

## Utilization of Digital Library with Integrated Library System (Inlislite) Version 3.2 in the Library of SMA Negeri 1 Koto Xi Tarusan

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### Abstrak

Penelitian ini membahas tentang Pemanfaatan *Digital Library Dengan Integrated Library System (INLISlite)* Versi 3. 2 di perpustakaan SMA Negeri 1 Koto XI Tarusan. Tujuan dari penelitian adalah mendeskripsikan persepsi siswa terhadap layanan perpustakaan digital menggunakan *INLISlite*. Metode penelitian yang digunakan adalah pendekatan kuantitatif deskriptif. Populasi dalam penelitian ini adalah seluruh siswa di SMA Negeri 1 Koto XI Tarusan dengan jumlah 1050 orang siswa. Sampel penelitian menggunakan teknik *probability sampling* yang berjumlah 100 orang, dengan jumlah siswa kelas X sebanyak 31 orang, kelas XI 28 orang dan kelas XII 41 orang. Alat pengumpulan data menggunakan angket dengan jumlah 30 item pertanyaan. Jenis data penelitian berupa data primer dengan sumber data lembar jawaban siswa. Teknik analisis data yang digunakan adalah statistik deskriptif dengan persentase. Kesimpulan penelitian ini, bahwa Pemanfaatan *Digital Library Dengan Integrated Library System (INLISlite)* Versi 3. 2 di perpustakaan SMA Negeri 1 Koto XI Tarusan "Sangat Baik" dengan nilai persentase sebesar 85,23. Persepsi siswa antara kelas menunjukkan hasil yang berbeda-beda, siswa kelas X memperoleh persentase sebesar 82,37% dengan kriteria "Sangat Baik", siswa kelas XI memperoleh persentase sebesar 81,40% dengan kriteria "Sangat Baik" dan kelas XII memperoleh persentase sebesar 89,23% dengan kriteria "Sangat Baik".

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### Abstract

*This study discusses the Utilization of Digital Library with Integrated Library System (INLISlite) Version 3. 2 in the library of SMA Negeri 1 Koto XI Tarusan. The purpose of the study was to describe students' perceptions of digital library services using INLISlite. The research method used is a descriptive quantitative approach. The population in this study was all students at SMA Negeri 1 Koto XI Tarusan with a total of 1050 students. The research sample used a probability sampling technique totaling 100 people, with 31 class X students, 28 class XI students and 41 class XII students. The data collection tool used a questionnaire with a total of 30 question items. This type of research data is primary data with student answer sheet data sources. The data analysis technique used is descriptive statistics with percentages. The conclusion of this study, that the Utilization of Digital Library with Integrated Library System (INLISlite) Version 3. 2 in the library of SMA Negeri 1 Koto XI Tarusan "Very Good" with a percentage value of 85.23. Student perceptions between classes showed different results, class X students obtained a percentage of 82.37% with the "Very Good" criteria, grade XI students obtained a percentage of 81.40% with the "Very Good" criteria and class XII obtained a percentage of 89.23% with the "Very Good" criteria.*

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## 1. INTRODUCTION

Technological developments in the 4.0 era are very influential in various aspects of life. Technology is a tool that can help make human activities comfortable. Technology can make human work easier in various aspects, including economic, cultural, including educational aspects. The role of technology in the world of education is very necessary to support the learning process.

In the learning process, supporting books are definitely needed in each subject. Supporting books can help students achieve learning goals. To make it easier for students to obtain information about books, every school usually provides a library.

A library is a work unit of a particular agency or institution that manages library materials. Both in the form of books and non-books, which are arranged systematically according to certain rules so that they can be used as a source of information. In principle, all libraries have the same work process,

namely providing information services for users. School libraries are one of the many types of libraries that have been categorized. School libraries should be an important part of the educational goals of the school in question. This also shows how libraries must play an important role in the success of the education and learning process in schools.

The development of information technology has greatly influenced the rapid development of libraries. This is because the library is a source of information that the public needs, so the information provided must always be up to date. For this reason, library management, which was previously manual, is now technology-based. The use of information technology in libraries is a manifestation of service change. These changes have pushed libraries to modernize their services and integrate IT into their daily activities. Library development can be seen from the applications used in libraries as information retrieval systems. One of them is INLISLite V.3.2.

Based on initial observations made by the author on Monday 6 September 2021, the library of SMA Negeri 1 Koto XI Tarusan still uses manual processes. Therefore, problems arise in the library of SMA Negeri 1 Koto XI Tarusan. These problems include the service process in libraries, one of which is recording borrowing and returning books which are recorded in notebooks which are vulnerable to loss, damage to books, or recording errors. In addition, loan reports that are recorded one by one result in information delays so that the data collected becomes less effective. Not only that, the number of books in libraries is increasing, making it difficult for librarians to count and find books that are still available. With this reality, it certainly creates obstacles for libraries, especially since SMA Negeri 1 Koto

*INLISLite* is a library automation application software built and developed by the National Library of the Republic of Indonesia (Perpusnas RI) since 2011. The name INLIS is taken from the words Integrated Library System, the name of the integrated library information management software built since 2003 for the need for routine library information management activities at the National Library (National Library).

Quoted in research (Lukman, 2017) "The advantage of the INLISlite program is that it provides integrated library application access that supports library operations such as procurement, management and circulation as well as managerial functions in the form of reports that make decision making in the library sector easier." INLISlite helps develop library automation throughout Indonesia. As a digital library tool for managing full-text and multimedia collections. Assisting in the formation of a MARC-based electronic catalog for Indonesia (INDOMARC). The library of SMA Negeri 1 Koto

In this way, it is hoped that the existence of a digital library will make it easier to search for information in collections of information objects such as documents, images and databases in digital format quickly, precisely and accurately. Digital libraries can also be used as an alternative for developing learning resources in schools to face advances in technological developments, especially information and communication technology.

Based on the background of the problem above, the role of technology is needed to reduce existing errors. The library information system is a computerized process for processing data in a library, starting from cataloging, collections, processing member data, to the process of borrowing and returning collections along with regulations such as the length of borrowing and calculating late fines (Wildan, 2012: 12).

## 2. RESEARCH METHOD

In this research, the author will use a quantitative research approach. Quantitative research is research in the form of numbers and analysis using statistics (Sugiyono, 2016). A descriptive problem formulation is a problem formulation that concerns the question of the existence of independent variables, either only on one variable or more independent variables (Sugiyono, 2016). The research

was carried out because it wanted to provide an overview of a variable to be studied, namely aspects of digital library use among upper secondary students.

So to be able to describe it based on facts as they are, statistics or tables are used, so that this research can be known as quantitative research using descriptive methods. This research uses the observation method, with data collection techniques using tests and measurements, using various types of instruments questionnaire data, to measure the usefulness of digital libraries using the Integrated Library System (Inlislite). The population in this study were students at State High School 1 Koto XI Tarusan. In this research, the sampling technique was used *Nonprobability Sampling (Incidental Sampling)* obtained by class X as many as 31 students, class XI as many as 28 students, and class XII as many as 41 students. This variable uses a single variable, namely Utilization of Digital Libraries with Integrated Library System (INLISLITE) V.3.2 in the Public High School 1 Koto XI Tarusan Library.

The data collection technique that researchers used in this research was a questionnaire in the form of a 1-5 Likert scale questionnaire. This questionnaire will later be used for that is Utilization of Digital Libraries with Integrated Library System (INLISLITE) V.3.2 in the Library of SMA Negeri 1 Koto XI Tarusan. The data collection tool used in this research is a statement questionnaire sheet totaling 30 questions whose validity has been tested and given to students.

This research uses a reliability test. Instrument reliability results were searched using Microsoft Excel with the Cronbach's Alpha formula. Based on the provisions of the Cronbach's alpha method, a variable is said to be reliable if the Cronbach's alpha value is  $> 0.6$ . Based on the provisions of the Cronbach's alpha method, a variable is said to be reliable if the Cronbach's alpha value is  $> 0.6$ .

The data analysis technique used in this method is descriptive statistics which is for research purposes. The term statistics means quantitative data, which is also called statistical data, is data in the form of numbers that can provide an overview of certain circumstances and events (Solikhah, 2017). This research uses percentages, percentages are a comparison in the form of numbers up to 100 which are usually shown identically with the % symbol, where the aim is to compare and find out what percentage level was obtained so that conclusions can be drawn. The percentage formula that I use was proposed by (Jasmalinda, 2021)

Percentage Formula

$$P = (F/n) \times 100\%$$

Information :

P = Percentage of results obtained

F = Frequency of results obtained

n = Number of sample respondents from which conclusions will be drawn.

100 = Fixed percentage number

### 3. RESEARCH RESULTS AND DISCUSSION

#### 3.1. Research result

The results of this research are an illustration of the use of the Digital Library with the Integrated Library System (Inlislite) Version 3.2 in the Library of SMA Negeri 1 Koto XI Tarusan. The researcher has administered the research questionnaire to the students who are the research subjects, then the researcher checks the research questionnaire and checks the completeness of the respondents with the aim of ensuring that the questionnaire is processed further. Data from research that has been carried out generally shows that as many as 100 respondents were given a questionnaire with a total of 30 question items.

This data was then processed by determining the percentage of all answers, resulting in a percentage result of 85.23% with the criteria "Very Good". This data starts from a comparison of the total score obtained with the total ideal score. The total score obtained was 12784 points with an ideal score of 15000 points. This conclusion is presented in the following table:

**Table 1.**  
**Recapitulation Data on Student Perceptions based on Sub Variables and Question Indicators**

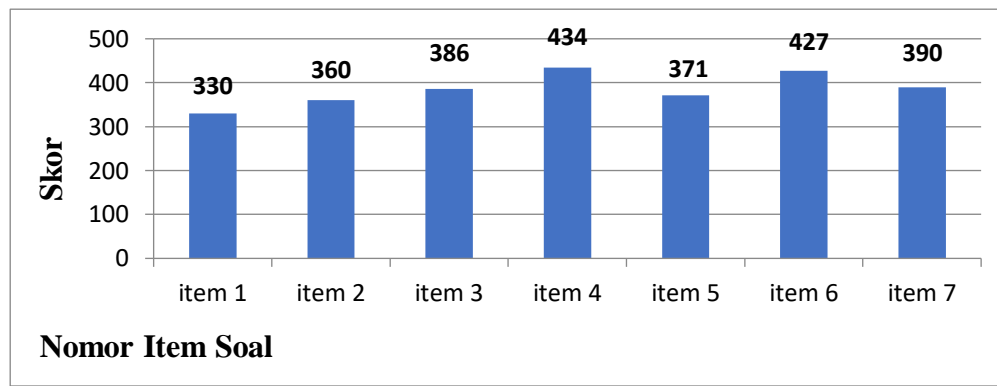
Indicator	Item Number	Score	Ideal Score	Mark Answer Percentage	Criteria
Understanding INLISlite v.3.2 Facilities/Features	1, 2, 3, 4, 5, 6 and 7	2698	3500	77.08	Good
INLISlite v.3.2 characteristics	8, 9, 10, 11, 12, 13, 14, 15, 16	3737	4500	83.05	Very good
Use INLISlite v.3.2	17, 18, 19, 20 and 21	2294	2500	91.76	Very good
Utilization of INLISlite v.3.2	22, 23, 24 and 25	1827	2000	91.35	Very good
Individual impact	26 and 27	838	1000	83.08	Very good
Impact for librarians	28, 29 and 30	1390	1500	92.67	Very good
<b>Amount</b>	<b>30</b>	<b>12784</b>	<b>15000</b>	<b>85.23</b>	<b>Very good</b>

Based on the table above, the use of the Digital Library with the Integrated Library System (Inlislite) Version 3.2 based on the indicators is rated as "Very Good" overall. Table 6 shows that the INLISlite v.32 Characteristics indicator is classified as "Good" with a low level, this is because the percentage value of the INLISlite v.3.2 Facilities/Features Understanding indicator is only 77.08%. Meanwhile, the impact indicator for librarians is classified in the "Very Good" category with the highest level, this is because the percentage value of the impact indicator for librarians is 92.67%.

Research data on student perceptions, based on data grouping respondents' answers, can be described as follows:

- a. **Description of Respondents' answer data based on Understanding INLISlite v.3.2 Facilities/Features (Indicator 1)**

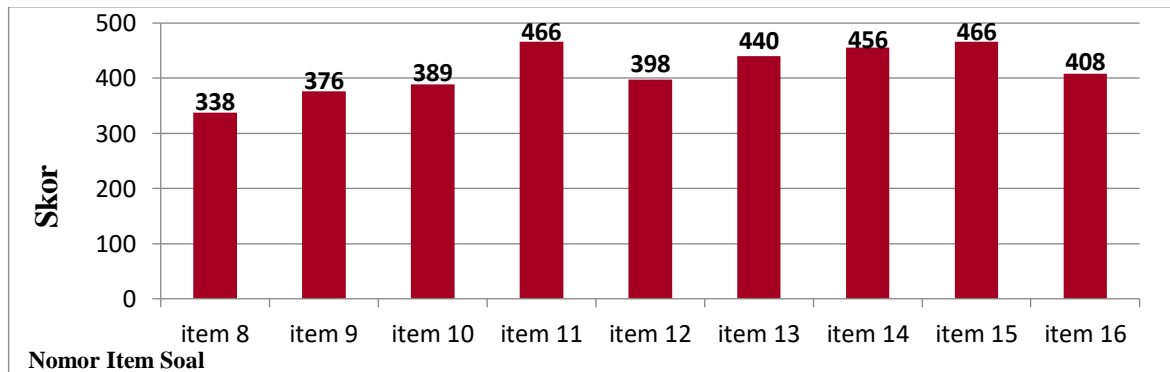
**Figure 1.**  
**Data Diagram of Respondents' Answers Based on Understanding Indicators INLISlite v.3.2 Facilities/Features**



From Figure 1, it can be concluded that the total answer score for the INLISlite v.3.2 Facilities/Features Understanding indicator is 2698 points with an ideal score of 3500. Figure 1 also shows that item number 4 is the highest score with a score of 434, while item number 1 is The lowest score was obtained with a total score of 330. From the total score obtained, the percentage of Google Classroom Facility/Feature Display indicators was obtained at 89.93% with the criteria "Very Good".

**b. Description of Respondent Answer Data Based on INLISlite v.3.2 Characteristics (Indicator 2)**

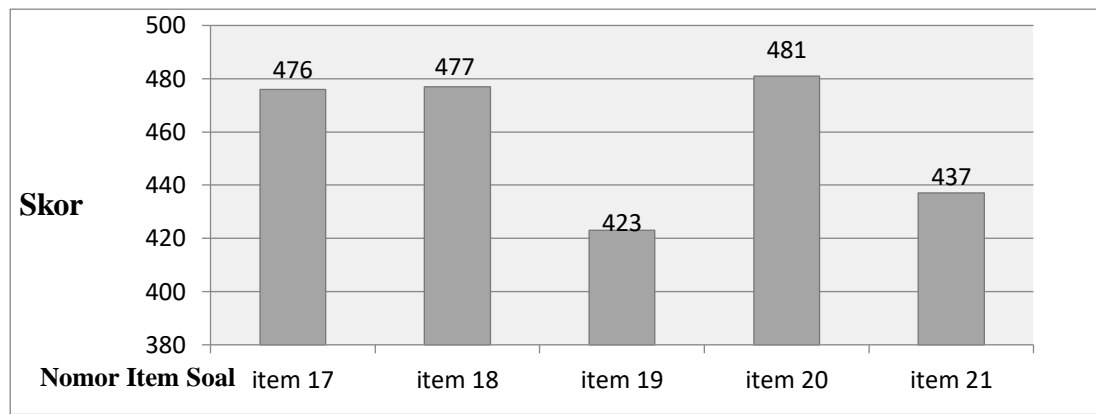
**Figure 2.**  
**Data Diagram of Respondents' Answers Based on Indicators**  
**INLISlite v.3.2 characteristics**



From Figure 2, it can be concluded that the total answer score for the INLISlite v.3.2 Characteristics indicator is 3737 points with an ideal score of 4500. Figure 2 also shows that question item number 11 is the highest score with a score of 466, while question item number 8 is the lowest score. with a total score of 338. From the total score obtained, the percentage of the INLISlite v.3.2 Characteristics indicator was obtained at 81.69% with the criteria "Very Good".

**c. Description of Respondent Answer Data Based on Use of INLISlite v.3.2 (Indicator 3)**

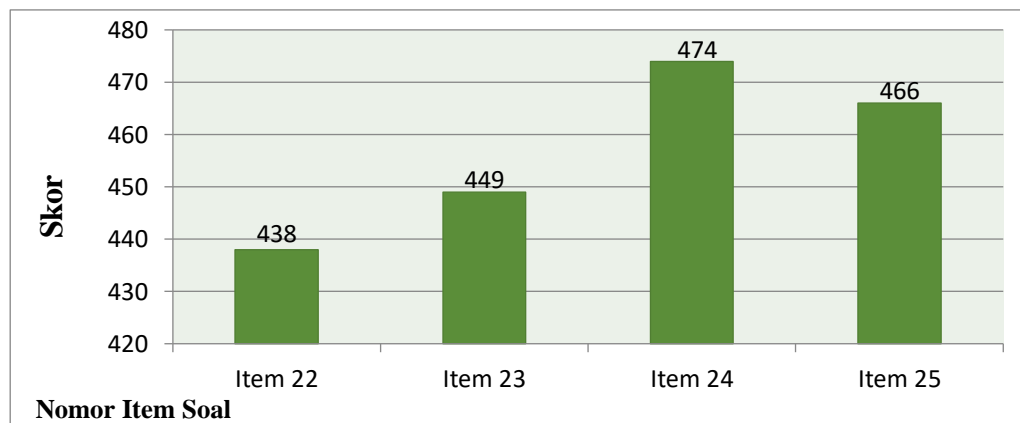
**Figure 3.**  
**Data Diagram of Respondents' Answers Based on Characteristic Indicators INLISlite v.3.2**



From Figure 3, it can be concluded that item number 20 has the highest score with a score of 481, while item number 19 has the lowest score with a total score of 423. From the total score obtained, the percentage of the INLISlite v.3.2 Usage indicator is 91. 76% with "Very Good" criteria.

**d. Description of Respondent Answer Data Based on the Use of INLISlite v.3.2 (Indicator 4)**

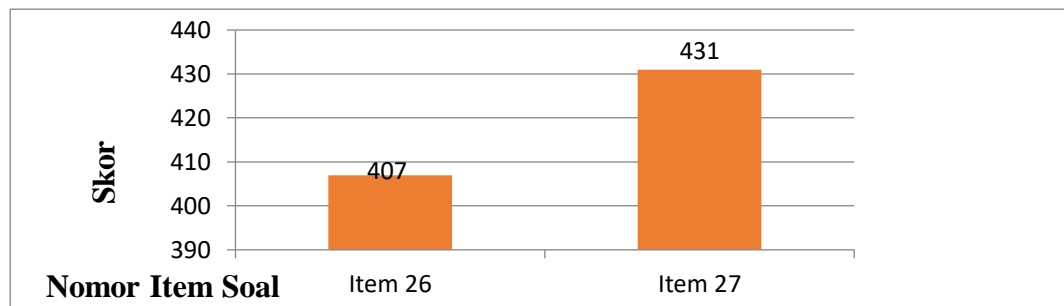
**Figure 4.**  
**Data Diagram of Respondents' Answers Based on INLISlite v.3.2 Utilization Indicators**



From Figure 4, it can be concluded that item number 24 has the highest score with a score of 474, while item number 22 has the lowest score with a total score of 438. From the total score obtained, the percentage of INLISlite v.3.2 Utilization indicator is 91. 35% with "Very Good" criteria.

**e. Description of Respondent Answer Data Based on Individual Impact (Indicator 5)**

**Figure 5.**  
**Data Diagram of Respondents' Answers Based on Individual Impact Indicators**

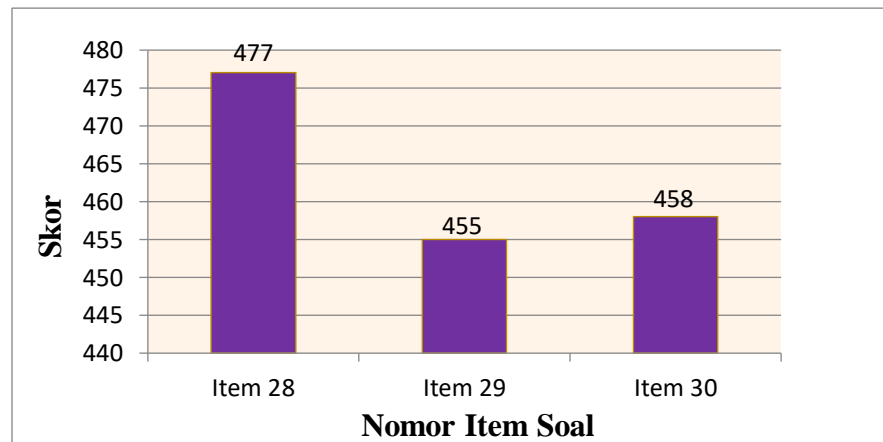


From Figure 5, it can be concluded that question item number 27 is the highest score with a score of 431, while question item number 26 is the lowest score with a total score of 407. From the total score obtained, the percentage of individual impact indicators is 83.08% with "Very Good" criteria.

**f. Description of Respondent Answer Data Based on Indicator 6 (Impact for librarians)**

**Figure 6.**

**Data Diagram of Respondents' Answers Based on Impact Indicators for Librarians**



From Figure 6 it can be concluded that question item number 28 has the highest score with a score of 477, while question item number 29 has the lowest score with a total score of 455. From the total score obtained, the percentage of individual impact indicators is 92.67% with "Very Good" criteria.

Next, the following is the student perception research data. The student perception research data, based on class, can be described as follows:

**Table 2.**  
**Recapitulation Data on Student Perceptions based on Sub Variables and Question Indicators**

Indicator	Item Number	Percentage		
		X	XI	XII
Understanding INLISlite v.3.2 Facilities/Features	1, 2, 3, 4, 5, 6 and 7	72.99	73.16	82.24
INLISlite v.3.2 characteristics	8, 9, 10, 11, 12, 13,14, 15 and 16	81.65	80.48	85.02

Use of INLISlite v.3.2	17, 18, 19, 20 and 21	89.03	86.43	96.38
Utilization of INLISlite v.3.2	22, 23, 24 and 25	87.90	88.93	94.64
Individual impact	26 and 27	77.42	75	94.04
Impact for librarians	28, 29 and 30	91.18	89.28	95.87
<b>Amount</b>	<b>30</b>	<b>82.37</b>	<b>81.04</b>	<b>89.23</b>

Judging from the data grouping respondents by class, the results obtained were that for class X students the data percentage was 82.37% with the criteria "Very Good". Class XI students obtained a percentage of 81.40% with the criteria "Very Good". And class XII obtained a percentage of 89.23% with the criteria "Very Good".

**1) Description of Class X Student Perception Data**

Judging from the comparison of the question indicators with the grouping of respondents in class Judging from the sub variables and indicators, the INLISlite v.3.2 Facilities/Features Understanding indicator obtained the lowest percentage with a percentage of 72.99%, while the Impact indicator for librarians obtained the highest percentage with a percentage of 91.18%.

**Table 3.**  
**Recapitulation of Class X Students' Perceptions**

Indicator	Item Number	Score	Ideal Score	Answer Percentage Value	Criteria
Understanding INLISlite v.3.2 Facilities/Features	1, 2, 3, 4, 5, 6 and 7	792	1085	72.99	Good
INLISlite v.3.2 characteristics	8, 9, 10, 11, 12, 13, 14, 15 and 16	1139	1395	81.65	Very good
Use INLISlite v.3.2	17, 18, 19, 20 and 21	690	775	89.03	Very good
Utilization of INLISlite v.3.2	22, 23, 24 and 25	545	620	87.90	Very good
Individual impact	26 and 27	240	310	77.42	Good
Impact for librarians	28, 29 and 30	424	465	91.18	Very good
<b>Amount</b>	<b>30</b>	<b>3830</b>	<b>4650</b>	<b>82.37</b>	<b>Very good</b>

**2) Description of Class XI Student Perception Data**

Description of the perception data for class XI students from the results of data processing, it can be concluded that the perception of class Judging from the sub variables and indicators, the Impact for Librarians indicator obtained the highest percentage with a percentage of 89.28, while the INLISlite v.3.2 Facilities/Features Understanding indicator obtained the lowest percentage with a percentage of 73.16%.

**Table 4.**  
**Recapitulation of Class XI Student Perceptions**



Indicator	Item Number	Score	Ideal Score	Answer Percentage Value	Criteria
Understanding INLISlite v.3.2 Facilities/Features	1, 2, 3, 4, 5, 6 and 7	717	980	73.16	Good
INLISlite v.3.2 characteristics	8, 9, 10, 11, 12, 13, 14, 15 and 16	1014	1260	80.48	Very good
Use INLISlite v.3.2	17, 18, 19, 20 and 21	605	700	86.43	Very good
Utilization of INLISlite v.3.2	22, 23, 24 and 25	498	560	88.93	Very good
Individual impact	26 and 27	210	280	75.00	Good
Impact for librarians	28, 29 and 30	375	420	89.28	Very good
<b>Amount</b>	<b>30</b>	<b>3419</b>	<b>4200</b>	<b>81.40</b>	<b>Very good</b>

3) Description of Class XII Student Perception Data

Judging from the comparison of the question indicators with the grouping of respondents in class XII, it can be concluded that the perception of class Judging from the sub variables and indicators, the INLISlite v.3.2 Facility/Feature Understanding indicator obtained the lowest percentage with a percentage of 82.24, while the INLISlite v. 3.2 Usage indicator obtained the highest percentage with a percentage of 96.38%. Pay attention to the following table:

**Table 5.**  
**Recapitulation of Class XI Student Perceptions**

Indicator	Item Number	Score	Ideal Score	Answer Percentage Value	Criteria
Understanding INLISlite v.3.2 Facilities/Features	1, 2, 3, 4, 5, 6 and 7	1209	1470	82.24	Very good
INLISlite v.3.2 characteristics	8, 9, 10, 11, 12, 13, 14, 15 and 16	1607	1890	80.48	Very good
Use INLISlite v.3.2	17, 18, 19, 20 and 21	1012	1050	96.38	Very good
Utilization of INLISlite v.3.2	22, 23, 24 and 25	795	840	88.93	Very good
Individual impact	26 and 27	395	420	94.04	Very good
Impact for librarians	28, 29 and 30	604	630	95.87	Very good
<b>Amount</b>	<b>30</b>	<b>5622</b>	<b>6300</b>	<b>89.23</b>	<b>Very good</b>

3.2.Discussion

Based on the results of data analysis, the discussion will be adjusted to the research statement which will be explained as follows:

**A. Student Perceptions Based on Sub Variables and Indicators**

Based on the research data previously explained, it is clear that students' perceptions of the use of digital libraries with INLISlite v.3.2 are "Very Good" with a percentage of 82.17.

This explains that students' perceptions of the use of the Digital Library with the Integrated Library System (INLISlite) Version 3.2 are considered very good by students because they have met the satisfaction aspect. However, there is a satisfaction value that has not been achieved, namely 17.83%.

Even though currently students' perceptions show a very good understanding of the use of digital libraries using INLISlite v.3.2, it needs to be reviewed again for the value of 17.83%. which still does not meet the aspects of student satisfaction. 17.83% is a fairly large value point if calculated numerically for the number of students who agree and disagree, out of 100 students there are 18 students who still think that library services with INLISlite v.3.2 are still not good.

Students' perceptions of research data based on sub-variables and indicators show that the percentage of the INLISlite v.3.2 Facilities/Features Understanding indicator is the lowest value of the percentage values of other indicators with a score of 77.08%. Meanwhile, the Impact for Librarians indicator is the highest percentage with a percentage value of 92.67%. For a more detailed explanation, it can be explained as follows:

**1. Respondents' answers based on Indicator 1 (Understanding INLISlite v.3.2 Facilities/Features)**

The research findings show that the INLISlite v.3.2 Facility/Feature Understanding indicator obtained a percentage of 77.08. If we look at the question item number, question number 1 (Do students know about digital libraries based on INLISlite v.3.2) has the lowest score, namely 330 points. This means that some students do not know about digital libraries based on INLISlite v.3.2. There are several reasons why students may not know about Inlislite-based digital libraries:

- a) Lack of Promotion
- b) Lack of Accessibility
- c) Lack of Education about Digital Resources
- d) Focus on Other Resources
- e) Lack of Interest or Awareness

**2. Respondents' Answers Based on Indicator 2 (INLISlite v.3.2 Characteristics)**

The research findings show that the INLISlite v.3.2 Characteristics indicator obtained a percentage of 83.04%. If you look at the question item number, question number 8 (INLISlite v.3.2 can be accessed in all areas that have an internet network) has the lowest score, namely 338 points.

**3. Respondents' Answers Based on Indicator 3 (Using INLISlite v.3.2)**

The research findings show that the INLISlite v.3.2 Usage indicator obtained a percentage of 91.76. If you look at the question item number, question number 19 (I use INLISlite v.3.2 every time I look for textbooks) has the lowest score, namely 423 points. From the points obtained, it shows that some students do not like and are not happy using Inlislite when looking for textbooks. This is thought to happen because learning using Google Classroom makes it difficult for students to understand the material presented by the teacher and also students cannot socialize with other students, thereby reducing students' social learning.

The research findings also show that question number 20 (I will use INLISlite v.3.2 in the future) is the highest score with a score of 481 points. This shows that the place where the researcher conducted the research, namely at SMA Negeri 1 Koto XI Tarusan, has used INLISlite to support services related to the school library.

**4. Respondents' Answers Based on Indicator 4 (Utilization of INLISlite v.3.2)**

The research findings show that the INLISlite v.3.2 Utilization indicator obtained a percentage of 91.35. If we look at the question item number, question number 22

(Using INLISlite v.3.2 helps efficiency in searching for books) has the lowest score, namely 438 points. This is thought to have happened

because some students find it difficult to understand the function of inlislite, especially in OPAC searches.

The research findings also show that question number 24 (Students are satisfied with the services available in INLISlite v.3.2) is the highest score with a score of 474 points. This means that some students agree that they can use digital library services independently using Inlislite.

#### **5. Respondents' Answers Based on Indicator 5 (Individual Impact)**

The research findings show that the Individual Impact indicator obtained a percentage of 83.08. If we look at the question item number, question number 26 (INLISlite v.3.2 can increase students' reading interest) has the lowest score, namely 407 points. The research findings also show that question number 27 (INLISlite v.3.2 can increase effectiveness in searching for material and school assignments) has the highest score with a score of 431 points.

#### **6. Respondents' Answers Based on Indicator 6 (Impact for Librarians)**

The research findings show that the Impact for Librarians indicator obtained a percentage of 92.67. If we look at the question item number, question number 29 (INLISlite v.3.2 can increase librarian productivity) has the lowest score, namely 455 points. Digital libraries have a number of advantages that can help increase librarian productivity.

The research findings also show that question number 30 (Creating a book catalog using INLISlite v.3.2 is more effective and efficient.) is the highest score with a score of 458 points. It can be concluded that students agree that Inlislite really helps librarians in making book catalogues, because having Inlislite can make the librarian's work easier.

### **B. Research Results Based on class**

Overall research results show that the use of digital libraries using INLISlite is very good. From the research results, it was found that students' perceptions in each class were different, where students' perceptions of the use of digital libraries using INLISlite 22 and the perception of class XII students is "Good" with a percentage of 71.25. This is in line with the concept of perception, namely that perception arises after someone receives a stimulus or stimulation from something. Walgito (2005: 99) states that "perception is the process of receiving a stimulus by an individual through the senses and interpreting it so that the individual is aware of what the senses receive". Of course, this gives rise to different percentages due to the students' different levels of knowledge.

Digital libraries offer several conveniences for their users to access information sources using digital services provided by the library whenever and wherever they are. Users are no longer physically bound to conventional library service hours, where users have to go to the library which only costs a lot of energy to get information.

Based on the results of the research discussion that has been explained, it can be concluded that the use of the Digital Library with the Integrated Library System (Inlislite) Version 3.2 in the Library of Sma Negeri 1 Koto XI Tarusan is "Very Good" with a percentage of 85.23. This means that 85 students out of 100 people think very well of the service using INLISlite v.3.2. However, students indicated that a conventional (face-to-face) library service system was still very much needed through data interpretation from several research indicators.

#### 4. CONCLUSION

Based on the results of the research carried out, it was concluded that the digital library using Inlislite v.3.2 at SMA Negeri 1 Koto

Utilization of Digital Library with Integrated Library System (Inlislite) Version 3.2 in the Library of SMA Negeri 1 Koto "Very Good" and class XII obtained a percentage of 89.23 with the "Very Good" criteria. Using a digital library using INLISlite v.3.2 produces different student perceptions for each class, due to the different understanding and knowledge of each student.

#### 5. THANK-YOU NOTE

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#### 6. BIBLIOGRAPHY

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