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The Influence of Students' Dicipline and Learning Motivation On E-Learning at The Aerospace Air Chief Marshal Suryadarma University

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Abstract: The changing times into the era of digitalization have had a general impact on learning that occurs both at school and at university. This change also affects the level of modernity at The Aerospace Air Chief Marshal Suryadarma University in the learning process in all classes. The author takes a qualitative approach using a literature review study which focuses on curriculum adjustments, developing lecturer skills, and management student involvement, the role of university staff, and sustainability of learning using e-learning to analyze students' level of discipline and learning motivation. Data is collected to identify trends, challenges and opportunities that arise amidst changes in learning styles in the era of digitalization. This research produces understanding and perspective of in-depth literature review of the dynamics of the e-learning learning environment in higher education and providing a strategic framework for The Aerospace Air Chief Marshal Suryadarma University.

Keywords: students' dicipline, learning motivation, e-learning.

INTRODUCTION

The aim of the revival of national education cannot be separated from the aim of the nation, as stated in the fourth paragraph of the Preamble to the 1945 Constitution which reads "To educate the life of the nation". In Law of the Republic of Indonesia Number 20 of 2003 concerning the National Education System (*UU Sisdiknas*), in Chapter II Article 3 states: "National education functions to develop abilities and shape the character and civilization of a dignified nation in order to educate the nation's life, aiming to develop potential students to become human beings who believe and are devoted to God Almighty, have noble character, are healthy, knowledgeable, capable, creative, independent and become democratic and responsible citizens." Based on this statement, the basis and techniques for applying learning to education in Indonesia continue to develop from time to time.

Studying process and learning is a process of effort carried out by a person to obtain a change in a new pattern of thinking or behavior as a whole as a result of his own observations in interaction with his environment. Efforts to improve learning outcomes, apart from building learning motivation, must also be supported by students' disciplinary attitudes. Disciplinary attitudes in each person will increase if they are handled carefully according to applicable regulations or rules and monitored continuously and repeatedly because disciplinary attitudes require training in their implementation. If this disciplined attitude is ingrained in students, then conditions will be created that are orderly and can support the smooth running of the study and learning process, so that in some cases study can stimulate learning motivation in each student.

The lack of student motivation is often the main obstacle in many cases in Indonesia, so that the learning outcomes achieved by students are not very good and cause the learning objectives to be achieved to be less than optimal. Motivation is a person's urge to do something or the driving force of a subject to do something for a purpose and discipline is something related to a person's self-control over forms of rules.

Currently in this era, the world of education in Indonesia is suffering increasingly significant developments from time to time. This development can be seen from the increasingly diverse techniques, methods, and learning media is used in the recent era of digitalization. The form of development of culture and learning technology that can be used as a learning medium today is using e-learning. E-learning is an innovation that not only makes it easier to deliver learning material but also changes the abilities of various student competencies.

Through e-learning, students not only listen to lecturers' presentations of material but also actively observe, perform, demonstrate, and so on. Through e-learning, teaching materials can be presented in various formats so that they are more interesting and more dynamic with the aim of they can build enthusiasm to motivate students to go further in the learning process and be more disciplined in attending each class.

LITERATURE REVIEW AND HYPOTHESIS DEVELOPMENT

Motivation is a basic impulse that moves a person to behave; this cannot be separated from stimulation in the form of rewards or punishments. Motivation for students can develop and maintain perseverance in carrying out learning activities and a motivation should be instilled in children so that with this motivation, student learning achievement is expected to increase. This author's statement is supported by the theory of (Aldefer, 2004) Learning Motivation is a student's inner tendency carry out learning activities that are driven by the desire to achieve achievement or the best possible learning outcomes.

It is important for every student to have learning motivation and discipline because with high learning motivation and a high level of discipline it will make it easier for students to learn in a directed and orderly manner in studying in particular and daily life in general. The students whom realize that having motivation to learn and discipline within themselves will facilitate learning activities and make it easier to achieve the desired targets or goals in learning.

E-learning is a knowledge that is structured with the aim of using electronic or computer systems so that it is able to support the learning process (Michael 2013: 27). Meanwhile, that theory will be succeed to be relate if there are supporting components that shape the continuity of e-learning include the internet or computer network, personal computers and the most sophisticated ones use their own cellphones and any tools that have access to open e-learning networks.

Based on several supporting statements and theories that the author has outlined, the author takes the following hypothesis:

Hypothesis 1:

There is a positive relationship between students' discipline, learning motivation through e-learning in the current era of digitalization and the author hope that it can be implemented consistently considering the digitalization is a very good modern change on education program.

Hypothesis 2:

There is a positive relationship between curriculum adjustments in the modern era and teaching methods changes on learning styles using e-learning at The Aerospace Air Chief Marshal Suryadarma University. By updating learning method skills using e-learning the author's hope the students' more responsive, expected to meet diverse learning needs and increase student engagement.

Hypothesis 3:

The development of lecturers' skills in dealing with learning through e-learning has a positive impact because it simplifies the teaching system so that students can participate and involve them in using e-learning. Lecturers whom have modern technology-based learning skills are expected to be able to create a more engaging and effective learning environment.

Hypothesis 4:

The support from operational university staff for sustainable contribution to get an effectiveness on learning, especially while implementing through e-learning. University staff whom provide administrative and technical support can creating an environment that supports the focus of lecturers and students on activities digital learning.

Hypothesis 5:

Continuity of learning through e-learning as a digitalization trend requires strong preparation and support from human resource management of the university. By designing training programs, providing technological resources, and designing policies support, universities can maintain the smoothness and effectiveness of online learning through e-learning.

METHODS

In this qualitative research, the author begins the study by determining and looking for supporting theories regarding the influence of students' discipline and learning motivation on e-learning. References from several existing theories regarding these factors are the basis for the author to make this literature study.

Referring to the qualitative method of literature study, the research will be systematic explore and analyze literary sources relevant to that context. Critical steps in determining research topics, making selection literature sources, and then analyze and formulate findings from the literature forms the basis for an in-depth understanding of the influencing factors of e-learning digitalization.

The aim of this research is not only to identify significant findings, but also to develop a conceptual framework that can assist in understanding the holistic implications of this change. By combining a qualitative study approach literature and context of students at The Aerospace Air Chief Marshal Suryadarma University, this research seeks to provide meaningful and relevant insights regarding the influence of style on learn using e-learning that is already successively.

RESULT

1. Literature Review : Motivasi Belajar di Era Serba Digital (Prawita, Neviyarni, 2022)

The first research that the author found and analyzed was entitled "Literature Review: *Motivasi Belajar di Era Serba Digital*". In this research, it involved writers from Padang State University who conducted a literature review study with the findings; in the digital era, it can influence learning motivation, both positive and negative, this is limited by parental supervision.

The method that the author used in writing this article is a literature review. Namely a literature search, both international and national, carried out using the CrossRef, GoogleScholar and Microsoft Academic databases. The author uses the keywords "Learning Motivation", "Digital Development", and "The Influence of Gadgets on Learning" which are identified and explored as relevant to the article to compile or analyze the study. Of the large number of articles that the author analyzed, there were only around 10 articles that the author considered relevant.

From several studies found, the author assumes based on literature analysis that the use of gadgets for learning needs can influence student achievement. So digital learning through e-learning on gadgets is considered to be more efficient and can increase student learning motivation by up to 97.7%. The author provides a summary that there is a linear positive influence between the e-learning variable using gadgets on students' discipline and interest in learning.

2. Dampak Media E-Learning Terhadap Kedisiplinan Dalam Mengerjakan Tugas dan Motivasi Belajar Mahasiswa Universitas Cokroaminoto Palopo (Anas, Fitriani, 2019)

The second research entitled "Dampak Media E-Learning Terhadap Kedisiplinan Dalam Mengerjakan Tugas dan Motivasi Belajar Mahasiswa Universitas Cokroaminoto Palopo" provides further theoretical depth regarding the significant impact of learning using

e-learning on student discipline and learning motivation. In this research, the aim is to find out the picture of internal discipline carrying out assignments and motivating students to learn through implementation E-Learning media in learning data analysis for program students study of mathematics education for the seventh semester of the 2018/2019 academic year and to determine the increase in discipline in carrying out assignments and student learning motivation with the application of e-learning media.

The author's background created this study because of the problems previously stated and referring to the objectives achieved from this research, it is formulated research problems are; "What is the picture of student discipline in submitting assignments after implementing E-Learning media?" "What is the picture of student learning motivation after implementing E-Learning media?" "Is the average student learning motivation at least in the high category?"

The E-Learning media referred to in this research is learning media by using the Google Classroom application. The type of research used in this research is experimental research involving one class with a one-group pretest-posttest research design. In this research, sample selection used a cluster random sampling technique with pretest-posttest data collection techniques. Based on the results of descriptive statistical analysis, it shows that student discipline in carrying out analytical tasks is in the high score category after implementing e-learning media.

The results of this quantitative analysis shows that students are disciplined during the learning process using E-Learning media has an average of 89.83% in the high category. Then, in the category of student learning motivation, they are in the high category, where of the 37 students in the mathematics education study program who were samples in the research on understanding the concept of E-Learning Media before being taught using the E-Learning Media Learning Media method in the table, it can be seen that the average student is in the high category.

3. Pengaruh Motivasi Belajar Mahasiswa Terhadap Pembelajaran Daring Selama Pandemi Covid-19 Tahun 2020 Dengan Metode Partial Least Square (PLS) (Poluan, Honandar, 2023).

In the third research analysis with the title "The Influence of Student Learning Motivation on Online Learning During the 2020 Covid-19 Pandemic Using the Partial Least Square (PLS) Method" the study felt very significant because at the time of the study, the world was experiencing poor health conditions with cases of respiratory disease, namely Covid-19.

This researcher had the opportunity to explore the theory of learning using e-learning when world learning conditions, especially Indonesia, were experiencing PJJ (*Pembelajaran Jarak Jauh*) so that the use of e-learning was very common and was made a mandate for the learning system when the Covid-19 case occurred. Researchers took online learning during the Covid-19 pandemic from March – December 2020 with a sample size of 171 students.

In making this study, the author used quantitative methods using SEM-PLS analysis assisted by SmartPLS software version 3.3.3 to analyze the questionnaires that have been distributed. The interpretation of data from questionnaire analysis, namely testing the outer

model, inner model, and testing research hypotheses with the total sample was 171 students selected using simple random sampling. Data collection carried out through an online questionnaire on a 5-point Likert scale.

After that, the data was processed using software with the results of online learning analysis during the Covid-19 pandemic. It was indeed quite effective to use, assisted by various applications as online learning tools that are quite accurate and have high technology. Even though the author has analyzed the results of his study, this requires skill and accuracy from students to master the application.

The author believes that this e-learning activity can certainly be carried out through good cooperation between students, lecturers and parents in carrying out the online learning process using e-learning wherever they are. The author concludes that the higher of the students' learning motivation, the higher the student's enthusiasm for learning through the e-learning learning process. Reviewing the relationship between learning facilities and motivation in relation to e-learning, it is recommended for further research to reveal the existence of learning media mediating variables between learning motivation students and the e-learning learning process.

DISCUSSION

1. The Influence of Students' Discipline and Learning Motivation

The aim of the revival of national education cannot be separated from the aim of the nation, as stated in the fourth paragraph of the Preamble to the 1945 Constitution which reads "To educate the life of the nation". In Law of the Republic of Indonesia Number 20 of 2003 concerning the National Education System (*UU Sisdiknas*), in Chapter II Article 3 states: "National education functions to develop abilities and shape the character and civilization of a dignified nation in order to educate the nation's life, aiming to develop potential students to become human beings who believe and are devoted to God Almighty, have noble character, are healthy, knowledgeable, capable, creative, independent and become democratic and responsible citizens." Adhering to this law, The Aerospace Air Chief Marshal Suryadarma University continues to innovated learning from traditional to modern, one of which is by developing e-learning programs in every learning and knowledge development system between lecturers and students.

As for the learning environment and learning using e-learning, it must be based on discipline means adjusting attitudes and behavior to a form of shared life rules. Discipline is a form of maintaining and perpetuating order (Ali Qaimi, 2002:234-236). That theory also coexists with several of the following theories from Benhard; stated that the purpose of discipline is to strive to develop interests and develop children into good human beings, who will become friends, neighbors and good citizens. Before disciplining a child, both parents and teachers must taking into account four factors including: a) the child's personality, b) the child's age, c) the personality of the parent or teacher, d) the child's own disciplinary experience. Apart from that, there are several different types of discipline that are often applied by teachers and parents, for example: a) harsh and authoritarian, b) relaxed and indulgent, c) inconsistent and unpredictable (Henry Siahaan, 1986: 28-31).

Another theory regarding discipline comes from a second study, according to Nitisemiti (in Setianingsih: 2008) discipline is one of the means and keys to achieving success

and success, for this reason it is necessary to raise awareness among individuals about the need for self-discipline in everything that must be done.

Apart from that, the second research also explains the relationship with students' learning motivation, according to Nashar (in Hamdu and Agustina: 2011) the learning motivation that students have in each learning activity plays a very important role in improving students' learning achievements in certain subjects. Hamdu and Agustina further stated that students who are highly motivated in learning are likely to obtain high learning outcomes, meaning that the higher their motivation, the more intensity of effort and effort they make, the higher their learning achievement will be. The theory of learning motivation is also supported by Sardiman (2011: 89-91) that a person's motivation can come from within oneself and from outside a person, so motivation can be divided into two, namely extrinsic motivation and intrinsic motivation.

2. The involvement of Lecturers, Students and University Staff

Efforts to develop lecturer skills do not only include technological competence, but also the ability to create a learning environment that supports collaboration and creativity with his students. As found in the second study, lecturers need can provide clear directions for methods of using e-learning and provide space for students to contribute to the learning process. Hence, development skills lecturers must integrate these aspects, ensuring that they can have a positive impact on student learning and development program.

Apart from the efforts of lecturers and students in making the e-learning program a success, student affairs staff at the university also participate as supporters and providers of facilities during the learning process. From student affairs staff, lecturers and students can understand the use of e-learning methods that are already running at The Aerospace Air Chief Marshal Suryadarma University.

As the author previously stated, university staff have a very significant role in ensuring smooth operations and providing administrative and technical support to lecturers and student. In the context of Independent Learning, staff needed to ensure the availability of various learning resources, including teaching materials, discussion rooms, and technological facilities. Additionally, they can play a role in creating a schedule that supports flexibility learning, especially in implementing modern learning using e-learning.

In addition to understanding e-learning methods at the university, these supporting student affairs staff also help the administration within the scope of study and learning at the university by providing facilities and providing training on the use of e-learning for each student. The author's statement is also supported by Arsyad's (2011) theory that E-Learning is the basis and logical consequence of the development of information and communication technology.

CONCLUSIONS

Improvisation of the development of existing human resource and technology management strategies at The Aerospace Air Chief Marshal Suryadarma University in facing changes in learning styles, especially in the digital era, we have done it significant adjustments. The importance of adapting the curriculum and teaching methods, as stated in previous research is the basis for the University's efforts in creating an adaptive and

modern learning environment. Skills development lecturers and the role of university staff in operational support is a key factor in this ensure the success of the current e-learning program. In addition, student involvement and support Student welfare plays an important role in creating an environment inclusive and competitive learning in accordance with the current era of digitalization. In this context, The Aerospace Air Chief Marshal Suryadarma University can utilize research findings to inform policy and initiative to continue to develop new improvisations and innovations in e-learning. The emphasis on sustainable e-learning as a current trend shows the need for investment in technology and supporting infrastructure. In conclusion, a successful human resource management strategy and technology coverage will include curriculum adjustments, developing lecturer skills, managing engagement students, the role of university staff integrated to create a learning environment that is responsive to changes in the era of digitalization.

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