
Usage of Semiconductor Interactive Learning Application (SemIL App) in Electronics Subjects

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Abstract

The changes in today's world that have entered the era of industrial revolution 4.0 have led to all aspects of human life becoming increasingly dependent on digital technology. At a time when the threat of the Covid-19 Pandemic hit and changed the strategy of education services, mobile applications are seen to be able to provide a solution to a more viable learning method against the current worsening situation. Smartphones are the device of choice for teaching and learning (PdP) because they are comfortable and easy to carry anywhere. Although there are various other platforms such as WhatsApp, Telegram, Google Classroom and others, but access to the Internet sometimes makes it difficult to access learning materials for students. Based on this, the idea to develop a SemIL Application came about when there were students who did not get the notes or learning materials that were delivered. This study aims to see the use of Semiconductor Interactive Learning Applications (SemIL App) in the subject of electronics. A brief survey using questionnaires was conducted to analyze student perception and student motivation towards the SemIL Application. Respondents were randomly selected among students taking electronic courses. A total of 20 people students are selected as a sample to answer the survey questions. Data obtained through the method This descriptive has been analyzed using Statistical Package for Social Sciences (SPSS) software for get the percentage value, mean score, standard deviation and also correlation. The results of the study show the score mean is at a high level which is 4.1300 for students' perception of the use of SemIL Apps and 4.0944 for students' motivation towards the use of the SemIL application Furthermore, the correlation between the mean perception with mean motivation has a very weak positive linear relationship ($r=0.066$). In conclusion, the Semiconductor Interactive Learning (SemIL Apps) application helps students in Teaching and Learning process and have a positive impact in electronic subjects.

Keywords : application, SemIL App, electronic subject
