
THE RELATIONSHIP OF MULTIMEDIA, THE INTERNET TO THE DEVELOPMENT OF LEARNING FOR THE MILLENIAL GENERATION

By

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The background of this research is how to find out what variables can affect the development of learning for the current millennial generation, especially during the current pandemic. The variables raised in this study are multimedia variables and internet variables. The method used in this study is to use quantitative methods by conducting a survey to 100 parents of students who will generate data and process it using SPSS media so that it can produce answers to the formulation of the problems raised in this study. The problem raised in this study is how to find out the variables that can affect the development of learning, especially for the millennial generation who are very sensitive to changing times multimedia and internet variables. The purpose of this study is how to find out how multimedia variables and internet variables can affect educational development variables with very significant results, namely 0.003 on multimedia variables and educational developments and also produce a value of 0.002 on internet variables and educational development only produce significant cells, then these variables can affect variables with education

Keyword: Multimedia, Internet, Learning Development, Millennial.**INTRODUCTION**

In this millennial era everything is evolving for the better and using internet media as a medium that connects all parties from one country to another and even the whole world with the internet, everything will be easy and can be done anywhere and anytime Therefore the development of the world of education balance with the development of the internet world, it will really be able to help students in conducting education and be able to develop learning very well because it uses very appropriate media for learning and carrying out learning activities even though it is done remotely.

The method used in this study is to use quantitative methods by conducting a survey to 100 millennial generation who were asked based on the development of teaching and learning now and in the future. Therefore, by using quantitative methods it will be able to

obtain accurate data that can be applied for research future.

The problem raised in this study is how to find out the relationship between one variable and another variable. The variables raised in this study are the multimedia variable, the internet variable and the learning development variable. Therefore, with these variables, it can be concluded that the first hypothesis is whether there is a relationship between multimedia and learning development methods and whether there is a relationship between the internet and learning development.

The purpose of this research is how to find variables that can affect the development of education and learning in this millennial era because students must be in this millennial era a lot is influenced by very significant variables, these variables must be found and

these variables must be able to help in the development of education.

Multimedia is a medium that can be used with many variables such as sound, text, video and others. With the presence of multimedia, one of the things that can be used is applied to learning media. Therefore, using this multimedia will be able to make it interactive for students in doing good learning. Directly or indirectly in today's millennial era.

The internet is a medium that connects one place to another from one region to another and this internet can connect to the whole world. With the internet media, the whole world can be connected and it can be known what is happening in the next hemisphere. Therefore, with the media the internet, things that are close can become far and things that are far can become close. The internet is also used in learning media during a pandemic. With the internet, learning can be done anywhere and anytime, especially from home because it is no longer possible to gather at school. Therefore, with the internet, the teaching and learning system will continue to be developed along with the times.

The development of learning in the millennial era now continues to develop along with the development of young people who follow the millennial era this time with the development of the times, the learning system is also a development that was initially face-to-face with the inventor switching to an online system, but many systems will be maintained in the future between online and offline. Offline many think online is better and many think offline is also better, therefore with a hybrid system, these two systems will be able to be developed continuously along with the times.

RESEARCH METHOD

This section discusses how this research method is carried out on the variables that will be researched so that it can be known what variables and using any methods so that this research is more focused and not biased.

The first stage in this research is to conduct library studies and conduct literature review of many journals related to this research, with this, it can strengthen the basis of research and find renewable research problems after that conduct a survey of 100 randomly selected people, especially in the millennial generation according to the age range between 17 to 40 years with the existence of this will be limited by age and the last thought is to process data and produce data that can be accounted for so that it can answer the research problem raised.

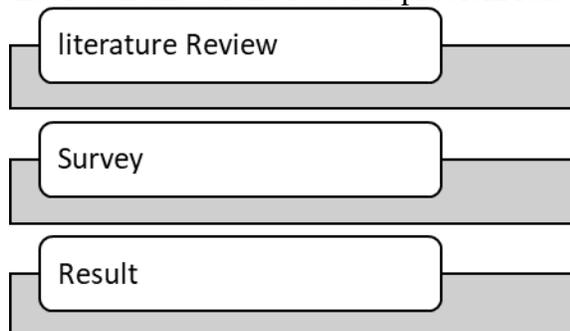


Figure 1. Hipotesis Model

RESULT AND DISCUSSION

In this section, we will discuss how this research will be able to produce data and be able to provide answers to the research problems raised in this study, raising 3 variables of internet multimedia and learning development which has 2 hypotheses. The first hypothesis is there a relationship between multimedia and educational development and the second hypothesis is whether there is a relationship between the internet and the development of education.

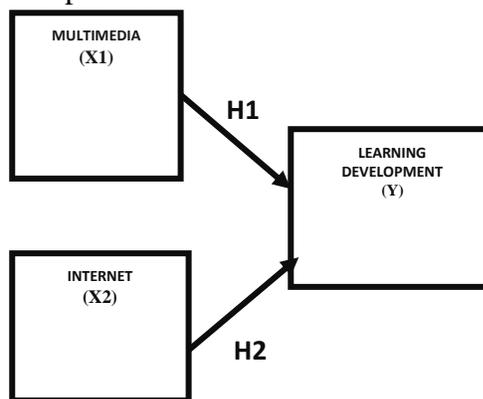


Figure 2. Hipotesis Model

Table 1. The Questions

No	Questions	Variable
1	Multimedia is a very important lesson	X1
2	Multimedia is the right learning media	X1
3	Multimedia is very communicative	X1
4	Internet is more global	X2
5	Internet includes all materials	X2
6	Internet is an important part of life	X2
7	Learning Development continues to grow every year	Y
8	Learning Development must be applied thoroughly	Y
9	Learning Development must keep up with the times	Y
10	Learning Development will affect the development of the millennial generation	Y

1. Multiple Linear Regression Analysis

a. Regression Equations

Table 2. Recapitulation of the Results of Multiple Linear Regression Analysis

Variable	<i>Unstandardized Coefficients</i>
Multimedia	2,687
Internet	0,589
Learning Development	0,512

Source: The Results of Data Processing

Table 2 Recapitulation of the Results of Multiple Linear Regression Analysis has a multimedia value of 2.687 and an internet score of 0.598 and a learning development score of 0.512.

b. Koefisien Determinasi (R²)

Table 3. Correlation and Determination Coefficients

Dependent Variable	Independent Variable	R	R Square	<i>Adjusted R Square</i>
Y	X1 & X2	0,622	0,547	0,838

Source: The Results of Data Processing

Table 3 Correlation and Determination Coefficients, mempunyai nilai R 0,622 dan nilai R Square 0,547 dan nilai Adjusted R Square 0,838

c. Hypothesis Testing

1. Hipotesis I (F test / Serempak)

Table 4. F / Simultaneous Test

Dependent variable	Independent Variable	F Count	F Table	Sig.F	decision on H0
Y	X1 & X2	54,557	1,445	0,003	Ditolak

Source: The Results of Data Processing

Based on the results of the F Count calculation, it produces a value of 54.557 and has an F Table value of 1.445 and has a Sig.F value of 0.003 which has a decision H0 is rejected.

2. Hipotesis II (t test / Parsial)

Table 5. t / partial test results

Variable	t	Sig.
X1	3,745	0,003
X2	5,991	0,002

Source: The Results of Data Processing

Based on the data calculation, the t value of each variable is 3.745 and 5.991, then has a value of Sig 0.003 and Sig 0.002 and has a significant value.

2. Discussion of Research Results

a. Hypothesis 1 (H1) variable Multimedia (X1) on Learning Development variable (Y).

Hypothesis 1 adalah mencari tahu hubungan antara multimedia dengan perkembangan pembelajaran yang mempunyai nilai 0,003 yang artinya mempunyai hubungan variable yang signifikan.

b. Hypothesis 2 (H2) variable Internet (X2) on Learning Development(Y).

Hypothesis 2 adalah mencari tahu hubungan antara internet dengan perkembangan pembelajaran yang mempunyai nilai 0,002 yang artinya mempunyai hubungan variable yang signifikan.

3. Descriptive Analysis

a. Multimedia Variables (X1)

Multimedia is a medium used in learning media so that it can be interactive with students who can provide understanding from various sources of text, images and videos.

b. Internet Variable (X2)

The internet is one of the media used during the pandemic because by using the internet the teaching and learning system can still be carried out even though it is done remotely and anywhere because of the internet, things that are far away can become close. Therefore, the internet will be able to help the development of learning teaching students now and in the future.

c. Learning Development Variable (Y)

The development of learning is much influenced by things that are technical and non-technical, for example, how multimedia and the internet can affect the learning development of students during a pandemic or not during a pandemic. The knowledge provided by the teacher so that they can develop themselves to the fullest.

CONCLUSION

Based on the conclusions above, it can be seen that hypothesis One has a value of 0.003 which means that it is very significant and hypothesis 2 has a value of 0.002 which means that it significantly affects the two hypotheses, so it can be concluded that from 100 people who were given a survey, it can be ascertained that the two hypotheses have variables that significantly influence the independent variable and the dependent variable.

Which means that multimedia can affect the development of learning and the

internet can also affect the development of teaching and learning with the presence of two variables that affect the development of learning, it is certain that a variable can be developed better in the future. The development of further research is how to apply other variables that can affect the development of learning.

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