

Gadget Smartphone Utility And Learning Facility On Economics Learning Achievement East Java Province In Indonesia

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Abstract

Utilization of smartphone gadget and utilization of school learning plays an important role as a source of learning and support the process of learning to be comfortable so that the creation of learning process that is effective and efficient to improve student learning outcomes. This study aims to examine:(1) the utilization of smartphone gadget on the learning achievements for the students (2) the utilization of the school-learning facilities on the learning achievements for students(3) the utilization of smartphone gadget and learning facilities utilization on the learning achievements for students. Based on the research results, it can be concluded that (1) the utilization of smartphones gadgets have positive on the learning achievements for students (2)the utilization of school facility have positive on the learning achievements of students (3) the utilization of smartphones gadgets and school-facility both simultaneously have positive on the learning achievements of students.

Keywords: Gadget Smartphone, School Facility, Learning Achievement

1. Introduction

Education is very important to be obtained by the children or adults. Education becomes one of the capitals for a person to success and achieves a goal of life. Considering, the importance of education, the government strives to improve the education system by recovering of the existing curriculum. The curriculum that has been implemented is the curriculum in 2013, which is intended to improve and develop the existing education.

The growth of education is expected to the implementation of the learning process to be more creative and innovative through learning strategies and employ the developments of technology in a learning process in order to make the students be active in the learning process (Roehl et al., 2013). Thus, the role of a teacher has shifted from the only source of knowledge in the classroom to be a facilitator for students in the classroom. The development of technology should be utilized as well as possible, in which the students can learn not only depend on the source of the book but can use the internet services and electronic books that can be accessed freely without limit of time and space. It is supporting the effectiveness and efficiency of the learning process. The development of technology which is currently being global is a Smartphone technology. The technology of education includes two forms; they are software and hardware technology. According to (Cahyadi, 2014) Smartphone is a set of technological tools that have major applications required in the needs of life, the Smartphone has an incredible capacity, using the mobile phone. One of the capacities is able to operate like the computer, and ease the users to bring it everywhere". Meanwhile, according to Backer (Backer, 2010)) revealed that:

Smartphone is a phone that brings leading capabilities; as a form of the capacity of the Wireless Mobile Device (WMD) that can function as a computer by offering features such as personal digital assistants (PDAs), internet access, email, and Global Positioning System (GPS), so it makes the users easier to find the data or needs.

The use of Smartphone originate used by businessmen and young executives, but nowadays almost of societies have been using Smartphone, in accordance with the facts and the data are loaded in Antara news (August 4, 2014), that in 2013 Indonesia is as the largest Smartphone market in southeast Asia with total sales up to 14.8 million units or at 3.33 billion dollars or equivalent of 39.4 trillion. Meanwhile, according to the research international data corporation is an international research institute, that the growth of Smartphone sales in Indonesia grew 18% than the previous year, it happened because the price of the Smartphone is relatively achievable for everyone so it is not surprising that students also do not want to miss the Smartphone trend, for instance, the students at SMAN 6 Malang

The growth in using smartphones among students should be used as a source of learning to improve student learning result, especially it is supported by adequate learning facilities (Anshari et al., 2017). SMAN 6 Malang is one favorite school in Malang. It has completed and adequate facilities that will make students more comfortable during a learning process.

The use of appropriate learning facilities at school will encourage the students to focus on the learning process in the classroom, in which it will improve student learning capacity. In accordance with Narwoto (Narwoto & Soeharto, 2013) Utilization of facilities to learn become the most important part of learning, the higher level of use learning facilities, the more increase the student achievement, hence the learning process can proceed smoothly and quality. By the utilization of Smartphone gadgets and the use of learning facilities are expected can improve student learning capacity. Based on the explanation above, the researchers want to know the relationship of utilization Smartphone gadget by the students and learning facilities by the schools toward the student achievement, but still pay attention to the role of a teacher as a facilitator.

2. Research Method

This study uses quantitative effect, because it explains the effect of an independent variable utilization Smartphone gadget (X1) and the use of learning facilities at the school (X2) with the dependent variable is the student achievement (Y) using multiple regression analysis techniques. The samples taken are from 93 students of class XI IIS SMAN 6 Malang and using random sampling techniques by the formula *Slovin* (Sugiyono, 2013). The data is required in this study is the use of gadget Smartphone, the use of learning facilities at school, and student achievement on economic subjects of class XI IIS student of SMAN 6 Malang.

In this research uses a questionnaire to determine the effect of the use of Smartphone gadgets and the use of learning facilities to support student achievement. The instrument of utilization Smartphone gadget consists of 15 items, in which is as the development of each indicator to determine a score for Smartphone gadget utilization on each student. And instrument utilization of school facilities consisted of 14 items that can be used to determine the score for the use of learning facilities at the school on each student. In this study the documentation used to determine student achievement, documentation in question is the midterm score of grade XI IIS 1 to 4.

The reason of researchers in using a questionnaire are: (1) ensuring the confidentiality of respondents, (2) provide opportunities and enough time on the respondent to think and answer freely, (3) can reach a lot of people at the same time, (4) documented and can be reflected properly. The process of this research takes approximately 3 months. The type of data in this study is divided into 2; Primary data: the utilization data Smartphone gadget and utilization of school facilities using a questionnaire, assisted by teachers of economics subject, questionnaires are distributed to all the samples on the same day if possible. Secondary Data: the student learning achievement using documentation of midterm scores in the first semester of the academic year 2015/2016.

3. Results And Discussion

Based on research the utilization of Smartphone gadget in class XI IIS student of SMAN 6 is relatively high. As 35 respondents with very high percentage of 37.6% and 35 respondents with a high percentage of to 37.6%, while the number of 15 respondents with average percentage of 16.1% by 8 respondents with a low percentage of 8.06% so it can be concluded that the use of the Smartphone gadget at class XI IIS student of SMAN 6 Malang classified is relatively high. It is proven by the 35 respondents with very high classification and 35 respondents with the high classification which has a percentage of 37.6%. From the results can be seen that the level of school learning facilities at SMAN 6 Malang has the following elaboration, very good 19 respondents with a percentage of 20.4%, a good of 35 respondents

with percentage 37.6%, an average 25 respondents with a percentage of 26.9% and low of 14 respondents with a percentage of 15.1%.

From the research it is known that the major of students achievement at class XI IIS SMAN 6 Malang has a relatively high level proved by 37 respondents with a percentage of 39.8% is very high with the number of respondents 18 with a percentage of 19.4%, while the number of 32 respondents with an average percentage of 34.4% and the number of respondents 6 with a low percentage of 6.05% so that it can be concluded that the results of the economic subject of graders XI IIS at SMAN 6 Malang classified into high, that is as 37 respondents with a percentage of 39.8% The use of utilization Smartphone gadget by students can affect student achievement. It shows that the more often students use of Smartphone in reading the material, reading the article, journal or e-book related to the economy as a source of student learning, the student achievement will also increase. Because by the use of technology such as Smartphone gadgets by the students, in which Smartphone has the capacity as a mini computer that can access of Internet without the use of wireless and easier for students to carry it in everywhere (Vázquez-Cano, 2014), so that the students can easily search for reading material economic or journal article that needs effectively, so that students will feel comfortable in the learning process because they have an easy to search the needs for learning resources. Table 1 shows multiple regression analysis

Table 1 multiple regression analysis

Model		Unstandardized Coefficients		Standardized Coefficients	t	Sig.	Correlations
		B	Std. Error	Beta			Zero-order
1	(Constant)	22.492	4.745		4.740	.000	
	Gadget	.298	.125	.241	2.386	.019	.527
	Fasilitas	.583	.124	.473	4.695	.000	.619

From the analysis above, the value of coefficient on the use of utilization Smartphone gadget is 0,298. It means that in each increase of the variable X1 for one unit will increase learning achievement (Y) of 0.298 and a regression coefficient of learning facilities at the school (X2) of 0.562 means that any increase in the variable (X2) for one unit will add to the learning achievement of 0.583. And following Table 2 and Table 3, shows analysis results summary and also analysis models of the F test.

Table 2 analysis models of the F test

Model		Sum of Squares	df	Mean Square	F	Sig.
1	Regression	4505.175	2	2252.588	32.574	.000 ^a
	Residual	6223.857	90	69.154		
	Total	10729.032	92			

a. Predictors: (Constant), Fasilitas, Gadget

Table 3 Shows analysis results summary

Model	R	RSquare	Adjusted RSquare	Std. Error of the Estimate
1	.648 ^a	.420	.407	8.316

a. Predictors: (Constant), Fasilitas, Gadget

Based on the explanation above the table show that the value of $\alpha = 0.05$ and gained sig F of 0.00 is smaller than 0.05. Sig < 0.05 then the hypothesis which says "there is significant relationship between the use of Smartphone gadgets and school learning facilities for learning achievement simultaneously" received. From the value of Adjusted R square of 0.407, or 40.7%, this shows that results of students affected by the use of Smartphone gadgets and the use of school facilities by 40.7% and the remaining 59.3% (100% - 40, 7%) influenced by internal factors such as intelligence, learning interest and attention of parents and etc.

This shows that the more often students utilize the learning facilities provided by schools such as a library and media, the students achievement also will increase, it should be enhanced so that the students achievement persist to rise better or excellent. Therefore, the school facilities are one of tool to ease the teaching and learning process. Thus, the existence of the library learning and a media of learning facilities the students feel comfortable in learning process which will enhance the learning achievement of economics.

However, although the use of the Smartphone gadget and learning facilities at the school has been good, it cannot determine the maximum learning achievement, because there are other factors that can affect learning achievement. It show from the score of Midterm test, the students predominantly under the standard of KKM, it happens because of the ease of students seeking learning resources by utilizing Smartphone gadgets and school learning facilities are imbalance by the intelligence Quotient (IQ) of the students.

4. Conclusion

Based on the findings and discussion, the results can be summarized as follows:

- 4.1 There are positive and significant effects between the uses of Smartphone gadgets on learning achievement student for the economy .It means that if the use of gadget Smartphone increases, the learning achievement will also increase.
- 4.2 There are positive and significant effects between the use of learning facilities of the school on learning achievement student for the economy. It means that if the use of learning facilities increases, the learning achievement will also elevate.
- 4.3 There are positive and the simultaneous effects between the use of a Smartphone gadget and the use of learning facilities of the school simultaneously on learning achievement student for the economy. It means that the higher utilization of Smartphone gadget and the use of learning facilities of the school, the learning achievement will also improve.

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Biographies

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