

## **Potential of CoSpaces Edu Platform as Interactive Learning Media: Student Perspective**

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### **Abstrak**

Tujuan dalam penelitian ini adalah untuk mengetahui bagaimana potensi penggunaan media pembelajaran platform CoSpaces Edu dalam pembelajaran Bahasa Indonesia sebagai media yang interaktif. Metode yang digunakan adalah metode kualitatif deskriptif. Data dalam penelitian berupa hasil angket mengenai potensi hingga kesulitan yang dialami oleh mahasiswa atau calon pendidik dalam mengimplementasikan platform. Sumber data penelitian adalah mahasiswa semester 5 Pendidikan Bahasa dan Sastra di Universitas Islam Negeri Syarif Hidayatullah Jakarta. Teknik pengumpulan data adalah observasi berupa presentasi dan penyebaran angket. Teknik analisis data yang digunakan berupa 1) mereduksi data dengan memilih data yang sesuai, 2) menyajikan data secara deskriptif, dan 3) menarik kesimpulan untuk mengetahui hasil dari penelitian. Hasil dari penelitian ini adalah platform CoSpaces Edu berpotensi besar sebagai media pembelajaran yang interaktif dengan pelatihan yang cukup dan kondisi internet dan perangkat yang memungkinkan. Upaya yang tepat akan menghasilkan CoSpaces Edu sebagai alat pembelajaran yang interaktif dan efektif dalam proses belajar-mengajar.

**Kata Kunci:** *CoSpaces Edu, media, pembelajaran, potensi*

### **Abstract**

The purpose of this study was to determine the potential use of the CoSpaces Edu platform learning media in Indonesian language learning as an interactive media. The method used is a descriptive qualitative method. The data in the study were questionnaire results regarding the potential difficulties experienced by students or prospective educators in implementing the platform. The source of the research data was 5th-semester students of Language and Literature Education at Syarif Hidayatullah State Islamic University Jakarta. The data collection technique was observation through presentations and questionnaire distribution. The data analysis techniques used were 1) reducing data by selecting appropriate data, 2) presenting data descriptively, and 3) drawing conclusions to find out the study results. The results of this study are that the CoSpaces Edu platform has great potential as an interactive learning media with sufficient training and internet conditions and devices that allow it. The right efforts will produce CoSpaces Edu as an interactive and effective learning tool in the teaching and learning process.

**Keywords:** *CoSpaces Edu, media, learning, potential*

## Introduction

The development of technology in the world of education is increasing rapidly, giving birth to various innovations or changes in the teaching and learning process. One of the innovations that is currently attracting attention is Augmented Reality (AR) and Virtual Reality (VR). Virtual Reality is a technology that is able to show a virtual environment to users so that users can feel the environment and seem to be in that environment, while Augmented Reality is a technology that can combine 2D and 3D virtual objects with a real environment, then virtual objects are projected via computer media and cameras directly or in real time (Thohari, Akbar, and Zahara, 2019).

Quoted in (Budiarti, et al., 2022), VR technology is increasingly having a major influence on society, especially in the world of education or the field of education. In addition, VR plays an important role in efficiency and saving materials, because by using VR there is no need to worry if we do not have materials or materials. Therefore, educators and prospective educators need to be creative and learn more about AR and VR so that the learning process in schools can take place effectively, interactively, and increase student enthusiasm when learning. In other words, in accordance with technological developments, prospective educators or teachers are required to have skills in accommodating digital media into learning and teaching activities in schools. It is important for teachers to have training in the use of technology in order to be able to utilize learning media optimally. This research focuses on students who will become prospective educators as the main change in the world of education in the future.

There are several digital platforms specifically created to facilitate teachers and students in creating interactive and creative teaching and learning activities, one of which is CoSpaces Edu. CoSpaces Edu is a platform that can be used to explore and create interactive virtual environments specifically designed for teachers and students. CoSpaces Edu is able to present a new learning process or method, namely delivering digital-based storytelling and the use of interesting 3D objects. This platform provides great potential to increase student engagement and activeness while learning. In the context of learning in Indonesia, a platform with an interactive and digital or technology-based approach is very relevant to overcome the challenges of low student enthusiasm and motivation in learning and learning methods that are still conventional. Quoted in (Anistiyasari, Ekohariadi, and Hidayati, 2022), in the CoSpaces Edu application or platform, students are able to combine different and available characters and objects and learn block-based programming procedures to manipulate characters and objects in scenes. In addition, it is also said that in story design, various story interfaces and interactive elements can be used, such as VR or AR interactions, block editors for interactive responses, camera movements, and 3D animations. Therefore, the CoSpaces Edu platform allows learners to build their knowledge through collaboration while exploring the use of 3D animations. With the use of interactive media, it has the potential to increase student motivation in learning, especially in Indonesian language subjects. Often, learning Indonesian is considered trivial by students because of boring learning models and learning materials that seem easy.

The relevant research on the CoSpaces Edu application was conducted by Yeni Anistiyasari, Ekohariadi, and Shintami C. Hidayati with the title "Stimulation of Computational Thinking Through Digital Storytelling Using CoSpaces Edu". In the study, the researchers showed the results of experiments on how computational thinking is combined into digital storytelling. Through the study, positive results were produced regarding digital storytelling which significantly influenced the way of computational thinking. It is explained in the study that the implementation of digital storytelling activities based on computational thinking bridges the gap between the real world and the classroom, making learning more relaxed, fun, interesting, and arousing students' learning motivation (Anistiyasari, Ekohariadi,

and Hidayati, 2022). In addition, the research reviewed by Muhammad Arif Rahman, Iwan Permana Suwarna, and Dzikri Rahmat Romadhon with the title "Earth and Solar System Learning Innovation Through Virtual Reality (VR) in CoSpace Edu" produced research on the use of VR-based learning media using the 4-D model which is said to be feasible to implement or use. The study also found a significant increase in understanding of the concept of the earth and the solar system among junior high school students in the use of VR in learning (Rahman, Suwarna, and Romadhon, 2024).

This study aims to see the potential and views of prospective educator students regarding the implementation of interactive digital learning media, namely, CoSpaces Edu. This study is important to be conducted to describe the extent to which prospective educators are ready and able to use technology in the learning and teaching process in schools. In addition, this study also aims to see what challenges or obstacles prospective educators may face in implementing the platform.

## Method

The research method used in this study is a descriptive qualitative method. This study aims to describe the views of students and prospective educators on the use of the CoSpaces Edu platform as an interactive learning media and evaluate its effectiveness in the teaching and learning process. Data collection techniques are the use of questionnaires and observations. First, an observation was carried out in the form of a presentation including a demonstration of the CoSpaces Edu learning media. Second, the researcher provided a questionnaire in the form of closed questions based on a Likert scale to assess the potential use of the platform, and open questions to obtain benefits and suggestions. The source of research data was active students in the 5th semester of the Indonesian Language and Literature Education study program at the Syarif Hidayatullah State Islamic University, Jakarta. The researcher used data analysis techniques in the form of, 1) reducing data by selecting appropriate data, 2) presenting data descriptively, and 3) drawing conclusions to find out the results of the study.

## Results and Discussion

CoSpaces Edu has various features that can make it easier for students to provide experiences related to creativity. In providing an explanation to students or prospective teachers, I made a presentation about 3D learning media in the form of a quiz with a concept in the form of a 3D digital story. The following is an initial display of digital-based quiz learning media on the CoSpaces Edu application that I have created.



Figure 1. CoSpaces Edu Learning Media

The second image shows the concept of a quiz in CoSpaces Edu that I have designed. The concept of the story in this 3D media is a form of travel, namely students are able to travel around as they please and read the material that I have inputted in CoSpaces Edu, then students are able to continue the journey through the quiz stages. However, the journey cannot be continued if students answer incorrectly. In addition, to bring up questions, students will be directed to press a symbol. The following is a display of the quiz that I display on the platform (image 2) and another display in the form of the final stage in the student's quiz 'journey' (image 3).



Figure 2. Quiz in CoSpaces Edu



Figure 3. CoSpaces Edu Learning Media

The data that will be explained in this discussion is the result of a survey that the researcher distributed through Google Form regarding the responses of students or prospective educators to digital-based learning media, CoSpaces Edu. The data in this study came from 30 respondents who were 5th semester students in the Indonesian Language and Literature Education Study Program at Syarif Hidayatullah State Islamic University Jakarta. The following are the results of the questionnaire that has been distributed:

1. The potential of CoSpaces Edu as an interactive learning medium

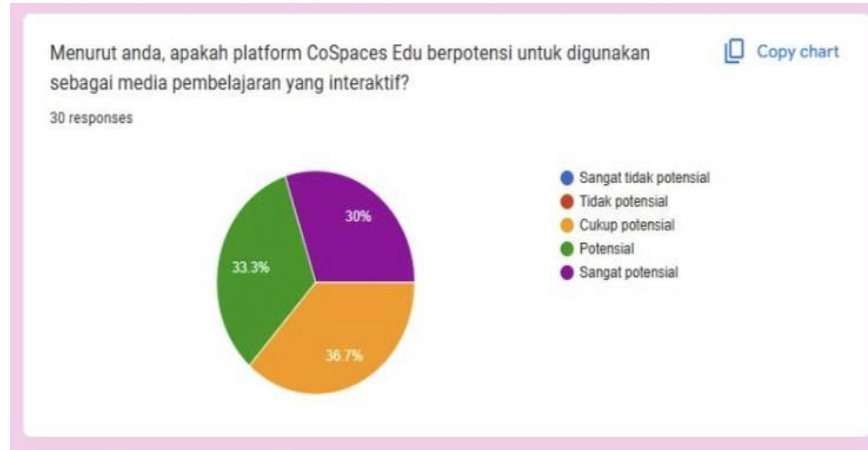


Figure 4. Potential percentage

The above presentation provides results in the form of the potential use of CoSpaces Edu as an interactive learning media, respondents predominantly gave positive responses. Through 30 respondents, 36.7% thought that the CoSpaces Edu platform was quite potential, 33.3% felt potential, and 30% thought it was very potential. Through these data, it provides results that most students or prospective educators see CoSpaces Edu as having significant potential in providing improvements in the interactivity of the teaching and learning process. Respondents who think this platform is potential and very potential show that CoSpaces Edu is able to help create a more interactive learning experience for students and has an impact on increasing the quality of learning.

2. Student familiarity with the CoSpaces Edu platform

To develop the platform CoSpaces Edu is maximally determined by the extent to which the platform is known and understood by the public. In a questionnaire containing questions about familiarity with the platform, it was found that respondents predominantly had a low level of familiarity. Of the 30 respondents, 43.3% gave responses that they were not familiar, and 10% stated that they were very unfamiliar. Thus, it can be said that half of the respondents did not know or were not familiar with the CoSpaces Edu platform. As many as 36.7% gave answers that they were quite familiar, and only 10% felt familiar with the platform. The results of this questionnaire can be concluded that CoSpaces Edu is not yet widely known or used among students, especially prospective educators. Therefore, this platform requires further efforts to disseminate it to educators so that it can be better known and used.

3. Ease of use of the CoSpaces Edu platform

Through the results of the questionnaire, it can be seen that the majority of students stated that they used CoSpaces Edu as a learning media that is not too difficult to implement or use. This is proven through the results of a questionnaire through 30 respondents, 46.7% stated that this platform is easy to use, while 40% felt quite easy, as many as 6.7% of students thought that this platform was very easy to implement. However, there were 6.7% of respondents who stated that they had difficulty using the platform. Through the results of respondents who still had difficulty, it shows that there are still some students who need support in the form of procedures for using the platform more clearly to understand and apply the platform in teaching and learning activities in the classroom. Thus, the provision of additional training can help increase the ease of implementing CoSpaces Edu for all prospective educators.

4. The impact of CoSpaces Edu in making learning more interesting

The results of the questionnaire showed that CoSpaces Edu was considered very helpful in making classroom learning more interesting. Of the 30 respondents, 66.7% thought that this platform was very helpful, 26.7% thought it was helpful, and 6.7% thought it was quite helpful. Respondents had a dominant opinion that they felt helped. Thus, CoSpaces Edu succeeded in creating an interesting learning experience for students later. This plays an important role because interactivity and attractiveness in learning can increase children's interest and motivation to learn and contribute to better understanding of the material.

5. The influence of CoSpaces Edu on understanding learning materials

In a questionnaire regarding students' opinions on how the influence of CoSpaces Edu on student understanding resulted in 100% 'yes' answers, which means that all respondents stated that CoSpaces Edu was able to improve understanding of the material to be taught. Thus, this shows that the platform is very effective in helping students understand the concepts taught by educators through interactive experiences and 3D-based visualizations. The use of interactive features allows students to more easily understand the learning material provided and answer questions correctly. Therefore, it can support improving student understanding.

6. The effectiveness of CoSpaces Edu in increasing student engagement

The results of the questionnaire showed that CoSpaces Edu is very effective and plays an important role in increasing student engagement in learning. Through data from 30 respondents, 50% gave responses in the form of this platform being effective, then 26.7% stated that it was very effective, and 23.3% considered it quite effective. Thus, students who are prospective educators mostly asked questions that CoSpaces Edu can foster a more interesting learning environment and actively involve all students. Interactivity in the form of quizzes and traveling in this learning media allows students to participate more actively in the learning and teaching process, so that this provides increased student engagement and motivation.

7. Difficulties in implementing CoSpaces Edu in classroom learning

In the questionnaire containing questions about the difficulties experienced by students in creating and implementing learning media with the platform CoSpaces Edu in class, produced answers in the form of quite easy and very easy. Of the total respondents, 37.9% considered the implementation of the platform easy, then 37.9% thought it was quite easy, and 17.2% were very easy. In addition, there were 6.9% of respondents or students who felt that this platform was difficult to implement in the teaching and learning process. Thus, these results show that the dominant respondents did not experience difficulties in implementing CoSpaces Edu. However, there are still some students who find it difficult to implement this platform as a learning medium so that training is needed to overcome the difficulties they experience.

8. Training requirements for using CoSpaces Edu

In the results of the previous questionnaire, it can be seen that there were students who experienced difficulties in implementing learning media using...CoSpaces Edu. Thus, in the questionnaire regarding the need for training on the use of this platform, 63.3% thought they needed training, 20% thought they needed training, and 16.7% felt they really needed training. Through data from 30 respondents, it indicates that although CoSpaces Edu is easy to use, training is still needed so that students or prospective educators can optimally implement digital-based 3D learning in the form of CoSpaces Edu. This training plays an important role in helping to overcome challenges or difficulties that educators and prospective educators may face in using the platform, and can provide broader knowledge about the features that are already available.

9. Technical barriers in implementing CoSpaces Edu

Through the results of a questionnaire on 30 respondents, it was shown that the majority of students or respondents felt that there were technical obstacles in the form of internet networks and devices that could be obstacles in implementing learning media.CoSpaces Edu. There are 60% who gave responses in the form of technical constraints that are quite inhibiting the process of using CoSpaces Edu in learning, then 13.3% gave responses in the form of these constraints inhibiting, and 23.3% of respondents considered these technical problems to be very inhibiting. In addition, only 3.3% of respondents considered that technical constraints did not inhibit the learning process at all. Thus, the results of the questionnaire indicate that technical constraints are a major concern for students or prospective educators in implementing CoSpaces Edu as a learning medium. Therefore, it is very important to prepare supporting facilities to implement the CoSpaces Edu platform, such as a stable network and supporting devices.

10. Key benefits and suggestions for using CoSpaces Edu

Through open questions *ongoogle forms*,The researcher summarizes the main benefits of using CoSpaces Edu in classroom learning through the perspective of students or prospective teachers. The main benefits are as a support to increase student creativity through the use and creation of 3D virtual stories, so that learning will be fun and can motivate students to increase their interaction with classroom learning. Thus, it will create an effective teaching and learning process. The summary of the suggestions given by respondents, namely the need for improvements in the appearance of the platform to be more realistic, improvements in platform features in the form of ready-to-use templates that are relevant to various subjects applied in schools, training to facilitate educators in designing learning media, the need for increased effectiveness and guidance in accordance with the curriculum to facilitate educators, and the need for the provision of offline usage options so as not to be disturbed by the internet network and limited areas can also implement the CoSpaces Edu platform.

## Conclusion

Based on the results of a survey of 30 respondents, namely, 5th semester students in the Indonesian Language and Literature Education Study Program at the Syarif Hidayatullah State Islamic University of Jakarta regarding responses to the CoSpaces Edu platform. Respondents were more dominant in giving positive responses to the potential of CoSpaces Edu as an interactive learning media. This is because the platform is able to provide enjoyable learning and increase student motivation, but it is necessary to pay attention and improve special training on the use of the platform and adequate network conditions. Thus, CoSpaces Edu has great potential to be implemented in the learning process in the classroom, by paying attention to and preparing several things. Through the right efforts, the CoSpaces Edu learning media can become an interactive and effective learning tool.

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