



Open Access Journals

Contents lists available at <https://e-journal.stkipsiliwangi.ac.id>
Quanta Journal (Kajian Bimbingan dan Konseling dalam Pendidikan)

Online ISSN 2614-2198 | Print ISSN 2614-6223

Journal homepage: <https://e-journal.stkipsiliwangi.ac.id/index.php/quanta>

The Development of Google Sites-based Guidance and Counseling Platform using Friend Story Media Services for College Students at UIN Ar-Raniry

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ARTICLE INFO

Received: August 9, 2024; **Revised:** September 01, 2024; **Accepted:** September 04, 2024

KEYWORDS

Development;
Friends Story Media;
Google Sites:

ABSTRACT

This research aims to develop and test the feasibility of the Google Sites-based "Friends Story" media for Ar-Raniry State Islamic University College Students. The research method used is Research and Development (R & D). This research uses the Thiagarajan, Dorothy Semmel, and Melvyn Semmel models. Research and development stages include (1) define, (2) design, (3) develop, and (4) dissemination. The subjects of this research were College Students at Ar-Raniry State Islamic University with a sample of 6 respondents. The research instrument used was an expert validation sheet with qualitative descriptive data analysis techniques. The research results show that the average score from material experts is 88.2% and the average score from media experts is 87.5%. Meanwhile, the average value of lecturer responses via questionnaire was 93.3% and the average College Student response was 87%. From these results, it can be concluded that the development of Google Sites-based "story-friend" media is in the "Very Feasible" category and can be used.

KATA KUNCI

Pengembangan;
Media Friend Story;
Google Sites;

ABSTRAK

Tujuan penelitian ini adalah untuk mengembangkan dan menguji kelayakan media "Teman bercerita" berbasis Google Sites mahasiswa Universitas Islam Negeri Ar - Raniry . Metode penelitian yang digunakan adalah Penelitian dan Pengembangan. Penelitian ini menggunakan model Thiagarajan, Dorothy Semmel, dan Melvyn Semmel. Tahapan penelitian dan pengembangan meliputi (1) define, (2) design, (3) develop, dan (4) dissemination. Subyek penelitian ini adalah mahasiswa Universitas Islam Negeri Ar - Raniry dengan sampel berjumlah 6 responden. Instrumen penelitian yang digunakan adalah lembar validasi ahli dengan teknik analisis data deskripsi kualitatif. Hasil penelitian menunjukkan bahwa nilai rata-rata dari ahli materi sebesar 88,2% dan nilai rerata dari ahli media adalah 87,5%. Sementara itu, nilai rata-rata dari respon dosen melalui angket adalah 93,3% dan rerata respon mahasiswa sebesar 87%. Dari hasil ini bisa disimpulkan bahwa pengembangan media "Friend Story " berbasis Google Sites masuk dalam kategori "Sangat Layak" dan dapat digunakan.

1. INTRODUCTION

College Students who excel in the academic environment are considered successful and certainly have no difficulty in overcoming academic challenges, but in reality many problems are faced. The problems that College Students always face are academic and non-academic problems, such as difficulty attending lectures, piling up assignments, difficult exams, boredom, laziness, lack of motivation, unable to manage time, finances, relationships, family problems and so on. These problems are actually commonplace in College Student life (Asmita, 2021). Sometimes we do not realize that there are some College Students who experience more serious problems. It is said to be more serious because the problems they face are classified as "acute" and long-term, and are "systemic" which

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DOI: <https://doi.org/10.22460/quanta.v8i3.4955>

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means that these problems can have a domino effect and cause other problems that have an impact on College Student academics. Health problems, mental/psychological instability, family economic conditions are some examples of non-academic problems that often arise on campus. Sometimes College Students cannot withstand this heavy burden and in the end they suffer from these circumstances and fail (Candrasari, 2020).

Guidance and counseling is an interaction process that helps individuals, especially College Students who need to realize their problems (Habsy, 2024). One of the problems faced by College Students and needs to be handled quickly is academic problems. Academic problems are obstacles and problems for College Students in preparing, conducting, and optimizing learning. Academic obstacles faced by College Students include lack of career attention, poor learning style, low curiosity, difficulty learning foreign books, low learning motivation, including the difficulty of writing academic papers, resource and administrative difficulties, time between lecture activities and College Student activities (Wicaksono, 2023).

The guidance and counseling study program of the Faculty of Tarbiyah and Teacher Training and Education UIN Ar-Raniry is based on the decision of the Minister of Education and Culture of the Republic of Indonesia with its Implementation Permit Number: 07/E/0/2014 which is authorized by the Ministry of Religious Affairs of the Republic of Indonesia. UIN Ar-Raniry's Guidance and Counseling study program specifically applies the field of guidance counseling and utilizes science and technology in its field to solve problems and make decisions based on needs analysis to determine various alternative counseling services. The service is one of the facilities provided to help College Students share their problems with experts in the field of guidance and counseling, experts will provide the best solution to solve the problem. These problems are overcome by using special methods and strategies that encourage College Students to be open and not afraid or embarrassed. Alternative patterns and steps available are guidance and counseling through technology (Soehartono, 2008).

Counseling that is not conducted face-to-face or not face-to-face using technical assistance (e.g. email, chat tools, and teleconference) is digital counseling (Jannah, 2022). Around software that is commonly used to provide digital counseling services, such as WhatsApp, Zoom Cloud, Facebook, Gmail, Telegram, Google Meets, Instagram, and Google Sites website is a new breakthrough. Advances in information technology affect many aspects of life today, one of the influential aspects is education. In the past, learning was done face-to-face in the classroom. Unlike today, the use of internet media already exists as a means of learning. Currently, there are many applications that can be used for online learning, such as Google Sites (Harsanto, 2012). Google Sites media has been successful in a study entitled "Development of a Learning Website to Increase Learning Interest in Business Feasibility Study Courses" by Nurrahmadina.

Google Sites is a free personal or professional web hosting service. This service is a web service assembled by Google (Pasaribu, 2024). Google Sites is a set of Google attributes as a web building tool. Google Sites can benefit users because it is easy to create and manage for beginners. This application provides support functions for the counseling process of UIN Ar-Raniry College Students (Jubaidah, 2020). Google websites have several modes of use by internet users, including for learning. According to Budi Harsanto in his book, Google Sites can be used by educators such as teachers, lecturers, and College Students who do not have time to prepare for the online teaching and learning process. A feature of Google Sites is to create a special channel or space. In that room, you can store information, agenda space, discussion space for one class group, discussion space for one class as a whole, space for different classes and other rooms. Sharing this space (channel) makes the guidance and counseling process very effective (Harsanto, 2012).

The purpose of this research is to develop friend story media based on Google Sites and test the feasibility of friend story media based on Google Sites for College Students of Ar-Raniry State Islamic University. The research focus uses the R&D concept which is divided into five sub-foci, namely (1) the characteristics of friend story media development based on Google Sites, (2) the steps of friend story media development based on Google Sites, (3) the topic of friend story media development research, (4) examples of research titles relevant to media development, and (5) media development research reports.

2. METHOD

2.1 Research Design

The research in this study uses the research and development method, which is a research mechanism to create a certain set of goods or services by checking the feasibility of the product (Sugiyono, 2019). Development and Research describes the procedure of developing educational instruments that use a line of research by utilizing patterns in a cycle that goes through several levels (Ali, 2014). The definition of R&D according to Amile and

Reesnes is a system of improving academic tools through a research flow that requires a formula in a cycle that goes through various levels. Research and Development is a research design for publishing goods or services and measuring the usefulness of the products developed (Sugiyono, 2019).

2.2 Research Location

The location and place of research were carried out at the Faculty of Tarbiyah and Teacher Training and Education UIN Ar-Raniry. This faculty has not provided counseling services for College Students who are constrained by the academic process, resulting in various academic problems. Therefore, research was conducted in this place with the aim of providing Counseling Guidance services for UIN Ar-Raniry College Students. This research was conducted in June 2024, the subjects of the study were College Students of the Guidance Counseling Study Program.

2.3 Data Collection

Data collection is a systematic standardized procedure or procedure in the process of collecting research information (data) (Utomo et al., 2024). The definition of this research instrument is a tool used in data collection activities (Makbul, 2021). The data collection tool used in this research is a validation sheet that has been validated with experts. This sheet has two forms, namely media expert validation sheets and material experts. This media validation sheet is an assessment of Google Sites-based media which includes aspects of function, text quality, and actualization. This instrument is a validation questionnaire regarding Google Sites-based friend story media. While the material validation sheet in the research is a Google Sites media assessment sheet which includes the core material. This data collection tool is a validation questionnaire regarding the suitability of material, language and consistency of Google Sites products and is useful for conveying information in the development of Google Sites-based friend story media (Tambunan, 2022).

2.4 Data Analysis

Data processing techniques are procedures for collecting research information in an organized manner to make it easier for reviewers to draw conclusions (Sugiyono, 2019). The technique used in this development research applies a qualitative descriptive analysis technique that describes the improvement of Google Sites media. The results found through the trial device were analyzed using quantitative statistics (Habibullah, 2022). The study was conducted to illustrate the character of the data on each research object.

The research data processing process uses the Likert scale rules as follows (Sufandi, 2022):

Table 1. Assessment Category Criteria

Statement Form	Score
Very Decent	5
Feasible	4
Decent Enough	3
Not Feasible	2
Very unfeasible	1

Data processing for the development of Google Sites-based friend story media uses a questionnaire or questionnaire. The results obtained from the assessment by the validator will be described by percentage (Nurrahmadina, 2023). Standard scores based on an interval scale that will be described as below (Rusli, 2021):

Table 2. Assessment Category Criteria

Criteria	Interval
Very Decent	84% > skor ≤ 100%
Feasible	68% > skor ≤ 84%
Decent Enough	52% > skor ≤ 68%
Not Feasible	36% > skor ≤ 52%
Very unfeasible	20% > skor ≤ 36%

2.5 Prosedure

The procedure for conducting this research uses the Four-D development reference. The 4-D model was described in 1974 by Sivasailam Thiagarajan, Dorothy Semmel, and Melvyn Semmel. This development model is utilized in

various types of teaching and learning media (Arkadiantika, 2020). One of them is the Google Sites-based friend story media that follows the development process referred to as the four-D model, namely elaboration or definition, preparation or design, development, and distribution (dissemination) (Johan, 2023). The research stages will be described in the following Flowchart:

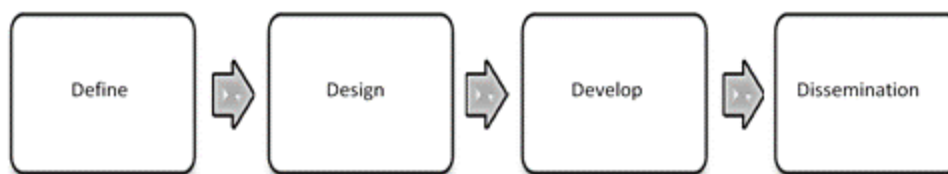


Figure 1. Flowchart model 4-D

The following is the research procedure using the 4-D model stages (Johan, 2023):

- a. The define stage helps in ascertaining and describing the needs and accumulation of information related to the aspects to be improved in the product (friend story media). This step includes a beginning-end review to specific instructional objectives.
- b. The design stage helps determine the design of the Google Sites-based friend story media to be implemented.
- c. The develop stage aims to create the product. In this stage, the product that has been made must go through several steps of improvement from experts and be tested. The developer test stage is used if the Google Sites-based "friend story media development procedure is complete and so tested for validity by validators. The testing process is carried out in stages, starting from product validation tests with validators, trials on individual ratios, trials in small groups to large groups. If the product proves not or less valid when tested by experts, this test will be repeated to ensure the results are in line with expectations.
- d. Disseminate stage, in this process the friend story media using the Google Sites tool can be disseminated and introduced to a wide range of College Students beyond the scope of the development itself. Some factors that must be considered when conducting dissemination are user analysis

3. RESULTS AND DISCUSSION

3.1 Result

The development results use the 4D development model described in the first stage, namely define. The defining stage (define) is carried out to understand and describe what is in the academic procedure and examine some of the lighting in line with the product in the form of enhanced media. This step the reviewer received an explanation in the form of academic and non-academic College Student problems very much occurred. One of the solutions shared by the reviewer is the development of Google Sites-based friend story media. There are several parts of this stage, namely, examining the final initial process in the research carried out observations and College Student interviews. Analysis to College Students aims to observe the characteristics of College Students' academic and non-academic problems. Material analysis is the second stage carried out to ensure what material will be organized or run on the Google Sites-based friend story media. The next process is concept analysis to compile the content of the material on the Google Sites-based friend story media so that the material on the media can be understood by College Students.

The next stage, namely design, aims to design the Google Sites-based friend story media. The steps to compile the design are media selection, this stage is done by selecting devices that are improved in order to overcome College Students' academic and non-academic problems. Determination of the pattern, in this process the material is arranged and the composition of the friend story media is prepared. Initial sketches, this step is how to determine the arrangement of the friend story media templete based on Google Sites.



Figure 2. The Process of Designing Friend Story Media using Template on GOOGLE Web Sites

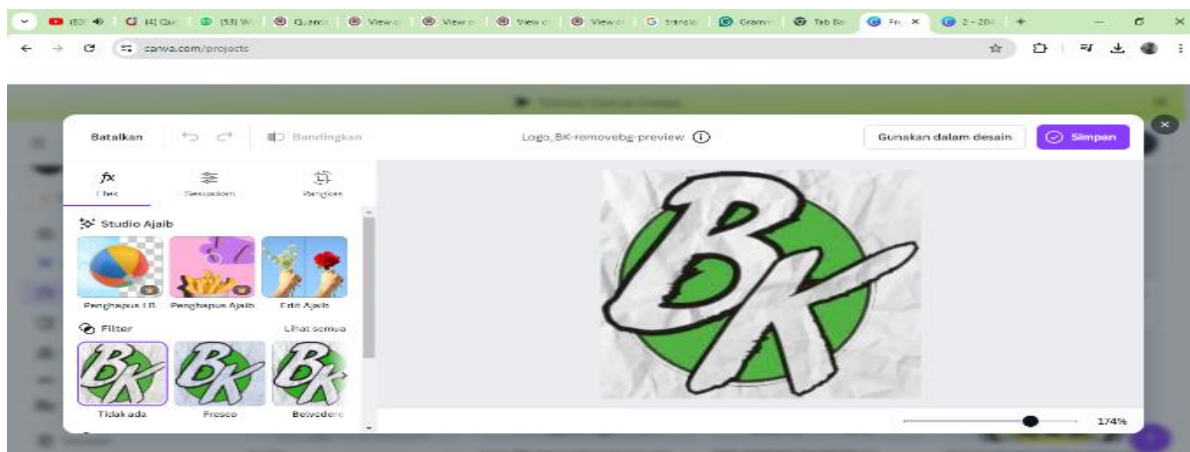


Figure 3: Design Process of Google Sites-Based Friend Story Media

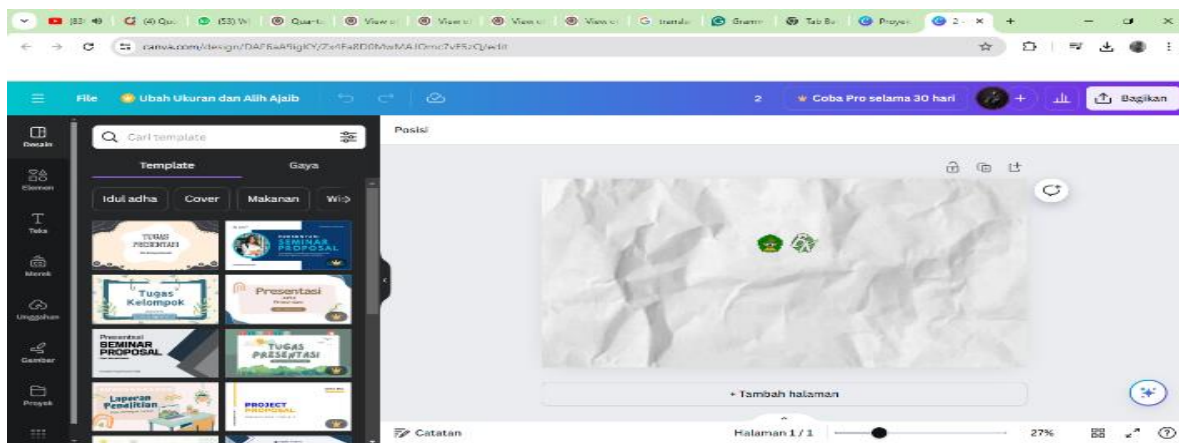


Figure 4. Background design Process of Google Sites-based Friend Story Media

The third stage, develop, intends to trigger the Google Sites-based friend story media. Develop there are several procedures, namely validation by experts, this process is useful for verifying information that becomes Google Sites-based friend story media material before the experiment is carried out, the results of the validator are used for reviewing the initial artificial device. The next step is testing, this process is to see that the Google Sites-based friend story media application is appropriate. In this friend story media development research, validation was carried out by three validators who understood the preparation of media and were competent in the field of technology, namely one lecturer in the guidance and counseling study program as a material validator, while media validation consisted of two people, namely lecturers of information technology education and electrical engineering education.

Comments and input from validators are useful for improving the development of Google Sites-based friend story media so that this media is valid and ready to be used by College Students of Ar-Raniry State Islamic University. The following are the results of expert validation, teacher response, and College Student response:

a. Media Expert and Material Expert Validation

The results of the validators who assessed the friend story media obtained an average percentage of 87.5%. The criteria are very valid so that its application is feasible to use as a medium for developing guidance and counseling. The results of the material validator have an average percentage of 88.2% with acceptable parameters so that it is feasible to use. The mean above shows that the level of media validation friend story media based on Google Sites has very valid criteria with a percentage of 87.5%.

b. Lecturer and College Student Response Results

Based on the percentage of the results of the lecturer response questionnaire, the percentage value of 93.3% is considered very efficient. While the percentage of College Student response results obtained a practicality percentage value of 87%, including very practical criteria.

After conducting expert validation, lecturer responses, and College Student responses as in the results above, researchers revised the Google Sites-based friend story media design to improve product feasibility. The revisions based on expert validator suggestions are as follows:

Table 3. Revision of Google Sites-based friend story media Based on Media and Material Validator Suggestions


Suggested Enhancements	First Revision	Last Revision
Cover display can be modified		
Revise the appearance of features		



Figure 5. Final Product Results of Google Sites-Based Friend Story Media

The last stage is disseminate, the target of this process is to circulate or publish friend story media based on Google Sites. This media will be disseminated to be implemented in College Students of Ar-Raniry State Islamic University. This Google Sites-based friend story media will be shared via links to various media so that it can be

accessed by anyone, especially College Students of Ar-Raniry State Islamic University. The address of friend story media based on Google Sites is <https://sites.google.com/view/temanceritauinar?usp=sharing>

3.2. Discussion

a. Media Development Process of Friend Story Based on Google Sites for College Students of Ar - Raniry State Islamic University

This research resulted in a Google Sites-based media for College Students of Ar-Raniry State Islamic University. The method used is R&D (Research & Development). The reference for the development of Google Sites-based friend story media uses the 4D version, namely defining, designing, development, and disseminating in line with the opinion of Nurrahmadina, et al (Nurrahmadina N. S., 2023). In developing Google Sites-based friend story media, the reviewer underwent various stages and processes starting from identifying potential problems in Ar-Raniry State Islamic University College Students related to the absence of counseling services in higher education so that they could collect data by observation. Furthermore, the reviewer will design a media that provides solutions to the problems that occur in College Students of Ar-Raniry State Islamic University, namely Google Sites-based media for College Students of Ar-Raniry State Islamic University from media titles, backgrounds, icons and content that can facilitate College Students.

The media that has been designed and submitted to experts to be verified with the eligibility scale used, namely the Likert scale 5-1 in accordance with the opinion of Sufandi and Priono related to material, content and language on the media consisting of three validators and the minutes of media correction (Sufandi, 2022). The validator will verify the media and then be reviewed in accordance with the recommendations, comments and suggestions of the experts for the improvement of the Google Sites-based "story friend" media and after being corrected, it is tested for application to College Students and evaluation as a user. Assessment of the results of the Google Sites-based friend story media trial as well as corrections and comments from users. Then, researchers try to fix it by revising the Google Sites-based friend story media until there is a match for users in learning the media that has been designed. Then, the final step is testing on College Students. This process is a stage of media development as stated by Susanti and Nurrahmadina in research entitled "Development of a Learning Website to Increase Learning Interest in Business Feasibility Study Courses to Increase Learning Interest in Business Feasibility Study Courses (Nurrahmadina, 2023).

b. Feasibility of "Friend Story Media Based on Google Sites for College Students of State Islamic University Ar - Raniry

Google Sites-based friend story media obtained a score from the material validator of 88.2% out of a maximum of 100%. The overall score of the media validator is 87.5% with the highest number of 100% according to the validity standard proposed by Rusli, et al (Rusli M. D., 2021). The value of the lecturer's response is 93.3%, while the College Student response value is 87% of the maximum points of 100%, this is in line with the opinion of Djauhari and Aminuddin who state that practicality refers to the media developed to be easily used by College Students and educators (Djauhari, 2021). Based on these four calculations, the media shows that the completeness of the product is very feasible to use.

4. RESEARCH IMPLICATIONS

The research conducted can be linked to become a reference in the scientific field of guidance and counseling both in theoretical and practical reviews related to the use of Google Sites-based friend story media as a program service.

5. CONCLUSIONS

The development of Google Sites-based friend story media for College Students of Ar-Raniry State Islamic University was effectively developed using Thiagarajan's Four D development model, namely defining, designing, developing, and disseminating which was varied. This research product is a Google Sites-based friend story media for College Students. The development phase obtained an overall average score of 88.2% from material validators and a tally from media validation with a mean of 87.5%. Furthermore, the percentage score of the lecturer response questionnaire obtained a value of 93.3% and the average College Student response questionnaire results of 87%. From this assessment, it is concluded that the expansion of the Google Sites-based friend story media is categorized as "Very Feasible" and can be used as intended. Google Sites is an alternative interactive media that develops an

active, independent and creative attitude, so this media should be used for other guidance and counseling service processes. For further research in the future, we recommend conducting similar development research but with different topics of discussion, so that the application of this Google Sites-based friend story media is in line to be applied to any guidance services and counseling practice skills in higher education.

ACKNOWLEDGMENTS

Thanks are given to the research subjects, namely College Students, supervisors, expert validators, and all components at Ar-Raniry State Islamic University.

AUTHOR CONTRIBUTION STATEMENT

The authors have reviewed previous research and take responsibility for this article.

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