

**UTILIZATION OF NOVEL READING APPLICATIONS AS ACADEMIC
SUPPORT FOR UGJ INDONESIAN LANGUAGE STUDENTS**

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Abstract

Google Play Store as an official application store offers various online novel reading applications that can be downloaded and used at any time. Various types of novel reading are provided in different applications such as the Fizzo Novel application, Wattpad, Google Play Book, Novel toon, Web toon, Gramedia Digital, iPusnas, Goodnovel, Inovel, and others. The variety of novel reading applications that can be downloaded on this device adds entertainment media as well as additional media in honing people's literacy, including Indonesian Language and Literature students. In accordance with the field they are studying, students of Language and Literature FPS Universitas Swadaya Gunung Jati are expected to have sufficient literary reading references, both in the form of novels and other literature. For this reason, this study describes how many students use novel reading applications on their devices, what types of applications they use, and what are the benefits for Indonesian language and literature students. This study is a reference for describing the extent of students' motivation in reading as a support for academic activities according to their study program.

Keywords: *Novel reading application, reading media, literature*

INTRODUCTION

Currently the world of education is experiencing significant progress. This change is a result of the increasing needs of society and the rapid progress of information technology. One form of progress in information technology that is currently being felt is the rapid development of digital innovation. For example, there are many new applications that can be used by students to help with education, such as the emergence of reading applications that can be used for free or for a fee.

The existence of various reading applications that can be utilized by the general public also supports the literacy of the community, including the literacy of Indonesian language and literature education students at Swadaya Gunung Jati University. Basically, students of the Indonesian language and literature education study program are expected to have a lot of experience reading literature (novels) as one of the provisions that will lead to literary experiences later. Not only that, in the academic scope, reading skills as well as a lot of

reading experience are a means to develop critical thinking skills for Indonesian language and literature students (Nur Rahma et al: 2024).

Thus, the intensity of reading novels for Indonesian language and literature students is more or less a provision for students in increasing literary experience and can be used as a provision to pass it on to students when entering the world of work as Indonesian language and literature teachers. Basically, the main purpose of reading is to understand texts or information as a provision of knowledge (Asdam, 2016:141)

The importance of reading experience of literature (novels) for Indonesian language and literature students is facilitated by the availability of novel reading materials that can be accessed easily, free and practically. This is in accordance with what has been explained previously that there are many novel reading applications that can be utilized by downloading them. These novel reading applications include *Fizzo Novel*, *Wattpad*, *Google Play Book*, *Novel toon*, *Web toon*, *Gramedia Digital*, *iPusnas*, *Goodnovel*, *Inovel*, and others.

Fizzo Novel is one of the novel reading applications that allows everyone to find the latest novel collections with various novel genres (Ardiansyah: 2023). The *Fizzo Novel* application is usually known to the public because it is advertised on the *TikTok* application. This *Fizzo novel* application offers users not only the opportunity to be readers but also writers. Interestingly, in this *Fizzo novel* application, both writers and readers have the advantage of making money. If the writer makes money from his writing, then the reader makes money because of the duration of reading it. The longer the reader opens the novel and reads it, the more coins are collected which can be exchanged for digital money.

Almost the same as *Fizzo novel*, the *wattpad application* is a novel reading and writing application that can be accessed online. Interestingly, through the *Wattpad application*, writers can develop their careers by publishing their work not only online but also in printed novels that can be sold on the official market place application. Through *Wattpad*, readers can contact their favorite writers and publishers and can become writers and publishers themselves. Likewise, other applications have the same benefits and functions. It's just that each application has different recommendations and collections of novels.

Based on the many novel reading applications provided on the Google Play Store, Indonesian language and literature students have the opportunity to utilize these applications to support their academic abilities. For this reason, the author wants to know how many students utilize novel reading applications on their gadgets, what types of applications they use, and what are the benefits for Indonesian language and literature students at UGJ.

METHOD

This research is descriptive research with a survey method. According to Sugiyono (2019:29), the descriptive method is a method used to describe or analyze research results but is not used to draw broader conclusions.

According to Maidana (2021), survey research is research that collects information from a sample by asking them through questionnaires or interviews to describe various aspects of a population.

In this case, the author collected data through a questionnaire distributed to Indonesian language and literature students at UGJ. The questionnaire was used to find out how many students use novel reading applications and how they use them.

RESULTS AND DISCUSSIONS

In this study, the author wants to know the use of novel reading applications as academic support by Indonesian Language and Literature students at UGJ. For that reason, the author created and distributed a questionnaire to Indonesian language and literature students. The questionnaire was distributed to samples from grade one, semester two and grade three, semester six. The number of student samples who filled out the questionnaire was twenty students.

The questionnaire has answer options in the form of choices, based on the questionnaire that was distributed, it can be seen that from a total sample of 20 Indonesian language and literature students, 100% or all of them answered that they really like reading novels. However, only 80% have a novel reading application on their gadgets, meaning that only 16 of the total students have a novel reading application and the remaining 4 people do not use a novel reading application.

The average novel reading application owned by Indonesian language and literature students is the Wattpad application, this is indicated by 70% (14 people) of students who chose the Wattpad application on their gadgets. 25% (5 people) answered the webtoon application, 15% (3 people) answered iPusnas, 10% (2 people) Fizzonovel and 10% (2 people) answered Gramedia Digital. Based on these data, it can be seen that some students use more than one novel reading application on their gadgets.

Based on the questionnaire responses received, as many as 95% use novel reading applications with the role of readers and only 5% percent play the role of writers in the iPusnas application. However, based on the novel reading applications owned by students, only 70% often open the application, the rest rarely open or use it. Amazingly, from the novel reading applications that students can access for free, there are 10% of students who try to improve their reading by opening paid reading chapters.

Meanwhile, based on the distributed questionnaire, it is known that Indonesian language and literature students utilize novel reading applications to support academics, such as utilizing some of their course assignments, honing their reading skills, sharpening their imagination, and adding information. Not only that, the benefits they answered in the questionnaire also illustrate that on average Indonesian language and literature students use the novel reading application as a medium of entertainment and to fill their free time.

CONCLUSION

Based on the results of the analysis of the questionnaire responses distributed to UGJ Indonesian Language and Literature students, it is known that all Indonesian Language and Literature students admit to liking to read, but only 80% have a novel reading application on their gadgets. Even on one gadget, some have more than one novel reading application. Of the many types of novel reading applications, the most popular application is the Wattpad application. Almost all students act as readers in using the novel reading application and only one person acts as a novel writer in the iPusnas application. Indonesian Language and Literature students admit that they use novel reading applications to support their academics, such as using them for some course assignments, honing their reading skills, sharpening their imagination, and adding information. Not only that, the benefits they answered in the questionnaire also illustrate that on average Indonesian language and literature students use the novel reading application as a medium of entertainment and to fill their free time.

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