

VIRTUAL LEARNING SATISFACTION AMONG LEARNERS

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Abstract

The purposed of this research is to determine virtual learning satisfaction among learners. This paper proposes a framework to identify three aspects concerning about the learners' satisfaction towards virtual learning. As a result, the study reveals that virtual learning satisfaction among learners in terms of virtual learning environment, experience and also implementation. This paper also shows the table analysis of review and the figure proposed research framework.

Keywords: virtual learning, environment, e-learning.

1. Introduction

People nowadays have been equipped with the best technology such as sophisticated smartphone, tablets as well as other electronic devices. Most of schools nowadays use least of printed exercise. They are using printed sources or using virtual learning. Virtual learning takes many places in the school. Virtual learning also been use in other institution as well as other organization and also for university as well. As user can see, virtual learning is a connecting learner who may be located physically somewhere with their learning that is somewhere else. There is some virtual learning can be learn toward to learner satisfaction in terms of e-learning environment, the experience and implementation.

The aim of this study is to measure the learner's satisfaction towards virtual learning. In order to achieve this objective, this research proposed a framework to identify three main aspects of virtual learning satisfaction. The remainder of this paper is organized as follows. Section 2 is literature review. Proposed framework is in Section 3. Final section contains some concluding remarks.

2. Literature Review

This research is to evaluate virtual learning satisfaction among learners. For the virtual learning satisfaction among learners, we focus on three main aspects, environment, experience and implementation.

2.1 Environment

The important of virtual learning environment is to enhance the learners to gain knowledge anywhere and anytime. According to Songkram (2015), virtual learning environment for creative development is necessary which found that young learners thinking skills is very low. Besides that, based on Ranjbarfard (2018), virtual learning environment can be a place of level of interaction and conversation for students as well

as for instructors. In her article, Yi & Gong (2013) stated that there are two field to value co-creation attitude of participation behavior and citizenship behavior. Besides that, communication among learners will also affect their achievement in online course. Other than that, Timothy & Su (2013) also stated that the changes kind of method form traditional learning environment to an online learning environment will benefit to the learners in terms of increased efficiency, decreased the usage of cost, transparency, flexibility, consistency and improved students' performance. Based on Kim & Lee (2011) learners can experience on how to prepare learning methods and materials. How the learners learn in the e-learning environment has been changing completely and are expected to contribute to information, create idea and concepts and also evaluate their learning experiences. With this kind of environment, the learners motivate themselves to involve more intensively to the materials. They will sense achievement.

2.2 Experience

Based on Ortega & Liz (2015), in virtual learning learners can communicate with each other with their character. For instance, like avatar, they can change the character in many ways, but mostly learners choose to use the human-shaped one. They also stated that learners can experience the virtual learning in terms of online journals, video and sound captures, chat transcripts, semi-structured interview, asynchronous discussion as well as students' artefacts. Farley (2013) stated that virtual environment is necessary to generate immersion. When learners involve themselves in virtual learning, they can feel being there in the virtual world. It will the learners to a sense of flow and commitment to learning. Virtual environment makes the learners can sense of place. It can link people to place. They can share their emotional meaning to a particular space. Other than that, learner can also play game in the virtual world as one of the ways to satisfied themselves and add on their knowledge. It is way to make learner adaptable, and flexible as well. In addition, Valarie & K (2017) mention in their article that virtual world creates a natural motivation in terms of pressure, the feeling of joy when subject is discovered or investigation that can be solved.

2.3 Implementation

Sawang & Jamieson (2013) analyzed that learners can implement virtual learning can add the existence such as face to face system and provide training for personal development. They stated that characteristic is one of the key to a e-learning implementation. E-learning can be relate to learner self-efficacy. It can affect the essential motivation for performing a task. One particular individual has their confident ability to performing a task using a technology can be define as technological efficacy. It has been found that learner as well as employees satisfied with their work using the technological efficacy. Besides that, learners also learn the openness of change. Individual that want to change have the opportunity to have the positive experience than the other than who resist to change. Organizational also support the use of the e-learning in the organization. Other than that, Dixon (2017) mentioned that there virtual learning team can make effective choices. Based on Hsin & Lin (2018), learners are the person that can really understand of the system. Learner that have the skills on

technology will have better understanding the use of the system. E-learning will be the easy platform for them to provides themselves convenient materials and well-designed courses.

3. Proposed Framework

Figure 1 show that proposed framework to guide this research concern virtual learning satisfaction among learners which are virtual learning environment, experience and implementation. In this study, we identified those three different independence variables. Independence variables define based on previous discussion in Section 2.1 environment, Section 2.2 Experience, and Section 2.3 Implementation. These independence variables are essential due to virtual learning satisfaction among learners.

Table 1. Analysis of Review

Author	Environment	Experience	Implementation
Phungsuk (2017)	✓		
Mckenna (2017)	✓		
Ortega (2015)		✓	
Sawang (2013)			✓
Ranjbarfard (2018)	✓		
Dixon (2018)			✓
Hill (2017)		✓	
Tara (2014)		✓	
Alujabanet (2017)	✓		
Teo (2013)	✓	✓	
Rui-Hsin (2018)			✓
Ruokonen (2016)	✓		
Songkram (2014)	✓		

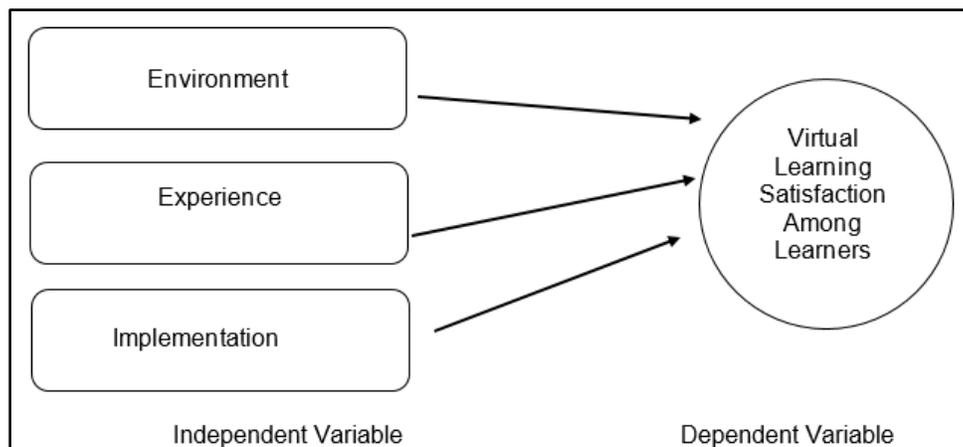


Figure 1. Proposed research framework

4. Conclusions

As for the conclusion, virtual learning is very important nowadays because people likely focus on the modern environment other than the traditional environment. Mostly students nowadays like to study on their own at home because that is where their computers are. They will find it fun. Virtual learning is a system that make a learner study while online. Besides that, virtual learning has its own advantages and disadvantages to learners in terms of cost effective, easy distribution, up to date content and customizable. Virtual learning will frequently use in the future because its information has the accurate and precise one. Learners can direct learn from virtual learning but never forget how to use the traditional learning environment.

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