



An analysis of the implementation of entrepreneurship learning using google meet in entrepreneurship subjects for Class XI Students at SMK Negeri 1 Kutalimbaru

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ABSTRACT

This research aims to determine (1) the learning process using Google Meet media in the Covid-19 pandemic era in entrepreneurship subjects for class XI at Private Vocational High School Kutalimbaru, (2) to find out students' perceptions regarding the implementation of learning using Google Meet media in entrepreneurship subjects, (3) to determine students' responses to use of Google Meet media in entrepreneurship subjects. This research used descriptive qualitative methods, data collection instruments: questionnaires, documentation and observation. The research subjects were class XI students who took entrepreneurship subjects, and teachers who taught entrepreneurship subjects at SMK Negeri 1 Kutalimbaru. The results of this research found that learning using Google Meet media in entrepreneurship subjects was effective, this is based on the findings (1) 82.56% of the quality of learning was in the high category, (2) 81.47% of the suitability of the learning level was in the high category, (3) 77.16% of the learning incentives given by teachers to students are in the sufficient category, and (4) 80.65% or in the high category for the learning implementation time used by teachers in teaching and learning activities (teaching and learning activities), observation results are also found that teachers tend to have prepared lesson plans (learning implementation plans) before learning activities are carried out. Thus, this research found that the use of Google Meet media in teaching and learning activities in entrepreneurship subjects was effective in the era of the Covid 19 pandemic.

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INTRODUCTION

Learning is essentially a process of changing individual behavior, and this change is not only related to knowledge but in the form of increasing the quality and quantity of behavior such as increasing skills, attitudes, understanding, self-esteem, interests, character, adjustment, and

thinking power (Sudjana, 2008). Learning does not only emphasize knowledge but also understanding as well. Therefore, learning requires a continuous process of acquiring knowledge by observing, reading and listening. Learning implementation is a process that is arranged in such a way according to certain steps so that the implementation achieves the expected results (Sudjana, 2010). According to Bahri & Zain Learning implementation is an activity that has educational value, educational value colors the interactions that occur between teachers and students The interaction has educational value because the learning implementation is directed towards achieving certain goals that have been formulated before the learning implementation begins (Bahri & Zain, 2010).

Learning is a whole component that includes input, process, output and feedback. In learning, it is not only teachers and students but also regarding learning media (Djamaluddin & Wardana, 2019). Learning media is anything that can be used to channel messages (learning materials), so that it can stimulate students' attention, interest, thoughts and feelings in learning activities to achieve learning goals. Each learning media is a means used to achieve learning objectives. It contains information that may be obtained from the internet, books, films, television, and so on which can be communicated to other people/learners (Kristanto, 2016). Learning, which consists of books, tape recorders, cassettes, videos, video recorders, films, slides (picture frames), photos, drawings, graphics, television and computers. In other words, media is a component of learning resources or physical vehicles that contain instructional materials in the student environment that can stimulate students to learn (Gagne & Briggs, 1979)

The learning process in Indonesia is currently experiencing obstacles due to the pandemic. A pandemic is a global epidemic/outbreak, which is the process when a disease spreads to many people over a wide geographical area. World Health Organization (WHO) said that a pandemic is a disease that occurs in a population where the disease-causing agent can spread easily by infecting and causing serious illness in humans. One of the problems currently facing the world of education is the impact of the COVID-19 pandemic which is now starting to spread to the world of education, so the government is trying to close all educational institutions. Moreover, the government also limits human activities outside the home. This effort to limit interactions between many people aims to break the chain of spread of COVID-19. The research results show that the Covid-19 pandemic has had a significant impact on the education system on a global scale that has never happened before (Johnson et al., 2020). A policy to carry out online learning was implemented. Online learning using applications is the best way to ensure that learning activities continue safely. Online learning is a learning system that is carried out asynchronously or does not meet face to face, but uses a platform that can help the teaching and learning process carried out even remotely (Handarini & Wulandari, 2020).

One of the online learning methods that is currently developing and starting to be used is Google Meet. Google Meet is a video conference application or can also be called an online meeting. Google Meet is a product made by Google which is a video communication service developed by Google. The Google Meet application is one of two applications with the latest version, the previous versions being Google Chat and Google Hangouts. In October 2019, Google discontinued the classic version of Google Hangouts. Google Meet makes it possible for educators and students interact visually and audio deeply in small and large scale. Google Apps Meet also provides features that supports the implementation of learning online (Yuliana, 2022).

The use of Google Meet is considered effective in improving the quality of student learning. Accordance to the previous research results which stated that learning mathematics using Google Meet improved student learning outcomes during the pandemic (Muniroh et al., 2020). Another research found that learning sociology using Google Meet is more effective than other online media because it is easy to use (Fitra Prisuna, 2021). Using Google Meet as a learning medium in online learning can also improve students' critical thinking. Google Meet has the

benefit of clarifying the delivery of material so that it is not too visual, to overcome limitations of space, time and reach, and to overcome the passive attitude of students (Deviananda & Mawardi, 2022). By studying online, students will be able to control their own study time, study anywhere anytime and they are not bound by the teacher's teaching methods. Students can study independently or interact with teachers and fellow students and have access to various online learning resources which can be easily obtained by using the applications at their fingertips. Online learning provides students with the opportunity to learn freedom of study time and wherever students and teachers are (Assidiqi & Sumarni, 2020). Another convenience in online learning is when students need additional information related to the material he is studying, they can access the internet more easily (Kurniati, 2022).

SMK Negeri 1 Kutalimbaru is one of the schools in Deli Serdang Regency, North Sumatra Province which has utilized E-Learning as a learning medium. Using E-Learning at the school utilize Google Meet. In the learning process, students are given material so that students can immediately understand the material presented by the teacher through online learning. Apart from that, students are also given assignments by teachers and send their report results to various types of online learning media. Google Meet is an alternative for providing material and questions without using printed media. Based on the description above, this research focuses on researching about "Analysis of The Implementation of Entrepreneurship Learning Using Google Meet in Entrepreneurship Subjects for Class XI Students at SMK Negeri 1 Kutalimbaru".

This research focuses on the use of Google Meet media in entrepreneurship lessons which has not been done in previous research. The subject is a class XI student at SMK Negeri 1 Kutalimbaru. This research also uses two approaches, namely qualitative and quantitative. Apart from the strengths of using Google Meet in learning, this research also identify what is the difficulties faced by both students and teachers in using Google Meet as a learning medium. It is important to recognize that developments in information and communication technology have changed the educational landscape significantly. Notably, the COVID-19 pandemic has accelerated the adoption of online learning as the primary way to deliver learning materials. Amidst this rapid transition, it is critical to evaluate the effectiveness and implications of new learning approaches with rapid changes in the world of business and technology, the ability to understand and develop entrepreneurial skills is becoming increasingly essential for students at the secondary education level. Therefore, this research is urgent to provide in-depth insight into how the learning approach using Google Meet can help in developing the entrepreneurial skills of students at SMK Negeri 1 Kutalimbaru.uch as the use of Google Meet in the context of entrepreneurship courses in secondary schools.

RESEARCH METHODOLOGY

The approach used in this research is descriptive qualitative. This research was conducted at SMK Negeri 1 Kutalimbaru which is located at Jl. Glugor diski Sawet Rejo Village, Kutalimbaru District, Deli Serdang Regency. The data in the research consists of qualitative data and quantitative data. According to Sugiono (2012: 137) data collection procedures are the most important step in research, because the main objectives of the research is to obtain data. Data collection can be done in various settings, various data sources, and various methods. To obtain data that is accurate and ready to be accounted for, this research uses observation and documentation methods (Sugiyono, 2016)

According to Mulyaningih, observation is a method of collecting data through observing and recording the behavior of research subjects which is carried out systematically (Mulyaningih, 2014). The research used participant observation, where researchers took part in

blended learning and observed students and teachers during the learning process from the beginning to the end of the lesson, then the results of the observations were written in the form of field notes. Meanwhile, documentation is a written or printed record of past events, which can be in the form of anecdotal notes, letters, diaries and documents from Mc Millan and Schumacher in (Kaelan, 2012).

Data analysis means working in line with the data, organizing the data, sorting it into manageable units, synthesizing it, looking for and determining patterns, finding what is important and what is learned, and deciding what to tell others (Moleong, 2011).

RESULT AND DISCUSSION

Through this research, it was found that the implementation of entrepreneurship learning using Google Meet in the entrepreneurship subject for class XI students at SMK Negeri 1 Kutalimbaru was effective. The research results show that the learning quality indicator is in the high category at around 82.56%. Conformity indicators The level of learning is in the high category at around 81.47%. Apart from that, the learning incentive indicator is in the high category at around 80.65%. Through documentary observations, the results show that teachers tend to prepare online lesson plans before teaching and learning activities begin.

The results of this research also support previous research, research proposed by Yuliati, in the journal entitled "Building Student Learning Independence Through Google Meet During the Covid-19 Pandemic." In the research results, Google Meet is a learning model that can develop student learning independence, because online-based learning using Google Meet can combine online and face-to-face learning. Based on the study, online learning using Google Meet is effective in increasing student learning independence and can be used as an alternative learning during the Covid-19 pandemic in increasing learning independence (Yuliati & Saputra, 2020).

The findings of this research support the findings of Wayan Rasna (2020), who found that the use of Google Meet can improve students' listening and speaking skills in Indonesian language subjects (Rasna, 2020). However, this research does not support the findings of Widiansyah (2021), who stated that Google Meet media teaching is less effective in the sociology learning process of students at Sultan Ageng Tirtayasa University (Wildansyah, 2021). The results of this research support the findings of Ketut and Yasa who found that the application of Google Meet in online learning with the help of Quizziz media could improve the learning outcomes of class XI students at SM Negeri 4 Singaraja (Ketut & Yasa, 2022)

The research presented by Wardani in her research was in the form of a journal entitled "The Attraction of Learning in the 21st Era Online using Google Meet, focusing her research on online-based learning models using Google Meet". The results of his research show that online-based learning using Google Meet is able to increase the attractiveness of face-to-face learning and is very suitable when applied in the 21st era because it utilizes technological sophistication without eliminating face-to-face learning in the classroom. So you can combine both face-to-face and online. (Wardani et al., 2018)

The research results obtained by the researcher are described in detail. The discussion is carried out using quantitative data, meaning that data is processed in the form of numbers or scores which are then interpreted descriptively. described in this research, namely measuring learning effectiveness. The following will explain in detail the description of the research data for.

CONCLUSION

Based on the results of research regarding the analysis of the implementation of entrepreneurship learning media using Google Meet in the COVID-19 pandemic era in entrepreneurship subjects at SMK Negeri 1 Kutalimbaru. It was concluded that the application of Google Meet in

entrepreneurship learning for students at SMK Negeri 1 Kutalimbaru was effective. Entrepreneurship learning outcomes reach the minimum completeness criteria. Moreover, the teacher prepared a lesson plan before implementing online-based learning using Google Meet in the era of the COVID-19 pandemic in entrepreneurship subjects. The lesson plan prepared consists of learning material which contains detailed important points related to the material presented. The most effective media used in entrepreneurship subjects is in the form of video. The video material sent to students via WhatsApp groups, Google Classroom before the meeting started. The inhibiting factor for teaching and learning activities using Google Meet media is that there are still many students who do not have an internet quota. This inhibiting factor is information provided directly by the subject teacher. However, there is a supporting factor value to the implementation of online learning using Google Meet, that students become more interested in online learning because they do not require preparation for transportation funds to school. Another advantage of online learning, especially using Google Meet, is that you can provide lessons anytime and anywhere. The results of this research can provide valuable insight for teachers and educational institutions about the effectiveness of using online platforms such as Google Meet in teaching entrepreneurship subjects. Teachers can use these findings to improve their teaching strategies, including the integration of digital technology in the curriculum. Additionally, educational institutions can evaluate their technology infrastructure and provide additional training for teachers to maximize the benefits of online platforms. Through this research it can encourage further research on the use of technology in education, both at the secondary school level and at the higher education level. Future research could explore various online teaching strategies, online student performance evaluations, and other factors that influence the effectiveness of learning via digital platforms.

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