Volume 12 No. 4 p 1308-1324



# Journal of English Language Teaching

EISSN 2302-3198





# The Practicality of Self-Study Web-Based Platform of English Proficiency Course at English Department of UNP

# Radev Muhammad Aziz<sup>1</sup>, Fitrawati<sup>2</sup>

<sup>12</sup>Universitas Negeri Padang

Correspondence Email: <a href="mailto:radevmaziz89@gmail.com">radevmaziz89@gmail.com</a>

# **Article History**

Published: 2023-11-10

# **Keywords:**

Web-Based Platform, Self-Study, English Proficiency

# **Abstract**

Before implementing a web-based learning platform, it is crucial to assess its practicality. This study aims to know the practicality of the use of self-study web based for the students studying English Proficiency courses at English Department of UNP. Descriptive quantitative research design was used for this study. The respondents in this study were the seven classes of the English Proficiency course offered by the UNP English Department during the academic year 2023. They were given 20 questions to know the practicality of the platform. The results showed that the web-based platform does exceptionally well across the board, gaining a very practical (3.35) use of the product. With usability, accessibility, and adaptability scores of 3.44 (very practical), 3.38 (very practical), and 3.36 (very practical), respectively, it is evident that its design is user-friendly and inclusive, catering to a wide variety of people. The platform excels in relevance and feedback, which are both scored as extremely practical at 3.29 and 3.44, respectively, highlighting its importance in providing contextually suitable material and strong assessment mechanisms. Integration and efficiency are assessed as practical at 3.18 and 3.26. Furthermore, the platform has very practical scores of 3.42 and 3.34 for cost-effectiveness and solid technical respectively. All things considered, this web-based platform provides a user-centric, efficient, and successful solution, which makes it a very sensible option for users.

©2023 The Author(s) Publish by Jurusan Bahasa dan Sastra Inggris FBS UNP. This is an open access article under the CC-BY-NC license (https://creativecommons.org/licenses/by-nc/4.0/)

**How to Cite:** Aziz, R. M., & Fitrawati. (2023). The Practicality of Self-Study Web-Based Platform of English Proficiency Course at English Department of UNP. Journal of English Language Teaching, 12(4): pp. 1308-1324, DOI: 10.24036/jelt.v12i4.125968

# **INTRODUCTION**

One of the factors influencing the quality of education implementation is learning media. The use of appropriate media that is aligned with the features of the subject matter, together with the use of appropriate teaching methods, will result in effective educational outcomes. Learning media is a method of communicating information and learning materials between instructors and students during the



learning process. It can be in the form of hardware or software that assists educators in delivering instructional materials and helps learners understand the content, Chan H. S., Morgan S. in (Yanto, 2019).

When learning media is adequately picked and adapted to advances in science, technology, and the arts, the learning process will flow smoothly. The availability of learning media is critical to the learning process. Learning media can help overcome difficulties in providing abstract, theoretical, and general knowledge. As a result, selecting effective and appropriate learning media is critical in order to maximize the learning media's function in the learning process. (Diergarten et al., 2017)

The usage of media apps in English language learning might begin as early as kindergarten. Students in the English Department at UNP are introduced to English Proficiency (EP) at the start of their studies, which carries a considerable credit load of up to 4 credits. The major goal is to introduce students to the underlying theoretical understanding of the abilities and to allow them to engage in practical exercises to develop those skills. However, the teaching and learning process in this class continues to rely on traditional methodologies, with workbooks and material books serving as primary learning resources. As part of their assessment, students must complete several exercises and assignments in these workbooks.

The time-consuming and inefficient procedure of grading the students' workbook assignments is one of the drawbacks of this traditional technique. Each student's work must be manually reviewed by the instructors, which can be a tedious procedure. This evaluation procedure consumes time that could be spent on more interactive and interesting instructional activities. This is in contrast to Abdullah (2017) who stated that Educational media is an essential component of the school education process, serving a critical and strategic function in supporting effective and efficient learning outcomes.

One of the traditional learning approach's flaws is its lack of mobility. Students in the "English Proficiency" course are obliged to bring a workbook and a material book to the lectures, both of which are rather large and heavy. It would be more useful if the material and activities in the book were made more compact, such as by creating a website or an application that students could access via their electronic devices.

The lack of flexibility in employing the standard approach is therefore obvious. The learning options are somewhat limited. Textbooks have inflexible formats and frameworks, which might limit the variety of teaching and learning approaches. This may make the learning process less appealing to pupils with diverse learning styles. The books are not interactive in any way. Textbooks are typically static and do not allow pupils to interact directly with learning content. This has the potential to reduce student involvement and enthusiasm in the learning process. However, Strambi and Bouvet (2003) stated that When flexibility is combined with assistance and scaffolding to meet the different needs, interests, and ability levels of learners, ultimate learning objectives can be facilitated.

The use of textbooks is out of step with current events. Textbooks are frequently altered and modified throughout time. As a result, they may not contain the most recent information or content pertinent to recent advancements in many disciplines. Textbooks are less enticing to the digital generation. Students are more habituated to

interactive technology and information, such as videos, photos, and animations, in the current digital world. Textbooks may appear out of date and unappealing to this age.

To address these challenges the English Department, at UNP is developing a platform to serve as a learning tool. All the exercises found in the English Proficiency course booklets will be accessible on this web based platform. It will prove to be a resource that's easily accessible for both students and instructors. Students will have the convenience of accessing and completing their exercises digitally while also being able to submit their work. This not streamlines the submission process. Also provides students with prompt feedback enabling them to monitor their progress and identify areas, for improvement.

This educational technique is known as "self-study," and it implies that pupils are in charge of their own learning. As part of their autonomous learning experience, students would work on assignments and resources made available through a specific platform. This technique encourages students to be self-reliant and self-motivated in their studies because they will rely on self-directed learning with the materials provided rather than traditional classroom instruction.

Because it incorporates online course content, web-based learning is also known as online learning or e-learning. Email, videoconferencing, and live-streamed lectures enable interactive debates to take place via the internet. Additionally, web-based courses may offer static pages containing printed course materials (McKimm et al., 2003). There are advantages of implementing Web-based learning (WBL) by Cook, (2007). Web-based learning bridges geographical divides and allows schools to interact and exchange resources, eliminating course material duplication. It allows for greater flexibility in terms of when students can participate, allowing teachers to quickly update or modify courses depending on changes in medical practice or student input without the need for costly reprinting of course syllabi. Personalized learning experiences are possible with web-based learning. It enables the use of educational methods that would be difficult or impossible to use in traditional settings. Finally, web-based learning makes it easier to assess and document educational goals and objectives.

However, before implementing this web-based platform, it is crucial to assess its practicality. The practicality of the media primarily emphasizes its efficiency and effectiveness. In relation to development research, Van Den Akker, (1999) defined The degree to which users (or other experts) regard the intervention to be appealing and usable in ordinary conditions is referred to as practicality. In other words, practicality relates to the extent to which users (or other experts) believe the intervention is useable and preferable under typical conditions. It is used to examine the level of practicality connected with development in order to assess the amount of practicality associated with the production of instructional materials.

Nieveen, (1999) claimed that in order to evaluate a resource's practicality, it's critical to take into account if instructors—or other experts—think the resources are user-friendly and appropriate for both teaching and learning. In particular, the development model utilized in development research is considered practical if practitioners and experts agree that it can be applied conceptually in the field and if its degree of implementation is rated as "good". Nevertheless, in order to assess the degree of "goodness" in applying the created model, the term "good" still needs indications.

Careful consideration must be given to elements including resource availability, technology infrastructure, and platform adaptability to departmental requirements and specific demands. By carrying out this evaluation, it will be confirmed that the webbased tool is useful and advantageous for teachers and students alike, improving the quality of instruction and learning in the UNP English Department as a whole.

There are several research related to the practicality. Research conducted by (Lestari et al., 2018); (Fransisca, 2017); (Wahyuni & Yerimadesi, 2021); (Roliza et al., 2018); (Agustyaningrum & Gusmania, 2017); (Maskar & Dewi, 2020); (Yanto, 2019). These studies concentrated on how useful the standard students worksheet (LKPD) is. They frequently have an idea of how useful the worksheets were. Only worksheets were studied in the earlier research. On the other hand, the main focus of this research is on how useful the web is as a technology-assisted, self-learning-based teaching tool. As a result, further research is needed in this relatively new field of study.

Based on the previously provided explanation of web-based learning, its benefits, and the identified gap, the researcher aimed to assess the practicality of a web-based platform for English proficiency classes and evaluate its practicality.

# **METHOD**

Descriptive quantitative research design was used for this study. This is predicated on the claim made by Gay et al., (2000), who claimed that information gathering for quantitative descriptive or survey research entails addressing inquiries regarding the subject's or study's current state. In order to collect data from the respondents and evaluate the usefulness of the web-based platform, the researcher in this study shared a questionnaire with the students. The population in this study was the seven classes of the English Proficiency course offered by the UNP English Department during the academic year 2023. The researcher employed an approach of random sampling. This indicates that a sample of five students was selected at random from each class by the researcher for this study. The instrument of choice for gathering data was the questionnaire. The researcher employed a closed-ended analysis questionnaire. There were twenty statements in total.

# RESULT AND DISCUSSION

#### General Findings

The evaluation findings are shown in a table in this section. The averages for each indicator show how respondents felt overall about that particular element. Through a series of statements in the questionnaire, each indicator was evaluated. Therefore, the averages show whether or not each indicator was thought to be realistic. Because the questionnaire was graded on a scale of 1 to 4, averages between 2.51 and 3.25 are regarded as "Practical," averages between 1.76 and 2.50 are categorized as "Not Practical," and anything between 1 and 1.75 is categorized as "Not Practical." We can assess the extent to which these indicators exceed the threshold of 2.51 in order to ascertain their true practicality.

The examined platform displays proficiency in numerous essential aspects of its performance, getting a "Very Practical" rating in most categories. With a high score of 3.44, usability stands out as a feature that guarantees an easy-to-use and effective

experience. Additionally, accessibility and adaptation receive very useful values of 3.38 and 3.36, respectively, highlighting the inclusivity and adaptability of the platform to a range of user needs.

Additionally, the platform has a very practical rating of 3.44 for feedback and evaluation tools, and a very practical rating of 3.42 for technical assistance. It also excels in offering a very relevant and engaging learning environment, receiving a rating of 3.29. With a grade of 3.34 for cost-effectiveness, the platform keeps its very useful status. Though practical, integration and efficiency earned somewhat lower scores of 3.18 and 3.26, respectively, suggesting areas that can use some work. The platform receives an exceptional overall grade of 3.35, which confirms its status as a very practical and all-inclusive solution for consumers due to its strong performance across a wide variety of criteria.

**Table 1.** Practicality Summary

No.	Indicator of the Practicality	Mean	Category
1	Usability	3,44	Very Practical
2	Accessibility	3,38	Very Practical
3	Adaptability	3,36	Very Practical
4	Integration	3,18	Practical
5	Efficiency	3,26	Practical
6	Relevance	3,29	Very Practical
7	Feedback and Assessment	3,44	Very Practical
8	Technical Support	3,42	Very Practical
9	Cost-Effectiveness	3,34	Very Practical
	Total	3,35	Very Practical

# **Detail Findings**

This section elaborates on each sign in detail using real-world data, relevant theoretical information, and data gleaned from the materials to support conclusions. The researcher adds a brief section to the discussion about particular indicators. The researcher offers a broad overview of the assessed materials in the next section. The first indicator in this subsection is where the detailed findings start.

#### 1. Usability

Usability is the first sign of practicality. To measure how useful this indicator is, there are three sub-indicators. The platform's outline was easy to view and understand, and users were able to move around it with ease and without encountering any major difficulties or misunderstandings. The indicator's mean score of 3.44 made this clear. The platform was easily navigable and user-friendly, earning a score of 3.60 for this indicator, representing that it was regarded Very Practical. The indicator "You are able to navigate through the platform effortlessly without facing any significant challenges or confusion" had a mean score of 3.12, which stated that the platform was Practical. In addition, the outline of the platform was categorized as Very Practical for the mean score was 3.60.

**Indicator Sub Indicator** Mean Category The platform is user-friendly which is able to be easily Verv 3,60 accessed and used. Practical You are able to navigate through the platform effortlessly without facing any significant challenges or 3,12 Practical Usability confusion. The outline look of the platform is clear and Very comfortable to be seen, so you are able to use and 3,60 Practical navigate the platform conveniently Very Total 3,44 **Practical** 

**Table 2.** the Practicality of the Usability

#### 2. Accessibility

The accessibility of the platform was indicated by the indicators displayed in the table. With a mean score of 3.38 overall, it was thought to be very practical. This indicates that a variety of users, including those with disabilities, might utilize the site. The platform did very well when it came to being accessible across a variety of web

browsers and diverse devices. This implied that a range of devices, including PCs, tablets, and smartphones, was able be used by consumers to view the website which was proven by the mean score of 3.44. Furthermore, visitors using a variety of web browsers, including Microsoft Edge, Mozilla Firefox, and Google Chrome, were able to access the platform easily which was showed by the mean score of 3.32 and it was categorized as very practical.

**Table 3.** the Practicality of the Accessibility

Indicator	Sub Indicator	Mean	Category
Accessibility	You are able to access the platform via multiple devices, such as computers, tablets, and smartphones.	3,44	Very Practical
	You are able to access the platform via different web browsers.	3,32	Very Practical
	Total	3,38	Very Practical

# 3. Adaptability

The table demonstrated the platform's great adaptability with the mean score of 3.36 and was categorized as very practical. Both of the indicators "You are able to explore different learning methods and adjust your approach to best suit your preferences and goals" and "The platform is able to accommodate various learning needs and preferences, promoting a flexible learning environment" received a mean score of 3.40 and 3.32, respectively, which were regarded as very practical. This indicated that a variety of learners' demands, irrespective of their learning preferences or style, was able to be satisfied by the platform.

**Table 4.** the Practicality of the Adaptability

Indicator	Sub Indicator	Mean	Category
Adaptability	The platform is able to accommodate various learning needs and preferences, promoting a flexible learning environment.	3,40	Very Practical
	You are able to explore different learning methods and adjust your approach to best suit your preferences and goals.	3,32	Very Practical
	Total	3,36	Very Practical

# 4. Integration

With personalization and interaction for every user, the platform improved the learning process and received a practical grade of 3.08. Furthermore, as demonstrated by its excellent rating of 3.28, it was very practical in terms of interoperability with the current educational infrastructure, guaranteeing a smooth integration into educational institutions. With an integration score of 3.18 overall, the platform skillfully blended these attributes to provide instructors and students with a useful and well-integrated solution.

**Indicator Sub Indicator** Mean Category The platform promotes a more engaging and personalized learning experience for 3,08 Practical each individual user. Integration The platform is compatible with the 3,28 Very Practical existing educational infrastructure. **Total** 3,18 **Practical** 

**Table 5.** the Practicality of the Integration

#### 5. Efficiency

The indicators of the learning platform's efficiency and practicality were displayed in the table. With a practical grade of 3.20, the platform used efficient techniques to help users meet their learning goals. It also offerd useful resources that improved the efficacy and efficiency of the learning process; with a high rating of 3.32, it was considered to be highly practical. The platform regularly provided a very practical educational experience, guaranteeing users were able to make the most of their learning activities (with an overall efficiency rating of 3.26).

Indicator	Sub Indicator	Mean	Category
Efficiency	The platform uses good methods to help you to reach your educational goals.	3,20	Practical
	The platform offers useful tools to make learning more efficient and effective.	3,32	Very Practical
	Total	3,26	Very Practical

**Table 6.** the Practicality of the Efficiency

#### 6. Relevance

The platform had a very practical grade of 3.36 for its excellent provision of current learning materials. It was made even more useful by providing resources that were current and in line with learning objectives, guaranteeing a thorough educational experience. An overall practical rating of 3.16 was attributed to the fact that users were able to benefit from pertinent content that was catered to their unique requirements and interests. The platform regularly provided a highly relevant and practical learning environment, with an exceptional relevance rating of 3.29. This ensured that learners were able to access and utilize content that were tailored to their individual needs and preferences.

**Table 7.** the Practicality of the Relevance

Indicator	Sub Indicator	Mean	Category
Relevance	The platform offers the up-to-date learning materials.	3,36	Very Practical
	The platform offers resources that are upto-date and aligned with the learning goals.	3,36	Very Practical
	You are able to benefit from relevant content that suits your specific needs and interests, enhancing the overall learning experience.	3,16	Practical
	Total	3,29	Very Practical

# 7. Feedback and Assessment

With a highly useful rating of 3.52, the platform did a great job of giving users useful ways to get feedback on their performance and growth. It further improved the platform's usefulness with a rating of 3.36 by providing assessment tools that let users efficiently track their learning outcomes. The feedback and assessment elements worked together to give the product an overall extremely practical grade of 3.44, guaranteeing that customers had access to strong tools for assessing and enhancing their educational experience.

**Table 8.** the Practicality of the Feedback and the Assessment

Indicator	Sub Indicator	Mean	Category
Feedback and Assessment	The platform offers mechanisms for you to receive feedback on your progress and	3,52	Very Practical
	performance.	- 7-	
	The platform offers assessment tools enabling you to monitor your learning outcomes.	3,36	Very Practical
	Total	3,44	Very Practical

# 8. Technical Support

With a highly noteworthy rating of 3.42, the platform provided powerful technical support, guaranteeing users were able to get strong aid while facing technological difficulties with the rating score 3.40 and was categorized as very practical. It was tremendously practical nature was highlighted by the easily accessible technical help, which had an outstanding rating of 3.44 for handling any technical issues. All things considered, the platform's extensive and helpful technical support network was a great asset that reinforces its reputation as a highly useful and user-focused solution for users with technical difficulties or inquiries.

**Table 9.** the Practicality of the Technical Support

Indicator	Sub Indicator	Mean	Category
Technical Support	The platform provides strong technical support.	3,40	Very Practical
	The technical support assistance is available for any technical issues or challenges.	3,44	Very Practical
	Total	3,42	Very Practical

### 9. Cost-Effectiveness

In addition to offering substantial value, the platform did it at an extremely affordable and efficient cost. It received an outstanding cost-effectiveness rating of 3.34, indicating that users got significant advantages that outweighed the expenses involved. The platform was rated 3.32 and 3.36 for value exceeding the cost and reasonable implementation and usage costs, respectively. This indicated that users find

the platform to be very practical, providing a cost-effective and well-balanced solution that met their educational needs and budgetary constraints.

**Sub Indicator Indicator** Mean Category Cost-The platform provides value more than the 3,32 Very Practical Effectiveness The costs associated with its implementation and the usage are Very Practical 3.36 reasonable. **Total** 3,34 Very Practical

**Table 10.** the Practicality of the Cost-Effectiveness

#### Discussion

The first discussion goes to the usability of the platform. The result was showing that the platform is user-friendly which is able to be easily accessed and used. In addition, the outline look of the platform is clear and comfortable to be seen, therefore the students are able to use and navigate the platform conveniently. As stated by Jahangard (2008) that the material should have clear, attractive lay out and it would be more appealing if colorful pictures of real people and real environment were used in it. The font size of the materials is standard and readable. In line with it, the materials should provide the total course package. This material provided only one material per week, there were no students' book, teachers' manual, and no other supporting materials. Huang (2008) stated, materials may include the coverage supporting material (teachers' guide, workbook, video or audio material).

The next is the accessibility. The students are able to access the platform via multiple devices, such as computers, tablets, and smartphones. In addition, the students are able to access the platform via different web browsers. Adaptability is the third indicator to be discussed. The platform is able to accommodate various learning needs and preferences, promoting a flexible learning environment. The students are able to explore different learning methods and adjust your approach to best suit your preferences and goals.

In addition, for the integration indicator, the platform promotes a more engaging and personalized learning experience for each individual user. The platform is compatible with the existing educational infrastructure. Jones and Jo (2005) stated that the integration of ubiquitous learning and adaptive learning could lead to significant innovations in the way that education is delivered by enabling learners' requirements to be personalized and customized (Jones & Jo, 2005).

The platform is efficient based on the results of the efficiency. The platform uses good methods to help you to reach your educational goals. The platform offers useful tools to make learning more efficient and effective. Clarke (1989) argued that the communicative method is based on authenticity and is significant, realistic, contextual, and focused on the learner. In addition, in the researcher opinion, the methods provided have been sufficiently practical for the learners being enrolled.

The further discussion is related to the relevance. The platform offers the up-todate learning materials. The platform offers resources that are up-to-date and aligned with the learning goals. The platform offers mechanisms for the students to receive feedback on their progress and performance. The platform offers assessment tools enabling the students to monitor their learning outcomes. The platform provides strong technical support. The technical support assistance is available for any technical issues or challenges.

The platform provides value more than the cost. Moreover, the costs associated with its implementation and the usages are reasonable. According to Brown (2004) in Fachrurrazy, (2021), a good test should be relatively low in cost. It should be affordable by the students or test-takers. This platform has met this point based on the result of the research.

#### **CONCLUSION**

The platform that is being evaluated shows an impressive degree of usefulness in a number of important areas, which attracts users in the context of education. With a mean score of 3.60, it has exceptional usability—users can access and use the platform with ease, making it very user-friendly. With a mean score of 3.44, accessibility guarantees that a wide range of users, including those with impairments, may utilize the platform on different hardware and web browsers. The platform's versatility in accommodating a range of learning needs and preferences is demonstrated by its mean ratings of 3.40 and 3.32, which highlight its adaptability and encourage flexibility in the learning environment. Additionally, it has a very practical rating of 3.28 for its smooth integration with the current educational infrastructure and encourages engagement and personalization for each user, receiving a practical rating of 3.08.

Efficiency is another area where the platform excels. It uses practical strategies to help users meet their learning goals and provides useful tools to improve the learning experience. As a result, it has an extremely practical efficiency rating of 3.26. The platform, which has an overall very practical rating of 3.36 and 3.29, respectively, guarantees the availability of current and pertinent learning materials, improving the quality of education as a whole. With a very practical rating of 3.44, the feedback and assessment tools are strong and useful, enabling users to continuously track and enhance their learning process. Furthermore, the platform features excellent technical assistance, earning a very practical grade of 3.42, highlighting the platform's dedication to resolving any problems or difficulties users may run into.

Another indication of the platform's usefulness is its cost-effectiveness, which has a grade of 3.34, meaning that consumers get a lot of value for their money. To sum up, the platform's exceptional performance in all of these areas establishes it as a very practical and all-inclusive educational solution, guaranteeing a user-focused, successful, and economical learning process.

To sum up, the platform is excellent at offering a thorough and intuitive learning environment. Strong in practice in a number of important areas, including relevance, usability, accessibility, adaptability, efficiency, and technical support, it meets a range of learning demands and guarantees a smooth, interesting, and customized experience. Additionally, the platform's affordability highlights its value offer, drawing in users and instructors alike. It is clear that the platform prioritizes resolving user concerns

and offering practical answers in order to ensure a highly applicable and fulfilling training experience.

#### REFERENCES

- Abdullah, R. (2017). Pembelajaran Dalam Perspektif Kreativitas Guru Dalam Pemanfaatan Media Pembelajaran. Lantanida Journal, 4(1), 35. https://doi.org/10.22373/lj.v4i1.1866
- Agustyaningrum, N., & Gusmania, Y. (2017). Praktikalitas Dan Keefektifan Modul Geometri Analitik Ruang Berbasis Konstruktivisme. Jurnal Dimensi, 6(3), 412–420. https://doi.org/10.33373/dms.v6i3.1075
- Arikunto, S. (2013). Prosedur penelitian suatu pendekatan praktik. In Jakarta: Rineka Cipta (p. 172). http://r2kn.litbang.kemkes.go.id:8080/handle/123456789/62880
- Asda, V. D., Asda, E. F., Aulia, F., Asdi, A., & Jamal, R. (2022). Validity and Practicality of Colloid E-Learning Content Based on Individual Rotation Guided Inquiry for Senior High School. International Journal of High Information, Computerization, Engineering and Applied Science (Jhice), 2(02), 46–53. https://doi.org/10.24036/jhice/vol2-iss02/57
- Azmi, Z. L., Fathurohman, A., & Marlina, L. (2022). Validity and Practicality of Student Worksheets on Waves and Sounds for Junior High School Students. Jurnal Penelitian Pendidikan IPA, 8(4), 2058–2064. https://doi.org/10.29303/jppipa.v8i4.1797
- Bachman, L. F., & Palmer, a. S. A. S. (1996). Language Testing in Practice: Designing and Developing Useful Language Tests. In Oxford applied linguistics. (pp. vi, 377 p.).
- Brown, H. D. (2004). Language Assessment Principle and Classroom Practices. Longman.
- Cook, D. A. (2007). Web-based learning: Pros, cons and controversies. Clinical Medicine, Journal of the Royal College of Physicians of London, 7(1), 37–42. https://doi.org/10.7861/clinmedicine.7-1-37
- Clarke, D. F. (1989). Communicative theory and its influence on materials production. Language teaching, 22(2), 73-86.
- Diergarten, A. K., Möckel, T., Nieding, G., & Ohler, P. (2017). The impact of media literacy on children's learning from films and hypermedia. Journal of Applied Developmental Psychology, 48, 33–41. https://doi.org/10.1016/j.appdev.2016.11.007
- Fachrurrazy. (2021). E-assessment in language teaching. Language Assessment Theory with Practice, 1, 263–276.
- Fransisca, M. (2017). Pengujian Validitas, Praktikalitas, dan Efektivitas Media E-Learning di Sekolah Menengah Kejuruan. VOLT: Jurnal Ilmiah Pendidikan Teknik Elektro, 2(1), 17. https://doi.org/10.30870/volt.v2i1.1091

- Gay, L. R., Mills, G. E., & Arasian, P. (2000). Educational Research. In Pearson (10th Editi, Vol. 59). Pearson.
- Hasmawaty, H., Syam, H., & Saman, A. (2020). Validity, Practicality, and Effectiveness: The Last Step in Development of Entrepreneurship Education Based Role-Playing for Kindergarten. Universal Journal of Educational Research, 8(12B), 8092–8101. https://doi.org/10.13189/ujer.2020.082611
- Huang, S. (2008). Ideal and Reality of Textbook Selection: An interview- and questionnaire- based investigation in the Taiwanese tertiary context. 282.
- Jahangard, A. (2008). From the SelectedWorks of Ali Jahangard Evaluation of the EFL Materials Taught at Iranian High Schools.
- Jones, R. (2005). Designing adaptable learning resources with learning object patterns.
- Lestari, L., Alberida, H., & Rahmi, Y. L. (2018). Validitas dan Praktikalitas Lembar Kerja Peserta Didik (LKPD) Materi Kingdom Plantae Berbasis Pendekatan Saintifik untuk Peserta Didik Kelas X SMA/MA. Jurnal Eksakta Pendidikan (Jep), 2(2), 170. https://doi.org/10.24036/jep/vol2-iss2/245
- Liu, K. (2017). Design and application of an online English self-learning platform. International Journal of Emerging Technologies in Learning, 12(8), 4–13. https://doi.org/10.3991/ijet.v12.i08.7133
- Maskar, S., & Dewi, P. S. (2020). Praktikalitas dan Efektifitas Bahan Ajar Kalkulus Berbasis Daring Berbantuan Geogebra. Jurnal Cendekia: Jurnal Pendidikan Matematika, 4(2), 888–899. https://doi.org/10.31004/cendekia.v4i2.326
- McKimm, J., Jollie, C., & Cantillon, P. (2003). Web based learning. Bmj, 326(7394), 870. https://doi.org/10.1136/bmj.326.7394.870
- Nieveen, N. (1999). Prototyping to Reach Product Quality. Design Approaches and Tools in Education and Training, 125–135. https://doi.org/10.1007/978-94-011-4255-7\_10
- Retnawati, H. (2016). Analisis Kuantitatif Instrumen Penelitian. Parama Publishing.
- Roliza, E., Ramadhona, R., & Rosmery, L. (2018). Praktikalitas Lembar Kerja Siswa pada Pembelajaran Matematika Materi Statistika. Jurnal Gantang, 3(1), 41–45. https://doi.org/10.31629/jg.v3i1.377
- Sarıca, G. N., & Çavuş, N. (2008). Web-Based English Language Learning. 8th International Educational Technology Conference, 1–5. http://www.livemocha.com/languages/view/1/1
- Strambi, A., & Bouvet, E. (2003). Flexibility and interaction at a distance: A mixed-mode environment for language learning. Language Learning and Technology, 7(3), 81–102.

- Suwadarma, K. W., Sudiatmika, A. A. I. A. R., & Suja, I. W. (2020). The Validity and Practicality of the Chemistry Learning Device by Using STEM-PJBL Model. Jurnal Ilmiah Pendidikan Dan Pembelajaran, 4(1), 19–28.
- Van Den Akker, J. (1999). Principles and Methods of Development Research. Design Approaches and Tools in Education and Training, 1–14. https://doi.org/10.1007/978-94-011-4255-7\_1
- Wahyuni, Z. A., & Yerimadesi, Y. (2021). Praktikalitas E-Modul Kimia Unsur Berbasis Guided Discovery Learning untuk Siswa Sekolah Menengah Atas. Edukatif: Jurnal Ilmu Pendidikan, 3(3), 680–688. https://edukatif.org/index.php/edukatif/article/view/420
- Yanto, D. T. P. (2019). Praktikalitas Media Pembelajaran Interaktif pada Proses Pembelajaran Rangkaian Listrik. INVOTEK: Jurnal Inovasi Vokasional Dan Teknologi, 19(1), 75–82. https://doi.org/10.24036/invotek.v19i1.409