

Chapter V

Conclusion and Suggestions

Conclusion

This study had done its contributing part by providing some important insights into the factors that may affect upper secondary school students' perception to embrace Quipper as an online practice tool to help them face the English Computer-based National Examination. There is currently little research conducted within this type of E-learning platform thus the importance in finding out what the students' perceptions on E-learning platforms such as Quipper, Blackboard, etc would help IT engineers and technopreneurs within the world of education to improve the design as well as implementation processes.

Based on the study results, the conclusion was that the most important finding is that the students' perceptions of Quipper as an online practice tool for the English Computer-based National Examination was mainly influenced by how Quipper

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had managed to correlate with the participants' educational needs and expectations. If the platform had the 'right' functionality, students would likely to accept the system. On the other hand, if the platform did not provide the needed functions, students will turn to using other platforms instead. This means that IT engineers and technopreneurs within the world of education needed to make sure that the functionality of an E-learning platform corresponds with the users' needs.

Another major conclusion is that the teacher as facilitators or any other professional who happened to be in charge in leading students to use a particular E-learning platform, has a key role in influencing their perceptions and use through proper introduction and guidance during the learning process.

Another conclusion was that the E-learning platform's design system should be designed with regards to the systems ease of use and accessibility in order to bring impact on the students' perception of it. The majority of students today are digital natives and whatever E-learning platforms they use

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need to meet their standards. Therefore E-learning systems are required to meet the design-standards of today.

As a final point it is clear that there is plenty of room and opportunity to conduct more studies investigating user perception and acceptance of technology in the educational sector and areas related to it.

What considered being the main weakness of this study is that it was not possible to generalize the study findings to other secondary schools in Surabaya. While case study research is ideal to develop in-depth knowledge and insights about one particular study setting, it does not automatically mean it reflects a general view of students' perception of E-learning platforms

Suggestions

In the future, hopefully there would be studies that investigate a number of different E-learning platforms to further develop and modify the findings from this study.

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It would also be suggested that in the future there would be studies on user acceptance that highlight on investigating the educational technology needs of students in other level besides junior high school such as elementary and upper secondary schools. As the educational technology needs of the students as users play a vital role in an E-learning platform's system acceptance.

Suggested researches like the above could help E-learning platform developers to bring their products up to the next level and eventually provide IT-professionals within the world of educational with a better idea for what kind of functionality is important to students.

During the length of this case study observed that students appeared somewhat fatigued as a result of being constantly online. There was a probability that some students might have a problem of disconnecting (being offline), an inability to separate the time spent on education and time spent on leisure.

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Regarding to this, more research should be focused on understanding the implications of ICT on students' health.

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