



USE OF DIGITAL MEDIA DURING THE COVID-19 PANDEMIC (SURVEY EXPLANATORY THE INFLUENCE OF ZOOM MEETING MEDIA TO SATISFACTION STUDENT)

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Abstract

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The industrial era 4.0 had a major influence on the communication process during the COVID-19 pandemic, especially in the field of education, in the learning process carried out online or online using *the Zoom meeting* media application . The purpose of this research is to find out how strong the effect of *zoom meeting media* is on student satisfaction. Researchers provide research limitations for digital media using only *zoom meeting media*. The theory used in this research is media *zoom meetings* with the dimensions of duration, frequency, media orientation, media access and media control. This research is a quantitative research. Data collection was taken by *nonprobability sampling method* using *purposive sampling technique*. The sample used in this study were 83 respondents. The method of analysis in this study is statistical analysis and the SPSS program used for processing. The results of the study show that there is a positive and significant influence between the influence of *zoom meeting media* on student satisfaction with a moderate level of influence.

Keywords:

Digital Media, *Zoom Meeting*, Satisfaction, COVID-19

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INTRODUCTION

The development of digital media in the industrial era 4.0 is very important own great influence _ to the communication process this moment. Convenience access using digital media to provide benefit to student For still Study from House during the COVID-19 pandemic in Indonesia which has enter an emergency state in accordance from appeal National Agency government Countermeasures Disaster (BNPB). Referring to Law No. 24 of 2007 concerning Countermeasures Describing disaster _ that circumstances emergency disaster is something conditions set by the government For period time certain on base recommendation of the Agency given cope disaster.

Pandemic COVID-19 has push The Indonesian government stipulates policy in education with close lectures in a manner stare advance and replace it with online learning for push number sufferer COVID-19 . quoted from (DetikNews, 2020) until April 26, 2020 was recorded There is as many as 8,882 people identified positive infected with the COVID-19 virus . This is what causes learning in a manner online ones require somebody For No meet other people and be active outside house.

To overcome problem the learning process by lecturers and students switch using digital media *Zoom Meeting* as *video conferencing*. *Zoom Meetings* is one _ means For communicate distance as far as can stare advance in a manner direct. Application *Zoom Meetings* This rated as very application _ help. This can seen from one _ activity President Republic of Indonesia Mr. Joko Widodo and his staff use application This For stage meeting *online* with member cabinet.

Application studying *online* with using digital media viz application *Zoom Cloud Meetings* This considered make it easy activity Study teach in the middle plague pandemic COVID-19. *Bisnis.com* by (Evandio, 2020) describe moment This user application *video conferencing* Already very increase every week , use application the increase up to 183 percent from March 6 2020 to March 26 2020. It was recorded on March 26 2020, the application *Zoom* Already has 257,853 users, and on week earlier on March 19, 2020 application *Zoom* has 91,030 users . With exists very improvement _ significant by application *Zoom Meeting* proven that application This defeat application other *video conferencing* like *Hangouts, Meetings, Skype, Cisco Web Meetings* , and *GoToMeetings* .

Table 1. Analysis of Video Conference Users in Indonesia

Applications	28 Feb – 5 Mar 2020	6 – 12 Mar 2020	13-19 Mar 2020	20-26 Maret 2020
Zoom Meeting	8.714	8.985	91.030	257.853
Hangsout Meet	1.448	1.554	7.917	10.454
Skype	60.614	60.641	65.875	17.115
Cisco Web Meeting	3.983	4.123	8.257	8.748
GoToMeeting	479	505	696	977

Source: Statqo Analytics (2020)

Increasing application the because need public For still Work from House with stage meeting *online* as well as learning *online* . With there is *Zoom Meeting* media lecturer still Can give material his lecture with displays *Power Point* containing material eye studying the along the explanation . Activity lectures others are also fixed Can done like roll call presence . gift assignments and quizzes in a manner *online* .

However the effectiveness of the learning process teach using this digital medium Still calculated Because level participation in lectures use *Zoom Meetings* Still low . this _ caused Because every student Not yet own means and. adequate infrastructure _ For follow recovery the like Not yet own computer or laptop and not own stable internet access at home each .

To quote from study previously by (Adibowo And Tatik Fidowaty, 2014) about effectiveness studying *on line* in *website* shows the lowest data in sub variables satisfaction that is indicator objective achieved only 60.61%. this _ caused because digital learning media has not capable replace learning with stare advance in a manner direct between lecturers and students .

However, learning media the function as a medium for give information lectures, materials and assignments so that lectures No interactive compared to lectures conventional in class.

Objective lectures *on line* with the use of digital media is so that the learning process between lecturers and students still walk Because its use is not limited distance and time so that in conditiona pandemic COVID-19 This lectures still going on. However, digital media has not happened yet capable support the way lectures with Good Because interaction in a manner direct between lecturers and students still Still become method best in do lectures.

From case that, researcher interested For researching phenomenon This in a manner deep see how digital media delivers influence on satisfaction students using *_ zoom meetings* as means learning in the time of COVID-19. Based on background back above, researcher interested For do study with formulate problem how much strong influence of *zoom meeting* media to satisfaction student. Study This aim For know how much strong influence of *zoom meeting* media to satisfaction student student.

Benefit Study expected can used in a manner academically and practically, following explanation: (1) By academics, researchers No only know in a manner theory and expected can useful in application theories in knowledge communication, as reference material for those who want communication especially field *Broadcasting* For made material reference for student. At a time For add outlook about learning *on line* use *Zoom Meetings*. (2) In practical, research This expected can give input about influence of digital *zoom meeting media* with using media as means learning in the middle epidemic COVID-19 that occurred in Indonesia.

New media is an internet-based media with use computer and telephone sophisticated. Two change main at first is communication satellite and utilization computer. Key For strength big computer as A machine communication lies in the process of digitization that makes it possible all form information brought with efficient and mutual mingle, Carey in (McQuail, 2011).

According to (Sahar, 2014) *new media* or digital media aim used For explain the emergence of digital, computerized, and networked media as effect from the more development technology information and communication. *New Media* This possible user For access various media content when course, where just with use electronics.

Frequent *digital* media used public as means entertainment or look for information the latest, has 6 characteristics namely: 1. *Digital* 2. *Interactive* 3. *Hypertextual* 4. *Virtual* 5. *Network* 6. *Simulation*. With combines 6 characteristics namely, *digital* media give specific picture about difference between new media and other media Where seen clear with exists characteristics of "digital" and "virtual" which are not owned by print and electronic media.

Application Zoom Meetings

In this digital era a number big application used For meeting *on line* has used in a manner wide in a number of year later. However There is decent difference noticed for user For join with one available *digital* platforms moment This like *Google Hangouts*, *Skype*, and *Zoom Meetings*. To quote from (Mullinix, 2018) that until moment this is the easiest For used is application *Zoom Meetings*, because *Zoom Meetings* offer facility For individual with individual other join in *conferences/meetings* only with link or number room and accommodate as many as 50 people inside something *conferences/meetings* the with limitation time for 40 minutes For every *conferences/meetings*.

Zoom Meetings is one alternative means For make it easy communication without limitation a place that many people do and can done wherever and whenever without must meet physique in a manner direct. More away, *Zoom Meeting* own interesting features like conference *videos* and features *chat* in a manner direct so that information and messages conveyed still can obtained with ok. User application *zoom meetings* can with easy interact and communicate with one person or more, range more broad, no limited time and distance, more easy in express works and feelings, circulation deployment information express and easy, as well *costs* incurred relatively more small (Cahyono, 2016).

Based on the opinion of Andreas Kaplan and Michael Haenlein, they interpret media as something group application with formats created website _ on ideological basis i as well as technology, and there the possibility of creating and changing users of generated content (Haryanto, 2016). media is feature with an internet format that can build network and give _ it's possible individual in interact with sis in a group. _ _ In social media We can live _ religious _ replacement type, *colabs* _ as well as each other acquaintance in form of visual or visual text sound. Generally the media can be assessed according to standard its nature namely: 1) Duration.

That is tempo or ever something matter or incident happened, duration _ is a common word identical on regarding time and show a middle event walk, whether it's an event that's being held lively _ _ or characteristic show _ A show normal. But besides matter that, the duration too often used _ _ in describing it _ period time that has finished in use in carrying out something matter from one _ or several people at once. 2) Frequency. Frequency is how much Lots something matter happen every time as well as standard total p em north repeat from each _ incident or tragedy on size existing time. _ 3) Media orientation.

That is monitoring in taking _ attitude (direction, place, and so on) is correct and also outlook with the base thought, focus _ or habit. If related on media, So the intended orientation is review with think an true on s fruit media. 4) Media access. Is ability in obtain benefit from something or authority in get something authority and also right entering, using, and exploiting area or region certain. 5) Media control. Control is supervision, checking as well as control something matter For ensure right _ _ something matter the. If connected to the media, namely organizing checking on a media that is checked so Can become believe. _ (Puntoadi, 2011)

Draft which already explained earlier, relatedness _ on characteristic somebody Can own impact positive or negative. social media _ Can just own connection or No on characteristic someone. Skinner's theory of character someone conveyed by Notoatmodjo (2016) who formulated a behavior that can be lived through variety possible responses and reactions _ got through stimulus or stimulation external to organism in attitude. _ This is what it's called SOR theory (Stimulus, Organism and Responsiveness). _ _ The relationship with application media *zoom meetings* create encouragement to users _ as well as give which action positive or negative. (Goddess, 2020).

Corona Virus Disease 2019 (COVID-19) is a new virus that has hit all over the world. COVID-19 This first appears at the end year 2019 in the city of Wuhan China. COVID-19 is a virus that causes somebody experience Sick with symptom mild and symptomatic heavy. According to (Isbaniyah & et al, 2020) there is two type disease that causes symptom nutrients and is caused by a coronavirus ie. *Middle East Respiratory Syndrome (MERS)* and *Severe Acute Respiratory Syndrome (SARS)*.

The World Health Organization (WHO) claims that the COVID-19 virus has cause pandemic globally, because according to WHO data (Bramasta Bayu, 2020) in Kompas.com until moment this may 2020 stated there are 3,478,152 souls who experience cases of COVID-19 and spread in almost around the world including Indonesia. More far away, the Indonesian government dated March 17 2020 has set condition Respond Emergency as response to pandemic COVID-19.

With exists disease COVID- 19 already entered Indonesia up to moment here, President The Republic of Indonesia implements regulation restrictions social distancing and interactions _ physical (*physical distancing*) to whole layer Indonesian people and workers health. this _ done aim For reduce and stop the spread of the virus in Indonesia. because _ it, the Ministry of Health The Republic of Indonesia provides mandatory regulations _ followed by all deep Indonesian society framework application *Physical Distancing* that is as following:

1. No nearby or gather in crowds or place general.
2. No do involving activities _ many people.
3. Use a mask if forced activities outside house.
4. Avoid journey Good to outside city or go out country.
5. No traveling place tour.
6. Work from house.

7. Give minimum distance of 1 meter when interact with others on the spot general .
8. Carry out worship and study from House (Isbaniyah & et al, 2020)

Satisfaction

Satisfaction related with feelings , and if feeling felt _ fulfil expectations and fulfill need , then satisfaction has reached . Uses and Gratification is used For measure motivation and satisfaction , are also known as GS (Gratification Sought) and GO (Gratification Obtained). The satisfaction you seek is satisfaction that people expect when using media which is also known as motive. User information is called have satisfaction information If Can find various _ incident as well as condition about environment surrounding , if user Can find values relevant support _ with they , them own satisfaction identity personal .

Hypothesis

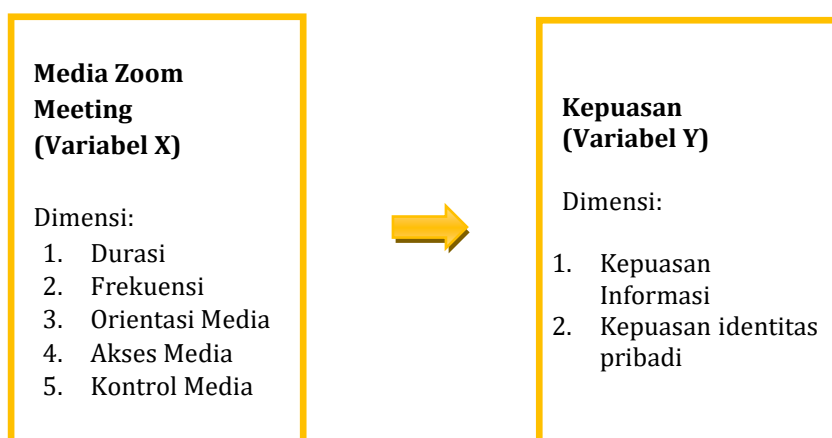
hypothesis is guess while those that haven't tested the truth is , so needed testing For prove guess the . In other words, a hypothesis is A opinion regarding start _ One or more population . So hypothesis must tested For prove the truth (Kriyantono, 2016) because _ that , hypothesis study are:

Ho : *Media Zoom meetings* don't influential to satisfaction student

Ha : *Zoom meeting* media influential to satisfaction student

Kindly Short, skeleton model thinking from theory *the uses and gratifications* that have been developed from hypothesis above _ can look closely at the picture below this .

Figure 2. Framework Model Thinking



RESEARCH METHODS

Approach Study

Approach in study This use quantitative . Type approach in study This use method explanatory and survey. Method explanative aim relationships , differences and influences between variable . With so , testing hypothesis done with statistics inferential (Bungin, 2011a) .data collection process is carried out with use method survey so you can get data for natural (no artificial). The data collection process is carried out through deployment questionnaires , tests , interviews structured and so on .

Method quantitative is describing approach _ or explain something problem Where result can generalized . With so , results study the considered can represent information from whole population (Kriyantono, 2016) . On research this , researcher try For see influence using *zoom meeting* media to satisfaction student .

Population and Sample

According to (Sugiyono, 2012) population is the generalization area it comprises above : object / subject that has and characteristics specified by the researcher _ For studied and then pulled conclusion . Meanwhile , Sample is part from the number and characteristics possessed by the population the .

Population in study This is Interstudy STIKOM students . Based on from the data provided by STIKOM Interstudi , it is known that amount student active STIKOM Interstudi year academic year 2021/2022 is 504 students active , then researcher need determine sample study this so you can represent each group that 's inside _ population study this . Determination amount sample done with use formula Slovin , as following :

$$n = \frac{N}{1 + Ne^2}$$

$$n = \frac{504}{1 + 504 (10\%)^2}$$

$$n = \frac{504}{1 + 504 (0,01)}$$

$$n = \frac{504}{6,04}$$

$$n = 83.4 \text{ (rounded up to 83)}$$

Description :

n = Amount sample

N = Amount population

e = error rate (*margin of error*)

Based on results calculation formula sample Slovin , obtained 83 students who must _ used as sample research .

Determination Technique Sample

Sampling strategy on research I use this method *Non Random Sampling, Non Probability Sampling* is the fetching technique sample no chance for every element or member public selected _ _ For made sample ling . (Sugiyono , 2017).

In determine sample , researcher use technique *non- random sampling* especially formerly determine the target / place that will later sample data will be taken in a manner random in matter This that is STIKOM Interstudi students , of course with demographics that have determined by the researcher such as , age , background behind , have application *zoom meeting* , as well Once lectures through *zoom meetings* . after That researcher spread questionnaire in a manner random to student through *googleform* until get response , after The data will be collected and analyzed .

Data Processing Techniques

After taking the sample in the study, the researcher will collect data. Data collection techniques are divided into two parts, namely: 1. Primary data is data that is directly obtained from instruments that are carried out at certain times. This primary data technique uses observation techniques, interviews and questionnaires. 2. Secondary data is data that has been recorded from data sources resulting from laboratories. Secondary data collection techniques usually use research results such as journals, books and the internet (Bungin, 2011)

Data analysis technique

To facilitate data analysis in this study, data analysis techniques were carried out using the help of the *Statistical Package For Social Sciences* (SPSS) program, because manual statistical calculations are quite difficult to do. Data analysis is carried out in the following way:

1. Quantitative data analysis, namely data analysis intended for data classified into categories in the form of numbers. in this case using a Likert scale.
2. The results of the assessment used descriptive statistical methods to provide answers to the description of the respondents to the "media zoom meeting " and "student satisfaction" variables.
3. The next step is testing the hypothesis using the data analysis technique used is *Pearson Product Moment* with the following formula:

$$r = \frac{N \sum xy - (\sum x)(\sum y)}{\sqrt{[N \sum x^2 - (\sum x)^2][N \sum y^2 - (\sum y)^2]}}$$

Where:

rx_y = r pearson correlation coefficient
n = number of samples/observations
x = independent variable/first variable
y = dependent variable/second variable

4. Then using the correlation coefficient criteria proposed by Guilford quoted by (Sugiyono, 2012) as follows:

Score 0-0.20 = Very weak
Figures 0.21 -0.40 Weak
Numbers 0.41-0.60 = Enough
Numbers 0.61-0.80 = Strong
Number 0.80 -1 = Very strong

Validation and reliability

Validity is a test carried out to describe the level of the measurement instrument in measuring the variable whose level of validity you want to measure. High validity tends to indicate that the instrument is valid, while low validity tends to indicate that the instrument is not yet valid or the source is unclear (Tukiran, Taniredja, 2011) . Taniredja explained about reliability that reliability has an assessment tool to see the validity of the tool in describing the aspect to be assessed. That way, the assessment tool can be used at any time and provide results that are the same and no different from other results.

Validity is the accuracy of a measure of right or wrong, usually using data sources to measure the results obtained, while reliability is a simpler approach that has nothing to do with the results of the truth, the most important is to give the conclusions that have been obtained.

Operational Variable

Definition operationalization is a process where concept used _ operationalized , so that it can be measured . The result form constructs and variables along indicators _ _ the meter . Variable is something studies that don't Once left behind in every type research . FN Kerlinger mentioned variable as A draft like case man in matter type sex . Sutrisno Hadi define variable as varied symptoms _ (Rosiana et al., 2013)

According to (Sugiyono, 2012) variable study is something thing that researchers set For learn to get information about matter such and then taken conclusion . Researcher make form operational variable like following this :

1. Variable independent (X) namely "Media zoom meeting"
2. Variable dependent (Y) namely " Satisfaction "

Kindly general , operational variable in study This can examined in the table below this .

Variable Operational Table
Variable X. Media Zoom Meeting

No	Statement	STS	TS	R	S	SS
Duration						
1	Time spent feels longer during lectures use <i>Zoom Meeting</i> compared to face to face advance					
2	I always follow lectures thoroughly through <i>Zoom Meetings</i>					
Frequency						
3	Lectures use <i>Zoom Meetings</i> Can be repeated in accordance desire through <i>record zoom</i>					
4	I watch repeat material lectures through <i>record zoom</i> with utilise time blank					
Media Orientation						
5	Lectures use <i>Zoom Meetings</i> more Lots the information obtained					
6	Lectures using <i>Zoom Meeting</i> media make very monotone					
Media Access						
7	Access <i>Zoom Meeting</i> media very easy For obtained					
8	Access <i>Zoom Meeting</i> media very fast the process					
Media Control						
9	Media <i>Zoom Meetings</i> Can use anytime _					
10	Media <i>Zoom Meetings</i> Can used Where just					

Variable Y Satisfaction Student

No	Statement	STS	TS	R	S	SS
Satisfaction Informationa						
11	Lectures through <i>Zoom Meetings</i> create student the more active will information					
12	Lectures through <i>Zoom Meetings</i> add references related to the experience told					
13	Information provided by the Lecturer through More <i>Zoom Meetings</i> clear so that feeling I become calm					
Satisfaction Identity						
14	Support from party campus related online lectures via <i>Zoom Meetings</i> really Good					
15	Lectures through <i>Zoom Meeting</i> adds confidence					
16	Lectures through <i>Zoom Meetings</i> add self-motivation					

RESULTS AND DISCUSSION

Research This analyze about influence of *zoom meeting* media on satisfaction student . Analyze from 87 students Stikom Interstudy . Calculation using SPSS, did testing on the test of validity and reliability . Analysis using hypothesis testing and simple linear regression .

Validity Results

Validity Test used For test statements on the questionnaires distributed is it valid or no . With compare between r count with r table . When the value of r count > r table , then the statement item is valid. When the value of r count < r table , then the item statement invalid .

From the results testing validity in the table in below , the questionnaire containing of 2 variables namely variable X (Media *Zoom Meeting*) and Variable Y (Satisfaction) with 16 questionnaires that have been filled by 83 respondents in the study this , one how to do it know which questionnaire is valid and invalid , must be find out the r table especially first . Formula from r table is $N = 83, df = 81, r \text{ table} = 0.220$. From the results calculation validity in the table below this , can seen that r count > r table up to 16 statements declared valid because r count more big from r table . those results can seen in table 4.1 .

Table 4.1 Pearson correlation Variable Media Zoom Meetings and Variables Satisfaction

Variable	Cronbach Alpha	Criteria	Decision
Media <i>Zoom Meetings</i> (X)	0.914	>0.60	Reliable
Satisfaction (Y)	0.871	>0.60	Reliable

Source : Research Results , 2023

Reliability Test

Reliability test used For know consistency tool measure normally use questionnaire (Priyatno , 2014). I mean , what tool measuring the will get fixed measurements consistent If measurement be repeated back . Reliability test is continuation of the validity test , where the item enters testing is a valid item only .

Reliability test results can seen in the table *reliability statistics* from SPSS *outputs* . Determination is instrument study reliable or No done with see mark *Cronbach's Alpha* . Testing reliability using Cronbach's alpha test was performed For instrument that has answer Correct more of 1 (Adamson and Prion, 2013).

According to Fraenkel, Wallen, & Hyun (2012) a instrument said reliable if mark coefficient reliability more of 0.60 ($r_i > 0.70$). If coefficient reliability *Alpha Cronbach* not enough of 0.60 ($r_i < 0.70$), Tavakol & Dennick (2011) suggested For revise or omit statement items own low correlation .

Table 4.2 Reliability Test

Item Number	Calculated r value	Value r table	Decision
X.1	0.725	0.220	VALID
X.2	0.844		VALID
X.3	0.775		VALID
X.4	0.836		VALID
X.5	0.760		VALID
X.6	0.701		VALID
X.7	0.799		VALID
X.8	0.736		VALID

X.9	0.705	0.220	VALID
X.10	0.729		VALID
Y.1	0.822		VALID
Y.2	0.798		VALID
Y.3	0.499		VALID
Y.4	0.838		VALID
Y.5	0.837		VALID
Y.6	0.831		VALID

Source : Research Results , 2023

The results of the reliability test in table 1 4.2 Variable X (*Media Zoom Meeting*) can seen that cronbach's alpha on variables This more tall than value _ base ie $0.914 > 0.60$ results the prove that all statement in questionnaire variable (X) is declared reliable .

The results of the reliability test on Variable Y (Satisfaction) can seen that more Y variables tall than value base ie $0.871 > 0.60$ results the prove that all statement in questionnaire variable (Y) is declared reliable . It means analysis the can concluded that second variable (variable *Media Zoom Meetings* and Satisfaction) as well internal indicators variable the own fulfilling validity condition as well as *reliable* as instrument research .

Hypothesis Results (T Test)

Hypothesis test (t test) was used For test is there is significant influence between variable free to variable bound (*Media Zoom Meeting* to satisfaction student) can seen via Sig. listed in the table below this .

Table 4.3 Coefficients^a

Model		Unstandardized Coefficients		Standardized Coefficients	Q	Sig.
		B	std. Error	Betas		
1	(Constant)	.113	2.168		052	.959
	<i>Media Zoom Meetings</i>	.538	057	.724	9,453	.000

a. Dependent Variable: Satisfaction

Source : Research Results , 2021

The hypothesis proposed:

There is the influence of *Media Zoom Meeting* to satisfaction student . Taking Partial t test decisions:

1. If mark significance (sig.) < probability 0.05 then There is influence variable free to variable bound .
2. If mark significance (sig.) > probability 0.05 then No There is influence variable free to variable bound.

Partial t test results *Zoom Meeting* Media Variables sig. value $0.000 < 0.05$ then There is influence of *Media Zoom Meeting* to satisfaction student . It means variable *Zoom Meetings* influential positive and significant to Satisfaction student .

Regression Analysis

Analysis regression is analysis For test influence independent variable on One variable dependent . Analysis regression on results study This is as following :

Table 4.4 ANOVA ^a

Model		Sum of Squares	Df	MeanSquare	F	Sig.
1	Regression	1111.297	1	1111.297	89,360	.000 ^b
	residual	1007330	81	12,436		
	Total	2118627	82			

Source : Research Results , 2023
a. Dependent Variable: Satisfaction
b. Predictors: (Constant), Media Zoom Meeting

Results obtained as following: Sig. Value = 0.000. Decision: $0.000 < 0.05$ or $\text{Sig.} < 0.05$ Because $\text{Sig.} < 0.05$, then H_0 is rejected and H_a is accepted . This means that the significance value is $0.000 < 0.05$ then hypothesis accepted . It means *Zoom Meetings* in a manner simultaneous (together) effect to satisfaction student . This also means the regression model worth .

Analysis Coefficient Determination (R²)

Tabel 4.5 Summary Model^b

Model	R	R Square	Adjusted R Square	std. Error of the Estimate
1	.724 ^a	.525	.519	3.52650

a. Predictors: (Constant), Media Zoom Meeting
b. Dependent Variable: Satisfaction

Source : Research Results , 2023

Based on Model Summary table above , it is known mark coefficient determination or R square of 0.525. The magnitude number coefficient determination (R square) is 0.525 or The same with 52.5%. Number the contain meaning that the *Media Zoom Meeting* variable has an effect to variable satisfaction student with donation by 52.5%. Whereas the rest ($100-52.5 = 47.5\%$) is influenced by other variables outside the variables studied . It means the *Media Zoom Meeting* variable takes effect currently to Satisfaction Student .

CONCLUSIONS

From the results research and discussion , the conclusion is Correct proven If *media zoom meeting* variables have an effect positive and significant to variable satisfaction students , as well as statement items declared valid and reliable . coefficient test results determination and significance show *Media zoom meeting* variable influential currently to satisfaction student . Study next in the field knowledge communication , advised that dig more in about factor other digital media *Zoom Meeting* that can influence satisfaction Student .

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