focus of the study, select informants as data sources, collect data, assess data quality, analyze data, interpret data and make conclusions.

2. Interviews

Interviews can be conducted using interview guidelines or direct questions and answers, interview guidelines are used to remind researchers (interviewers) about the aspects that should be discussed and become a checklist whether the relevant aspects have been discussed or asked. Interview guidelines are used so that the interviews conducted do not deviate from the research objectives. Interview guidelines are compiled based on research objectives and based on theories related to the problems being studied. In addition to the interview guidelines that need to be prepared, interview tools must also be prepared such as recording devices (smartphones), notes of questions and interview information and paying attention to the time or opportunity of the source so that the interview can be carried out effectively. In this interview, the researcher interviewed 10 lecturer respondents. 3.

Questionnaire. This study used a questionnaire research instrument. The following forms of questionnaire research instruments are divided into two, namely open questions and closed questions. Open questions are questions whose answers are not provided so that respondents are free to write their own answers, while closed questions are questions whose answers have been provided so that respondents only have to choose one of the answers that have been provided.

Data analysis uses Inductive Analysis, Deductive Analysis, and Triangulation Techniques. Triangulation of data sources is to explore the truth of certain informants through various methods and sources of data acquisition.

3. RESULTS AND DISCUSSION

1. Use of digital learning media

Digital learning media is a media that follows development of the times, or it can also be said a combination of visual, audio, and audiovisual media. So that digital learning media becomes component important in modern education . This media covers tool or a platform that utilizes digital technology that supports the learning process . With development rapid technology digital learning media is increasingly Lots used in institutions education or college tall including at the As'adiyah Islamic University of Sengkang.

In the Law Number 12 of 2012 concerning Higher Education regulates various aspect education high , including use technology information and communication in the learning process . Article 1 paragraph 2 states that education tall is part from education national aiming For to make smart life nation and develop quality Indonesian people . One of them its shape is with utilizing digital media to support effective and efficient learning . So it 's duly using digital learning media besides use of audio media etc.

Common digital learning media used is presentations , e-books, applications or learning games :

a. Presentation

Presentation with digital learning media support will interesting attention , because presentation is Exposure packaged material in a way complete and supported by a digital display that can load visual, audio, or audiovisual media at the same time .
Based on results interview Hardyanti .

" Teach use presentation projector ”

This media is the easiest medium used at a time easy made by lecturer or student That myself . Presentation can made with using Power Point (PPT) or better interactive There is application canva that can used For make presentation . PPT and Canva are both Good used For presentation , but If review from aspect practical design interesting application canva more good , because has available some templates such as presentation proposal templates etc.
The results of Kartini's interview were that

“The media that often used is presentation and ice breaking”

Ice breaking actually is method For refreshing thought in between times teach like sing for a moment at a time stretch muscle for a moment , the song was sung usually concerning the outline material , with use video presentation or animation text as his companions . Some other respondents also use presentation moment teach use projector If Still Not yet some use it , sometimes lecturer bring projector personal moment teach .

Results questionnaire " are digital learning media presentations (images , videos, quizzes , simulations) effective used moment study ” all 69 respondents answer “Yes”, can concluded that presentation interactive besides effective used moment lectures have also

been become needs . Presentation interactive can practice brain think systematic and structured .

b. E-book

E-book is book in digital version which is practical , book This can accessed and read through device like computer , laptop, mobile phone or tablet. This e-book usually in PDF format . What distinguishes with book physique is the form of a file, while book physique in paper form .

Interview results Hardy

" According to him Using E-books is more updated and flexible For used teach

Slow later use book physique or paper start displaced with presence of e-books. Books physique or paper that is not practical brought everywhere the volume is impressive heavy . Make reader switch to the e-book that can digitally accessed , device capital digitalyang own sufficient storage . As well as easy digital books found update edition or edition revision the latest online which can accessed and obtained the file with fast without There is constraint time delivery , while book physique or paper must to the bookstore or sales platform books that have a long delivery period .

" Meanwhile, Kartini provided a link to the e-book that was used teach ."

Providing an e-book access link is one of the ways support the need for digital learning media , besides existence uniformity reference between Students and lecturers also provide E-books at the same time convenience access read When and where just student is outside of lecture hours . This is what makes the advantages because e-books are enough accessed through mobile phone just If No bring a laptop or tablet. Even e-books in PDF format can accessed offline after download the required e-books . This is what makes e-books popular. Because its practical function .

Questionnaire results student that " Is lecturer normal using / recommending digital learning media e-books or digital book now lectures " 58 people answered "Yes" while 31 people answered "No"

c. Application or learning games

Application learning is device software designed For support the learning process teaching . Application This can used on various platforms, including mobile devices , tablets and computers

Interview results with Hardy

" use application quiz For quiz learning "

Quizizz is A application learning interactive designed For help students and teachers in the learning process teach with a better way interesting and fun . This platform allows teachers to make quiz interactive that can played by students in a way individual or in group , good in a way directly in class and also as task home . Quizizz has easy interface used , where the teacher can make various questions , starting from from choice double , fill short , until question based on image . One of the superiority application This is his ability For give bait come back direct to student after every question , so that student can direct know whether answer they Correct or wrong. This is push student For Study more active and motivated For repair error they .

Application This is also equipped with various feature interesting like leaderboard or board the ranking that adds element competitive in class , but still in supportive atmosphere learning . lecturer can access report results very detailed quizzes , including score individual students , time spent For every questions and analysis difficulty question . This feature help lecturer For evaluate performance student in a way more effective and adaptable method teaching they based on need student .

In addition , Quizizz supports learning distance Far Because can accessed online via various devices , such as computer , tablet, or smartphone. In the context online or hybrid learning , applications This be one of very useful tool Because its flexibility allows student Study When anywhere and everywhere . There is also a question bank that contains thousands community created quizzes lecturer from all over the world, which can accessed and modified in accordance need lecturer

Use gamification in Quizizz, with existence elements such as avatars, themes that can be selected , and pleasant sound and visual effects , adding Power pull application This for students , especially for generation young people who have familiar with technology . Students No only learn , but also feel currently play , so that atmosphere Study become more relax However still effective . This is help increase engagement and interest Study students , especially in possible lessons they consider difficult or boring . In Overall , Quizizz has prove himself as one of the application learning innovative capable integrate technology with the learning process teach in a way effective , making it very useful tool for teachers and students in the era of digital education .

Learning games is method education that uses element game For improve the learning process teach . In learning games , participants educate involved in a way active in designed activities For convey knowledge , skills , and attitudes .

Results of Nurul Mawaddah's interview
" Application normal learning word wall as a digital learning medium ."

Wordwall That Alone is a learning platform interactive that can make quizzes , games and activities Study digitally . The main features of the wordwall covering convenience use .

Google classroom is also included in application purposeful learning make it easier lecturer in manage class , distribute tasks , and communicate with students . Application This often used when the pandemic requires learning distance Far or online learning .

2. Analysis digital learning media needs
a. The Need for Digital Learning Media

Regulation of the Minister of Education and Culture of the Republic of Indonesia Number 14 of 2014 concerning National Policy and Standards for Higher Education. Regulations This covers policy about development system based learning technology , including use of digital learning media . In the policy this , college tall expected For integrate technology in the learning process use increase quality education .

The digital era is marked with development technology and information rapidly . The world of education is also the part that experiences transformation big in use technology in the learning process . Digital technologies such as computers , laptops, tablets and smartphones as well wide internet access change method teach lecturers and students Study .

Based on results interview Hardy
" about view about the need for digital learning media that digital learning media really helps the learning process teach , more easy delivery materials and students more interested method lecture ".

That matter due to because digital learning media provides various element engaging visual interactive attention as well as make it easier understanding student different , with media lecture direct which tends to One direction , which allows lectures tend passive . View about the need for digital learning media is that digital learning media plays a role a very significant role in increase effectiveness of learning process teach . Use of this media allow delivery more material easy and clear , so that student can understand information with more

good . In addition , digital learning media is able to interesting interest students , make they more involved in process study , especially in context method lecture . With support technology , experience Study become more interactive and interesting , so can increase motivation and results Study student in a way overall . Therefore that , the integration of digital learning media in education is very important For create environment learn more effective and efficient .

On the questionnaire students " Are digital learning media more interesting from method conventional digital learning media and methods conventional " as many as 64 students select "Yes" while 5 students chose " No" . Students more Lots choosing learning media more interesting can concluded that digital learning media has become need mandatory that must be improved at the As'adiyah Islamic University of Sengkang (UNISAD), while student choosing digital learning media is not interesting No means the media No support , can just student the like style Study listen to or experience constraint internet access or difficulty technical . In using this media can collaborating learning media conventional and digital provide opportunity For optimize the learning process . For example , teachers can start with method lecture traditional For explain draft basic , then using digital media such as video or application interactive For deepen understanding students and provide example real . Combination This No only make learning more dynamic but also creates experience richer and more comprehensive learning .

In addition , collaboration this can also fulfil diverse style Study students . Students who are more comfortable with digital media will get benefit from use technology , while more students Like method traditional still can involved with the way they do know . With Thus , collaboration between conventional and digital media allows more teaching inclusive and adaptive , enhancing motivation , engagement , and understanding student in a way overall .

Nurul Mawaddah Interview Results

" that The use of digital learning media is very much needed No because digital media is trend , but as alternatives that can taken For delivered material or objective learning "

Digital learning media is not just trend temporary but has become fundamental needs in the world of modern education . Technology This proven effective in increase understanding students , so that learning more interactive and flexible . Facing challenges of the globalization era , digital learning media presents solution strategic relevant contextual and affordable .

"The above in tune with Mr. Hasriadi's opinion that digital learning media is really needed , because Already demands of the times, increasingly All- digital media days , in fact We missed , should be from Formerly use media, should book already digital, and learning already digital

Correct that digital learning media has become demands of the digital era today this , development technology that message has change method man access information and knowledge including previous learning media use conventional Now Already can go digital.

Results of the questionnaire " Do you feel that digital learning media helps you ?" in understand material " answer "Yes" 68 people answer "No" 1 person. This is show that digital learning media is very helpful as well as needed students of As'adiyah Islamic University Sengkang, in order to lectures and , learning outside of class hours .

Based on results questionnaire student about " What is lecturer You often using digital learning media in learning " can be obtained that 54 people answered "Yes" and 15 people answered "No" then identified that digital learning media is very much needed by

students and lecturers . This is in accordance with results interview Hasriadi above , that student follow needs and times because often using digital learning media , because frequency This can identified that campus must provide facilities that support digital learning media , even though there are those who choose "No " This No because digital learning media does not needed or No interesting for student but limited digital access on campus limited . Although modern technology offers Lots tools and resources power that can enrich experience learning , still There is a number of the constraints that cause this media No utilized optimally . For example , limitations internet access in some area , lack of training for teachers in use technology , and inconvenience student in adapt with method new learning . In addition , although Lots designed learning applications and platforms For increase interactivity , some student Still more comfortable with approach traditional that they know . Sporadic use of digital media this can also result in mismatch style understanding students , where students Possible experience difficulty in connect the material taught digitally with more concepts conventional . For overcome challenge this is important for institution education For provide adequate training for teachers , and ensure that all student own equal access to technology . With however , even though the use of digital learning media is not always maximum , there is opportunity For increase its effectiveness with a more approach planned and integrated .

Kartini interview results

" media learning Certain needed and required Because Already his time , but return to means campus that has not adequate ."

Although digital learning media has become needs of the times, but its use sometimes Not yet maximum , such as Mrs. Kartini's opinion above that digital learning media is very necessary For adapt development of the times but the media Not yet maximum utilized Because means campus Not yet adequate , facilities that are not yet available adequate meant is If want to using digital learning media presentation interactive using PPT or other fully Not yet can implemented in a way maximum every moment lectures Because availability tool limited digital presentation .

Interview results Ariswanto

" Ariswanto is really needed , because digital learning media is very helpful." Because make material more interactive , easy accessible , and supports learning distance far away . On campus , this important For fulfil need modern students , even though still need balanced with look at face ."

Based on Constitution Higher Education Law Number 12 of 2012, Article 31 concerning Distance Education (PJJ) explains that PJJ is a learning process teaching that is done in a way distance Far through use various communication media . PJJ will give Higher Education services to Community groups that do not can follow education look at advance or regular ; and expand access as well as make it easier Higher Education services in Education and learning .

learning media also works support lecturer in make material interactive , as well as support learning distance distance learning (PJJ). Distance Learning is meant No only as virtual learning from distance Far in matter This lecturers and students is at in place different , but also can used repeat material studying come back another time or time leisure . In addition to supporting Distance Learning , digital learning media fulfills need modern students who have different needs with generation previously . Modern students are more need access technology in the form of fast internet that allows they Study online , access references . In addition to access technology fluent flexibility in the learning process has become need important , because sometimes student share it's time between lectures and other activities .

Satriani interview results

" I see use of digital learning media as very important tool in support the learning process teach . With digital technology , access information become more broad and flexible . On campus , this digital media is very much needed For support involvement student in a way more active and interactive , so learning No Again limited to space class physique "

The need for digital learning media is indeed Already become the needs that can influence activity student matter This because of Already Lots access digital learning that doesn't limited to space class physical . With the presence of a learning platform such as learning videos , quizzes interactive , digital books that can accessed in a way flexible can make student more active . Almost thing The same like perception student in questionnaire that reason main using digital learning media is convenience access and time Study flexible .

Reasons for using digital learning media at the right time Study flexible digital learning media offers profit significant , one of them is flexibility time learning that is highly desired by many students and educators . With learning media this , participants educate No tied to a schedule class traditional , so that they can choose the most suitable time with rhythm and needs of each. This is very useful for students who have commitment others , such as work beak time or not quite enough answer family , allows they For arrange time Study with more effective . In addition , flexibility This also provides chance for student For repeat difficult material understood without pressure time , so that increase understanding and retention information . On the other hand , educators can to design experience more personalized , adaptable learning materials and methods teaching in accordance with need students . With existence 24/7 access to material learning , students can Study When anywhere and everywhere , pushing learning independent and improve motivation . In the context of This , digital learning media is not only make it easier access information , but also empowering student For take control on the learning process they , make education more inclusive and adaptive .

Interview results Muh . Yasin Ceh Nur

" That is very much needed , because beside make it easier in the learning process can also innovate "

Apart from being needed and making the learning process easier , all lecturer or student can innovate Alone create appropriate digital learning media need teaching . Lecturers can create learning videos or PPT itself even so with student can make presentation material Alone .

Interview results Ekawati

" digital learning media is needed once so that students No technologically illiterate .

One of the benefits of digital learning media can functioning as introduction or simulation study . Right opinion on on that digital learning media is really needed to prevent student No stuttering technology (gaptek).

Questionnaire results state that the learning media needed is projector , smart TV, things can interpreted that presentation interactive enough interested . Delivery material use presentation supported by projector or smart TV makes learning more interactive Because direction view to projector or smart TV and focus to the material that presented .

Interview results " Are digital whiteboard needed for learning replace projector " answer "Yes" 62 people while "No" answer 7 people. Digital whiteboard has touchscreen function or feature touch the one that own resolution picture more wide . And space motion lecturer No limited . While If use projector resolution picture different with digital whiteboard, as well as access motion limited Because projector is a media based on light , when passing by in front of the light panel , then displayed object will obstructed . It's just

that projector is tool with easy and light For under move place . While digital whiteboards sometimes Already installed permanent somewhere room . If possible moved so need 2 people to move it .

Need digital learning media training is increasingly urge along with progress technology and shift going to method more learning interactive and flexible . In the information age this , educator sued For control various digital tools and platforms that can increase experience Study students . Training This No only assist teachers in understand method use technology , but also teaches they For to design interesting and appropriate content with need participant educate . In addition , digital learning media training facilitates development skills 21st century , such as breakdown problems , collaboration , and creativity . With proper training , educators can utilize multimedia, simulations , and tools digital assessment for create environment learn more dynamic and responsive . This also contributes to the improvement results Study students , because they more involved and motivated when material delivered through an attractive format . Therefore that , investment in digital learning media training is not only a necessity , but also a step strategic For prepare educators and students face challenge education in the future .

Based on results questionnaire students , " Are need digital learning media that is accessed online " answer "Yes" 65 people and answer "No" 4 people media needed can in the form of videos, text , quizzes , and simulation , digital books . It can be concluded that the video in question can in the form of learning videos . Learning videos can used as digital learning media , for example history videos civilization Islam , microteaching videos, activity videos supervision education , how to video trial etc. While text and quiz can made with using simple Power Point (PPT) with depend on feature animation , the question is can displayed One one by one . Simulation learning simple can made with rely on google forms in matter This answer the question automatic will checked by google forms . Although quizzes and simulations based on available applications area , its use Can customized with condition environment learn . If you experience difficulty access or technical operate , then can try other alternatives .

b. Advantages of Digital Learning Media

Digital learning media provides excess alone compared to conventional media , one of them the advantages is flexibility , interactive , visual, learning personalization , as well as support learning independent .

" This matter in tune with opinion Hardiyanti, who considers digital learning media to be more... engaging and interactive and customizable with current development ." Development technology is things that are not can avoided but must adapt with current development

" Then Kartini argued that learning media digital adjust condition as well as more open Gen Z insight of course use style learn gen z

Why thus Because Now is the digital era in matter This is Gen Z generation is everywhere more active use digital access compared to manual. The digital era is marked with development technology very rapid information and communication , which then change method man interact and communicate , learn , and access information . The presence of the internet, digital devices have make it easier access to various type information . While Gen Z is generation that grows and develops in the digital era. They there is something that has been used to use technology since early , so that more adaptive with change technology . So that student Now more interested with digital learning media compared to conventional media .

Whereas according to Nurul Mawaddah

" Disclose that digital learning media makes message learning fast delivered or understood , improve interest learning , having fun , and also functioning reduce power as well as minimize time ."

Why digital learning media is considered fast delivered Because There is material certain that require several meetings For discussed , so that this digital learning media can made into alternative minimize time learning , with method provide video or material presentation taught on the day that , to return studied at home . So that when meeting following remainder evaluate level understanding student

Whereas results interview Hasriadi that

" Digital learning media makes it easier management example want to read There is digital books , add outlook knowledge Good in and also abroad , as well as more easy during Distance Learning .

Phenomenon study in various place in and also abroad can seen or accessed digitally , the way they can adapted to everyday life . Example culture abroad reading book that's all amount that can be adapted in our region which is classified as having minimal literacy

Results of Mr. Ariswanto's interview

" The advantages of digital learning media are more interactive , flexible , and can accessed When only . This also allows learning distance far , more Lots source online power , as well as make it easier collaboration . Compared method conventional , digital media is more adaptive to need modern students ."

Modern students' abilities adapt with technology , thinking critical , and have ability independent . They tend utilise digital devices that support the learning process them , such as laptops, tablets and applications learning others . In addition flexible modern student utilise source digital information .

Results of Mrs. Ekawati's interview

" The advantages of digital learning media are more simple , more structured learning "

The use of digital learning media of course more structured because digital learning media can in the form of Power Point presentation , in matter This lecturer can make an outline the material to be under every meeting lectures . So that when material exposed No back and forth the discussion , because Already There is description material systematic .

Satriani Interview Results

" The advantages is flexibility time and place , convenience in access material When only , and ability For utilise various media formats (text , video, audio) that are more interesting for students . In addition , digital media allows existence more interaction active between lecturers and students , as well as between student alone , so that increase collaboration ."

Flexible time and place one of advantages and benefits of digital learning media . Ability make material with compatible text , video, audio formats with digital device example simple mobile phone . Of course besides attractive and flexible Because mobile phone is digital devices that are almost every minute used by students .

Interview Results Herianti

" Excess from the use of digital learning media including make student more more focus in the learning process .

Digital learning media can practice focus Because With feature interactive and visually appealing , digital media is capable of facilitate understanding material in a way more deep . Different If only explained just , sometimes There is material that is abstracts that require video, which can prevent daydream solely .

Based on results questionnaire " Does digital learning media make it easier? " access , time Study flexible , interactive " answer "Yes" 69 people

1. Ease of Access Digital learning media enables student For access material Study When anywhere and everywhere , as long as they own internet connection . This is very helpful , especially for students who have other activities outside college . With the existence of digital platforms, they can with easy find source resources , such as videos, e-books, and articles , that support learning they without must limited in time or place certain .

2. Study Time Flexible with digital learning media , students can arrange time Study in accordance with needs and rhythm each of them . They can choose most effective time For study , good That morning , afternoon , or night . Flexibility this is very valuable , especially for students who have work beak time or commitment others . They can compile timetable appropriate learning with life daily them , so that increase effectiveness learning .

3. I nteractive Digital learning media often offers experience learn more interactive compared to with method traditional . Features like quizzes , discussion forums , and simulations allow student For participate active in the learning process . Interaction This No only increase involvement student but also helps they understand material with more good , because they can direct apply concepts learned in context practical .

4. Combination Ease of Access and Interactivity create environment learn more interesting and effective . Students No only can access material at any time, but also can interact with material and with fellow students . For example , a learning platform that provides interactive videos or learning game based can increase motivation student For Study .

5. Focus on Independent Learning with convenience access and flexibility time , students pushed For take not quite enough answer more big on the learning process they . They can explore material more in in accordance interest they , who push learning independence and skills think critical .

The results of the questionnaire " Are satisfied the quality of existing digital learning media moment This " answer "Yes" 66 people and answer "No" 3 people, can concluded that digital learning media is effective For used teach or student Study .

c.   Digital Learning Media Challenges

Apart from the advantages of digital learning media , challenges are also found . in use of digital learning media . Following The challenges of digital learning media are: gap digital access , limited digital skills . The gap digital access can due to limitations infrastructure . As a result a number of group No own equal opportunity For utilise online digital media technology .

" This is what Nurul Mawaddah experienced when teach Because As'adiyah Islamic University Sengkang campus on several occasions point location No integrated with internet access (Wifi), so alternative using cellular data personal "

Internet access only there around Building C, 1st floor Lobby Room , 2nd floor Library , 1st floor Faculty and Postgraduate Room , a room that has the internet access at a distance with room class lectures so that internet access is experiencing No reach all room class lectures . *Limited digital skills* that is student Possible Not yet own skills Enough For utilizing digital learning media . This is can due to Because lack of training that causes student not yet optimally utilizing digital learning media and can also be caused Because lack of motivation For Study technology new , because Already used to given audio media lecture or deep lecture matter This is the lecturer explaining material , while student only listen to material the material presented .

" This matter as expressed by Kartini that No everything student Ready with digital technology , things This due to Because used to Study relax , so that when use digital learning media sometimes experience difficulty , one of difficulties experienced is

device or mobile phone student sometimes No capable using media that has been set , or No have cellular data For access learning media "

Face face challenge on Of course needed support improvement infrastructure technology in the form of adequate internet access that can reachable free and smooth on all point location of As'adiyah Islamic University Sengkang. The infrastructure that adequate is foundation important the need for digital learning media . In addition to smooth internet access Of course needed digital learning media web facility for accommodate all material college that has been based on digital learning media so that student can repeat material When only and where only . So that student with easy access material his lectures . And it is very much needed improvement means learning at the As'adiyah Islamic University of Sengkang. This is referring to the condition means that is at the As'adiyah Islamic University of Sengkang, only has 5 projectors so that No all in every meeting lectures presentation use projector .

" Satriani's opinion Challenge the main thing is access technology that is not evenly distributed among students , especially for those who may own limitations device or internet connection . In addition , there are also challenges in matter adaptation , good from side lecturer and also students , towards use technology new that continues develop .

Challenge on including digital divide No all student own adequate access to device electronic such as laptops, tablets, or smartphones. In addition , internet access that is not evenly distributed across various regions, especially in rural areas isolated , causing difficulty in access material digital learning . Quality internet network that is not stable or slow can disrupt the learning process , especially For material video based or activity learning interactive online .

Interview results with Andi Utari

" that No existence available facilities and infrastructure in the class .

Of course Correct No There is deep digital means class , (documentation class can see in the attachment). Class only limited to room lectures without digital facilities . Sometimes electricity No adequate Because part class use electricity prepaid , so that when the electricity token finished , lecturer No can presentation projector .

Based on results questionnaire " Is internet connection , become challenge use of digital learning media " the answer "Yes" was 43 people while The answer was "No" 23 people. Internet connection is not stable is one of constraint main in use of digital learning media , which can in a way significant influence effectiveness of learning process teaching . Instability This often causes disturbance during session learning , such as buffering in learning videos , disconnections video call , or difficulty in access the materials provided . As a result , students can feel frustration and loss focus , which has an impact on understanding they to the material being taught . In addition , the conditions this also creates the gap between students , where those who have more internet access Good will get experience learn more Good compared to with those who are hampered by slow connections or No stable . In the area rural or isolated , problem This often more severe , widening digital divide between students in various location . Not only that , when connection disconnected , interaction direct between teachers and students become limited , reduced chance For discussions and collaborations that usually in progress in learning look at face . All matter This show that For maximize potential of digital learning media , it is necessary existence effort together For increase internet infrastructure , so that all student can access education with an equal and effective manner .

The results of the questionnaire " Are difficulty technical become challenge use of learning media digital " the answer "Yes" 23 people and the answer "No" 43 people. The

use of digital learning media has become an increasing trend increase in the world of education , but No let go from various difficulty technical matters frequently faced . One of the challenge main is instability internet connection , which can bother access student to material learning . In addition , the differences ability technical in between students also become obstacles , where some student Possible No used to or No own adequate skills in use digital devices . Problems compatibility device hardware and devices soft also often appear , resulting in a number of student No can access content learning optimally . On the other hand , the problem data security and privacy are also a concern attention , where students and teachers must be careful in using online learning platforms to avoid risk leakage information . Finally , dependence on technology can reduce interaction social among students , the important thing is For learning collaborative . All factor This show that even though digital learning media offers Lots advantages , difficulties emerging technicalities need attention and appropriate solutions so that the learning process can walk with effective .

d. Digital Learning Media Used

In accordance results interview frequent media respondents used is presentation material projector If projector No used moment learning , sometimes If projector used all , presentation still done with alternative access material presentation use each laptop .
Interview Results Ekawati
" said that digital media is often used all in Google Drive form material or papers and assignments sent to the drive link .”
Google drive can also alternative digital learning media container , various formats can be saved on drive, lecturer can utilise keep digital book or e-book, presentation material into the drive folder. Then student remainder access the google drive link and search found material . Google drive Enough suitable used as alternative learning web . Although access limited because of only those who have the access link can log in or enter to that drive . Google Drive is service storage cloud -based provided by Google, allowing user For store , access , and share files online . Uses Google Drive's main focus lies in its capabilities For keep various file types— including documents , photos , videos, presentations , etc. application — in safe in one place , so that can accessed When anywhere and everywhere during connected to the internet.
Nurul Mawaddah Interview Results
"The media used follow situation availability tools , media used as alternative is paper media , or direct compete write his opinion on the board write .
Use paper Already become the most frequent alternative used when teach but there is advantages and disadvantages . The advantages of writing media paper , such as book notes and sheets work , easy accessed by lecturers and students without need device electronic or internet connection . Media writing paper help student hone skills write hands , which are related close with skills motor fine , organization of ideas, and understanding material . Does not require Power electricity or internet connection so that Can used anywhere and anytime only , including in the environment without facility technology . While the drawbacks use excess paper contribute to waste source Power nature and produce more trash many , while digital media can reduce use paper . Notes paper need room physique For storage , and search information from pile paper more slow compared to digital search . Compete write direct opinion on the board write is method teaching that involves student in a way active in the learning process with request they write view or argument about a topic ahead class . This is can represent presentation interactive If tool presentation No available in the classroom .
Satriani Interview Results

"I often using presentation media interactive Power Point (PPT) and learning videos Because both of them effective convey visual and engaging material attention student .

The above in tune with results interview Ariswanto
" Learning video make it easier delivery draft complex visually and attractively .

Learning videos make it easier delivery material that has draft complex with utilise visual elements such as animations , graphics , and diagrams. learning videos allow use animation showing the process in a way dynamic , helpful student see How every step happen in a way sequentially . learning video allow lecturer For explain material with a better way structured and attractive , utilizing color , text moving , and sound For highlight parts important from material . With method this , students Can more easy understand and remember complex concepts Because visualization break information become the more part simple and easy digested . According to Santoso, learning videos offer flexibility in delivery material and allows student Study with the speed at which they determine myself . This media is very useful in convey material that is needed visualization , such as draft complex scientific and technical .

e.   Digital Learning Media Development Expectations

Interview results Hardiyanti , hope in the future to be more at level infrastructure to be maximized utilise technology "

Appropriate very that effectiveness a activity teach If adequate facilities and technology , improvement the means in question can in the form of internet and digital access

Interview results Hasriadi so that the capacity electricity improved

Capacity electricity on campus of course Not yet adequate , even though lecturer has bring digital devices for teach sometimes access electricity in the occupied room studying No there is , so must look for room class that is not used to be able to facility electricity . Although there is a hall that has been equipped with Smart TV that can made into alternative room lectures , but sometimes the hall is used for activity campus

And some Respondent expect the existence of a learning website or indeed academic portals special For accommodate all material learning based on digital learning media is good That in the form of lecturer RPS , learning videos , presentations interactive , and e-books. This website required for students can access When and where just in a way repetitive , user friendly and compatible with digital devices for lecturers and students . According to Minister of Education and Culture Regulation No. 3 of 2020, RPS must arranged with consider relevance with need students and development knowledge knowledge , as well as method facilitating learning learning active and student - centered . While the learning Web according to Putra, Web learning give chance for teachers and students For interact without limitation space and time , and provide source Power a richer and more diverse education The availability of RPS on the learning website is very helpful lecturer or student access digitally . Lecturers do not need bring RPS paper when teach , enough bring digital devices mobile phones , laptops or tablets. The same thing with student Enough upload required materials .

Expectations for the development of learning media No just from aspect providing a web or academic portal , but also from financial aspect information from Mrs. Kartini that required its main funding support For provision of IT on campus , for example projector only 1 unit in the faculty .
Results of Nurul Mawaddah's interview

" Need very support laptop procurement or computer For room microteaching,Smart TV, loudspeaker sound , and comfortable carpet and seating . "

Digital microteaching is a method teaching that uses technology information For increase skills teach prospective teachers. In the context of this , standardization digital microteaching space is very important For ensure that the learning process in progress effective and efficient . Some aspects that need to be considered be noticed in standardization digital microteaching space includes :

1. **Space Design** : Microteaching space must be designed to support interaction between teachers and students . This is can covers arrangement chairs and tables , adequate lighting , and use technology like projector and screen .
2. **Equipment Technology** : Standard equipment technology must fulfilled , including computer or a laptop that has sufficient specifications , stable internet connection , and devices appropriate software For teaching , such as application video conferencing and tools presentation .
3. **Availability of Learning Materials** : The microteaching room must be equipped with material easy learning accessible . This can be covers books , articles , videos and resources other relevant digital power with topics taught .
4. **Comfortable Environment** : Atmosphere room must support comfort participant educate . This is covers arrangement temperature , noise , and other factors that can influence concentration and comfort Study .
5. **Criteria Assessment** : Determination criteria clear and objective assessment For evaluate performance teacher during digital microteaching sessions are very important . This can covers aspects like delivery materials , usage technology , interaction with participants , and abilities answer question .

With apply standardization a good digital microteaching space , it is expected prospective teachers can increase ability teach they in a way effective in digital environment .

Interview Results Herianti

> " The hope for the development of digital learning media funds is not must direct to lecturer or teacher concerned , but more support For procurement of funds for development of digital learning media on campus , so that all Can enjoy facility the "

One of how to develop learning media can maximum is existence financial support . True that no funding support must personal , but financial support can in the form of provision complete digital facilities every class , and free digital access in the form of free wifi for students and lecturers , digital libraries that have equipped with digital book according to with eye study programs and lecturers and students can submit procurement title required books .

Questionnaire results student about campus need stage digital learning media training , the answer " Yes" was 62 people and the answer "No" was 7 people so that can concluded that objective given training is give understanding about various types of digital learning media , developing skills student in use digital tools and applications for learning . Improve creativity student in to design material learning using digital media. Students will introduced with various tools and applications like Google Classroom, and Canva, which can used For design and deliver material learning . This is in line with opinion Rahmadani who stated that use application learning can increase effectiveness learning . While those who provide The answer " no " requires digital learning media training , the causes can reviewed from whether Already proficient using digital learning media or Not yet proficient . If not proficient , then

here it is function training the use can adapt with development digital technology . A study by Prabowo and Setiawan shows that lack of knowledge and skills in using digital media is one of the obstacle main in implementation method innovative learning in the classroom . Therefore that , institution education need notice need training this and provide appropriate programs For facilitate development students' digital competence . According to Rudianto , the use of digital media in learning can increase motivation and engagement students , who in turn can increase results Study they . This is show that trained students in the use of digital media will more Ready For face challenge in the world of modern education . Trained students digitally or understand technical do digital work will more easy adapt with modern environment in the future .

CONCLUSION

Based on description discussion that has been put forward , then can withdrawn conclusion as following .

1. Use of digital learning media used student based on presentation . Presentation This can in the form of video or animation E-book text is book in digital version which is practical , book This can accessed and read through device like computer , laptop, mobile phone or tablet. This e-book usually in PDF format form . Application or learning games based on quiz like quizziz and wordwall

2. The need for digital learning media . The digital era is marked with development rapid technology and information like computers , laptops, tablets and smartphones as well wide internet access change method teach lecturers and students learning . Digital learning media is considered fast delivered and minimized time learning , Students can access material learning When anywhere and everywhere This is make it easier they For Study in accordance with their respective schedules and speeds . And some Respondent student expect the existence of a web that accommodates all material learning (videos, presentations , e-books and lecturer's RPS)

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