



2022 INNODEL

International Conference on Innovation in Open and Distance Learning

“EMERGING TECHNOLOGY FOR OPEN AND DISTANCE EDUCATION:
OPPORTUNITY, AGILITY, AND ADAPTABILITY”

PROGRAM BOOK

November 28th - 29th, 2022
BALI - INDONESIA

This event is sponsored by



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Microsoft



TABLE OF CONTENT

Welcome Message from Rector of Universitas Terbuka	2
Welcome Message from Head of Institute of Research and Community Service	4
Welcome Message from the Conference Chair	5
About INNODEL and Universitas Terbuka	7
Theme and Sub-Theme INNODEL 2022	8
Keynote Speakers	10
Pre-Conference Workshop	14
Conference Program	16
Parallel Session	18
Abstract	47



WELCOME MESSAGE

Rector of Universitas Terbuka Indonesia



WELCOME AND OPENING

REMARKS

Rector of Universitas Terbuka

On behalf of Universitas Terbuka, I would like to express my gratitude for your participation in the 2nd Annual International Conference on Innovation in Open and Distance Learning 2022 (INNODEL) held in one of the nominees of the world heritage center, Denpasar-Bali, known as a historical traditional Balinese city, combined with the richness of its cultural facets.

It has been a very great honor and pleasure for us to be able to host you at this esteemed annual conference where we will share insights and best practices for the betterment of open and distance learning (ODL), not only in Asia, but all over the world.

For this conference, we particularly highlight the emerging technology in open and distance education: inclusiveness, equity, and quality in education, notably in the purview of ODL. The theme is suitable with the rapid advancement in technology for learning since there are indeed plenty of opportunities for ODL institutions to explore and expand the capability of ODL as a vehicle for inclusive and equitable education. This theme is also in line with one of the Sustainable Development Goals (SDGs) set by the United Nations.

Universitas Terbuka, the pioneer of distance education in Indonesia, has served the nation for 38 years. We reach our students all over Indonesia and in several countries. Up to 2022, we have 1,6 million alumni, most of whom are teachers of primary education. We have reached the unreached by providing the higher education possible for adults with jobs, families, and other social commitments. Today, with 350.000 students, UT makes every effort to provide inclusive, equitable, and qualified education for all.



WELCOME MESSAGE

Rector of Universitas Terbuka Indonesia

UT has successful experiences in hosting some prestigious world conferences, such as the 24th ICDE World Conference in 2011, the ICDE SCOP Presidents' Summit in 2014, and two three AAOU Annual Conferences, back in 1990, 2005, and 2017. We strongly believe this forum will give you a memorable academic experience, provide plenty of opportunities for academic publication, and develop a new network for collaborative research. We hope this conference may also illuminate some philosophical and practical issues regarding emerging technology for open and distance education.

Lastly, I wish you a fruitful and enjoyable conference!

Prof. Ojat Darojat, M.Bus., Ph.D.



WELCOME MESSAGE

Head of Institute of Research and Community Service



WELCOME MESSAGE

Head of Institute of Research and Community Service

Dear Friends, Colleagues, and Sponsors

It is a great pleasure to welcome you to the 2nd Annual International Conference on Innovation in Open and Distance Learning 2022 (INNODEL), Bali, the “Island of Gods”.

This year's conference theme is “Emerging Technology for Open and Distance Education: Opportunity, Agility, and Adaptability”. This conference is designed as a forum for participants to share and discuss the most recent advancements and issues in the field of Open and Distance Learning (ODL). A total of 170 abstracts were submitted to the conference. We hope that you find the keynote presentations, plenary panels, paper presentations, and workshops informative. We encourage you to participate in the discussion and take advantage of the many benefits that the Conference offers and opportunities to connect and meet new friends.

In addition, we are very honored to welcome you to Bali. Bali is associated with the idea of tropical paradise and reality does not differ much from imagination. The island in fact offers lush tropical nature, postcard beaches, and a culture characterized by a deep spirituality.

There are many fascinating places that show the multi-contrast between the old and new Indonesia. Therefore, on the last day of the conference, we would like to invite all the participants to have an unforgettable experience exploring the Temple, the greatest Hindu monuments in the world, and the World Heritage Site.

Finally, I am grateful to all members of the Conference Committee who have worked so hard to put this conference together for all of us. In conclusion, I am delighted to give you all a warm welcome. Enjoy the Conference and the wonderful Bali.

Dra. Dewi Artati Padmo Putri, M.A., Ph.D.

Conference Program Book

4



WELCOME MESSAGE

Conference Chair



Assalamu'alaikum warahmatullahi wabarakatuh.

Salam Sejahtera, Om Swastiastu Namu Buddhaya.
An Honorary Minister of Education, Culture, Research and
Technology,
The Governor of Bali, Dr. Ir. Wayan Koster, M.M.
Universitas Terbuka Rector, Prof. Ojat Daroajat

Distinguished keynote speakers:

1. Johnny Gerard Plate, S.E. The Minister of Communication and Information Technology, Indonesia
2. Dr. Martin Dougiamas, the Founder and CEO of Moodle
3. Prof. Ir. Tian Belawati, M.Ed., Ph.D., Universitas Terbuka, Indonesia
4. Professor Benedict du Boulay, Emeritus Professor of Artificial Intelligence University of Sussex, United Kingdom,
5. Profesor Patricia B. Arinto, Dean of UP Visayas Tacloban College.
6. Sridhar Sunkad, Regional Director - EON Reality, Singapore
7. Dr. Ethel Joan Atienza, INNOTECH, SEAMEO.

Conference Presenters, Ladies and Gentlemen.

Warm welcome to the Second International Conference on Innovation in ODL hosted by Universitas Terbuka, Indonesia. The 2022 INNODEL presents the theme "Emerging Technology for Open and Distance Education: Opportunity, Agility and Adaptability. This theme is expected to brings current issues and innovations in open and distance education that needs to be advanced to promote equitable access to quality open and distance education.

First, I would like to sincerely thank the Director-General of Higher Education; the Rector of Universitas Terbuka; The keynote speakers, conference presenters, and participants. I believe that your support and contribution will strengthen the future of open and distance education.

The 2022 INNODLE becomes possible with the support from various institutions including, the Bank Mandiri, Gramedia Group, Bank BRI, PT Telkom Indonesia, Accer and the following partners: BUKA Project European Union co-founded by Erasmus +; The Indonesian Association of Open and Distance

Conference Program Book

5



WELCOME MESSAGE

Conference Chair

Learning Professions (APJJI); The Moodle, EON Reality Singapore, and Microsoft Indonesia. The 2022 INNODEL is attended by presenters from various countries from Asia and Africa including India, Pakistan, Palestine, Malaysia, Philippines, Nigeria and Indonesia.

The INNODEL promotes the dissemination of innovation in ODL to open the opportunities for making ODL more effective and inclusive. The INNODEL is created for serving the forum for educators, practitioners, policymakers, and educational technology providers to share their common interests. It is undeniable that ODL whatever the format will become a major tool for human capacity building due to its quality, flexibility, and interoperability to enable facilitating the new digital learning ecosystem.

Lastly, I would like to thank the member of the INNODEL committee for your support.

Happy Conference!

wassalamualaikum
Prof. Daryono. PhD.



A global impact of Information and Communicative Technologies (ICT) has been overtly bounded the development of higher education with hyper-modernization of the knowledge economy. The traditional higher education models must undertake changes or reforms to respond to the post-industrial downturn. Trends such as globalization, internationalization, diversification, decentralization, massification, deinstitutionalization, and privatization of learning have been visible in higher education in most developed and developing countries in recent decades. A transition from an emancipatory conception of higher education into a higher education that emphasizes professional education and professional practice, and a continued shift in orientations, aims, and policies of higher education have persistently presence. Moreover, higher education institutions in the mainstream have attempted to integrate New Learning Technologies into student learning environments via various modes of instruction. In addition, an online learning approach has become an attractive mode of instruction for learners due to flexibility, robustness, inclusivity, accessibility, and quality. Modern distance education that considered a last option for the learner, is now a viable opportunity for both educational providers and learners in higher education. The International Conference on Innovation in Open and Distance Learning will bring those intriguing issues and provide a forum of sharing, discussion, and consultation to nurture innovation in open and distance learning.



THEME AND SUB-THEMES

Theme: **Emerging Technology for Open and Distance Education: Opportunity, Agility, and Adaptability**

Sub-Theme:

Emerging Technologies in Education - EDUVERSE

Web 3.0 and Social Networking

Social and Digital Media

Educational/Games and Software

Videos for Learning and Educational Multimedia

Animation and 3D Applications

Virtual and Augmented Reality

E-learning Management and Development

Digital Libraries and Repositories

e-Portfolios

User-Generated Content

Open Educational Resources and Practices

Learning Analytics

Plagiarism and Intellectual Property Rights

Quality Assurance for Online Learning

Knowledge Management

Technology in Teaching and Learning

Learning and Teaching Innovations

e-Learning Experiences

m-Learning: Mobile Applications and Technologies

Blended Learning and Flipped Classroom

Advanced Classroom Applications and Technologies

Online/Virtual Laboratories

Open Universities and Distance Education

Massive Open Online Courses (MOOC)

Online Assessment

Learning Management Systems (LMS)

ICT and Digital Skills

Educating the Educators

Building Virtual Communities

Conference Program Book

8



THEME AND SUB-THEMES

Pedagogical Innovations

Flipped Learning
Collaborative and Problem-based Learning
Game-based Learning and Gamification
Active and Experiential Learning
Creativity and Design Thinking
Critical Thinking and Problem Solving
Language Learning Innovations
Assessment of Student Learning
21st Century Skills

New Trends in Research and Innovation in ODL

Research Methodologies
Academic Research Projects
Research on Technology in Education
Links between Education and Research
Research Management

University-Industry Cooperation for Lifelong Learning

University/Industry Experiences
Workplace Learning
Work Employability
Entrepreneurship Education
University/Industry/Government partnership
Technology Transfer and Patents
University Spin-offs and Start-ups



KEYNOTE AND FEATURED SPEAKERS



Johnny G Plate, SE., currently serves as the Minister of Communication and Information of the Republic of Indonesia. On October 23, 2019, he was appointed Minister of Communication and Informatics as part of President Joko Widodo's Advanced Indonesia Cabinet. The Ministry of Communication and Informatics has the task of administering government affairs in the field of communication and informatics to assist the President in administering state government.



Benedict du Boulay is an Emeritus Professor of Artificial Intelligence at the University of Sussex, Visiting Professor at University College London and Chief Research Advisor at Educate Ventures. He was the founding Dean of the School of Science and Technology at Sussex that involved bringing four departments who had not worked together before into the new School.

His primary research area is the application of Artificial Intelligence in Education. Here he is particularly interested in issues around modelling and developing students' metacognition and motivation. He is currently compiling and editing a Handbook of AI in Education for Edward Elgar Publishing involving contributions from the leading academics in AIED from around the world.

He was President (2015-2017) of the International Society for Artificial Intelligence in Education and is an Associate Editor of its International Journal of Artificial Intelligence in Education. He has edited/written 12 books and written some 190 papers.



KEYNOTE AND FEATURED SPEAKERS



Dr. Martin Dougiamas is the founder and CEO of the open-source Moodle software project he started in 1999. The Moodle platform consists of a number of products, but the best-known is Moodle LMS, which allows educators in all sectors to create private educational spaces online, filled with tools for collaborative learning. Martin has a mixed academic background with multiple post-graduate degrees in Computer Science and Education, two honorary doctorates and is a member of multiple boards around the world.



Professor Tian Belawati has been working in the field of open and distance education (ODE) for over 30 years. She has had extensive experiences in research, teaching, and administration of a large-scale open university system, for which she served as Rector from 2009-2017. She has also been involved in many international ODE movements that has led her appointments as President of the Asian Association of Open Universities or AAOU (2009-2010) and of the International Council for Open and Distance Education or ICDE (2012-2015), as a member of Board of Directors of the Open Education Consortium (2017-2019), and a member of ICDE Board of Trustees.

KEYNOTE AND FEATURED SPEAKERS



Sridhar Sunkad received a bachelor's degree in mechanical engineering from BMS College, India. He then studied for his master program at Chalmers University of Technology in Gothenburg Sweden. In 1999, he joined EON Reality as a founding team member in Irvine, California. From 2003 till 2007, he was based in Chicago, driving the Midwest accounts along with managing the channels growth for Asian markets. Since 2008, Sridhar has been based in Singapore managing the subsidiary operations. Into 2020, Mr. Sunkad has led the EON Singapore

operations with a successful track record of providing leadership and vision over the last 12 years. He is responsible for overseeing EON's APAC markets along with R & D charter at Singapore office.



Professor Patricia B. Arinto is former Dean of the Faculty of Education of the University of the Philippines (UP) - Open University and current Dean of UP Visayas Tacloban College. She has led national and international research projects on information and communications technology in education, such as the USAID-funded assessment of the state of information and communications technology in basic education in the Philippines in 2012, an Australian Government-funded study on tablets for teaching and learning in nine public secondary schools in 2012-2014, and the Technology-Supported Teacher

Professional Development in Early Literacy Instruction project in the Philippines in 2015-2017. She was also the Deputy Principal Investigator of the multi-country Re-search on Open Educational Resources for Development in the Global South (ROER4D) project which ran from 2013 to 2017 and which was funded by the International Development Research Centre of Canada. At present she is project leader of the UP Open University's "Sustainable Institution Building for Open Learning (SIBOL)" initiative under the international "Advancing Equity and Access to Higher Education Through Open



KEYNOTE AND FEATURED SPEAKERS

and Distance Learning (BUKA)” project supported by the European Commission’s ERASMUS+ program. She holds a Doctor in Education (EdD) degree from the Institute of Education, University of London; an MA in Comparative Literature from the University of the Philippines Diliman; and a BA in Communication Arts (magna cum laude) from the University of the Philippines Visayas - Tacloban College. She also has a Postgraduate Certificate in Technology-Based Distributed Learning from the University of British Columbia (Canada).



Dr. Ethel Joan Atienza or Joan is a Learning Management and Implementation Specialist at the Southeast Asian Ministers of Education Organization, Regional Center for Educational Innovation and Technology (SEAMEO INNOTECH). Joan has been working in the open and distance learning courses design, development and implementation for 22 years. She is currently the Course Manager of INNOTECH’s flexible learning courses for teachers, school heads, and education personnel.

Her technical competencies include educational project management, international training management, educational innovation and technology, instructional design of open and distance learning courses, adult learning, and competency-based assessment.

She has a post-graduate degree in Educational Management and Project Management.

Joan was a finalist in the 2021 Asian Association of Open Universities Meritorious Service Award in recognition of her contributions to the open and distance learning field.

PRE-CONFERENCE WORKSHOP

TIME (WITA)	ACTIVITIES	LOCATION
DAY 1: 28 November 2022 – WORKSHOP & EXHIBITION		
08.00 – 09.00	WORKSHOP REGISTRATION	Ballroom
09.00 – 09.45	<ul style="list-style-type: none"> • Welcoming Speech by Head of Research Institute, UT (Dra. Dewi Artati Padmo Putri, M.A., Ph.D) • Overview: Emerging Technologies for Open and Distance Education Workshop Theme (Prof. Daryono, S.H., M.A., Ph.D.) • Conference Virtual Tour (Video) 	Ballroom
09.45 – 10.00	Coffee Break	Hallway
10.00 – 12.00	WORKSHOP I ROOM 1. Designing Immersive VLE MOODLE Speaker: Dimas Agung Prasetyo, S.Kom., M.Sc. Moderator: Adhi Susilo, S.Pt., M.Biotech.St., Ph.D. ROOM 2. Creating Knowledge Metaverse EON Reality Speaker: Sivaprakasam Ravindran & Ali Murali Moderator: Diki, S.Si., M.Ed., Ph.D.	Jepun Pucuk
	Asosiasi Profesi Pendidikan Jarak Jauh Indonesia (APPJJI) Meeting	Transit Room
12.15 – 13.30	Break Lunch	Ballroom
13.30 – 15.30	WORKSHOP II ROOM 1. Introducing Creative Industry: Animation by Brown Bag Films Bali Speaker: Anin Base Moderator: Dr. Suhartono, S.Pd., M.Pd. ROOM 2. Microsoft for Education Speaker: Rob Smith Moderator: Dr. Lidwina Sri Ardiasih, S.Pd., M.Ed.	Jepun Pucuk
	Asosiasi Profesi Pendidikan Jarak Jauh Indonesia (APPJJI) Meeting	Transit Room
	NETWORKING	



CONFERENCE PROGRAMMES

Day 2: 29 NOVEMBER 2022 – CONFERENCE		
08.00 – 09.00	CONFERENCE REGISTRATION	Ballroom
09.00 – 09.45	Opening Ceremony <ul style="list-style-type: none"> • Indonesia National Anthem • Opening Dance • Welcoming and Opening Speech from Rector of UT • Photo Session • Remarks from Governor of Bali • Remarks from Minister of Research, Education, Research and Technology 	Ballroom
09.45 – 10.00	Coffee Break & Exhibition	Ballroom
	Press Conference	Transit Room
	Conference Virtual Tour (Video & Tour)	Ballroom
10.00 – 11.30	PLENARY SESSION I <ol style="list-style-type: none"> 1 Johny G Plate, SE, (Minister of Communication and Information Technology, Indonesia) 2 Dr. Martin Dougiamas (CEO and Founder, MOODLE) 3 Prof. Patrica B. Arinto (Dean, University of the Philippines Open University) 	Ballroom
11.30 – 12.30	Lunch Break (Video: “The Beauty of Bali”)	Ballroom
12.30 – 14.00	PLENARY SESSION II <ol style="list-style-type: none"> 1 Prof. Benedic du Boulay, Professor of Artificial Intelligence, University of Sussex, United Kingdom 2 Mr. Sridhar Sunkad, Managing Director of APAC operations EON Reality 3 Dr. Ethel Joan Atienza, INNOTECH, SEAMEO 	Ballroom
14.00 – 14.15	Preparation for Parallel Session	Anvaya
14.15 – 15.15	Session I	Jepun, Pucuk, Celagi, Cemara, Cempaka, Kelapa, Kemangi,
15.15 – 15.30	Coffee Break	
15.30 – 16.30	Session II	
16.30 – 17.30	Session III	



CONFERENCE PROGRAMMES

		Ballroom, Kesuma
17.30 – 17.45	Return to Plenary Session	Ballroom
17.45 – 18.15	CONFERENCE REFLECTION AND FORWARD Prof. Tian Belawati, Ph.D., Universitas Terbuka.	Ballroom
18.15 – 18.30	Closing: Photo Compilation Video: “Welcome to 2023 INNODEL, Yogyakarta - Indonesia, October 2023” Summary: Prof. Daryono. PhD. Photo Session	Ballroom
18.30 – 19.15	NETWORKING (Opening Music)	Ballroom
19.15 – 22.00	GALA DINNER	Ballroom
	Courtesy Speech 1. Regent of Badung - Bali 2. Bank of Mandiri 3. Farewell Speech: Rector UT	
	Photo session Balinese Dance Live Music Closing event	



PARALLEL SESSION

LIST PRESENTER BY SESSION

Session	Times (WITA)	Room				
		Jepun	Pucuk	Celagi	Cemara	Cempaka
1	14.15 - 15.15	Sri Tatminingsih	Agus Saeful Mujab	Adi Cilik Pierewan	Dewi Maharani Rachmaningsih	Mani Festati Broto
		Sam Smah	Dewi Maharani Rachmaningsih	Pepi Rospina Pertiwi	Widiasih	Widyasari
		Dwi Riau	Dini Nur Hakiki	Titi Chandrawati (1)	Adisthy Nurqamarani	Sofjan Aripin
		Babar Shah	Maria Ulfah	Majidah	Ernik Yuliana	Riza Alrahman
		Surya Adi Sasmita (1)	Mutiara Ulfah	M. Arifin Zaidin	Susanti	Benny Agus Pribadi
Arifah Bintarti	Nur Hayati	Amud Sunarya	Sri Kurniati Handayani	Asnah Limbong		
2	15.30 - 16.30	Surya Adi Sasmita (2)	Sendi Ramdhani	Lintang Patria	Madiha Dzakiyyah Chairunnisa	Dewi Andriyani
		Rhini Fatmasari	Ernayanti Nur Widhi	M Jeffri Arlinandes Chandra	A. Hadian Pratama Hamzah	Kadarisman
		Jayanti Sari	Jalil	Memet Casmat	A.A. Ketut Budiastra	Asep Sapa'at
		Yusrizal Yusrizal	Dwi Rahmawati	Dina	Guntur Bagus Pamungkas	Agus Joko Purwanto
		Astri Dwi Jayanti Suhandoko	Rina Astarika	Eka Wirajuang Daurrohmah	Titi Chandrawati (2)	Imelda Soko
Yushita Marini	Muhammad Husni Arifin	Widiyanto	Roman Hadi Saputro	Maximus Gorky Sembiring		
3	16.30 - 17.30	Sarah Fadilla	Liana Mohamad	Khaerul Anam	Agus Joko Purwanto	Siti Hasanah
		Nihan Anindyaputra Lanisy	Kartini	Mutimanda Dwisatyadini	Tuti Purwoningsih	Nuraziza Aliah Aliah
		Eko Yuliasuti Endah Sulistyawati	Idha Farida	Avelyn Komuna	Mery Noviyanti	Sri Utami
		Lasando Lumban Gaol	Andi Suci Anita	Meita Istianda	Basuki Kurniawan	Riza Alrahman
		Ulfa Cheryl Kemala	Suhartono (1)	Diki	Abdul Rahman Rahim	Durri Andriani
		Suhartono (2)	Dwi Ircha Permatasari	Eha Saleha		



PARALLEL SESSION

Session	Times (WITA)	Kelapa	Kemangi	Ballroom	Kesuma
1	14.15 - 15.15	Triana Sri Gunarti Husnaeni Teguh Fauzy Rahman Kosasih Andy Sapta Juliana Ngunagu	Sandra Sukmaning Adji Iin Ariyanti Azizah Mujahidah Annisa Puryati Tiah Mutiah Mujiono (2)	A.Rachmat Wirawan Dian Nursantika Eka Julianti Nisa A'rafiyah Tri Wulandari Jamil Abd Gafur	Indra Pratama Putra Salmon Samsiyah Siti Setyo Kuncoro Dewi Aulianty Olivia Idrus Etty Puji Lestari
2	15.30 - 16.30	Heru Widiatmo Jaka Warsihna Daniel Pasaribu Darmanto Dian Nurdiana Erman Arif	Wulandari Siti Samsiyah Endang Wahyuningrum Gunawan Wiradharna Kusnadi Widyo Nugroho	Ami Hibatul Jameel Rulinawaty Heny Kurniawati Yasir Riady (1) Yasir Rady (2) Afriliani	Tutisiana Silawati Venty Fitriany Nurunisa Firman Karim Kartono Siti Aisyah Ucu Rahayu T. Ahmad Danial
3	16.30 - 17.30	Mujiono (1) Widyo Nugroho Mukti Amni Dewi Wardah Mazidatur Rohmah FA Triatmoko Heru Santoso	Windra Irawan Agus Riyanto Samsiyah Siti Susni Hartanto Heriani Tiara Sevi Nurmanita	Nur Asiah Stella Stefany Daryono Ami Pujiwati Yusrizal	



PARALLEL SESSION

The Schedule of The International Conference on Innovation in Open and Distance Learning (INNODEL) 2022, Denpasar-Bali, Indonesia

IN-PERSON PRESENTER

NO.	PRESENTER	TITLE	SESSION	ROOM
Date: 29 th November 2022 Time: 14.15 – 15.15 WITA (@10 minute) Moderator: Sri Tatminingsih				
1	Sri Tatminingsih	Contribution Of Student Service Center To The Sustainability Of Studies Of Distance Education (Qualitative Study On Perceptions Of Administrator Of Service Center And Study Group)	1	Jepun
2	Debora	Students' Engagement in online-Learning: Analysis in Rasch Method	1	Jepun
3	Arifah Bintarti	Communicative Online Tutorial: Social Media Readiness as a Learning Support for Students	1	Jepun
4	Dwi Riau	The Concept Of E-Learning Management Information System (Simelearning-UT) In Learning At The Open University.	1	Jepun
5	Babar Shah	Effectiveness Of Aaghi Portal Learning Management System At AIOU In Pakistan: Problems, Challenges, And Opportunities	1	Jepun
6	Surya Adi Sasmita	Willingness To Share Repository: Readiness Of	1	Jepun



PARALLEL SESSION

NO.	PRESENTER	TITLE	SESSION	ROOM
		Open Access Between Libraries In Indonesia		
Date: 29 th November 2022 Time: 15.30 – 16.30 WITA (@10 minute) Moderator: Yushita Marini				
7	Surya Adi Sasmita	Behavior Of Using E-Content In Digital Libraries	2	Jepun
8	Rhini Fatmasari	School Readiness In The New Normal Era (Study On Special Needs Schools)	2	Jepun
9	Jayanti Sari	Utilization Of E-Learning As A Learning Media: The Master Of Public Administration Study Program Indonesian Open University	2	Jepun
10	Yusrizal	Analysis Of Learning Service Assistance Of Webinar Tutorial (TUWEB) During Covid- 19 Pandemic	2	Jepun
11	Astri Dwi Jayanti Suhandoko	Cultivation And Promotion Strategy Of Open University In The Island Region Of Indonesia: Mixed-Method Research	2	Jepun
12	Yushita Marini	Application Of Google Playstore For Digitalization Of Universitas Terbuka Service In Smartphone To Managerial Accountability Of Universitas Terbuka Students	2	Jepun



PARALLEL SESSION

NO.	PRESENTER	TITLE	SESSION	ROOM
Date: 29 th November 2022 Time: 16.30 – 17.30 WITA (@10 minute) Moderator: Ulfa Cherly Kemala				
13	Sarah Fadilla	Knowledge Management In Open And Distance Learning Education: Students' Perspective	3	Jepun
14	Nihan Anindyaputra Lanisy	Lightweight E-Learning Using Bludit CMS For Student With Low-Bandwith Internet	3	Jepun
15	Eko Yuliasuti Endah Sulistyawati	Controlling The Quality Of Food Processing Technology Lab Works Performed During The Covid-19 Pandemic	3	Jepun
16	Lasando Lumban Gaol	Designing Course Learning Features On E-Commerce Applications	3	Jepun
17	Ulfa Cherly Kemala	Transformational Leadership, Organizational Climate, Organizational Trust And Mediating Role Of Organizational Commitment To Innovative Work Behaviour Of Open And Distance Learning Academics In Indonesia	3	Jepun
Date: 29 th November 2022 Time: 14.15 – 15.15 WITA (@10 minute) Moderator: Dini Nur Hakiki				
18	Agus Saeful Mujab	The Mini Archive Lab At UPBJJ UT As An Alternative Work Practice Facility For Archives Diploma Students	1	Pucuk



PARALLEL SESSION

NO.	PRESENTER	TITLE	SESSION	ROOM
19	Dewi Maharani Rachmaningsih	Learning Behavior Of Distance Education Students: A Case Study In The Information Management And Recording	1	Pucuk
20	Dini Nur Hakiki	Learning Model Of Food Product Entrepreneurship Course In Food Technology Study Program	1	Pucuk
21	Maria Ulfah	Implementation Of The Open University Distance Learning System In Mamasa City	1	Pucuk
22	Mutiara Ulfah	Impact Of Implementation Of Health Protocol In Covid-19 Prevention During The Pandemic On Practice In The Laboratory: Study On Food Technology Department Student	1	Pucuk
23	Nur Hayati	Student Plagiarism Behavior In Online Tutorials (E-Learning Universitas Terbuka)	1	Pucuk
Date: 29 th November 2022 Time: 15.30 – 16.30 WITA (@10 minute) Moderator: Dwi Rahmawati				
24	Sendi Ramdhani	Online Thesis Mentoring In Universitas Terbuka Postgraduate Program	2	Pucuk
25	Ernayanti Nur Widhi	What Makes A Differences Student Academic Resilience In Open And Distance Learning?	2	Pucuk



PARALLEL SESSION

NO.	PRESENTER	TITLE	SESSION	ROOM
26	Jalil	Analysis Of Student Satisfaction With Learning Support Service: A Study Makassar Regional Office Of Universitas Terbuka	2	Pucuk
27	Dwi Rahmawati	Building Dynamic Governance Of Higher Education Institution	2	Pucuk
28	Rina Astarika	Relationship Between Organizational Learning, Organizational Innovation, Knowledge Management, And Business Organizational Performance	2	Pucuk
29	Muhammad Husni Arifin	Student Satisfaction In Online Learning: Study On Online Learners Of The Faculty Of Law, Social And Political Sciences, Universitas Terbuka	2	Pucuk
<p>Date: 29th November 2022 Time: 16.30 – 17.30 WITA (@10 minute) Moderator: Suhartono</p>				
30	Liana Mohamad	Empirical Study On Intention To Further Study Using Online Distance Learning: Structural Equation Modeling Approach	3	Pucuk
31	Kartini	Benefits of Using the Microsoft Teams Application in Online Learning in Art Education	3	Pucuk



PARALLEL SESSION

NO.	PRESENTER	TITLE	SESSION	ROOM
		Courses at the Universitas Terbuka, Pinrang District		
32	Djoko Rahardjo	The Manageable Mobile-Based Assessment through Google Drive: A Prototype of Android Application	3	Pucuk
33	Andi Suci Anita	Marketing Strategy In Increasing Interest In Learning In UT Gorontalo	3	Pucuk
34	Suhartono	Development Of Offline Learning Media Repository	3	Pucuk
35	Suhartono	Development Of Online Proctoring And Question And Test Interoperability	3	Pucuk
Date: 29 th November 2022 Time: 14.15 – 15.15 WITA (@10 minute) Moderator: Majidah				
36	Adi Cilik Pierewan	Developing Hybrid Learning Of Data Literacy For Teachers	1	Celagi
37	Pepi Rospina Pertiwi	Study On Obstacles In The Implementation Of The Distance Learning Success Support Services	1	Celagi
38	Titi Chandrawati	The Use Of Smart Online Teacher Portal (Guru Pintar Online/Gpo) To Explore Teachers' Information Literacy Skills	1	Celagi
39	Majidah	Communication Patterns Of Lecturers With Tutors In Distance Learning	1	Celagi
40	M. Arifin Zaidin	Design And Content Development Of PHP Framework	1	Celagi



PARALLEL SESSION

NO.	PRESENTER	TITLE	SESSION	ROOM
		Open University		
41	Amud Sunarya	Optimization Of Services And Accessibility Webinar Tutorials On Sastisfaction Using The Microsoft Teams Application For Universitas Terbuka Students	1	Celagi
Date: 29 th November 2022 Time: 15.30 – 16.30 WITA (@10 minute) Moderator: M Jeffri Arlinandes Chandra				
42	Lintang Patria	Tutor's Perception Of The Quality Of Online Tutorial Courses Materials. Case Study: Information Systems Study Program, Universitas Terbuka	2	Celagi
43	M Jeffri Arlinandes Chandra	Edutech: A Solution And Challenge Of Indonesian Education In The Era Of The Industrial Revolution 4.0. And Society 5.0	2	Celagi
44	Memet Casmat	The Use Of Mobile Learning To Improve Distance Learners Knowledge On School-Based Management	2	Celagi
45	Dina	Using Instagram Social Media In Building A Positive Image Of President Joko Widodo In The 2019 Presodential Election	2	Celagi
46	Eka Wirajuang Daurrohmah	Innovation Of Accounting Cycle Simulation	2	Celagi
47	Widiyanto	The Virtual Reality Of The Automated Library	2	Celagi



PARALLEL SESSION

NO.	PRESENTER	TITLE	SESSION	ROOM
		Circulation System As A Practicum Learning Media		
Date: 29 th November 2022 Time: 16.30 – 17.30 WITA (@10 minute) Moderator: Diki				
48	Khaerul Anam	Rancangan Aplikasi Mobile Learning Berbasis Augmented Reality Materi Bangun Ruang	3	Celagi
49	Mutimanda Dwisatyadini	Game Development On Ar And Ai-Based Viruses For Microbiology And Genetics Courses.	3	Celagi
50	Avelyn Komuna	A Model Of Criminal Trial Simulation Using Virtual Reality For Legal Process Course In Law Study Program At Universitas Terbuka	3	Celagi
51	Meita Istianda	Digital Student Card As A Public Service Innovation For Open University Students In The Region	3	Celagi
52	Diki	Developing Virtual Reality Of Blue Whale (Balaenoptera Musculus) For Learning Biology In Distance Learning	3	Celagi
53	Dwi Ircha Permatasari	Metaversepedia To Spread Awareness Of Threatened Flora And Fauna	3	Celagi



PARALLEL SESSION

NO.	PRESENTER	TITLE	SESSION	ROOM
Date: 29 th November 2022 Time: 14.15 – 15.15 WITA (@10 minute) Moderator: Dewi Maharani Rachmaningsih				
54	Dewi Maharani Rachmaningsih	Implementing The Theory Of Business Record In Distance Learning In The Business Process Of The Balqis Travel Group	1	Cemara
55	Widiasih	Technological Innovations In Distance Learning In Augmented Reality-Based Optical Courses	1	Cemara
56	Ari Juliana	Virtual Reality Training In Negotiation Skills: A Preliminary Study	1	Cemara
57	Ernik Yuliana	Student Preferences For Educational Services In Open And Distance Learning: Universitas Terbuka Case Study	1	Cemara
58	Susanti	Dynamic Collaboration As Student Services In The Public Administration Doctoral Program Universitas Terbuka	1	Cemara
59	Sri Kurniati Handayani	Innovative Learning By Metaverse For Learning Araceae Plant In Biology Distance Learning	1	Cemara
Date: 29 th November 2022 Time: 15.30 – 16.30 WITA (@10 minute) Moderator: Guntur Bagus Pamungkas				
60	Madiha Dzakiyyah Chairunnisa	Development Design Of Virtual Reality For Opening	2	Cemara



PARALLEL SESSION

NO.	PRESENTER	TITLE	SESSION	ROOM
		Criminal Trial Simulation In Legal Practice Courses		
61	A. Hadian Pratama Hamzah	Implementation Of Communication Ethics By Digital Immigrant Lecturer To Digital Native Students As A Communication Strategy In Online Learning Case Studies At Universitas Sumatera Utara	2	Cemara
62	A.A. Ketut Budiastira	Development Of Augmented Reality Media For The Human Digestive System	2	Cemara
63	Guntur Bagus Pamungkas	GIS-Based Virtual Short Course To Strengthen Urban And Regional Planning Studio Practice Study	2	Cemara
64	Titi Chandrawati	The Use Of Smart Online Teacher Portal (Guru Pintar Online/Gpo) To Explore Teachers' Information Literacy Skills	2	Cemara
65	Roman Hadi Saputro	Strategies And Policies Of The Government Of Indonesia In The Education Sector During The Covid-19 Pandemic Crisis	2	Cemara
Date: 29 th November 2022 Time: 16.30 – 17.30 WITA (@10 minute) Moderator: Tuti Purwoningsih				
66	Agus Joko Purwanto	Leadership Development Program At Distance	3	Cemara



PARALLEL SESSION

NO.	PRESENTER	TITLE	SESSION	ROOM
		Education With The Talent Pool Method		
67	Tuti Purwoningsih	A Descriptive Analytics Of Learner And Context Analytics In E-Learning	3	Cemara
68	Mery Noviyanti	The Implementation Of Continuing Education Program In Open And Distance Education Learning	3	Cemara
69	Basuki Kurniawan	THE IMPLEMENTATION OF HEALTHY LIFE IN THE PERSPECTIVE OF REGENT REGULATION NUMBER 44 YEAR 2020 IN EFFORT FOR SUPERVISION AND PREVENTION OF COVID-19 IN SIDOARJO REGENCY	3	Cemara
70	Abdul Rahman Rahim	Universitas Terbua (UT)Market Segmentation Analysis In South Sulawesi	3	Cemara
71	Eha Saleha	Policy And Distance Higher Education: Research Trends From 1977 To 2022	3	Cemara
<p>Date: 29th November 2022 Time: 14.15 – 15.15 WITA (@10 minute) Moderator: Benny Agus Pribadi</p>				
72	Mani Festati Broto	Education Diplomacy: A Need For Local Government Involvement	1	Cempaka
73	Widyasari	Reusing And Repurposing Course Materials Through Modular System: Certification Class Of 'Translation'	1	Cempaka



PARALLEL SESSION

NO.	PRESENTER	TITLE	SESSION	ROOM
74	Sofjan Aripin	Implementation Of Higher Education Innovation Policy	1	Cempaka
75	Riza Alrahman	Distance Learning Citizenship Education: Citizenship Character Innovation Based On Moral Value	1	Cempaka
76	Benny Agus Pribadi	Online Learning On Academic Writing: Implementing The Experiential Learning Approach	1	Cempaka
77	Asnah Limbong	The Use Of Constructivism-Based Online Learning To Enhance Students' Learning Achievement	1	Cempaka
<p>Date: 29th November 2022 Time: 15.30 – 16.30 WITA (@10 minute) Moderator: Maximus Gorky Sembiring</p>				
78	Dewi Andriyani	Use Of Constructive Feedback, To Improve Critical Thinking Skills Of Distance Students (Ut)	2	Cempaka
79	Kadarisman	Analysis Of Education Systems And Learning Strategies At Special Needs School	2	Cempaka
80	Asep Sapa'at	A Rasch Analysis Of Students' Motivation And Learning Strategies In Dompot Dhuafa	2	Cempaka
81	Agus Joko Purwanto	Corporate University As An Integrative Human Resource Development	2	Cempaka



PARALLEL SESSION

NO.	PRESENTER	TITLE	SESSION	ROOM
		Strategy For Distance Education		
82	Imelda Soko	Teachers' Pedagogical Content Knowledge (PCK) Of A Culture-Based Education And Training Model At The Physics Teachers Learning Community	2	Cempaka
83	Maximus Gorky Sembiring	The 21st Century Education Calls For The 21st Century Pedagogy	2	Cempaka
Date: 29 th November 2022 Time: 16.30 – 17.30 WITA (@10 minute) Moderator: Sri Utami				
84	Siti Hasanah	Analysis Of Factor Affecting Basic Chemistry Student Satisfaction To Interactive Learning Videos	3	Cempaka
85	Nuraziza Aliah Aliah	Sticking Plaster Or Long Term Option? Take Home Examination In Universitas Terbuka; Students' Perception	3	Cempaka
86	Sri Utami	Grade Point Average: A Good Predictor Of Student Dropout In Universitas Terbuka Indonesia	3	Cempaka
87	Riza Alrakhman	Distance Learning Citizenship Education: Citizenship Character Innovation Based On Moral Value	3	Cempaka
88	Durri Andriani	Combining Synchronous & Asynchronous Learning For	3	Cempaka



PARALLEL SESSION

NO.	PRESENTER	TITLE	SESSION	ROOM
		Optimal Learning Support: Piloting Management Information Systems Course For ODE Students		
Date: 29 th November 2022 Time: 14.15 – 15.15 WITA (@10 minute) Moderator: Fauzy Rahman Kosasih				
89	Triana Sri Gunarti	Authority Of Political Parties In Recalling Againts Members Of The People's Representative Board Who Are Suspected Of Collecting A Crime	1	Kelapa
90	Husnaeni	New Students' Perception Of The Implementation Of Distance Learning Skills Training (Pkbjj) Universitas Terbuka Makassar	1	Kelapa
91	Teguh	Teacher Competencies Needed By The Principal In The Digital Age	1	Kelapa
92	Fauzy Rahman Kosasih	Learners Want Toward Continuing Education Programs Through Mocc In The Indonesian Context	1	Kelapa
93	Andy Sapta	The Effect Of Parental Assistance Applications In Online Learning In Improving Students' Self- Efficacy	1	Kelapa
94	Juliana Ndunagu	Virtual Laboratory Needs In Open And Distance Learning: An Assessment Of National Open University Of Nigeria	1	Kelapa



PARALLEL SESSION

NO.	PRESENTER	TITLE	SESSION	ROOM
Date: 29 th November 2022 Time: 15.30 – 16.30 WITA (@10 minute) Moderator: Daniel Pasaribu				
95	Heru Widiatmo	Developing Automatic Item Generation (AIG)	2	Kelapa
96	Jaka Warsihna	Effectivity Of Audiobook As Innovative Learning Media In Open And Distance Education	2	Kelapa
97	Daniel Pasaribu	The Nature, Causes, And Practices Of Academic Dishonesty In E-Learning System: The Case Of Universitas Terbuka	2	Kelapa
98	Darmanto	The Role Of Indonesian Open University In Improving Higher Education Services In Indonesia	2	Kelapa
99	Dian Nurdiana	Evaluation Of The Usability Of The Cisco Packet Tracer Simulator Application For Computer Network Simulation In Distance Learning	2	Kelapa
100	Erman Arif	The Concise Latest Report On The Use Of Mobile Learning To Sustain Open And Distance Education: Literature Review And Bibliometric Analysis	2	Kelapa



PARALLEL SESSION

NO.	PRESENTER	TITLE	SESSION	ROOM
Date: 29 th November 2022 Time: 16.30 – 17.30 WITA (@10 minute) Moderator: Mukti Amini				
101	Mujiono	Student Response To Blended Learning In Practice Courses	3	Kelapa
102	Widyo Nugroho	Development Of Augmented Reality-Based Communications For Biology Learning Media	3	Kelapa
103	Mukti Amini	Development Of A Practical Course Guide Digital Book For Early Childhood Education (ECE) Students	3	Kelapa
104	Dewi Wardah Mazidatur Rohmah	Bridging The Incongruity Between Cognition And Digitalization For Students Of Universitas Terbuka	3	Kelapa
105	FA Triatmoko Heru Santoso	A Lesson Learned From Universitas Indonesia Massive Open Online Courses	3	Kelapa
Date: 29 th November 2022 Time: 14.15 – 15.15 WITA (@10 minute) Moderator: Sandra Sukmaning Adji				
106	Sandra Sukmaning Adji	Augmented Reality Video As A Learning Media For Doing Chemistry Practicum Course	1	Kemangi
107	Iin Ariyanti	Learning Videos In Educational Statistics	1	Kemangi
108	Azizah Mujahidah Annisa	Learning Videos In Educational Statistics	1	Kemangi
109	Puryati	Augmented Reality (AR)	1	Kemangi



PARALLEL SESSION

NO.	PRESENTER	TITLE	SESSION	ROOM
		On The Nets Of Cube		
110	Tiah Mutiah	The Effect Of Parenting Patterns And Stifin Methods On The Learning Outcomes Of Character Education In Civic Learning For Fourth Graders Of Elementary School	1	Kemangi
111	Mujiono	Students Feedback To Online Learning On Practice Courses	1	Kemangi
Date: 29 th November 2022 Time: 15.30 – 16.30 WITA (@10 minute) Moderator: Gunawan Wiradharma				
112	Wulandari	The Influence Of Character Education And Students' Social Attitudes On Learning Outcomes Of Indonesian Class IV And Learning Motivation As Intervening Variables	2	Kemangi
113	Siti Samsiyah	Artstep application as an effective alternative to practical learning For Archival Diploma IV Students (Case Study of Using the Artstep Application for D4 Archives Students in Publication Practice and Archive Exhibition Courses)	2	Kemangi
114	Endang Wahyuningrum	Opened Educational Resources In Flipped Classroom Mathematics	2	Kemangi



PARALLEL SESSION

NO.	PRESENTER	TITLE	SESSION	ROOM
115	Gunawan Wiradharma	Development Of Moocs Effective Communication Skill In Professional Workplace	2	Kemangi
116	Kusnadi	21st Century Skill-Based Citizenship Intelligence Development in Distance Education: An Alternative for Character Education	2	Kemangi
117	Widyo Nugroho	The Development Of Communication Literacy Model For English Learning (English For Housekeeping Study)	2	Kemangi
Date: 29 th November 2022 Time: 16.30 – 17.30 WITA (@10 minute) Moderator: Agus Riyanto				
118	Windra Irawan	DEVELOPMENT OF MOOCS BUSINESS COMMUNICATION PRACTICAL	3	Kemangi
119	Agus Riyanto	Challenges And Opportunities In Pandemic Time: Sharing UT's Experience In Administering Assessment For Distance Language Learning	3	Kemangi
120	Samsiyah Siti	Artstep Application as An Effective Practical Learning Alternative For Students Diploma IV Archives (A Case Study Of The Use Of Artstep Applications For	3	Kemangi



PARALLEL SESSION

NO.	PRESENTER	TITLE	SESSION	ROOM
		Diploma IV Archival Science Students In The Publication Practice Course And Archive Exhibition)		
121	Heriani	Implementation Of E-Learning In Islamic Boarding Schools; Stakeholder Perception Dayah In Aceh Tamiang, Indonesia	3	Kemangi
122	Tiara Sevi Nurmanita	Interactive Power Point About "Hakikat Bahasa Indonesia" For Undergraduate Students Of Elementary School Teacher Education	3	Kemangi
Date: 29 th November 2022 Time: 14.15 – 15.15 WITA (@10 minute) Moderator: Dian Nursantika				
123	A.Rachmat Wirawan	Virtual Reality-Based Legal Profession Moocs Program	1	Ballroom
124	Dian Nursantika	Rose (Robot Presence) Design For Face Recognition In Virtual Classroom With CNN (Convolution Neural Network)	1	Ballroom
125	Eka Julianti	Improving Students' Digital Skills Through The Moocs Program	1	Ballroom
126	Nisa A'rafiyah Tri Wulandari	Open And Distance Education To Promote Political Participation In Indonesia	1	Ballroom



PARALLEL SESSION

NO.	PRESENTER	TITLE	SESSION	ROOM
127	Jamil	The Student Perception Analysis Of Universitas Terbuka Makassar's Online Learning Service: Evaluating The Quality Of Its Innovative Integrated Webinar Tutorial (Tuweb) & Learning Management System (LMS)	1	Ballroom
128	Abd Gafur	Utilization Of Learning Video To Shape Students' Independence In Learning	1	Ballroom
Date: 29 th November 2022 Time: 15.30 – 16.30 pm (@10 minute) Moderator: Yasir Riady				
129	Ami Hibatul Jameel	Designing A Science Mobile Learning Scenario That Implements Inquiry-Based Learning To Achieve Better Inquiry Skill	2	Ballroom
130	Rulinawaty	E-Learning Program Is It A New Hybrid From Of Education?	2	Ballroom
131	Heny Kurniawati	Student Perception Using Augmented Reality For Biology Education	2	Ballroom
132	Yasir Riady	Development Of Moocs Tourism Promotion On Social Media	2	Ballroom
133	Yasir Rady	The Digital Transformation In Circulation Service Librarian Performance At The Regional Library And Archives Service Of Jambi Province	2	Ballroom



PARALLEL SESSION

NO.	PRESENTER	TITLE	SESSION	ROOM
134	Afriliani	Developing Augmented Reality Of English Phonetics Model	2	Ballroom
Date: 29 th November 2022 Time: 16.30 – 17.30 WITA (@10 minute) Moderator: Daryono				
135	Nur Asiah	Analysis Of The Use Of Learning Management System (LMS) In Implementing The Tutorial Webinar From The Tutor Dan Student Side	3	Ballroom
136	Stella Stefany	Tool Kit For Online Course: Diagnostic And Predictive Tool	3	Ballroom
137	Daryono	UT-AKSES Sustainability And Governance Model: Integration Of Stakeholders Interests.	3	Ballroom
138	Ami Pujiwati	Developing A Virtual Laboratory On Management And Entrepreneurship Course To Enhance Distance Learners' Knowledge And Skills	3	Ballroom
139	Yusrizal	Analysis Of Learning Assistance Services Webinar Tutorials In The Covid-19 Pandemic	3	Ballroom
140	Raflen Aril Gerungan	Development of Biology Educational Game for Learning Integrated Pest Control	3	Ballroom



PARALLEL SESSION

NO.	PRESENTER	TITLE	SESSION	ROOM
Date: 29 th November 2022 Time: 14.15 – 15.15 WITA (@10 minute) Moderator: Olivia Idrus				
141	Indra Pratama Putra Salmon	Opportunities For Implementing Telework Hubs In Long Distance Open University Institutions: How It Works?	1	Kesuma
142	Samsiyah Siti	Application Of The Triple Helix Concept For SME Network Development As An Effort To Build Community Economic Independence	1	Kesuma
143	Setyo Kuncoro	Business Incubator Development In Open And Distance Learning Higher Education	1	Kesuma
144	Dewi Aulianty	Supervision Technical Guidance For Archieve Universitas Terbuka	1	Kesuma
145	Olivia Idrus	Universitas Terbuka's Student Preference On The "Freedom To Learn Independent Campus" Program	1	Kesuma
146	Etty Puji Lestari	Android-Based E-Marketplace As An Alternative Solution To Shorten The Distribution Chain Of Horticulture Commodities	1	Kesuma



PARALLEL SESSION

NO.	PRESENTER	TITLE	SESSION	ROOM
Date: 29 th November 2022 Time: 15.30 – 16.30 WITA (@10 minute) Moderator: T. Ahmad Danial				
147	Tutisiana Silawati	Breakthrough Students Who Registered Basic Chemistry I Course In Solving Problems In Online Tutorial	2	Kesuma
148	Venty Fitriany Nurunisa	Distance Learning Based Business Incubator: A Business Model Analysis	2	Kesuma
149	Firman Karim	Application Of The Triple Helix Concept For SME Network Development As An Effort To Build Community Economic Independence	2	Kesuma
150	Kartono	The Design Development Of Moocs For Community Service	2	Kesuma
151	Zakirman	Student Involvement In The Implementation Of Practicum During The Covid-19 Pandemic In Distance Education FKIP Universitas Terbuka	2	Kesuma
152	Zakirman	The Development Of Self Regulated Learning Instruments In Tuweb Learning at Universitas Terbuka	2	Kesuma
153	T. Ahmad Danial	Universitas Indonesia System Support in Accelerating Lectures to Implement ODEL Facilities	2	Kesuma



PARALLEL SESSION

ONLINE PRESENTER

NO.	PRESENTER	TITLE	ROOM
Date: 29th November 2022 Time: 14.15 – 16.15 WITA (@10 minute) Moderator: Mutimanda			
1	Rabia Mukhtar-Allama Iqbal Open University.	Videos for Learning and Educational Multimedia	1
2	Rifda Shabrina Uwes Anis Chaeruman Indina Tarjiah	Creating an Online Tahsin Quran Learning with Peer Tutoring Method	1
3	Mahmoud Hawamdeh- Al-Quds Open University	Students Level of Awareness and Knowledge of Digital Citizenship Practices in a Distance Learning Environment: Al-Quds Open University Case Study	1
4	Rabia Mukhtar, Sr Designer, AP & CP (Academic Planning and Course Production)	Virtual and Augmented Reality	1
5	Rabia Mukhtar, Sr. Designer, AP & CP (Academic Planning and Course Production), Allama Iqbal Open, University.	Educational / Serious Games and Software	1
6	Rabia Mukhtar, Sr. Designer, AP & CP (Academic Planning and Course Production), Allama Iqbal Open, University.	Social and Digital Media	1
7	Puguh Ariya Maulana	Metalab as A Laboratorium Biologi Metaversitas.	1



PARALLEL SESSION

8	Paulina Pannen	Managing Micro-Credential Online Program On Game Developers	1
<p>Date: 29th November 2022 Time: 14.15 – 16.15 WITA (@10 minute) Moderator: Adhi Susilo</p>			
9	Sam Smah	The Construction Of Effective Learning Ecosystems In Open And Distance Learning (ODL) Universities: Technologies, Institutional Preparedness And Change	2
10	Amalia Sapriati, Isti Rokhiyah, Mestika Sekarwinahyu, Kartono Fitra Jaya, Dwi Riyanti	Developing Instruments of Student Engagement and Self-Regulated Learning in Tutorial Learning	2
11	Anisa Zahwa Akbara, Nihan Anindyaputra Lanisy, Ira Geraldina	Intention to Enroll in a Master Degree of Tourism at Open and Distance Learning University in Indonesia	2
12	Suratni Susy Puspitasari, Dewi Andriyani, Diki - Universitas Terbuka	Micro learning in distance education	2
13	Siti Julaeaha, Dewi Padmo and Amalia Sapriati - Universitas Terbuka	The Development of Digital Literacy Capabilities to Support Self-Development Success	2
14	Eveliner Siregar, Indiana Tarjih	Digital Books with Assistive Technology on Graphic Design Learning for Students with Hearing Impairments	2
15	Siti Ropiana	Development Of The Asean Encyclopedia Media To Improve Students'learning Outcomes In Class Vi Social Studies Learning	2



PARALLEL SESSION

16	Susi Hartanto	Clo 3D Database For Digital Fashion Design And Production Method	2
<p>Date: 29th November 2022 Time: 14.15 – 16.15 WITA (@10 minute) Moderator: Mutiara Magta</p>			
16	Eveline Siregar (Universitas Negeri Jakarta) , Dedy Aswan (Universitas Negeri Makassar)	Mobile Learning With Case Study Methods For Civic Education In Elementary School	3
17	Shinta Setia	Technology Leadership in Learning in the New Normal Era at the Superior State Junior High School in Surabaya	3
18	Shinta Setia & Sulthan Muhammad Aufar	MODERATE ROLE OF GOVERNMENT ICT POLICY IN THE INFLUENCE OF TECHNOLOGY LEADERSHIP ON TEACHERS TECHNOLOGY INTEGRATION	3
19	Rulinawaty & Agus Joko Purwanto - Universitas Terbuka	E-Learning Program is it a new hybrid from of education?	3
20	Idha Farida	The Agribusiness Students' Satisfaction Level With Learning Services In Universitas Terbuka	3
21	Rifda Shabrina, Uwes Anis Chaeruman Indina Tarjiah	Creating an Online Tahsin Quran Learning with Peer Tutoring Method	3
22	Mutiara Magta, Mukti Amini, Esti Kurniawati Mahardika, Hadiqotul Luluk – Universitas Terbuka	ANALYSIS OF THE NEED FOR THE DEVELOPMENT OF VIRTUAL REALITY-BASED TEACHING MATERIALS IN THE EARLY CHILDHOOD EDUCATION STUDY PROGRAM	3



PARALLEL SESSION

23	Kamsiyatun	The Effect of Integrated Thematic-Based Problem Solving Learning Methods and Learning Motivation on IPS Learning Outcomes at Elementary School	3
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EDUTECH: A SOLUTION AND CHALLENGE OF INDONESIAN EDUCATION IN THE ERA OF THE INDUSTRIAL REVOLUTION 4.0. AND SOCIETY 5.0

M Jeffri Arlinandes Chandra (Universitas Terbuka) Zico Junius Fernando (UNIB)

Abstract

Indonesia is entering the era of the industrial revolution 4.0 and Society 5.0. In the world of education, for example, significantly higher education, this has been done through education technology or termed edutech. During the covid-19 pandemic, almost all educational activities finally chose to use edutech because they had to adapt to the conditions that engulfed people worldwide. This research was conducted by examining library materials or secondary data, known as library research. In order to get answers or solutions to the problems formulated in this research, the approach used is positivism, interpretive and critical approaches. The nature of the research used in this research is descriptive-prescriptive and uses content analysis. The results of this study examine how the advantages and disadvantages can be elaborated so that it brings many good things that can improve the education system in Indonesia. Although edutech has weaknesses and shortcomings, proper management can minimize the adverse effects. It also depends on the educational institution that uses technology and the synergy of the students. It is necessary to create a good balance between the use of technology and real-world experience to minimize the adverse effects of edutech

Keywords: Edutech; Solution and Challenge; Industrial Revolution 4.0; Society 5.0; Indonesia.



GIS-Based Virtual Short Course to Strengthen Urban and Regional Planning Studio Practice Study

Guntur Bagus Pamungkas, Erika Pradana Putri, Mirza Permana, Ulul Hidayah, Shinta Permana Putri (Perencanaan Wilayah dan Kota, Universitas Terbuka)

Abstract

Department of Urban and Regional Planning in Open University (DURP OU) have practical studies, namely Process of Planning, Urban Planning and Regional Planning Studios. This course aims to create student competencies in the preparation of planning products such as detailed spatial plans and regional spatial plans. Consists of various aspects studied in this course, namely environmental, socio-cultural, population, infrastructure, and institutional aspects. All aspects of it can be visualized in the form of thematic maps or products based on geospatial technology. In improving the skills that are used for some analysis in the planning studio, students are expected to master gis-based tools. DURP OU lecturers have initiated the availability of skill development by holding a short course Geographic Information System (GIS)-Based for each semester. In this research, refers to quantitative research design. A total of 61 selected students were involved in this study. All of these students have taken a GIS-based virtual short course. The data collected through online surveys is by using a google form device. The analysis carried out was by the Pearson correlation method between post-test variables as theoretical studies and map products as a practical study and Multi Criteria Analysis (MCA) of GIS operating skills carried out by students. They were enthusiastic enough that a pearson correlation value of 0,943 was obtained with the strengthening of skills between theoretical and practical studies. In this study, the percentage was also found to be 24,59% at level 1, 54,10% at level 2, and 21,31% at level 3. So that students are able to produce informative thematic map products. In the future, lecturers will continue to develop material not only GIS for basic but also GIS for advanced and other planning analysis methods.

Keywords: DURP OU, short course, GIS, Pearson Correlation, Multi Criteria Analysis



LEARNERS WANT TOWARD CONTINUING EDUCATION PROGRAMS THROUGH MOOC IN THE INDONESIAN CONTEXT

Fauzy Rahman Kosasih, Jaka Warsihna, Puryati (Universitas Terbuka - Indonesia)

Abstract

Every human being wants to improve their competence. Competency improvement can be made through various educational ways. The education path consists of formal, non-formal, and informal education that can complement and enrich each other. To help educate the nation, especially in the Covid-19 pandemic situation, through the Institute for Research and Community Service of Universitas Terbuka, a program called the Massive Open Online Course (MOOC) is optimized. This study aims to investigate the existing MOOC programs managed by Universitas Terbuka and Indonesian learners' wants regarding MOOC programs. The study employed qualitative and quantitative methods. Data were collected by using documentation, questionnaires, and interviews. The study results show that UT's MOOC in early 2020 has fifteen active programs offered to the public and is developing more programs. The results also show that the respondents suggested UT provides more fields of study such as working skills (teamwork, critical thinking, innovation), creating a startup company, information and technology, language, lifelong learning, and technical skills.

Keywords: Continuing Education, MOOC, Massive Open Online Courses, Lifelong Learning



CONTRIBUTION OF STUDENT SERVICE CENTER TO THE SUSTAINABILITY OF STUDIES OF DISTANCE EDUCATION

(Qualitative Study on Perceptions of Administrator of Service Center and Study Group)

Sri Tatminingsih (Universitas Terbuka); *corresponding author(s)
Eko Kuswanti (Universitas Terbuka);
Sri Sukatmi (Universitas Terbuka);
Mutiara Magta (Universitas Terbuka);
Tiara Oktarianingsih (Universitas Terbuka)

Abstract

One of the vulnerabilities of study for Open Distance Learning (ODL) students is stopping halfway or dropping out. This happens because most students do not have the readiness to study independently without proper assistance. In addition, students at ODL are mostly people who are already working so they often don't care about the schedule of the lecture process. This article aims to identify the variables that cause obstacles in the continuity of distance student studies and the solutions that have been carried out by student service centers and study groups. The research design is descriptive and qualitative with in-depth interviews as a data collection technique. The informants are administrators of Universitas Terbuka (UT) service centers and study groups in Purwokerto, Pontianak and Cibinong. Data collection was carried out from May-August 2022. The results showed that although students could study independently, assistance from individuals or institutions was still very much needed. Assistance is provided in terms of admissions, scheduling, academics, and administering exams. This article also provides recommendations that can improve the role of student service centers and study groups to help students complete their studies faster and on time

Keywords: sustainability; contribution; distance education; student service center, study group



ABSTRACT

DISTANCE LEARNING CITIZENSHIP EDUCATION: CITIZENSHIP CHARACTER INNOVATION BASED ON MORAL VALUE

Alrahman & Kusnadi

Abstract

Purpose from the study is for knowing how education citizenship learning distance far in innovation pedagogy character citizenship multicultural based moral values. The study was conducted using qualitative descriptive in class Universitas Terbuka, Bandung. Data collection using interviews, documentation, observation focus group discussions. Data analysis using interactive data analysis is Miles and Huberman's triangulation model is data collection, data reduction, data presentation and retrieval conclusion. Research shows that education citizenship learning distance far in innovation pedagogy character citizenship multicultural based moral values. Besides that, result research also shows if score pedagogy character citizenship multicultural based moral values also work as education score for students and is a good move for build character citizenship multicultural based moral values. Research conclusion is learning distance is far in innovation pedagogy character citizenship multicultural based necessary moral values built in an everyday student so that not only limited to the learning process distance far education citizenship.

Keywords: Innovation pedagogy, Character Citizenship, Moral Values, Citizenship Education, Distance Learning



ABSTRACT

21st Century Skill-Based Citizenship Intelligence Development in Distance Education: An Alternative for Character Education

Kusnadi (Universitas Terbuka), Alrahman (Universitas Terbuka)

Abstract

Citizenship intelligence is a person's ability to play his role proactively as a citizen and citizen of a complex life system based on the nation's normative identity. Someone with citizenship intelligence will show performance as a citizen who cares about social conditions, is honest in responding to various existing phenomena, is critical of existing conditions, and is harsh in dealing with various life problems he experiences. If this citizenship intelligence thrives in a person, he will become a good citizen. Thus, the key to the formation of good citizens is civic intelligence. To cultivate civic intelligence, a skill that can look far ahead is needed, namely 21st-century skills and a flexible educational process from various points of view, namely distance education. The process of linking distance education to realizing civic intelligence by developing 21st-century skills is a process of character education in analyzing this phenomenon using the literature study method. This article discusses civic intelligence as a normative identity, 21st-century skills in distance learning, distance education as a process of developing civic intelligence, and character education embody civility.

Keywords: Citizenship Intelligence, 21st Century Skills, Distance Education, and Character Education



ABSTRACT

The construction of effective learning ecosystems in open and distance learning (ODL) universities: Technologies, institutional preparedness and change

Prof. Sam O. Smah, Africa Centre of Excellence on Technology Enhanced Learning (ACETEL), National Open University of Nigeria, Abuja-Nigeria

Abstract

A critical analysis of digital learning ecosystems in ODL universities reveals increasing adoption and innovation of technologies in the process of delivering education across various programmes. Though proponents of traditional-based education argue that students experiencing learning through ODL systems are disengaged from the learning process and that educators are equally disconnected from the learning process, with insufficient value placed on face-face teaching, pressures to assign overinflated grades, and incentives to teach content only, and not critical thinking skills, however, application of technological tools has alleviated many of the challenges. Moreover, some of the challenges are peculiar only to some of the ODL educational systems, especially universities in the developing world. Emerging digital resources and technologies hold promise to enrich and revitalise ODL university systems, give students the deserved learning experience, and better prepare them and educators to face the 21st century. Every aspect of learning, such as grading, assessment, access to reading materials, learning platforms and environments/classrooms, and simulations, is covered and supported by emerging connected workplace technologies. The paper discusses the underlining determining factors, namely institutional-management preparedness, employee attitudes, institutional research, deployment of technological innovations, effective stakeholder engagement, power supply, bandwidth/broadband issues, funding, digital policy frameworks, and the overall responsiveness to change that global ODL competitiveness imposes. It concludes that institutional preparedness and national priorities drive the effective direction of the change that meets the requirements of ODL learning systems.

Keywords: Digital Learning ecosystems; Open and distance learning; Employee attitude; Connected workplace



ABSTRACT

Online Learning on Academic Writing: Implementing the Experiential Learning Approach

Benny Agus Pribadi - Universitas Terbuka

Abstract

This present study aims to elaborate on the use of the experiential learning approach that can facilitate student in fulfilling their academic writing assignments. Writing an academic paper requires not only knowledge of the substance, but also the skills to write. Most of the students have no idea of what to write and how to write the proper academic paper. The Academic Writing Course is one of the courses which is offered to students. This course offered an online tutorial program to help the students to master their academic writing skills. This present study involved 30 participants. Those were the students who took an instructional online course on Academic Writing offered by the Educational Faculty of the Universitas Terbuka. The online course was designed and developed by implementing the principles of experiential learning which was aimed to facilitate the participants to write a proper academic paper. At the end of the program, the participants must submit an example of the written assignment of an academic paper. In this study, the papers were assessed and graded based on the rubric of the standard for academic writing papers. The results of the study indicate that implementing the experiential approach in academic writing courses facilitates the students in achieving the competencies in writing the proper academic paper.

Keywords: Online learning, academic writing, experiential approach.



THE USE OF CONSTRUCTIVISM-BASED ONLINE LEARNING TO ENHANCE STUDENTS' LEARNING ACHIEVEMENT

Asnah MN Limbong & Benny A. Pribadi

Abstract

The aim of this study is to elaborate on the use of constructivism based in the online learning program. The learners' interaction with learning resources intensively is believed as one of the factors that will facilitate them to attain the course learning goals. There are various online learning resources that can be used by the students to construct learned course substance. Universitas Terbuka (UT), a state higher education that implements an open and distant learning system, has to find a better learning approach that can be used to increase students' level of interaction with online learning resources. One of the learning approaches that potentially enhance student interaction is constructivism learning theory. Constructivism is defined as a theory that says learners construct knowledge rather than just passively taking in information. Learners experience the world and reflect upon those experiences. They build their own representations and incorporate new information into their pre-existing schemas. The use of constructivist learning has the following consequences: 1) Students learn best when engaged in learning experiences rather than passively receiving information, 2) Learning is inherently a social process because it is embedded within a social context as students and teachers work together to build knowledge, 3) Because knowledge cannot be directly imparted to students, the goal of teaching is to provide experiences that facilitate the construction of knowledge. This present study involved 35 respondents and used the one-group pre-test and post-test experimental design. The result of the study indicated that there was a significant difference between the pre and post-test scores of the respondents. The use of constructivism learning theory improved students learning achievement in online learning.

Key words: Constructivism learning theory, online learning, learning achievement



ABSTRACT

The effect of parental assistance applications in online learning in improving students' self-efficacy

Andy Sapta (Universitas Terbuka)

Muhammad Ardiansyah Sembiring (STMIK Royal)

Abstract

When the Covid-19 pandemic hit, the learning model changed from face-to-face to online. This condition makes many students and teachers not ready to run it. This study aims to determine the effect of online learning by using parental assistance applications on students' self-efficacy in learning. The study used a quasi-experimental method at the Darussalam Islamic School Private Elementary School, North Sumatra, Indonesia. The results showed $t_{count} = 21,183 > t_{table} = 1,697$ with $\alpha = 0.05$. It can be concluded that using parental assistance applications in online learning at the Darussalam Islamic School Private Elementary School can increase students' self-efficacy in learning.

Keywords: android; parental assistance; online learning



VIRTUAL LABORATORY NEEDS IN OPEN AND DISTANCE LEARNING: AN ASSESSMENT OF NATIONAL OPEN UNIVERSITY OF NIGERIA

- 1: *Ndunagu Juliana. Ngozi - National Open University of Nigeria (NOUN)
- 2: Ezema U. E - University of Nigeria Nsukka (UNN)
- 3: Olebara, Comfort.C - .Imo State University
- 4: Ugwu.M.Celestine - University of Nigeria Nsukka (UNN)
- 5: Igwe Joseph.Sunday - Ebonyi State University, (EBSU) Abakaliki
- 6: , Igwe Joseph.Sunday.Federal University Kashere, Gombe State
- 7: Fapohunda, Seyi. Ebenezar - National Open University of Nigeria (NOUN)

Abstract

National Open University of Nigeria (NOUN) is an Open and Distance Learning (ODL) based institution with over 500,000 enrolled learners. NOUN has 108 study centres spread over the country- Nigeria with eight (8) faculties of which four (4) faculties are science –based. One of the challenges of ODL based institutions due to its diverse nature is the high cost and inflexible practice of traditional laboratory experiments among science students. The essence of laboratory practical is not only about content but also the process. Studies have shown that 90% of what is learned through active participation is retained. In NOUN, traditional or mobile laboratory practical exercises are conducted in thirteen (13) study centres of the six (6) geopolitical zones. It is expected that learners from other study centers should have their practical in these existing study centres. It has been observed that the turnout of learners for the mobile practical is very low due to the financial and logistical involvement for the exercises. This study assessed the challenges and expectations of learners of NOUN with a view to proffering a viable solution that would address recurrent needs. A Google form was utilized to gather information from NOU Science Students through an online questionnaire. A total of 350 students were recruited from six Study Centers of NOUN each from a geographical zone based on four faculties: Agriculture, Education, Health and Sciences. The students WhatsApp numbers were used to circulate the questionnaire and the questionnaire was divided into four parts, each with open-ended and closed-ended questions. Statistical Packages for Social



ABSTRACT

Sciences (SPSS) was used to analyze the replies which were coded in a spreadsheet (SPSS). The findings revealed that the current NOUN Practical teaching technique is insufficient, defective and therefore suggested Virtual Laboratory Practical as an alternate to the traditional laboratory. Virtual laboratory is cost effective, flexible, ubiquitous and allows multiple experiments for many users working simultaneously. This would address the desire of NOUN students as identified in the needs assessment survey.

Keywords: Open and Distance Learning, National Open University of Nigeria, Virtual laboratory, Mobile Laboratory



Managing Micro-credential Online Program on Game Developers

Paulina Pannen and Putra Nugroho (ICE Institute, Universitas Terbuka)

Abstract

Game is believed to be the industry and the life of the future; thus, game is not a mere entertainment. In Indonesia, the game industry is becoming a potential market to be pursued, and it has contributed to the dominant market (43%) of gamers in Southeast Asia in 2021. With its demographic bonus and game market share, Indonesia has a huge opportunity to build a gaming industry chain by accelerating organic growth through (a) talent creation; (b) flooding the market with local games; (c) competing with the international game market to increase the country's recognition and income.

ICE Institute participates in the game talent creation through coordination among 10 universities to form a consortium and offer a micro-credential program for game developers in Indonesia. Most of the game developers' training programs are delivered face-to-face, while ICE Institutes delivered it fully online. The program has attracted more than 5000 students from about 186 higher education institutions in Indonesia. After the selection process, 672 students (13,44%) participated in the 14 weeks program. Students participated in 15 credit hours courses of their selected stream: game artist, game design, game developer, educational game developer, or game project management, for 8 weeks. Afterward, students were teamed to work on developing Minimum Viable Product (MVP) games in various genres: entertainment games, serious games, and educational games. Using the virtual game lab, 54 games were developed at the end of the program. This paper will discuss the experience of ICE Institute in designing, delivering, evaluating, and coordinating the online micro-credential program for game developers, and some lessons learned for future improvement of the program.

Keywords: game developer, micro-credential, design and development, Indonesia



ABSTRACT

The concept of e-learning Management Information System (SIMelearning-UT) in Learning at the Open University.

Dwi Putranto Riau; Abdurrahman Rahim Thaha.

Abstract

In e-learning, there is already a schedule for eight sessions for undergraduates and twelve sessions for postgraduates. So far, e-learning is complete regarding learning schedules, discussions, and assignments, as well as webinars, but it is not integrated, and tutors don't know if they don't see e-learning.

The purpose of the research is to develop the concept of Universitas Terbuka e-learning Management Information System (SIMelearning-UT) so that the learning process is more orderly and effective and to inform and integrate web- and Smartphone-based e-learning for tutors to quickly identify and facilitate e-learning activities for students to be carried out.

This study uses qualitative methods using primary data based on the author's experience in carrying out e-learning activities and secondary data based on literature and journal studies, information on mass media, and others. Data analysis using a requirement analysis system.

The results of this study are that with the Universitas Terbuka e-learning Management Information system (SIMelearning-UT), e-learning activities can run smoothly because tutors quickly know the schedule and carry out activities via smartphones and the web.

Keywords: Integrated; Facilitate; activity and smooth



ABSTRACT

Effectiveness of Aaghi Portal Learning Management System at AIOU in Pakistan: Problems, Challenges, and Opportunities

1. Prof. Saqib Riaz, Chairman Department of Mass Communication Allama Iqbal Open University Islamabad Pakistan (Presenter) Email: saqib_riaz@aiou.edu.pk

2. Babar Hussain Shah, Assistant Professor Department of Mass Communication Allama Iqbal Open University Islamabad Pakistan (Corresponding author, Co-presenter) Email: babar.hussain@aiou.edu.pk

Abstract

This study is designed to assess the effectiveness of Aaghi Learning Management System (LMS) devised by Allama Iqbal Open University Islamabad Pakistan during the pandemic of COVID-19. The University successfully launched its AAGHI Learning Management System in Spring 2020 to resume its academic activities Online. Survey research method and Focus Group Discussions were adopted as methodology. It was found LMS facilitated students and teachers, yet they faced the challenges of accessibility and connectivity of the internet. This research additionally proposes a sensible plan to support technology adoption in Pakistan while maintaining the relevance of e-learning within the current environment.

Keywords: LMS, COVID- 19, E-Learning, effectiveness, challenges, opportunities, Pakistan



Developing Automatic Item Generation (AIG)

Heru Widiatmo, Ph.D (UT)

Dr. Adi Suryanto, M.Pd. (UT)

Kani, M. Kom (UT)

Mawardi, S. E. (UT)

Abstract

Developing and administering new test items for every semester (whether for quizzes, midterm, or final exams) are important steps that should be conducted by every teacher in elementary schools, middle schools, high schools, and universities. Administering test items, that have never been seen by students, increases the test security and the validity level of the test results. However, developing high-quality multiple-choice questions is not a simple task. It takes a long time and it is expensive. Several processes have to be handled carefully; from constructing a test-blueprint, writing items, and tryouts, to revising items before they are administered operationally. Rudner (2010) reported that to develop one test form of MC items in high-stakes testing programs takes no less than one year with an estimated cost of \$1,500 to \$2,000 for each item.

A method that can be used to speed up and construct new and high-quality items on a large scale is called Automatic Item Generation (AIG). This is a method for developing exam questions by combining educational measurement science or psychometrics and computer programming. Computer algorithms are used to automate making questions according to the expected test blueprint. The potential use of AIG is quite promising, but unfortunately in Indonesia, it has not received attention.

Through this research, the development of an AIG prototype for generating MC items has been completed. In addition, this research has developed a web based online examination system (aigut.lppm.ut.ac.id). This year, the prototype software constructed several forms of MC items for Calculus 1. The generated items were evaluated in multiple stages of quantitative review for measuring the intended skills. The qualitative review will be conducted by analyzing the data from administered items in an empirical tryout setting to



ABSTRACT

freshman students of the Indonesia Open University or Universitas Terbuka (UT).

Hopefully, the results of this research will produce an online examination system and AIG software that can be used by UT lectures, especially for the UT Testing Center. This research is expected to improve the efficiency and effectiveness of the education assessment process at UT.

Keywords: Automatic Item Generation, AIG Model, AIG Technique, Computer Assisted Assessment, Test Security,



USE OF CONSTRUCTIVE FEEDBACK, TO IMPROVE CRITICAL THINKING SKILLS OF DISTANCE STUDENTS (UT)

Dewi Andriyani & Susy Puspitasari

Abstract

This study aims to describe the efforts of tutors in improving students' thinking skills during online learning by providing structured feedback on the abilities to be developed. Providing feedback is one of the learning components that have a significant influence in maintaining student learning power online and can improve and develop student abilities in learning, especially the development of the ability to facilitate learning. Through providing feedback, students construct their thinking skills to solve problems, seek solution ideas and make the right decisions to overcome existing problems. Providing feedback on every student activity in discussion forums and assignments is a wise investment to develop student interactivity and learning abilities. To find out the benefits and changes in learning experienced by students through the provision of feedback, an instrument was developed that is not only able to measure and explore mastery of concepts and learning skills but is also able to develop low to high-level thinking skills during learning. Although learning has been designed in such a way as to develop students' abilities, higher-order thinking skills require other efforts during the online learning process. Providing feedback is one of the efforts in assessing as well as constructing students' thinking abilities gradually from low to high-level abilities. This study also aims to describe various types of feedback that can be used to develop higher-order thinking skills that distance learning students should have. This present study uses qualitative analysis and observation to get information on student responses in discussion forums and assignments. This present study revealed and proven several benefits obtained and felt by students related to increasing the ability to facilitate learning, especially higher-order thinking skills. These findings indicate that providing feedback in various forms during the online learning period can increase the ability to facilitate learning and improve performance.

Keywords: Feedback, constructive thinking, distance learning



EFFECTIVITY OF AUDIOBOOK AS INNOVATIVE LEARNING MEDIA IN OPEN AND DISTANCE EDUCATION

Jaka Warsihna (Universitas Terbuka), Fauzy Rachman Kosasih (Universitas Terbuka), Zulmi Ramdani (UIN Sunan Gunung Djati Bandung; and Andi Amri (Universitas Muhammadiyah Prof. Dr. HAMKA

Abstract

There are many obstacles in open and distance learning. One of them is the limited media that can be used for flexible learning for individuals who do it, especially for those with disabilities. Earlier media such as e-books, learning videos and classroom tutorials were not flexible for open and distance education students who study while working as well as those with disabilities (blind). Open and distance education students are generally constrained by allocating their time between work and study, so they need teaching materials that can be learned while doing something. This is what drives the emergence of audiobook media. The purpose of this study was to see the effectiveness of using audiobooks as an innovative learning medium in open and distance learning organized by the Universitas Terbuka. A descriptive quantitative design was used to identify the description of the effectiveness of the audiobook on the 145 respondents involved in the audiobook trial. The results show that the evaluation instrument used to measure the effectiveness of the audiobook has achieved good reliability with a coefficient of 0.952 ($r > 0.7$). Descriptive analysis of the dimensions of audiobook effectiveness shows that the majority of respondents are at a satisfactory level with this audiobook, both in terms of appearance or media features, media utilization, and the material or content provided. Meanwhile, the correlation results for each aspect are at a significant level so it can be interpreted that the better the appearance, utilization and content, the higher the respondents' satisfaction with the existence of the audiobook. In general, the results of this study conclude that audiobooks are considered an innovative learning media from the results of respondents' assessments and become an alternative media for developing open and distance learning outcomes.

Keywords: Audiobook, Distance Education, Innovative Media



Willingness to Share Repository: Readiness of Open Access Between Libraries in Indonesia

Surya Adi Sasmita (FHSIP) Universitas Terbuka, Dwi Fitriana C

Abstract

Open Access has been around for more than two decades. The experiment itself was carried out around the 1980s but could only be realized in the 1990s. Many countries have declared their readiness for Open Access to their knowledge. Although at first Open Access was only for articles, now Open Access has been implemented for books, repositories, educational resources, and so on. However, not all libraries are completely Open Access ready. There are various reasons behind their unwillingness to open up their resources. In Indonesia, some libraries have implemented Open Access for their resources, but there are also libraries that do not want to open access. This raises the question, what is the background of their willingness and unwillingness to the Open Access system.

This study aims to determine (1) the willingness of the library to open access to its resources; the challenge of implementing Open Access for their resources; and (2) opportunities for libraries to provide Open Access to their resources.

This research is basically qualitative. Interviews were conducted with librarians to find out their understanding of Open Access and their readiness to share their resources as Open Access with regard to their policies, resources, organizational structure, and previous experiences. This research is also supported by secondary data from websites to find out whether the content is available online for free and how to take advantage of the content.

On average, librarians have a limited understanding of what Open Access is because of the limited resources available to them. Institutions are usually more powerful in decision-making and librarians often find it difficult to reassure management about their ideas.

Keywords: Open Access, willingness, readiness, plagiarism



Behavior of using e-content in digital libraries

Surya Adi Sasmita - FHSIP UT

Abstract

This paper raises the theme of E-content as a form of information service from the library prepared by the librarian. The limitation of the term E-content is a form of presenting information using electronic media or using information technology devices. The limitation of this paper is the library that has provided digital access to the library or e-library. The reason for choosing this digital library is that the library is a provider of information and the development of information technology that makes it easier for people to access information from anywhere and anytime. Libraries facilitate users in searching for information by making it easier for users to search for information without having to be limited by space and time. The purpose of this study is to determine the extent to which users use access to e-content provided by the library and what factors influence users to use access from this digital library. The underlying theory in this research is the theory of TAM (Technology Acceptance Model) from Davis (1989), which is a theory with a model of a person's behavior in utilizing technology. This type of research uses a quantitative approach with a survey method. The research population is the users who use the facilities of the digital library. Sampling was done through purposive sampling. The analysis and discussion in this study used the PLS (Partial Least Square) program or known as SmartPLS. The result of data analysis is that users in using access to e-content from digital libraries are influenced by perceptions of usefulness, perceived ease of use, attitudes of use and interest in using. External factors do not affect the use of this e-content access. This is because there are problems in using this access, namely the limitations of supporting facilities in the form of the internet. The results of this study have implications that supporting facilities for accessing e-content from digital libraries are very important to support the learning process or fulfill information needs, this is due to the flexibility of time and place in using it.

Keywords: e-content, Perceived usability, Perception of Ease



ANALYSIS OF EDUCATION SYSTEMS AND LEARNING STRATEGIES AT SPECIAL NEEDS SCHOOL

Kadarisman, Rhini Fatmasari, Untung Laksana Budi, Ade Mardiana, and Agus Tatang Sopandi

Abstract

Education for Children with Special Needs is a mandate of Law No. 20 of 2003 Article 5 paragraph (2) of the National Education System Law. The government has built specially designed schools in the form of providing special schools (SDLB, SMPLB and SMALB) as well as inclusive schools in accordance with educational standards. The standards used in the education process in special schools need to be researched. Has the standard met the 8 (eight) National Education Standards in accordance with the Government Regulation of the Republic of Indonesia No. 57 of 2021.

This study is to evaluate 8 (eight) National Education Standards in special schools in Indonesia. Respondents were 218 from 37 special schools in Java and Sumatra. Respondents consist of principals and teachers. Research data were collected using a questionnaire.

Research shows that the highest standard test results are management standards with a loading factor value of 0.921 and an R-square of 85, followed by education standards and education personnel (loading factor 0.865; R Square 75%); Standard Process (loading factor 0.850 ; R Square 72%); Facilities and Infrastructure Standards (loading factor 0.843; R Square 71%); Financing Standards (loading factor 0.842; R Square 71%); Assessment Standards (loading factor 0.830; R Square 69%); Standard Content (loading factor 0.816; R Square 67%); and Graduate Competency Standards (loading factor 0.774; R Square 60%). The results of this study indicate that the management carried out at each SLB has been running well and in accordance with educational standards. Meanwhile, the factor that still requires attention from the government and SLB managers is the competency standard of graduates.

Keywords: national education standards, special schools, school management



SCHOOL READINESS IN THE NEW NORMAL ERA (STUDY ON SPECIAL NEEDS SCHOOLS)

Rhini Fatmasari, Kadarisman, Untung Laksana Budi and Ade Mardiana

Abstract

The COVID-19 pandemic has changed people's habits, including in the education sector. During the pandemic, Indonesia changed the face-to-face learning system to study from home with a distance learning system. After the pandemic the world entered the New Normal Era. There are several rules and facilities needed by each individual when entering the New Normal Era, including facilities that must be owned by students and must be provided by the school.

Special Schools (SLB) are one of the educational institutions that must comply with the rules of learning in the New Normal Era. So that the government establishes several facilities and facilities that must be owned by schools in order to carry out face-to-face learning activities. Research on the readiness of special education in learning in the New Normal Era was conducted at 37 special schools in Java and Sumatra. Research respondents consisted of principals and teachers as many as 218 people. Research data were collected using a questionnaire.

Research shows that all special schools are ready for face-to-face learning. Learning facilities are adequate with adequate internet network (82.91%), distance learning devices (73.93%), educators who are able to carry out a combination of learning (83.76%). 92% of respondents have formed a Covid Task Force Team consisting of teachers, education staff, student organizations, medical personnel and school committees. Meanwhile, coordination with school committees and medical personnel has been carried out regarding parental consent (97%). Coordination with medical personnel is carried out related to the evaluation of a clean and healthy environment (92%) and a healthy canteen (30.34).



ABSTRACT

The facilities provided by the school consist of hand washing (97.4%), temperature measuring devices (98.7%), disinfectants (84.19%), clean toilets (88.89%), seats are arranged at a distance of 1,5m (81.20%), means of announcing the implementation of health protocols (93%). Facilities that currently exist and require additional are boundary markers (65.38%), differentiated entrances and exits (35.04%), barriers for administrative services with mica plastic or others (45.73%),

In terms of human resources, the number of teachers outside the city area (9.83%), the number of students outside the city area (2.56%), teachers who have congenital diseases (18.80%), the number of children who have a history of asthma (3.85%)

Keywords: pandemic, SLB readiness, supporting facilities



ABSTRACT

The Nature, Causes, and Practices of Academic Dishonesty in E-Learning System: The Case of Universitas Terbuka

Daniel Pasaribu, Universitas Terbuka

Abstract

In recent times, e-learning has become an integral part of the educational process in universities, and it is used in all forms of education particularly since the outbreak of pandemic covid-19. The aim of the study was to assess the perception of teachers and learners on the nature of the practice, the type, and the causes of academic dishonesty in the e-learning system at Universitas Terbuka. The study was basically a survey that employed both qualitative and quantitative approaches and observation of student academic performance in e-learning to gather data. The subjects were 10 teachers and 100 students who were selected randomly from three study programs namely government science, business administration, and taxation.

Keywords: academic dishonesty, e-learning, academic performance, study programs



ABSTRACT

UTILIZATION OF E-LEARNING AS A LEARNING MEDIA: THE MASTER OF PUBLIC ADMINISTRATION STUDY PROGRAM INDONESIAN OPEN UNIVERSITY

Jayanti Armida Sari; Universitas Terbuka
Darmanto; Universitas Terbuka
Isnaeni Yuliani; Universitas Terbuka

Abstract

The use of the internet in the field of higher education continues to increase along with the increasing development of technology and information, especially after the outbreak of the Coronavirus Disease of 2019 (COVID-19). One of the learning models in higher education that utilizes the internet and information technology is Electronic Learning (E-Learning). The use of E-Learning in the teaching and learning process in higher education replaces the face-to-face learning process between teachers and students who are not limited by space or time. Thus, the use of E-Learning is one of the solutions for solving the teaching and learning process because it offers high flexibility and mobility, which the face-to-face learning process cannot provide. The Master of Public Administration Study Program of the Indonesian Open University has utilized E-Learning as a learning medium in addition to the use of face-to-face learning processes. Utilization of E-Learning is increasing due to various benefits obtained by the Master of Public Administration Study Program of the Indonesian Open University, such as organizing online tutorials and web tutorials. This paper is a study of the use of E-Learning organized by the The Master of Public Administration Study Program of the Indonesian Open University as an Institution that organizes Education.

Keywords: open and distance higher education, learning media, online tutorials, web tutorials, e-learning



The Role of Indonesian Open University in Improving Higher Education Services in Indonesia

Darmanto; Universitas Terbuka

Jayanti Armida Sari; Universitas Terbuka

Isnaeni Yuliani; Universitas Terbuka

Abstract

The era of globalization has had a significant impact on various aspects of life, including the demands of higher education. The implementation of quality higher education and ease of accessibility in obtaining higher education has always been a concern for observers and higher education authorities. Open and distance education is the main choice to improve the accessibility and quality of education for the community. UT has an important role in improving the accessibility and quality of education in Indonesia because of its cost effectiveness and flexibility in the implementation of learning. This article presents UT's experiences and lessons in an effort to expand the quantity and improve the quality of higher education in Indonesia.

Keywords: open and distance education, accessibility of education, increasing the quantity of students, improving the quality of higher education



Evaluation of the usability of the Cisco Packet Tracer simulator application for computer network simulation in distance learning

Dian Nurdiana & Siti Hadijah Hasanah

Abstract

Cisco Packet Tracer is a simulator application from Cisco that can be used for learning and training about computer networks. Main learning materials MSIM4316 Network Administration and MSIM4308 Server Administration at the Information Systems Study Program at Universitas Terbuka have used Cisco Packet Tracer in their practicum, but currently, its usability has not been measured. The purpose of this study was to measure the usability of the Cisco Packet Tracer application for materials and computer network simulations in distance learning at Universitas Terbuka. The research method used is the USE Questionnaire with measurement parameters Usefulness, Ease of use, Ease of learning, and Satisfaction. Tests using Google Forms were distributed to students who had contracted the MSIM4316 Network Administration and MSIM4308 Server Administration courses to as many as 60 respondents. The overall assessment of the Usefulness factor has an average value of 4.08 which is included in the "Good" rating range. Overall the value of the Ease of use factor of 3.94 is included in the "Good" rating range. Overall, the assessment of the Ease of learning indicator with an average of 3.79 is included in the "Good" assessment range. Overall the assessment of the Satisfaction indicator with an average of 3.94 is in the "Good" rating range and based on the average results of the 4 measurement parameters, it is found that the respondents gave a "Good" appreciation of Cisco Packet Tracer of 3.94. The measurement of the usability factor on the Cisco Packet Tracer application feature component is quite high because it can help in learning computer networks for distance learning.

Keywords: Cisco Packet Tracer, Computer Network, Distance Learning, USE Questionnaire,



The Concise Latest Report on the Use of Mobile Learning to Sustain Open and Distance Education: Literature Review and Bibliometric Analysis

Erman Arif (Universitas Terbuka), Imelda Paulina Soko (Universitas Terbuka)

Abstract

Currently, numerous universities use an open and distance education system. In various countries especially in the Asian continent, there are many universities using mobile learning as learning aid media in learning process, Universitas Terbuka is one of them. However, the Speedtest Global Index reports that the speed of Indonesia's mobile internet network was 21.35 Mbps in July 2021, compares to other countries in Southeast Asia, Indonesia's mobile internet speed is the slowest. Therefore, a bibliometric analysis was carried out to evaluate whether the application of mobile learning in the higher and distance education system in Indonesia was appropriate. As a recommendation, the results of this analysis provide further guidance and provide new arguments for the application of mobile learning in Indonesia.

Keywords: Bibliometric analysis, Open and distance education, mobile learning



Analysis of Learning Service Assistance of Webinar Tutorial (TUWEB) during Covid- 19 Pandemic

Yusrizal, Pamela Mikaresti and Ana Nurmalia

Abstract

Universitas Terbuka (UT) as a State University which is the pioneer of Distance Education (PJJ) in Indonesia. UT has provided two kinds of learning service assistance namely face-to-face tutorials and online tutorials. UT provides alternative learning assistance services such as webinar tutorial (TUWEB) as an option for learning assistance services for face-to-face tutorials are not possible during the pandemic, therefore it is important to thoroughly analyze and evaluate the webinar tutorial learning assistance service, both from the evaluation of teaching staff (tutors), user experience and user satisfaction of students towards TUWEB as well as comparisons of academic achievements of students participating in TUWEB and other learning assistance services organized by UT as material for evaluation and improvement in the implementation of TUWEB in the future. This study is conducted purposively with 1.185 students and 222 tutors as the respondents. It is analyzed descriptively and quantitatively by using multiple linear regression analysis. Based on the result, it was found that the performance of TUWEB UPBJJ-UT Bengkulu tutors generally had met the expected quality standard criteria so that it was recommended to return to teaching the same subjects. As many as 71% of respondents get a good user experience and 77% of respondents get high user satisfaction with TUWEB learning services assistant while the variables that have a significant effect on user satisfaction of TUWEB learning aid services are dependability and stimulation. The average value of the cumulative achievement index of all respondents is the highest average GPA obtained by TUWEB service users which is 3.56, the smallest is the average GPA of TMK service users of 3.21, and the average GPA of Tuton learning assistance service users is 3.40

Keywords: Learning Service Assistant, TUWEB, Pandemic



Cultivation and Promotion Strategy of Open University in the Island Region of Indonesia: Mixed-Method Research

Astri Dwi Jayanti Suhandoko

Abstract

Customer satisfaction is essential for the running and development of an institution. Thus, many institutions use various strategies to maintain and increase customer satisfaction, including socialization and promotion. However, studies that describe customer satisfaction, especially on open university's students Eastern Indonesia, are still very minimal. This mixed-method study aims to analyze the socialization and promotion strategies carried out by Universitas Terbuka (UT) regional offices in Ternate. The quantitative approach used an exploratory survey method, while the qualitative data were collected through observation and interview. Both methods were collected through four stages and methods, including primary data observation from socialization and promotion activities carried out by the UT Ternate regional office, academic activities, and non-academic activities for students. Data were collected from students registered from 2016 to 2020, namely 326 people spread across 10 city districts in North Maluku. The study results show that: (1) the promotion strategy, service quality, and customer value carried out by the UT Ternate regional office have a positive and significant influence on student satisfaction; and (2) the promotion strategy and service quality have a positive and significant impact on customer value at UT Ternate regional office; (3) it is essential to select media and content and maintain networks/partners as a promotional strategy that deserves attention; and (4) the service quality to students' academic achievement.

Keywords: promotion strategy, service quality, customer value, student satisfaction



APPLICATION OF GOOGLE PLAYSTORE FOR DIGITALIZATION OF UNIVERSITAS TERBUKA SERVICE IN SMARTPHONE TO MANAGERIAL ACCOUNTABILITY OF UNIVERSITAS TERBUKA STUDENTS

Yushita Marini, Fajar Saigun Wibowo, and Okky Agastya

Abstract

Universitas Terbuka (UT) is a university that implements the optimization of digitalization transformation in meeting the information needs of students and the public as a form of service managerial accountability, one of which is by utilizing the Google Play digital application on smartphones. This study aims to provide information about universities in an accountable manner through the digital google play application "Layanan UT Medan" on smartphones, to manage the information needs of Universitas Terbuka students as the main users of public services, as well as to improve managerial accountability of information for users of the Google Play application "Layanan UT Medan" especially for Universitas Terbuka students. The research population is student respondents who are registered at Universitas Terbuka Medan, research samples are users of the Layanan UT Medan google play application who are also students registered at Universitas Terbuka Medan. The results showed that the Google Play application "Layanan UT Medan" was created to provide UT information in an accountable manner, able to help manage the information needs of the students, and to increase managerial accountability of Universitas Terbuka public services.

Keywords: Managerial Accountability, Public Service, Google Play, Layanan UT Medan, Universitas Terbuka



THE USE OF MOBILE LEARNING TO IMPROVE DISTANCE LEARNERS KNOWLEDGE ON SCHOOL-BASED MANAGEMENT

Memet Casmat & Benny A. Pribadi

Abstract

The aim of this study is to elaborate the use of mobile learning to improve students' knowledge and skills on School Based Management course. The use of mobile learning technology provides benefits for students to learn flexibly, especially in pandemic covid-19 era. Mobile learning makes it possible for its users to get a wider access of course substance. Qualitative descriptive method was used in this study. Observation and interview were applied as data gathering instruments in this study. In addition, the study used document analysis to support data analysis. This study involved +30 respondents. Those are students Universitas Terbuka, Indonesia. It was the use of mobile learning provide access for students to get quality learning content during covid-19 era. The results of study indicated that the use of mobile learning enhanced students' knowledge and skills in School-Based Management. Besides, students show positive attitude on school-based management course delivered through mobile learning. The implications of this study recommend that the use of mobile learning improved distance learners knowledge on school based management subject.

Keywords: Mobile learning, School, based management, Distance learner, knowledge and skills



STUDENT RESPONSE TO BLENDED LEARNING IN PRACTICE COURSES

Mujiono (Universitas Terbuka), Marisa (Universitas Terbuka), Suryo Prabowo (Universitas Terbuka)

Abstract

This study aims to determine student responses to the application of blended learning in practical courses in the Education Technology Study Program. This research is a descriptive research with a quantitative approach. The research instrument used in the form of questionnaires and interviews. Of the 104 respondents who filled out the questionnaire, as many as 88 respondents (86.3%) still wanted a synchronous meeting in the form of a webinar tutorial. The results of the interviews showed that the application of blended learning in practical courses received a positive response from the majority of respondents, but the implementation time and learning assessment received a negative response.

Keywords: Student Response, Blended Learning, Practice Courses



Development Of The ASEAN Encyclopedia Media To Improve Students' Learning Outcomes In Class VI Social Studies Learning

Siti Ropiana, Prof.Dr.Sardjijo, M.Si, and Dr. Suhartono, S.Pd, M.Pd

Abstract

Social Studies is a subject listed in the 2013 Curriculum at the elementary school level. One of the materials studied in social studies subjects is ASEAN in the sixth grade elementary school students. Based on the results of interviews, daily tests, and questionnaires, there are problems in ASEAN learning. The problem is that many students get grades that do not reach the KKM during daily and semester tests. Based on these problems the researchers developed a learning media in the form of an encyclopedia.

The model used in this study is the ADDIE development model which was carried out by five steps, namely analysis, design, development, implementation, and evaluation. The research subjects were the sixth grade students of SDN Grogol Selatan 05, SDN Grogol Selatan 08, and SDN Grogol Utara 05. The data collected were analyzed descriptively qualitatively for interview data and descriptively quantitatively for test data and questionnaires.

The results of the feasibility test from the language material experts were 4.71 categorized as very feasible, the language validation questionnaire with an average assessment of 4.67 was categorized as very feasible, the design and media validation questionnaire with an average assessment of 4.83, the educator response test with an average rating of 4.5 which is categorized as very feasible. The ASEAN encyclopedia learning media was tested one to one at SDN Grogol Selatan 05, SDN Grogol Selatan 08, Grogol Utara 05 with an average rating of 4.58 which was declared very feasible, small group trials with an average rating, 4, 4 and the large group trial obtained an average rating of 4.5 which was categorized as very feasible.

ABSTRACT

With a dk of 244 and an error rate of 5%, then t table = 1.9697. The value of t count is smaller than t table ($-8.4054 < -1.9697$) so that H_0 is rejected and H_a is accepted. So there is a significant difference, the value of student learning outcomes before and after using the developed ASEAN encyclopedia media.

Keywords: ASEAN encyclopedia learning media development, ADDIE model, learning outcomes



DEVELOPMENT OF AUGMENTED REALITY-BASED COMMUNICATIONS FOR BIOLOGY LEARNING MEDIA

widyo nugroho, Abiyyu Zharif Nugroho - Universitas Gunadarma

Abstract

In learning biology, students often experience difficulties because there are no facts, reality and objective data that can be found. The use of markers and combined with augmented reality technology is done as an effort to help students' learning difficulties. The method is carried out using a development research approach using the ADDIE model. From the results of the questionnaire distributed to 20 students of SMA Negeri 34 Jakarta, a percentage of 76.75% was obtained for the overall score for the display aspect, a percentage of 77% was obtained, the application quality aspect was a percentage of 73.6%, the presentation aspect of the material obtained a percentage of 76.2%, aspects of user interaction 78, 25%, aspects of program interaction 80%, aspects of learning design and visual communication obtained a percentage of 76.5%.

Keywords: augmented reality, media



ABSTRACT

THE USE OF SMART ONLINE TEACHER PORTAL (GURU PINTAR ONLINE/GPO) TO EXPLORE TEACHERS' INFORMATION LITERACY SKILLS

Titi Chandrawati, Dewi Andriyani, and Susy Puspitasari

Abstract

People in this era have gotten much information from many sources. Therefore, people need to be selective in accepting an information. Information literacy is some skills needed by people who live in this era. Information literacy is a person's ability to articulate his information needs, identify, find, and evaluate the sources of information found and the ability to use that information. Universitas Terbuka (UT) through its faculty of Education has some information and provisions to help Indonesian teachers in improving their competencies. One of the efforts is to develop a smart online teacher portal (Guru Pintar Online/GPO). Smart Online Teacher Portal (GPO) is a scientific forum dedicated to teachers and others who are concerned with efforts to improve the quality of teacher education and the quality of learning in schools. This research was carried out to explore Early Childhood Education (ECE) students' teachers' information literacy skills. The respondents were observing, analyzing and writing an report about some videos from the GPO. The instruments used were open questions which was sent through online to the respondents. The answers were analyzed qualitatively by the researchers. The online questions were consisting of questions in exploring how the ECE student teachers can access the videos, how the videos can help the student teachers analyzed the teachers' teaching, and how the student teachers have learned from the videos. This research was held in Bekasi and through online. The respondents were UT's ECE student teachers. The results of the research were 1) the respondents can access the video via you tube, 2) the respondents can determined strengths and weaknesses of the teachers in the videos, 3) the respondents can wrote a written report about how to use GPO to help PAUD teachers to develop their abilities as PAUD teachers. The research showed that the ECE student teachers have already got some skills in information literacy.

Keywords: information literacy, ECE student teachers in UT, a smart online teacher portal (Guru Pintar Online/GPO)



A Rasch Analysis of Students' Motivation and Learning Strategies in Dompot Dhuafa

Asep Sapa'at

Abstract

This study aims at looking into the motivation and learning strategies of students of Leadership Enrichment and Acceleration Program (LEAP) Dompot Dhuafa through the administration of the Motivated Strategies for Learning Questionnaire (MSLQ), an 81-items, self-report instrument designed to measure students' motivational orientations and their use of different learning strategies. The MSLQ is divided into two broad categories which are a motivation section and a learning strategical section. The motivational orientation scale of this instrument is divided into six sub-scales namely intrinsic goal orientation, extrinsic goal orientation, task values, control of learning beliefs, self-efficacy for learning and performance, and test anxiety. The learning strategies scales are divided into nine sub-scales namely rehearsal, elaboration, organization, critical thinking, metacognitive self-regulation, time/study environmental management, effort regulation, peer learning, help seeking. The questionnaire was administered to 24 students of LEAP class and the data analysis using the Rasch Measurement Model. The finding of this study is expected to be the subject of discussion in the development of learning design for the next LEAP in Dompot Dhuafa.

Keywords: RASCH, Motivational Orientation, Learning Strategy



Digital Books with Assistive Technology on Graphic Design Learning for Students with Hearing Impairments

Eveliner Siregar, Indiana Tarjiah

Abstract

There are various kinds of assistive technology for students with hearing impairments that can make them easier to understand information material learning besides hearing aids. Many researchers have been developing learning material for teaching such as language, math, and science learning. For facilitating hearing impairments students in learning Graphic Design, which is the most demanded subject by students with hearing impairments. This research aims to develop and validate digital book as material learning tools for graphic design subjects. This study implements the research and development methodology by using the Lee and Owen model research methodology. Based on the results of expert validation according to the percentage of construction, it shows that the media aspect had 68% percentage, which means adequate, the learning aspect had 77% percentage, which means very feasible, and the language aspect had 82% percentage which was very feasible. And the results of the responses of the percentage of students' construction for aspects, learning and language had an average of 81% percentage was very feasible.

Keywords: Hearing Impairments, Assistive Learning Technology, Digital Book



Development of a Practical Course Guide Digital Book for Early Childhood Education (ECE) Students

Mukti Amini, Ernayanti Nur Widhi, Tedjo Djatmiko, St. Maria Ulfah, Hadiqotul LulukMutiara, and Magta

Abstract

The ECE Department at Universitas Terbuka has the vision to produce excellent ECE teachers through the Open and Distance Learning (ODL) system. To ensure the achievement of the vision, it is necessary to develop appropriate competencies. The competence of ECE teachers is very thick with teaching skills, so the lecture material also needs to contain a lot of exercises and practical assignments. Therefore, the ECE-UT Department has 12 practical courses, namely courses that require practical assignments as a learning experience. So that students can practice correctly, it is necessary to make a comprehensive guide so that it can be used easily by students and tutors. So far, there is no specific practical guide for the ECE-UT study program. Some practical assignment provisions are only submitted via Technical Instructions or Catalogs. This study aims to develop a digital guide for practical courses in the ECE-UT Study Program. This research was carried out in 2022 and is the final stage of 3 stages of research starting in 2020. The research method used is Research & Development adopted from Borg & Gall (2007), especially in stages 8 and 9, namely operational field testing and final product revision. The research product was revised based on input from 25 tutors and 121 ECE students from the previous draft, namely a practice guidebook in PDF form. The inputs from these users are: need to be made in detail for each course, need to make navigation to make it easier for students to read, and need to make a glossary. The result of this research is a digital book of ECE-UT practice course guide that utilizes an exelearning application to make it easier to navigate while reading. Each course is packaged in the same sub-chapters, namely: understanding, course learning outcomes, tutorial patterns, practical assignments, tutorial kits, and assessment systems.

Keywords: Practical Course Guide, Digital Book, Early Childhood Education



BRIDGING THE INCONGRUITY BETWEEN COGNITION AND DIGITALIZATION FOR STUDENTS OF UNIVERSITAS TERBUKA

Dewi Wardah Mazidatur Rohmah, Universitas Terbuka

Abstract

Although transcendence technology is evolving these years, the classical impulse of our brains has remained the same as decades ago. Interestingly, according to a design ethicist at Google, humans are the only species self-aware enough to identify this incongruity between our brains and the technology we use. Thus, what skills are needed to solve this challenge and maintain our minds simultaneously? To date, Open Thinking (OT) and Digital Literacy (DL) are the best skills to answer this question. This correlational study had two objectives: 1) to measure the students' OT and DL at the bachelor and master level, and 2) to examine the correlation between the students' OT and DL. Open Thinking Scale' (OTS) and Digital Literacy Scale (DLS) were distributed to more than 800 students of Universitas Terbuka (UT) in East Java Region; freshmen - senior, bachelor - master. From the analysis, our preliminary result generated that the students have an inadequate level of OT and DL. Meanwhile, the correlation between these two seemed weak. In the different degrees, there is a significant difference in OT between bachelor and master students. On a closer look, there is a rise in OT and DL from freshmen to senior students. In the other words, OT and DL are growing along with their years of study. The discussion contained some suggestions to the UT lecturers and stakeholders to raise awareness of OT and DL among their students. In sum, considering the inadequacy of skills level, it emerges that there is a need to teach these skills to UT freshmen to achieve the ideal virtue of UT 'Making Higher Education Open to All' for all Indonesian citizens.

Keywords: open thinking; digital literacy; open education and learning; Universitas Terbuka



USING INSTAGRAM SOCIAL MEDIA IN BUILDING A POSITIVE IMAGE OF PRESIDENT JOKO WIDODO IN THE 2019 PRESIDENTIAL ELECTION

Dina

Abstract

Social media can be used as a means to achieve and maintain fame, namely by displaying a positive image easily and quickly. One of them is Instagram. This study discusses this and specifically aims to examine and describe the existence of using Instagram to build a positive image of President Joko Widodo in the 2019 Presidential Election. This research uses a qualitative approach and the results are described descriptively. The focus of this research is to analyze uploads and observe Joko Widodo's Instagram posts during the campaign period until the Indonesian presidential election on October 1, 2018 to April 17, 2019. Data were collected by interviewing the resource persons and also by using documentation techniques. The results of this study indicate that the use of Instagram social media can build a positive image of Joko Widodo as evidenced through his Instagram account by building an impression in front of the audience including uploading portraits of his success as a head of state, including building infrastructure in various places in Indonesia, and having many likes on each of his posts. . In addition, there appears to be consistency in building Jokowi's image during the campaign period. This is also supported by the attitude of Joko Widodo who is very open and appears offensive in using his personal Instagram for political campaigns. The use of Instagram by Joko Widodo in the 2019 presidential election campaign went easily and effectively in achieving the goal of winning the 2019 presidential election.

Keywords: social media, Instagram, image, campaign, presidential election

ABSTRACT

KNOWLEDGE MANAGEMENT IN OPEN AND DISTANCE LEARNING EDUCATION: STUDENTS' PERSPECTIVE

Sarah Fadilla, Universitas Terbuka*

Ari Juliana, Universitas Terbuka

Adisthy Shabrina Nurqamarani, Universitas Terbuka

Cherly Kemala Ulfa, Universitas Terbuka

Abstract

The successful knowledge management in higher education is dependent to the ability and motivation of each student and institutions to learn, share, and positive work. Open and distance learning higher education gives wider opportunity for the society with any kind of limitation such as economic, demographic, and geographic to pursue higher education. Students in Indonesia Open University (UT) are asked to do independent learning by providing subject matter book. Without the strong eagerness from the student to study, it is hard or takes long time to finish degree. If the students need study assistance service, UT as cyber university provides face-to-face learning, webinar tutorial and online tutorial, that can be chosen according to student needs. Any kind of supporting services for students such as UT-TV, UT-Radio, Digital Library, Web Supplement, and many more is expected to help student in learning process. The purpose of this study was to examine how the integration of technology affects Knowledge Management among student in UT. Interview is conducted with students from four faculty and explored the critical factors in determining technology using for learning activities. Content analysis is used in analysing the responses. There are some factors determining the use of technology: socialization, interaction, flexibility, learning content, and infrastructure. The study assistance service has increased the student understanding regarding the subjects.

Keywords: Knowledge Management, Open and Distance Learning Education



A Lesson Learned from Universitas Indonesia Massive Open Online Courses

FA Triatmoko HS
Novianthi Dian Purnamawati
Sinta Krisdamayanti
Anak Agung Ayu Maharani

Abstract

Universitas Indonesia (UI) initiated online learning in the early 2000 and focus on building massive open online courses (MOOCs) in early 2020. UI sees MOOCs as a vital strategy for providing broader and fair quality education access and increasing the quality of teaching. It also coincides with the Covid-19 pandemic which forces higher education institutions to accelerate the digitalization of learning. The initiatives consist of developing MOOCs content, faculty training on distance learning and MOOCs, developing MOOC learning management systems, and preparing the policy needed. Until 2022, UI had created x MOOCs and opened y MOOCs for the public through UI Center for Independent Learning (CIL) and Indonesia Cyber Education Institute. The preliminary data suggest that UI MOOCs is mostly designed for self-paced learning and asynchronous, while some other are instructor-led and synchronous mode. Some UI MOOCs are more popular than others. The retention of MOOCs users also varied from course to course. The faculty member that develops MOOCs is eager to involve in MOOCs initiatives yet needs to be prepared. Lastly, some steps can elevate UI MOOCs closer to their goals. This paper will consist of UI's insight from the MOOCs initiatives, in terms of its mode of delivery, user, faculty member, and the next step for continuous development.

Keywords: MOOC, distance learning, program evaluation



Mobile Learning With Case Study Methods For Civic Education In Elementary School

Eveline Siregar (Universitas Negeri Jakarta) , Dedy Aswan (Universitas Negeri Makassar)

Abstract

This development research produces learning media in the form of mobile learning with a case study method for Civic Education subjects. This development is expected to facilitate students learning in class VI and form characters that follow the values of Pancasila. This development uses the Rapid Prototyping model, which consists of five stages: assess needs and analyze content, set objectives, construct a prototype, utilize the prototype, and install and maintain the System. The evaluation in this development research consisted of expert reviews (material experts and media experts) and user trials. The assessment involved a material "very good", a media expert, and 12 users. The results of the expert review stated that mobile learning was excellent by material experts and media experts. Meanwhile, at the evaluation stage of one-on-one trials and group trials, it was stated that mobile learning was excellent. So it can be concluded that mobile learning with this case study method is "very good" and can be used for learning media with further improvements.

Keywords: Mobile Learning, Rapid Prototyping, Online Learning, Case Study Methods



Augmented reality video as a learning media for doing chemistry practicum course

Sandra, Universitas Terbuka

Abstract

Augmented reality videos in this study are learning videos that contain practical activities on experimental topics that can be accessed via smartphones, but do not describe the direct interaction of the user. The purpose of this study was to explore the views of students and lecturers on the need for augmented reality video learning media about the introduction of laboratory equipment and examples of experiments to help students prepare for practicum. This research is survey research with an instrument in the form of augmented reality video which is equipped with a questionnaire and interview guide. A survey through a questionnaire was conducted on 39 Chemistry Education students and interviews were conducted on 4 lecturers of the Chemistry Education study program. Data were analyzed descriptively qualitatively. The results obtained show that (1) The experimental material can be accessed by students via smartphones and is considered efficient because it does not require the use of a large internet network, (2) The results of student respondents' impressions of the learning media provided are considered good and necessary, easy to use, have pictures interesting, showing clear articulation, in accordance with learning objectives, can be used to introduce students to experimental material. In addition to the good response given by respondents, there are several suggestions including 1) The use of markers should only appear on the camera so that the markers do not have to be scanned again, 2) it is necessary to revise this application because when the camera shifts the video will disappear and if it is re-scanned then the video will start again from the beginning. Although there are several obstacles, in general, augmented reality videos are useful as a provision for doing practical's.

Keywords: augmented reality video, chemistry practicum course, student's response.



Strategies and Policies of the Government of Indonesia in the Education Sector during the Covid-19 Pandemic Crisis

Roman Hadi Saputro (Universitas Terbuka), Korry El Yana (Universitas Muhammadiyah Tangerang)

Abstract

The purpose of writing an article entitled Strategy and Policy of the Indonesian Government in the Education Sector in the Crisis Period of the Covid-19 Pandemic is to find out how the Indonesian government's strategies and policies in the field of education are facing the Covid-19 Pandemic. In the field of education, a student no longer has to be present in the classroom to get an education and the teaching and learning process can be done anywhere. Online learning has become the new prima donna where many schools and universities are forced to carry out learning using telecommunication networks and internet access. This is due to the development of technology and communication that does not recognize space and time. The method used in writing this article is descriptive analysis, where this article tries to interpret and describe the existing data and the existing situation so that it can describe the characteristics and relationships between objects. In the end, the strategies and policies implemented by the Government of Indonesia during this pandemic are new and have never been implemented before. This policy or what the Indonesian government calls the Freedom to Learn follows the Regulation of the Minister of Education and Culture of the Republic of Indonesia Number 3 of 2020 concerning National Standards for Higher Education, in Article 18 it is stated that the fulfillment of the study period and burden for undergraduate or applied undergraduate students can be carried out: 1) follow the entire learning process in the study program at the university according to the period and study load, and 2) follow the learning process in the study program to fulfill some of the time and learning load and the rest following the learning process outside the study program.

Keywords: Indonesian Education; Freedom to Learn; Distance Education; Distance Learning



Learning Videos in Educational Statistics

Azizah Mujahidah Annisa (Universitas Terbuka)

Iin Ariyanti (Universitas Muhammadiyah Banjarmasin)*

Abstract

Online learning carried out during the pandemic requires teachers to use media and technology in learning. One of the flexible media and technology is learning video. Learning video can be studied by students when students want it and can be adjusted to the speed of each individual's learning so that it can help those who have difficulty in understanding the content of the material during online and offline learning. This study aims to develop a video-based learning media that is appropriate with the learning outcomes of the educational statistics course so that it can be used as a reference. The learning videos that are focused on in this research are statistics videos in chapter 1: introduction to statistics and chapter 2: data presentation. This Research and development is using the ADDIE Model (Analyze, Design, Develop, Implement, Evaluate). Product development in the form of learning videos was validated by material experts and learning media experts and tested in the early stages to students who used the video in statistical learning. The instruments used in this study include a validator questionnaire for educational statistics material experts, a validator questionnaire for learning media experts, and student questionnaires in the early stages of testing. The data analysis technique used is quantitative and qualitative descriptive data analysis techniques with the aim of interpreting quantitative data on the questionnaire scores and interpreting qualitative data in the form of suggestions, criticisms, and comments from the validator. The results obtained are learning videos introduction to statistics and data presentation that fulfilled the valid and practical categories.

Keywords: Learning video; educational statistics; media and technology

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Azizah Mujahidah Annisa (Universitas Terbuka) lin Ariyanti (Universitas Muhammadiyah Banjarmasin)*

Abstract

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Keywords: Learning video; educational statistics; media and technology



Technology Leadership in Learning in the New Normal Era at the Superior State Junior High School in Surabaya

Shinta Setia*

Abstract

The presence of Virus Disease (COVID-19) in Indonesia has required face-to-face learning to become technology-based distance learning, and until now the learning process in schools is still technology-based. In the last 2 years, school governance has undergone dramatic changes, technology has become a major player in the learning system at schools, new curricula, and new forms of collaboration. This also changes the role of school principals who must lead change and work in new ways. This study aims to explore the new role of the principal as a technology leader and develop a model of technology leadership in the new normal era. The study uses a qualitative approach with a single case study method. Thematic analysis is used to identify patterns and to find relationships between the patterns within the phenomenon. 20 informants participated in this study, consisting of 5 principals, 5 vice principals, 5 IT coordinators, and 5 general teachers at 5 State Junior High Schools in Surabaya. The findings show that school principals play a key role for schools to function properly in the new normal era, and technology leadership is one of the solution. The latest model of technology leadership is developed from previous 5 dimensions of technology leadership from NETS-EL 2018 into 6 dimensions; namely equity and citizenship advocate, visionary planner, empowering leader, system designer, connected learner, and spiritual. The spiritual dimension makes technology leaders and teachers more effective in leading schools in the new normal era. The research specifically contribute to the development of the technology leadership framework and add to the existing range of leadership theories. Finally, the research provides an overview of effective principal leadership in the new normal era.

Keywords: leading school, new normal, online learning, spiritual, technology leadership



MODERATE ROLE OF GOVERNMENT ICT POLICY IN THE INFLUENCE OF TECHNOLOGY LEADERSHIP ON TEACHERS TECHNOLOGY INTEGRATION

Shinta Setia* & Sulthan Muhammad Aufar

Abstract

This study aims to analyze the influence of principals' technology leadership on teachers' technology integration and the moderating role of government ICT policy in all public junior high schools in Surabaya in the new normal era. The research sample consisted of 100 respondents including 25 principals and 75 teachers from State Junior High Schools in Surabaya with high technology implementation. This study uses a questionnaire as a research instrument. All data that has been collected will be processed using the PLS-SEM method with the help of SmartPLS 3.0 software. The results of the study indicate that technology leadership has a positive and significant effect on teachers' technology integration. Further, the research results show the role of government ICT policy which has been proven to strengthen the positive influence of technology leadership on teachers' technology integration. The results of this study are expected to contribute both theoretically and practically. Theoretically, this research can be a reference for the development of further research on the same topic. Practically, the results of this research can be taken into consideration for the government in formulating policies related to the application of technology in learning activities, especially in the new normal era.

Keywords: technology leadership, teachers' technology integration, government ICT policy, new normal



ABSTRACT

Lightweight e-learning using Bludit CMS for Student with Low-Bandwidth Internet

Nihan Anindyaputra Lanisy (Universitas Terbuka)

Abstract

More student can use internet to learn but the speed of the internet is not the same on every area. Many student in remote or faraway places had trouble to learn with internet because of the low-bandwidth internet. Bludit CMS is a flat-file content management system that can make a website without using databases, that make a website is lightweight. This paper explains the possibility to make an open educational resource and or e-learning platform using Bludit CMS that can be use to learn by student with low-bandwidth internet.

Keywords: e-learning platform, flat-file cms, low-bandwidth internet learning, bludit



Corporate University as an integrative human resource development strategy for Distance Education

Agus Joko Purwanto (ajoko@ecampus.ut.ac.id, UNIVERSITAS TERBUKA)

Etty Susanti (ajoko@ecampus.ut.ac.id, UNIVERSITAS TERBUKA)

Abstract

The Open University is a distance university with more than 400,000 students spread throughout Indonesia and 52 cities in 49 countries. The number of Universitas Terbuka employees is 2,538 people and they are spread over 39 regional offices. Currently, UT requires a human resource development system that can reach all of UT's human resources, and HR development activities can be carried out effectively and its success can be easily measured. To meet these needs, the choice is to form a corporate university. The corporate university is a learning method based on increasing employee capabilities to improve organizational performance to increase organizational growth to be more productive, efficient, and optimal. The development step is carried out through two stages, namely corporate university assessment and corporate university Strategy Masterplan development. In this paper, the components and steps for implementing the corporate university assessment and feature corporate university construction will be presented. Corporate university assessment is carried out through self-assessment of the enterprise learning system at UT and compiling the results of a strategic roadmap based on the results of the study. The measurement of the enterprise learning system includes an assessment of the inputs consisting of management commitment, learning function, facilities, learning solutions, learning technologists, learners, and learning culture. While the assessment of the process is carried out by assessing the UT learning value chain. Output is measured by learning performance indicators. Meanwhile, the corporate university features consist of the main components of learning strategy governance, learning focus, learning solution architecture, and learning solutions delivery system. For UT, which operates remotely, has strong industrial characteristics, so an integrated and programmed HR development system is needed to produce output as expected and measurable.

Keywords: Corporate University, Corporate University assessment, Corporate University Strategy Masterplan development



Leadership Development Program at Distance Education with the Talent Pool Method

Agus Joko Purwanto (Universitas Terbuka, ajoko@ecampus.ut.ac.id)

Mailan Hamdani (Universitas Terbuka, mailani@ecampus.ut.ac.id)

Abstract

Distance learning universities operate by relying on the media to bridge the relationship between lecturers and students. Thus, in higher education, there is complex management. This high complexity demands high competence of human resources as well. The Universitas Terbuka (UT) has 39 units in the regions and 16 units at the headquarter which require strong leadership. Leaders are not born, they are developed. One of the media for leadership development is the talent pool. A talent pool is a collection of potential candidates that help an organization grow and achieve its long-term goals. At all times, talent pools help organizations build 'reservoirs of talent' to have on hand. This paper aims to share UT's steps in building a talent pool as a vehicle for leadership development. The first steps in developing the talent pool at UT have been started since 2019. The steps taken are a study of leadership needs, study concept and talent pool policies, development of talent pool models, to gain management support, building understanding with managers and employees at UT, conducting potential tests, compiling test results into 9 areas, conducting talent selection based on potential and performance test results, conducting training on leadership, training mentors, conducting apprenticeships for talents, monitoring the internship process, evaluating the progress of internship results, and evaluating talents. The results of the talent evaluation will be used to provide feedback to talents about the personal potential that must be developed and at the same time provide an assessment. After the first phase of activities in 2022, talents will be trained on managerial instruments and will return to doing internships. Along with the implementation of the talent pool, UT is also developing a career path. With the career path, all UT HR will be able to choose a career path according to their potential and competence. After potential employees complete their internship, they will be placed on the career path that has been prepared. In closing, it can be stated that the PTJJ organization, which is complex, wide-ranging, and has a high workload and a high risk needs to prepare prospective leaders so that the PTJJ institution can grow.

Keywords: talent pool, leadership, training, career path



CONTROLLING THE QUALITY OF FOOD PROCESSING TECHNOLOGY LAB WORKS PERFORMED DURING THE COVID-19 PANDEMIC

Eko Yuliasuti Endah Sulistyawati, , Dini Nur Hakiki, Rina Rismaya, Athiefah Fauziyyah, Universitas Terbuka, eko@ecampus.ut.ac.id

Abstract

During the COVID-19 pandemic, food processing technology lab works performed by the students of Universitas Terbuka adhere to government and university-sanctioned policies. To accommodate the pandemic situation, the lab work is performed online so students can fulfil the competency targets. Being a novel system, the quality of online-based lab work should be continually evaluated and improved. In this study, we focus on the performance of the online-based food technology lab works in the Universitas Terbuka. By inspecting the archived data in the Food Processing Sub-department in the Universitas Terbuka, we found that their lab works have been appropriately planned. Resources to assist the online-based lab works are online textbooks, lab work designs and units, online guidelines, video tutorials, forum group discussions with the instructors, and online lab work supervision. Software provided by the Universitas Terbuka to manage the online lab work takes care of the registration, learning, lab work, and scoring processes. The whole resources and software are managed by staff distributed at 39 regions across Indonesia. Despite all of the effort exerted for the online-based lab work, we observe that the failure rate is as high as 11.17% nationally during the 2020-2021 academic year. The cause of the >10% failure rate for our online-based lab work system has not been diagnosed.

Keywords: a web system practicum, the quality of online-based lab work, resources to assist the online-based lab works.



AUGMENTED REALITY (AR) ON THE NETS OF CUBE

Puryati Universitas Terbuka,
Idha Novianti Universitas Terbuka

Abstract

This study aims to produce a learning model with AR assistance on Spatial Geometry material. In this study, it focused on the topic of the nets of the cube space, where the topic of the nets of the cube space is considered difficult for students because students have to imagine how a space builds when opened. With the help of AR, the cube net material is expected to look more attractive in the learning process because in AR the visual display is more dominant so that students are expected to be more interested and motivated to learn mathematics material, especially the problem of the nets of the cube space.

Keywords: AR, Cube nets, Mathematics Learning in schools



Lasando Lumban Gaol

Abstract

The development of information technology makes it easier for users to get information. One way to get information is by using internet facilities. E-commerce is a container for providing information on products owned by sellers and consumers so that they can see the products they want and buy them online. The development of e-commerce business or online buying and selling in Indonesia has increased drastically since the last few years. This is because Indonesia is one of the countries with the largest internet users in the world. MSME (Small Medium Micro Enterprises) entrepreneurs in the marriage business in Medan do not have a container to accommodate their business so that it can be promoted to the public and brides-to-be. In general, the problems faced by each MSME are not much different. MSME entrepreneurs have difficulty marketing their products to consumers. So that a solution is given by creating an e-commerce application that can accommodate MSME entrepreneurs to market their products. In addition to designing an e-commerce application, there will be a learning feature (course) in this e-commerce application. The goal is that MSME entrepreneurs, in addition to marketing their products, can also learn learning modules to improve the marketing of MSME products. Course design is using user experience questionnaire (UEQ). The stage taken is by conducting a literature study, analyze the characteristics of application usage, analyze the needs of users to create the features needed in course design, creating a design in the form of a prototype design. After that, do the testing with UEQ testing. After completing the testing, the design of the solution is carried out in order to produce a better application.

Keywords: course, e-commerce, MSME, UEQ



Innovation of Accounting Cycle Simulation

Eka Wirajuang Daurrohmah - Universitas Terbuka

Abstract

Basic accounting learning is about the accounting cycle. One of the competency achievements of undergraduate accounting students is to be able to understand the accounting cycle and make financial reports. However, not a few accounting students who when they graduate from the course still do not understand the accounting cycle and make financial reports, especially with the open distance learning system. This paper aims to create learning innovations about the accounting cycle so that students easily understand the accounting cycle and can make financial reports. This learning innovation uses virtual reality and gamification technology. The methods used in this development is software development life cycle models to make accounting cycle simulation. The result of this innovation is that it is easier for students to understand the accounting cycle and make financial reports.

Keywords: Accounting Cycle Simulation, Accounting Learning, Virtual Reality, Gamification



ABSTRACT

THE EFFECT OF PARENTING PATTERNS AND STIFIN METHODS ON THE LEARNING OUTCOMES OF CHARACTER EDUCATION IN CIVIC LEARNING FOR FOURTH GRADERS OF ELEMENTARY SCHOOL

Tiah mutiah, Prof. Dr. Sardjijo, M. Si, and Dr. Jaka warsihna, M. Si

Abstract

The personality of a child is determined by several factors, namely genetic and environmental factors. Parents who are the environment that children meet for the first time make a big contribution in shaping a child's personality. Families have models of parenting and methods of providing education. There are three kinds of parenting styles that can be applied by parents to their children, namely: Democratic, permissive and authority parenting. Democratic parenting gives freedom to children with full responsibility, while authoritarian leadership, where parents determine all policies, steps and tasks that must be carried out. Authoritarian parenting reflects the attitude of parents who act harshly and tend to be discriminatory. Permissive parenting has the characteristics of parents giving full freedom to children to do so that sometimes children take actions that are against the rules. In providing care to children, several strategies are needed to provide education with exemplary methods, habituation, attention, advice and methods of punishment. Thus it can determine success in exploring the potential of student learning outcomes so that they can become an exemplary generation of nations with positive characters based on their respective intelligence machines.

Keywords: STIFIn, parenting, learning, and learning Outcomes.



A Descriptive Analytics of Learner and Context Analytics in E-learning

Tuti Purwoningsih (Universitas Terbuka)

Abstract

The use of the Learning Management System (LMS) makes it easier for teachers to track and record student learning in e-learning. Learning analytics can help understand the student context so that students get the right learning experience to suit the learning objectives. However, teachers often experience difficulties in conducting Learning analytics for e-learning students because of the large number of students who must be analyzed and the limited data available. The initial stage of learning analytics is to carry out descriptive analytics. This study aims to comprehensively describe students' e-learning in the system of Open and Distance Education (ODE). Students of the ODE have a high diversity of demographics, learning behavior, and competency backgrounds. To support this research, we use datasets about student demographic profiles and student activities or behavior during e-learning. We obtained the dataset from the academic system and LMS log data of the Open University. This article presents an analytical description of the characteristics of students participating in e-learning using exploratory data analysis (EDA) and data science approaches as the basis for predictive and prescriptive analytics of student learning outcomes based on a combination of demographic profile data and learning behavior.

Keywords: Learning Management System, e-learning, descriptive analytics, exploratory data analysis



The Virtual Reality of the Automated Library Circulation System as a Practicum Learning Media

Widiyanto, Majidah

Abstract

Students are often constrained in the search for library work practices, especially during COVID-19 pandemic. Many practice agencies do not allow practices during the Covid-19 Pandemic period, so students cannot practice in the workplace directly. In addition, the library is currently developing automation using electronic devices in library automation, including the use of RFID for library services independently. There are still quite a few libraries that use automation to accommodate students in the practicum because the technology used is still considered quite expensive. This will reduce the experience of students in the world of work. Limited libraries that have technology in library automation, resulting in the opportunity for practical participants to get experience with library automation technology. Then there needs to be an alternative so students can practice using the technology used in library automation. The use of technology is an alternative to implementing learning, including practicum learning. Therefore a virtual reality is composed to simulate independent service automation in library circulation that implements RFID technology. This VR is able to simulate self-check-in/out, shelf management, anti-theft detection, dropbox, tagging, check/out service, automated storage, and retrieval system in the library. The existence of this VR can increase student understanding of the automation of independent services in the library that applies RFID technology.

Keywords: Library Practicum; virtual reality; RFID; Library Automation System



Students Feedback to Online Learning on Practice Courses

Mujiono (Universitas Terbuka), Marisa (Universitas Terbuka), Suryo Prabowo (Universitas Terbuka)

Abstract

This study aims to determine students feedback to the application of online learning on practical courses in the Education Technology Study Program. This research is a descriptive research with a quantitative approach. The research instrument used in the form of questionnaires and interviews. Of the 104 respondents who filled out the questionnaire, as many as 88 respondents (86.3%) still wanted a synchronous meeting in the form of a webinar tutorial. The results of the interviews showed that the application of online learning in practical courses received a positive response from the majority of respondents, but the implementation time and learning assessment received a negative response.

Keywords: Students Feedback, Online Learning, Practice Courses



Universitas Indonesia System Support in Accelerating Lectures to Implement ODEL Facilities

T. Ahmad Danial, Dimas Septian, Irma Dewanti

Abstract

Directorate of Academic Advancement and Learning Resources Universitas Indonesia (DPASDP UI) established in 2020 and one of sub-directorate "Learning Resources" main role is to support learning activities in UI by managing learning facilities such as learning management system (EMAS), computer laboratory, video conference room, and production house. Covid-19 pandemic forced all learning to be held in distance and fully online, which was only 20% course using LMS before pandemic. Thousands of classes need to be opened in EMAS, so non-elearning teachers face confusing situations. Several support-system efforts have been opened and revitalized such as providing migrate-to online learning guidelines, organizing more teacher training, upgrading the LMS, and establishing a fully online helpdesk. Moreover, UI strategic plan year 2022 revision has mandated UI to be more implementing technology and increase the number of MOOCs opened, so more facilities development surely needed. This paper elaborates UI strategies and lesson-learned in facing the situations and some effort to keep relevant.

Keywords: Learning resources, support system,



Transformational leadership, Organizational Climate, Organizational Trust and mediating role of Organizational Commitment to innovative work behaviour of Open and Distance Learning Academics in Indonesia

Cherly Kemala Ulfa

Abstract

Facing increasingly unpredictable competition and disruption, the Open University needs to make various innovations to adapt to rapid and sudden changes. Innovations are basically ideas and thoughts from individuals called work innovation behavior, where this is the basis for creating better process, service and product innovations. This study aims to analyze the influence of transformational leadership, organizational trust, organizational climate with the mediating role of organizational commitment on the work innovation behavior of Open University lecturers. Research respondents totaled 100 people, where the data analysis of this study was carried out by PLS SEM processing. The results of the study indicate that organizational commitment acts as a mediator variable that strengthens the influence of transformational leadership, organizational trust, organizational climate, on the work innovation behavior of Open University lecturers. The results of this study can be an empirical reference for management to be able to develop and improve the work innovation behavior of UT lecturers through improving the practice of transformational leadership, organizational trust, organizational climate, and organizational commitment.

Keywords: Transformational Leadership, Organizational Trust, Organizational Climate, Organizational Commitment, Innovative Work Behavior



The Influence of Character Education and Students' Social Attitudes on Learning Outcomes of Indonesian Class IV and Learning Motivation as Intervening Variables

Tri Wulandari, Dr Sardjijo, M.Si, and Dr. Lidwina Sri Ardiasih, S.Pd., M.Ed.

Abstract

Indonesian is one of the main lessons in school, success in learning Indonesian can be seen from the learning outcomes. Not all student learning outcomes are above the standard set, many students are forced to take remedial exams. This study aims to determine the effect of character education and social attitudes on learning outcomes through learning motivation as an intervening variable. The study used a causality design with a mix methods. A total of 160 students were determined by proportional random sampling technique from five public elementary schools in Kebayoran Lama. There are two methods of collecting data, namely through the distribution of questionnaires (character education, social attitudes and learning motivation) and the method of documenting test scores as a result of learning Indonesian. The analysis was carried out using path analysis with the help of SPSS version 26 program. The results showed that; (1) character education has a positive effect on learning outcomes both directly and through mediation of learning motivation, (2) social attitudes have a positive effect on learning outcomes. learning either directly or through mediation of learning motivation, and (3) learning motivation has a positive effect on learning outcomes, (4) character education and social attitudes simultaneously affect student learning outcomes, (5) character education, social attitudes and learning motivation simultaneously affect student learning outcomes.

Keywords: Character Education, Social Attitude, Motivation, Learning Outcomes



Opened Educational Resources in Flipped Classroom Mathematics

Endang Wahyuningrum; Yumiati

Abstract

Open Education Resources (OER) as an open source of learning are getting more and more qualified in line with the development of learning media in the modern era. OER has the potential to facilitate the learning process and improve the quality of education. OER is available in various media openly (implementing an open license) and free of charge to be accessed, reused, or adapted, and redistributed by its users. The use of OER in the flipped classroom ensures that the implementation of learning in the classroom is varied and interesting for students. Flipped classroom learning gives students the opportunity, before studying in class, to study the material first at home according to the assignments given by the teacher. The method works very well when there are students who are not present in class for some reason. The teacher gives a video of the material being taught to those who do not enter the class so that students do not miss the lesson. This article reveals how mathematics teachers perceive the benefits of OER in flipped classroom learning and its effect on the quality of student learning.

Keywords: flipped classroom, mathematics, open education resources



DEVELOPMENT OF MOOCs EFFECTIVE COMMUNICATION SKILL IN PROFESSIONAL WORKPLACE

Gunawan Wiradharma, Sri Sedyaningasih, Melisa Arisanty, Danar Kristiana Dewi

Abstract

Millennial generation students need to be equipped with adequate popular knowledge to communicate professionally in the world of work. The purpose of this research is to produce MOOCs with the title Effective Communication Skill in Professional Workplace which can later be followed by the general public. These MOOCs equip participants to be able to apply their communication skills professionally in the world of work well. Professional communication skills are skills that are needed by someone in the work environment, wherever you are. This ability can be learned and developed to establish coordination, collaboration, and synergy in the world of work with other people to be effective so that the agency's or company's goals can be achieved. The type of MOOCs developed is xMOOC using the ADDIE Model. MOOCs consist of seven materials to support professional communication skills in the world of work, namely (1) Identity recognition and Self Excellence, (2) Emotional Management and Good Listening Skills, (3) General Professional Code of Ethics, (4) Increased Communication Sensitivity Inter-Cultural in the Professional World, (5) Communication Techniques through Effective Media, (6) Lobbying, Negotiation, and Persuasion Techniques, and (7) Professional Presentation Techniques. The development of MOOCs opens up wide opportunities to be used as an open and massive learning platform to develop one's skills.

Keywords: interpersonal communication, MOOCs, professional communication skills



DEVELOPMENT OF MOOCS TOURISM PROMOTION ON SOCIAL MEDIA

Yasir Riadi, Gunawan Wiradharma, Melisa Arisanty, Isma Dwi Fiani

Abstract

Some places in Indonesia are tourist destinations that have the potential to be excellent for domestic and foreign tourists, but the natural potential that exists has not been properly socialized to tourists. An effort is needed in the form of training on popular topics to hone community skills in promoting tourist destinations to the community through MOOCs. This research aims to produce MOOCs entitled Tourism Promotion in social media, which can later be followed by the general public. These MOOCs provide participants with the skills to apply the ability to use social media as a medium for promoting tourist destinations in a professional manner. This ability can be learned and developed in order to optimize social media for tourism promotion so that the number of tourists in the place can increase. The type of MOOCs developed is xMOOC using the ADDIE Model. MOOCs consist of seven materials, namely (1) Tourism Promotion Potential, (2) Introduction of social media as a Tourism Promotion Media, (3) Writing Social Media Tourism Promotion Messages, (4) Social Media Photography Techniques, (5) Tourism Promotion Image Selection on Social Media, (6) Tourism promotion content posting strategy, and (7) Social Media Management for Tourism Promotion. The development of MOOCs opens up wide opportunities to be used as an open and massive learning platform to develop one's skills in managing a tourist spot.

Keywords: destination branding, MOOCs, social media, tourism promotion



MOBILE LEARNING APPLICATION DESIGN BASED ON AUGMENTED REALITY BUILDING MATERIALS

Khaerul Anam, Gunawan Wiradharma, Mario Aditya Prasetyo

Abstract

Learning media is needed to facilitate students' understanding to support the learning of mathematics in the material of building space so that it becomes concrete. Based on this, it is necessary to design an augmented reality-based mobile learning application. The steps in making a mobile learning application are adapted from the development model of Borg & Gall (2003) which consists of ten stages. The ten stages are summarized into three parts: planning, development, and evaluation. This research focuses on the first stage, namely planning. This research method is research and development (R&D). The planning section consists of two stages, namely (1) data collection in the form of needs analysis and (2) planning (planning). Data collection has been carried out based on the results of the analysis of student needs through questionnaires and needs analysis from experts based on interviews and literature studies. The results of this study get the right content and appearance to develop applications.

Keywords: application design, mobile learning, augmented reality, geometric, learning mathematics



Students' Engagement in online-Learning: Analysis in Rasch Method

Debora

Abstract

The problem of research is how the level the students in online learning has been implemented since the COVID-19 pandemic at Faculty of Teacher Training and Education Universitas Palangka Raya. The purpose of study was to investigate how students engagement in online learning based on demographic factors such as age, gender, study program, year of class and domicile domicile when online learning is carried out. The research approach is quantitative (non-experimental) with a survey method by developing instruments based on three dimensions of learning engagement. Data were collected from 267 students using an online learning engagement instrument. Measurements used the Rasch method with the WINSTEP application to determine the validity and reliability of the research instrument, then a Differential Item Function (DIF) was carried out to assess student involvement in online learning specifically from the demographic factors of gender, study program, know generation and domicile. It was found that students had high cognitive involvement compared to behavioral and emotional involvement. Furthermore, it shows that there are differences in student involvement based on demographic factors such as gender, study program, year of class and domicile. This research can be a reflection and input for lecturers in choosing the right learning method in online learning and also for further research.

Keywords: Enggament; online-learning; Rasch Method



THE DEVELOPMENT OF COMMUNICATION LITERACY MODEL FOR ENGLISH LEARNING (ENGLISH FOR HOUSEKEEPING STUDY)

Tania Nur Rahma Dini, Abiyyu Zharif Nugroho, Widyo Nugroho, Sri wiji Lestari

Abstract

Technologies and social media have become very useful as platform for the society to access everything such a source for entertainment, old or new information also a source for learning. The existence of human beings constantly coexists with the process of interaction among people worldwide, it is necessary to learn a common language known as English. Especially for students to reach to the international scale for their future study or better job. This study attempted to develop video-based English teaching material for tourism students at Gunadarma University, find out the feedback on the product and students' comprehension. This study was conducted by using a mixed method and R&D method by Borg and Gall in developing the learning video. This study produced an English teaching material in animated video which could be accessed online through YouTube. The product was evaluated by experts in media and material also by 30 tourism students at Gunadarma University 2021/2022. This study showed the result from experts that for display quality was 88,00%, media quality was 90,00% and for lesson quality was 91,82%. Then, the result by the students showed, the display quality percentage was 79,99% while for quality of material presentation was 79,50%. That showed the video learning was considered as Good and almost reached Excellent. This study concluded using a video-based program to learn English was beneficial since it enabled students to acquire the necessary specific topic more entertaining as they can enjoy learning English anytime adjusting to their own ways in learning English.

Keywords: Video learning, Teaching material, YouTube, English learning,

Design and Development of an Interactive film-game on school leadership

Ethel Joan Atienza

Abstract

The paper presents work on a tablet-based and smart phone-based game for school heads and other education stakeholders. The paper highlights the design and development of an interactive film-game on school leadership with regards to its content, storyline and game scoring framework. The paper discusses how these elements combine to elicit engagement, reflection and discussion among players.

Keywords: interactive film game, educational game design



DEVELOPMENT OF MOOCs BUSINESS COMMUNICATION PRACTICAL

Windra Irawan, Gunawan Wiradharma, Yonarisman M. Akbar, Raesita R. Rosadi

Abstract

The MOOCs of Business Communication that will be developed is practical training because they discuss the basic concepts of business communication and the design to implement them in business activities that are adapted to the dynamics of changing technology and information in the global era. A business will only be possible if two or more people interact and communicate. Practical ability in business communication is an ability that is needed by someone in carrying out business activities in the form of speaking, listening, writing, and reading. The purpose of participants participating in these MOOCs is so that they can implement all forms of communication processes in business activities for the benefit of the agency. The type of MOOCs developed is xMOOC using the ADDIE Model. MOOCs consist of seven materials to support professional communication skills in the world of work, namely (1) Writing Business Messages, (2) Job Interviews, (3) Business Proposals, (4) Business Presentations, (5) Business Meetings, (6) Writing Reports, (7) Handling Customer Complaints. The development of MOOCs opens up wide opportunities to be used as an open and massive learning platform to develop one's skills to carry out business communication activities effectively.

Keywords: business activities, business communication, MOOCs, professional communication skills



ABSTRACT

Students Level of Awareness and Knowledge of Digital Citizenship Practices in a Distance Learning Environment: Al-Quds Open University Case Study

Mahmoud Hawamdeh, Al-Quds Open University

Abstract

COVID 19 accelerated the paste of eLearning, increased access to digital content and learning technology tools. The shift in pedagogy and the reliance on the Internet and the Web highlighted the importance of fostering a more ethical use of technology and digital citizenship. In this study, we examined the awareness and knowledge of digital citizenship in an eLearning environment. The case study focused on Al-Quds Open University in Palestine. The results from the study showed that students were aware of the digital citizenship concepts, but lacked the in-depth knowledge and understanding of concepts such as digital rights, digital security, and digital ethics. Students and faculty agreed with the notion that digital citizenship is important and necessary in protecting student's privacy and promoting ethical use of technology.

Keywords: digital citizenship, distance learning, e-learning, ICT, comparative study



Challenges and Opportunities in Pandemic Time: Sharing UT's experience in administering assessment for Distance Language Learning

Agus Riyanto, Universitas Terbuka

Yudi Efendi, Universitas Terbuka

Abstract

Pandemic has posed challenges and opportunities for education sectors – including distance language educations. One of the most affected elements is how assessments process must be administered due to the fact that classroom based examinations are prone to the spread of the coronaviruses.

To overcome the constraints, UT has launched some necessary measures to mitigate the negative impacts resulted from the pandemic. Policies has rolled out and systems have been developed by UT in which computer-based THE (Take-Home Examinations) and TMK (Courses Assignments) were introduced in order to avoid the existing classroom -based examinations which require the students' attendance to the designated exams locations.

The implementation of THE and TMK in substituting the classroom based examinations have been the best solutions so far; even though, constraints and problems have been found the implementation level, especially with the limited internet band-width and the students' preparedness in anticipating the sudden changes due to pandemic. However, the new systems have created a strong, safe and more accessible examinations administration.

In conclusion, the pandemic has created problems to the administration of the examinations in the practices of distance language learning. However, selected, prudent and systematic approaches and administration has proved to be effective in solving the rising problems. Even, the pandemic has made the acceleration of the implementation of on-line and platform based examination in distance language learning practices.

Keywords: Distance language learning, assessment, pandemic



ABSTRACT

Artstep Application as an Effective Practical Learning Alternative For Students Diploma IV Archives

(A Case Study of the Use of Artstep Applications for Diploma IV Archival Science Students in the Publication Practice Course and Archive Exhibition)

Siti Samsiyah - Dinar Ludwinia Azzahra

Abstract

The Diploma IV Archives Study Program is a study program that produces graduates who are ready for the workforce, especially in the archives field including manual and electronic archive management. Diploma study programs have a percentage in the curriculum of 60% practical and 40% theory. As a distance education university – Universitas Terbuka (Open University) archive science diploma study program must be able to equip students to apply archival science practices according to the diploma program curriculum standards. The purpose of this study is to equip students to be able to apply publication management and archive exhibitions as subjects that have practical substance by using artstep applications for virtual archive publications and exhibitions. The methodology in this research is in the form of designing an artstep application design according to the theme of the exhibition, compiling metadata for complete archived exhibition materials and an appropriate description of the archives according to the archives on display. Collecting data by using surveys in the form of questionnaires given to access to virtual exhibitions and other supporting documents related to research objectives. In Four (4) virtual exhibitions that were held using the artstep application showed that the artstep application was very helpful for students to implement publication management and archive exhibitions virtually and could also be applied to offline exhibitions.

Keywords: The Diploma IV Archives Study Program is a study program that produces graduates who are ready for the workforce, especially in the archives field including manual and electronic archive management. Diploma study programs have a percentage in the curriculum of 60% practical and 40% theory. As a distance education university – Universitas Terbuka (Open



ABSTRACT

University archive science diploma study program must be able to equip students to apply archival science practices according to the diploma program curriculum standards. The purpose of this study is to equip students to be able to apply publication management and archive exhibitions as subjects that have practical substance by using artstep applications for virtual archive publications and exhibitions. The methodology in this research is in the form of designing an artstep application design according to the theme of the exhibition, compiling metadata for complete archived exhibition materials and an appropriate description of the archives according to the archives on display. Collecting data by using surveys in the form of questionnaires given to access to virtual exhibitions and other supporting documents related to research objectives. In Four (4) virtual exhibitions that were held using the artstep application showed that the artstep application was very helpful for students to implement publication management and archive exhibitions virtually and could also be applied to offline exhibitions.



The Mini Archive Lab at UPBJJ UT as an Alternative Work Practice Facility for Archives Diploma Students

Agus Saeful Mujab, S.E. agussm@ecampus.ut.ac.id; Cacih Sugiarti, S.Sos. cacih@ecampus.ut.ac.id; Heriyanto, S.IP., M.M heriyanto@ecampus.ut.ac.id

Abstract

Sixty percent of the courses in the curriculum for the Diploma IV Archival Study Program must be feasible because it is a vocational program. Students can currently gain experience in archiving in regional archive institutions located in provinces, districts, and cities in addition to higher education institutions, albeit not all universities have such archival institutions. Additionally, the distance that students must travel to get to the practice area is rather far. Due to the shortcomings of this practice area, it is essential to establish an archiving practice area that is more convenient for students to practice archiving, both in terms of an easily accessible location and uniform archival administration. This descriptive study intends to offer a different location for students to practice archiving that is easily accessible and has standardized systems and amenities. The methodology used is interview with archive manager at UPBJJ-UT, site surveys and other documents that support the research objectives. Based on the data gathered from all UPBJJ-UT, it can be concluded that 23 UPBJJs meet the following criteria and can serve as a practicum site for Diploma IV Archive students: the implementation of official document procedures, the classification of archives in archival storage, the scheduling of archive retention in the course of destruction, and the inclusion of an archive access security system. In the same way, Perka-ANRI-standardized equipment such as archive guides, archive folders, output indicators, archive organizers, and archive boxes have been employed in the equipment facilities.

Keywords: mini lab archives, distance learning, archive management



The Implementation of Continuing Education Program in Open and Distance Education Learning

Mery Noviyanti *(Universitas Terbuka), Meirani Harsasi (Universitas Terbuka), Ernik Yuliana (Universitas Terbuka), Dwi Astuti Aprijani (Universitas Terbuka)

Abstract

Universitas Terbuka (UT) is a university that implements open and distance learning (ODL) that reaches students from all over Indonesia and abroad. As a university that has an extraordinary mandate from the government to provide affordable higher education for all Indonesians, UT organizes various educational programs, including continuing education program. Continuing education program is a non-degree program offered to a wider community who want to improve their professional skills. It is developed in accordance with the real needs of national development. To improve UT's continuing education program, it is necessary to evaluate the program. This study aims to analyse the characteristics and processes of managing the certificate program at UT and to evaluate the certificate program at UT. This study was designed as mixed methods research that combines quantitative and qualitative data to draw conclusions. A quantitative survey was conducted on participants and graduates, lecturers, and staff at regional offices. Meanwhile, interviews were conducted with several officials related to the continuing education program. The quantitative survey succeeded in obtaining data from 131 participants with questions divided into motivation to participate in the program, application of information technology systems, public relations models, interaction, learning achievement, and evaluation. In addition, a survey was also conducted on continuing education program organizers and lecturers with questions covering the application of information technology systems, resources, public relations models, interaction, learning achievement, and evaluation. The results of research on the motivation of participants to join this program are participants are motivated to take part in the program because they feel this program is important, there is internal encouragement, and they believe that this program is useful and are committed to showing the best performance. Other results also show that in general, the participants felt



ABSTRACT

satisfied with the program. In terms of program implementation, several improvements are needed including policies, information technology, public relations, resources, follow-up, evaluation and satisfaction. As for lecturers, they need to be involved in policy formulation so they can play a role and give positive input in the development and implementation of the programs.

Keywords: continuing education program, distance education, mixed method, program evaluation



CLO 3D DATABASE FOR DIGITAL FASHION DESIGN AND PRODUCTION METHOD

Susi Hartanto, Universitas Pelita Harapan

Abstract

Several factors such as: 1) the need to offer new products, 2) it takes time to develop a good design, 3) the constant changes in fabric inventory, 4) it is mandatory to meet production costs, 5) it is mandatory to meet the minimum quantity of production, 6) the need to reproduce items that sell well, and 7) fashion is a rotating trend; are the factors that influence the importance of having 3D database for clothing design and production process. This article was written, in collaboration with Lovadova, a clothing brand with remnant fabrics concept. Database was co-created and studied using Clo3D, with the aim to produce general guideline in using clothing database. Based on analysis and observations on Lovadova data for the past 10 years (product line, sales data, return data, R&D process, Lovadova workshop visits), it was found that there are 5 design methods of using database. Advantages of using database in designing clothes are: 1) reuse, design selected data in a short time, 2) efficiency for R&D and production. Behind the advantages, there are also many challenges and difficulties that must also be completed in order for the database to be effectively used. In the future, this digital method with Clo 3D, if used correctly, will be able to support the business process of fashion e-commerce clothing more quickly and efficiently.

Keywords: Database, Digital, Fashion, Design, Production



Videos for Learning and Educational Multimedia

Rabia Mukhtar, Sr. Designer, AP & CP (Academic Planning and Course Production), Allama Iqbal Open, University.

Abstract

The main objective of this research is to investigate efficiency of use of supplementary video content in multimedia teaching. Integrating video clips in multimedia lecture presentations may increase students' perception of important information and motivation for learning. Because of that, students can better understand and remember key points of a lecture. Those improvements represent some important learning outcomes. This research showed that segmentation of teaching materials with supplementary video clips may improve lecture organization and presentation in order to achieve effective teaching and learning. The context of the video content and the position of supplementary video clips in teaching material are important influences on factors for motivation and efficiency of learning. This abstract will focus on the effects of the use of supplementary videos with different context of content (entertainment and educational) as well as the effects of their position within the teaching material. The experimental results showed that the most efficient method of use of supplementary video is integration with educational video content in the middle of a lecture. This position of video insertion provides the best results. The context of video content influences efficiency of learning also. Entertainment video was not as efficient as educational, but it can be used to engage and motivate students for learning. The given results have been confirmed with a subjective assessment of students' quality of experience with different methods of embedding video clips.

In order to efficiently process multimedia information it is necessary to select relevant information and organize it into a verbal and pictorial model. Processing the information is performed in two channels after receiving the auditory and visual information that appears in the working memory as verbal and pictorial information models. A rational use of resources is very important, so design of multimedia presentation is a crucial factor for the learning process outcome (Mayer, 2001; Moreno & Mayer, 1999).



Virtual and Augmented Reality

Rabia Mukhtar, Sr Designer, AP & CP (Academic Planning and Course Production)

Abstract

Augmented reality (AR) and Virtual reality (VR) connect the digital and physical worlds. They allow you to require in information and content visually, within the same way you're taking within the world. In the Architecture, Engineering, and Construction (AEC) industry these technologies that simulate a construction project in a multidimensional digital model and present multiple aspects of a project can be an incredible help in all stages of a project. With its advanced proficiencies of immersive and interactive visualization, virtual reality (VR) and Augmented reality (AR) has been encouraged to facilitate design, engineering, construction, and management for the built environment. This paper presents a study on the usage of augmented reality (AR) and virtual reality (VR) in the architecture, engineering and construction and other sectors, and advises a review outline to address the existing gaps in required abilities. This is a introductory study that validates and sorts the prevailing usage of AR and VR within the housing industry and provides a roadmap to guide future research efforts.

Registration and sensing errors are two of the biggest problems in building effective augmented reality (AR) and virtual reality (VR) systems, so this paper will summarizes current efforts to overcome these problems. Future directions and areas requiring further research are discussed. This survey provides a starting point for anyone interested in researching or using Augmented Reality.

Keywords: Augmented reality, Virtual reality, education, immersive learning



Educational / Serious Games and Software

Rabia Mukhtar, Sr. Designer, AP & CP (Academic Planning and Course Production), Allama Iqbal Open, University.

Abstract

Educational / Serious Games and Software:

Serious Games (SGs) are gaining an ever increasing interest for education and training. Exploiting the latest simulation and visualization technologies, SGs are able to contextualize the player's experience in challenging, realistic environments, supporting situated cognition. However, we still miss methods and tools for effectively and deeply infusing pedagogy and instruction inside digital games. After presenting an overview of the state of the art of the SG catalog, my paper introduces the pedagogical theories and models most relevant to SGs and their implications on SG design. I will also present a schema for a proper integration of games in education, supporting different goals in different steps of a formal education process. By analyzing a set of well-established SGs and formats, the paper presents the main mechanics and models that are being used in SG designs, with a particular focus on assessment, feedback and learning analytics in ODL (Open Distant Learning model). An overview of tools and models for SG design is also presented. Finally, based on the performed analysis, indications for future research in the field are provided.

In paper also configure that Video Game Software comes with a wide array of tools for 3D models, items, terrain, environment, objects, behavior, and much more. Level editors and real-time tools allow developers to discern how a newly developed character or element will appear in the game environment.

Keywords: Serious games, Innovation, Knowledge, Training and development



Social and Digital Media

Rabia Mukhtar, Sr. Designer, AP & CP (Academic Planning and Course Production), Allama Iqbal Open, University.

Abstract

Human always tries to live in social networks to fulfill his biological and sociological needs. The driving force that sustains livelihood in these social networks is communication. Human strives to develop such media which can ease fasten one's communication with his near and far ones. Social media is result of such striving. It is one of the fastest communication channel used by individuals for exchanging information from one part to other part of the world within a fraction of second. This social media has touched each sphere of life social, political, economical and educational. This research article brings into light the role of social media in education. Education is derived from two Latin words i.e. educare and educatum. Educare means to train and mold. Additionally, interactivity with teachers, peers, and online knowledge sharing behavior has seen a significant impact on students' engagement which consequently has a significant impact on students' academic performance. Grounded to this finding, it would be valuable to mention that use of online social media for collaborative learning facilitate students to be more creative, dynamic and research oriented. It is purely a domain of knowledge. In the end hopefully viewer will get the point that technological innovation and increased use of the internet for e-learning by the students in higher education institutions has brought revolutionary changes in communication pattern with the concept of use of Social and Digital Media in this era.

Keywords: Digital literacy, Social media influence, Information and communication technologies (ICT), Digital communication, Digital learning



ABSTRACT

GAME DEVELOPMENT ON AR AND AI-BASED VIRUSES FOR MICROBIOLOGY AND GENETICS COURSES.

Mutimanda Dwisatyadini¹, Fawzi Rahmadiyan Zuhairi ², Inggit Winarni³, Susi Sulistiana⁴, Mustari⁵, Heru Junianto⁶. ^{1,2,3,4}Biology Study Program, Faculty of Science and Technology, Universitas Terbuka

⁵ Research and Innovation Distance education staff, Universitas Terbuka

⁶ Multimedia Development Center staff, Universitas Terbuka

Abstract

Since the Covid-19 pandemic, the government has implemented various policies to break the chain of the spread of Covid-19 in various sectors, including the education sector. Among them, the implementation of the lockdown policy in areas that have been included in the red zone for the spread of the Covid-19 virus and avoiding the virus by physical contact known as physical distancing and many more. The Government of the Republic of Indonesia has also established various health protocols implemented throughout Indonesia by the government with centralized guidance by the Ministry of Health of the Republic of Indonesia in 2020. This has had many impacts for Indonesia. One of the impacts on the education sector is the holding of online learning processes that are held online and in an emergency at their respective homes with the aim of reducing the level of spread of Covid-19. The learning process in schools is the best public policy tool as an effort to increase knowledge and skills. So many educational institutions in Indonesia are developing games as learning media. teaching staff need innovation in learning in this new normal period with the use of multimedia, namely the existence of Game-Based Learning. Games are media that can be used in the learning process to stimulate students in teaching and learning activities in the classroom.

Educational games are games created to stimulate thinking including increasing concentration and solving problems. An effective interactive learning technique for early childhood is to use educational games, this is because most children at an early age have a high curiosity about everything



ABSTRACT

in the surrounding environment (R. A. Rahman & Tresnawati, 2016). Educational games are new learning media that are believed to increase children's motivation in learning and can increase children's understanding of learning materials by using a learning media in the form of interesting games. This study aims to determine how much effective educational games are as a medium for student learning. The research method used is a game using Augmented Reality (AR) and Artificial Intelligence (AI) to beat players. Using the Agile Software Development Lifecycle (SDLC). The game is in the form of an educational game for students about viruses related to microbiology courses and the process of translation and genetic transcription related to genetics courses. This research is still completing the prototype of the learning game application and will soon be tested. We hope that students will find it easier and more interested in studying difficult subjects.

Keywords: Educational games, students, Microbiology and Genetics courses



ABSTRACT

A MODEL OF CRIMINAL TRIAL SIMULATION USING VIRTUAL REALITY FOR LEGAL PROCESS COURSE IN LAW STUDY PROGRAM AT UNIVERSITAS TERBUKA

1. Avelyn Pingkan Komuna (corresponding author) from Universitas Terbuka
2. Purwaningdyah Murti Wahyuni from Universitas Terbuka
3. Madiha Dzakiah Chairunnisa from Universitas Terbuka
4. Megafury Apriandhini from Universitas Terbuka
5. Nadya Nurani Isfarin from Universitas Terbuka

Abstract

Trial skills for courtroom performance are among the most essential competencies for law graduates in each law program in Indonesia. However, as asynchronous learning is a major part of remote education at Universitas Terbuka with widespread distribution of student domiciles, some students face a challenge because in some very rural areas there simply is no district court to navigate a legal-practice area. To mitigate such challenge, the selection and development of wide-ranging educational media should remain in place to ensure the continuity of optimal learning to the utmost. A model of criminal trial simulation on the basis of virtual reality (VR) technology allows students to gain insights into the duties and functions of each role in a court, the order of events in a trial, and the set of rules governing the series of proceedings of criminal trial. Given its real-time and attractive setting, VR-based criminal trial simulation can enhance student engagement and trial skills in the course Legal Process in Law Program of Universitas Terbuka.

Keywords: Trial Simulation, Virtual Reality, Law Practice, Legal Education



Mutumanda Dwisatyadini

Abstract

The impact of Covid-19, the increasing number of new technologies being applied in education, as well as increasing interest in the metaverse. Closely related to this virtual environment is life in the field of education. This study aims to explain the type of metaverse, the potential and limitations of its educational application. The four metaverse categories emphasize different functions, types, or sets of Metaverse technologies. There are four spectrums of technologies and applications in the metaverse, namely augmentation, simulation, intimate technology, and external technology. The application of augmented reality in health education in the form of virtual clothes so that it can examine the parts of the body as an anatomy laboratory simulation. Potential metaverse as an educational environment. The recent metaverse craze has begun again, befitting the transition to an unwise society due to the Covid-19 pandemic. As the metaverse is rapidly introduced to life today, several applications of the metaverse have been used in education. Therefore, it is necessary to understand the concept and types of metaverse as well as examples of educational applications. the concept of metaverse and types of metaverse and proposes thinking about metaverse as a connection point or combination of the real world and virtual reality. Avatars in the metaverse are identified with a person's true self. Avatars are involved in social, economic, and cultural activities in the metaverse world. Metaverse means a world where virtual and reality interact and evolve together, and social, economic and cultural activities are carried out in it to create value. During the COVID-19 pandemic, personal distancing was applied, making it difficult to practice in the laboratory. Thus, there are many metaverse developments to support the development of the use of virtual laboratories.

Virtual laboratories in educational institutions can be used as an alternative and even the main choice in helping the teaching and learning process which will take place as a substitute for real laboratories if school and learning conditions are deemed inappropriate. To introduce a virtual laboratory, it is



ABSTRACT

necessary to provide training and direct assistance to Biology teachers or lecturers who will use these media and methods in their learning. Activities can be started by conducting observations and field studies to check and get the right information regarding the state and condition of the laboratory and the learning process in schools and lectures that will use the virtual lab.

Keywords: Keywords: metaverse, virtual laboratory, education.



E-Learning Program is it a new hybrid from of education?

Rulinawaty, Universitas Terbuka, ruly@ecampus.ut.ac.id; Agus Joko Purwanto, Universitas Terbuka

Abstract

Since e-learning was introduced as part of the higher education landscape, many universities have adopted e-learning in their learning designs. However, developing e-learning requires internet technology skills, learning design, and high mastery of substance, so e-learning development becomes complicated and expensive for some universities. Because of this, many universities have started researching and experimenting with hybrid Universitas Terbuka (UT), has been designed to provide distance higher education (PTJJ). UT has organized hybrid education. Hybrid education in this study combines face-to-face education, distance education with media outside the network, and education with online media. So far, most of the hybrid education described in the literature uses the flipped classroom model. Other e-learning models are also often applied in the curriculum. Distance education is in dire need of management support. Several studies report the importance of adequate institutional support in implementing hybrid education policies and their benefits from a curricular perspective. Institutional support and effective employee engagement will improve organizational performance. This study explores the opportunities that arise from the use of e-learning in the learning process. This paper presents the policy implementation of a hybrid education model and a framework that describes the e-learning hybridization initiative with conventional education as a two-factor continuum, namely: (1) institutional support for the use of e-learning and (2) aligning curriculum content between e-learning and hybridization programs. In addition, hybrid education suggests indicators to measure the impact of these initiatives at the education and university level

Keywords: Hybrid Education, Organization performance, Public service organizations, Employee engagement



ABSTRACT

Teachers' Pedagogical Content Knowledge (PCK) of a Culture-based Education and Training Model at the Physics Teachers Learning Community

Imelda Paulina Soko, Universitas Terbuka, imelda.soko@ecampus.ut.ac.id

Abstract

PCK exists at the intersection of content, pedagogy, and context of the learning situation. The aim of this research is to reveal the teachers' PCK level improvement, the type of teachers' PCK intersection of culture-based education and training, and NTT's local culture that can be integrated into physics instruction. This explorative descriptive approach involves 20 physics teachers. The research instruments are CoRes, CoRes rubric, and content, pedagogy, culture test. The CoRes data were analyzed qualitatively using CoRes rubric. The results showed that 1) there is an improvement in teachers' PCK level from level 1 to level 2 or the teachers have the required knowledge of PCK appropriately with the 2013 curriculum, 2) there are four types of teachers' PCK; a) type 1, PCK is an intersection of content, pedagogy, and culture, b) type 2, PCK is an intersection of content and pedagogy, c) type 3, PCK is an intersection of content and culture, d) type 4, PCK is not an intersection of content, pedagogy, and culture, and 3) The traditional system of livelihood, technology and equipment, and arts of NTT can be integrated into physics. This study ensures that PCK needs to be viewed as an understanding and application of teachers on how to help a group of students understand certain subject matter using multiple learning, representation, and assessment strategies, using contextual, cultural, and social restrictions in students learning environment.

Keywords: pck, physics, local science, teachers education and training



Maximus Gorky Sembiring, Universitas Terbuka, Corresponding Author

Abstract

This inquiry deliberates and investigates the implementation of online learning after the outbreak of Covid-19 in Indonesia settings. Discussions on this issue are important given the rise of complaints on online learning operations during March – December 2020. Complaints originate from teachers, students, parents, and education stakeholders. This study aims at scrutinizing and discovering the conceivable factors that cause those complaints. Additionally, this study elaborates and introduces solutions by exclusively looking for transformative pedagogy so online is as effective as offline learning. The outcome is expected to procreate basic ideas as a bridge to anticipate the potential for prolonged complaints in operations and social domains. Methodically, this study utilizes a qualitative approach, i.e., a modification of the integrative literature review (ILR) and comprehensive literature review (CLR). This inquiry then establishes six steps starting with designing, implementing, summarizing, analyzing, validating, and writing a report. After going through a process, this inquiry constructs the main outcome with three supporting arguments. The main outcome is to generate an idea related to applicable transformative pedagogic in online learning, called Maxiagogy. The arguments that support the outset of Maxiagogy refer to three basic conceptions: the revolution of online learning models, the evolution of pedagogy in online learning, and the differences between online learning versus emergency remote teaching. The theory on expounding educational experiences is also included. This experience is used as a basis to ensure the effectiveness of online and offline learning is relatively the same as long as the educational experience exists. Maxiagogy becomes relevant as a transformative pedagogy for it places students at the center of the learning process by giving them full autonomy. Students can openly obtain learning resources. Maxiagogy considers students' drive to learn so they become self-motivated and self-determined in responding to the demands and styles of millennial students in learning. It was believed that the role of educators will



ABSTRACT

be reduced to details that can be automated by applications. The idea of Maxiagogy is in its infancy. Further studies with a wider theoretical and methodological spectrum need to be realized to mitigate the complications at the operational and social levels.

Keywords: Revolution of online learning, the evolution of pedagogy, online learning system, educational experience, ILR-CLR



ABSTRACT

Learning Behavior of Distance Education Students: A Case Study in the Information Management and Recording

DM Rachmaningsih, Yanti Hermawati, Santi Dewiki, Herwati Dwi Utami
Universitas Terbuka

Abstract

The Open University Information Management and Recording Study Program need to improve the final score of graduates by using an appropriate learning behavior approach. The data show that the average GPA of graduates in the last 5 years is 2,725. Indonesian education curriculum regulations emphasize alumni of this study program as practitioners. Based on these data, this article will present information on the factors that cause students' average GPA achievements. The right formula to increase the GPA of graduates. Student learning behavior becomes the main focus because these factors affect the success of the learning process. Mapping learning behavior using a questionnaire distributed to students with the support of quantitative data. At the end of this article, a learning formula will be described that can be used by students in the Archives D-IV Study Program FHSIP UT to improve learning achievement, especially GPA.

Keywords: Learning Behavior, Students, GPA, Universitas Terbuka



Opportunities for Implementing Telework Hubs in Long Distance Open University Institutions: How It Works?

Indra Pratama Putra Salmon*, Ridho Harta, Ardik Ardianto*

Abstract

The background of this research is the not yet optimal use of tools and the adoption of technology-based work systems (ICT) in the midst of the wide reach of long-distance higher education institutions (PTJJ) and the high number of resources that must be managed. This then has an impact on the emergence of the threat of weakening collaboration between fields of science and inefficiency in the management of employee work procedures in the distance higher education environment. This study uses a qualitative method with a phenomenon-based approach. A native review of literature studies is the main approach in writing this paper, by applying a systematic, empirical, and evidence-based protocol to be the main framework in applying scientific principles of paper writing. The data and information included are credible data, have open access, and can be accounted for as a source of study analysis. The object of the study is a flexible working space at the Ministry of Finance which is then placed in the framework of the PTJJ institution, namely the Open University and analyzes the suitability of the variables. The results of the study show that optimizing the use of tools and adopting a technology-based work system (ICT) through the framework of telework hubs has the opportunity to encourage several performance variables in PTJJ institutions such as work ability, motivation, working conditions and collaboration or collaboration. Some of these variables are important variables needed in the context of education industry competition and the dynamics of resource management challenges at PTJJ institutions, both managing resources or managed resources. The novelty of this research is research on work flexibility schemes which have not been studied much, especially at PTJJ institutions in Indonesia. The main implication in the research is in the form of recommendations regarding the components that must be prepared in the context of optimizing the use of tools and adopting a technology-based work system (ICT) in the PTJJ institution.

Keywords: flexible working space; telework hubs; long distance open university; Universitas Terbuka; Ministry of Finance.



Implementation of E-Learning in Islamic Boarding Schools; Stakeholder Perception Dayah in Aceh Tamiang, Indonesia

Heriani¹, Rahmad Purnama², Dedy Juniadi³, Syafiqoh Nurhayati⁴

Abstract

The industrial revolution 4.0 brought many changes in various sectors, one of which is education. The use of information technology to support the teaching and learning process is increasingly being applied by educational institutions, including Islamic boarding schools. Some Islamic boarding schools in Java have started to utilize information technology by implementing online learning or e-learning, for this reason this article wants to examine Islamic boarding schools outside Java, namely in Aceh Tamiang. Islamic boarding schools throughout Aceh are called Dayahs. This paper aims to explore the perceptions of stakeholders regarding the application of e-learning in the pesantren environment. After exploring their perceptions of the application of the e-learning, it can then be analyzed about the opportunities and challenges of the application.

Keywords: E-learning, Stakeholders, Islamic Boarding School / Dayah



Digital Student Card as a Public Service Innovation for Open University Students in the Region

Wahyu Apriadi, UT Palembang

Triana Gunarti, UT Palembang

Muniyati, UT Palembang

Abstract

Public services in the era of information technology, must be relevant to the needs of students. The Open University, which has 39 service offices throughout Indonesia, requires an efficient and effective bureaucracy in managing its students. One of the obstacles for regional UT Palembang students is the distribution of student identity cards which must be ensured by students. In fact, geographical factors of the area and poor transportation facilities have caused distribution to depend heavily on the head of Kelompok Belajar and expedition services, all of which have the risk of not reaching students. In fact, student identity cards are very important tool so that students can take the exam. This study discusses efforts to overcome the distribution of student identity, through digital student card innovation. How to design a digital student card application that can be a solution to these problems. The findings of this study are a digital student card application that can be accessed by students directly without being dependent on third parties.

Keywords: public service, digital student card, innovation



Interactive Power Point about “Hakikat Bahasa Indonesia” for Undergraduate Students of Elementary School Teacher Education

Tiara Sevi Nurmanita (Universitas Terbuka)

Abstract

The purpose of writing this article is to describe the development of interactive power points as a media to support learning at Universitas Terbuka (UT). The topic used for this interactive power point is focused on “Hakikat Bahasa Indonesia”. The learning process at UT is a study aid called "tutorial", which has two types, face-to-face tutorials on weekends and online tutorials that can be accessed anytime and anywhere. Based on the facts, the material presented in the tutorial is not interesting for students. The supporting media used by the majority are power text, not power point. Because of this, students are less motivated to learn. Therefore, a media is made that makes students interested in learning. Students find it difficult to understand abstract material, so a simple media is developed. The media is an interactive power point. The development of this interactive power point uses ADDIE research and development steps. The intended targets are teachers or tutors from face-to-face tutorials and elementary school teacher education students. The development is carried out in several stages, namely needs analysis, planning, product development, product validation, and field trials. The results of the validation by media and materials experts indicate that the interactive power point media is good and feasible to use. For the results of field trials, the target that is still being addressed is face-to-face tutorial tutors. The results of the tutor's responses indicate that the interactive power point media developed is interesting and can be used as an alternative to support student self-study. In the future, this interactive power point will be further developed for other materials.

Keywords: Power Point, Indonesia Language, Elementary School



Virtual Reality-based legal profession moocs program

A.Rachmat Wirawan (Universitas Terbuka)

Eka Julianti (Universitas Terbuka)

Avelyn Pingkan Komuna (Universitas Terbuka)

Abstract

The development of technology today is already very rapid. The transition period from manual to digitization process has been seen in all fields. Starting from the economy, education, law to government, they continue to compete and follow the changes that exist. The era of technological disruption requires everyone and group to be able to adapt and make changes from habits that have become routine. Such rapid and rapid change not only has a positive impact but also gives birth to problems that can no longer be solved in the old way. Looking at the reality of modern-day society, the need for legal professionals is one aspect that must be met. Therefore, the implementation of legal education, which is based on academics alone, must begin to be addressed in order to meet the demands of community needs. Vocational-based education by providing legal professional certification programs must begin to be initiated by the Law Study Program Universitas Terbuka. The certification program is carried out digitally (moocs) by presenting professionals from legal practitioners such as lawyers, mediators and legal auditors. In its implementation, this legal profession certification program collaborates with legal profession organizations such as the association of lawyers, mediators associations and indonesian legal auditors associations that have the legality to issue legal profession certificates. The certification program is not only an asynchronous application but also supported by virtual reality, with the aim of making the course process look more real and providing a physical experience to participants without having to be in the real practice room

Keywords: legal profession, moocs, virtual reality, legal association



LEARNING MODEL OF FOOD PRODUCT ENTREPRENEURSHIP COURSE IN FOOD TECHNOLOGY STUDY PROGRAM

Dini Nur Hakiki, Adhi Susilo, Eko Yuliasuti Endah Sulistyawati, Athiefah Fauziyyah, Rina Rismaya, Mutiara Ulfah, M.Rajih Radianysah

Abstract

Technology Study Program, Universitas Terbuka provides food product entrepreneurship courses to support one of the learning outcomes of food graduates who have entrepreneurial abilities. In this course, students are expected to be able to develop food business ideas, practice to developed food-based products that are commercially viable, and arrange business feasibility proposals. The learning model for food product entrepreneurship courses uses online practice through elearning.ut.ac.id which is held for 2 months. There are 8 sessions in this online practice where in each session consists of initiation material, enrichment material, discussion with tutors, independent practice, quizzes, and 2 assignments for the 5th and 7th sessions. In first, students determine the food product business idea and practice of developing commercially viable food products. In the second task, students will make a business feasibility study proposal. In this assignment, activity business of student documented in the video. To obtain input related to the learning process, a survey was conducted using a questionnaire for all tutors. As many as 61.5% of tutors assessed that the material on e-learning, the learning process, discussion questions, and assignments was good. Total 69.2% Interaction between tutors and students is good. All tutors stated that there was a need for online guidance in the learning process with a frequency of 2-4 times. As many as 62% of tutors stated that there were at least 3 assignments in this course. The materials that need to be added in this course are the food product certification process (halal PIRT), business negotiation techniques, and business analysis.

Keywords: courses, entrepreneurship, food, learning, model



RoSe (Robot Presence) Design for Face Recognition in Virtual Classroom with CNN (Convolution Neural Network)

Dian Nursantika (Universitas Terbuka), Erna Piantari (Universitas Pendidikan Indonesia)

Abstract

The virtual room is a very popular room during the pandemic, especially for distance learning such as holding classes in a virtual room. Virtual class is expected to be an alternative in conducting synchronous learning, so that participants/students and speakers/tutors can interact directly in conducting learning. Another important thing in virtual classes is data recording, which is usually done by filling in attendance on the attendance link, both by students and tutors. This can lead to cheating, because the link can be accessed even if the student/tutor is not present in the virtual class. The solution, we designed a RoSe (Robot Presence), to record student and tutor attendance in virtual classes through facial recognition. Assuming one virtual class there are 20 students and 1 tutor. The RoSe design is supported by the CNN (Convolution Neural Network) algorithm in identifying the faces of students and tutors, through training and testing stages. The results of the RoSe design can design the database, user interface, and engine (CNN algorithm), to determine the needs of the system to be built. Rose prototype testing is done by white box testing, the results of database testing show that every table in the database is normal and there is a logical relationship between tables. The user interface test results are proven to be able to accommodate the database and engine display (CNN algorithm). The results of the engine (CNN algorithm) show the creation of a CNN algorithm architecture in accordance with the needs of face recognition in the virtual class.

Keywords: virtual, class, learning, cnn, face recognition

Implementation of the Open University Distance Learning System in Mamasa City

St. Maria Ulfah, open university

Abstract

Distance learning provides various patterns and programs to serve the community's needs and develop and encourage innovation across multiple learning processes with various learning resources. Public trust, government confidence, and legislators about the real benefits and contributions of distance learning in helping to educate the nation are explicitly stated in the legislation, namely the Law of the Republic of Indonesia Number 20 of 2003 concerning the National Education System. The tenth part of Article 31, paragraph 2, states that distance education provides educational services to community groups who cannot attend face-to-face or regular schooling. Educational programs that are always needed and ready to be selected can be selected so that they are genuinely relevant to personal and community needs they can overcome all academic problems. Distance learning provides the opportunity to learn on your own independently. Students are free to determine when to start, when to finish, and which part of a module they want to know first. Distance learning is implemented in a web-based online way without leaving face-to-face activities. The product of the planning stage is a distance education project plan that can guide this stage of the distance education process. The coordinator arranges the implementation of distance learning even in the exam clinic, which officers have determined in each district. This will then be informed by the study group management so that all information can be conveyed to students, especially in Mamasa city

Keywords: Implementation, Distance learning, Open, University



Developing virtual reality of blue whale (*Balaenoptera musculus*) for learning biology in distance learning

Diki Diki , Janet Christoffel, Rokayah Rokayah, Muhammad Iqbal, Anisya Putri Cantika, Vika Amelia (Universitas Terbuka)

Abstract

Blue whale (*Balaenoptera musculus*) is an endangered marine mammal that lives in Indonesian seas. Understanding blue whale behavior and its role in marine ecosystem may improve our method of conservation. Learning structure and biological aspects of blue whale needs virtual reality. Besides, the use of virtual reality increase learning and increase collaboration among students. Students achieve flow situation in VR which supports learning process. In addition, that VR may help learners in idea generation, which is a component of creativity.

The VR provide students opportunity to learn blue whale skeleton, movement, and feeding. Development of the VR is based on ADDIE, consisting of analysis, design, development, implementation, and evaluation. The first phase which is analysis is carried out by defining the aim of development, audience, and competence that students will have after using the application. Target audience are students of Universitas Terbuka already took classes of BIOL4212 Animal Structure and BIOL4322 Vertebrate Taxonomy. The VR content includes skeleton, whale activities while swimming, and a video of how blue whale feeds on krill. The reason for selecting the topics is that those topic are the most difficult for students to learn. After finishing the design, the design is evaluated by content and multimedia expert. The content experts are lecturers of the departement of biology at Faculty of Science and Technology of Universitas Terbuka. The result of review showed that some revisions are required to match the design with the aim and the competence that students have to learn about the whale.

Keywords: Blue whale, ADDIE, virtual reality, design, learning

Metaversepedia to spread awareness of threatened flora and fauna

Mutimanda Dwisatyadini ,Sri Kurniati Handayani ,Soraya Habibi,Dwi Ircha Permatasari ,Anisya Putri Chantika ,Muh Rifli

Abstract

Metaverse is a three-dimensional virtual communication space that is currently being discussed by various groups, both from its very rapid development and its implementation which is starting to be widely applied in various sectors of life. The research method used in writing this paper is literature study by collecting library data from various written sources such as articles, scientific journals, and documents relevant to the topics discussed. The research design used is a narrative review. The reason behind the writer's interest in making this paper is based on the phenomenon of hunting and trade in flora and fauna which is increasingly happening. This makes the number of available flora and fauna increasingly threatened with extinction. The results showed that this did not make the general public uneasy, even many of them did not know information about endangered and extinct flora and fauna. Information about the extinction of flora and fauna is now diverse and easy to find, ranging from books in the form of encyclopedias to applications on mobile phones. Unfortunately, according to survey data conducted by UNESCO, it is stated that the reading interest of the Indonesian people is very concerning. In fact, the encyclopedia is a complete, clear and detailed source of information. However, the price of the encyclopedia is not cheap, so it is considered less economical and static. Therefore, the idea was created to create Metaverspedia, a three-dimensional virtual space that provides information on endangered and endangered flora and fauna with the aim of helping the community, both educators, students and the general public, in obtaining information and increasing knowledge about flora and fauna. interactive and endangered species. The advantage of Metaverspedia is that besides being interactive, easy to reach and also fun with a design that spoils the visuals of the users.

Keywords: Metaverse, encyclopedia, information media about endangered flora and fauna.



Implementing the theory of business record in distance learning in the business process of the Balqis Travel Group

DM Rachmaningsih, Mustika Diana, Surya Adi Sasmita, Santi Dewiki, Miftahunnisa Igriza

Abstract

Universitas Terbuka is a Distance Open University (PTTJJ) with the concept of independent learning. Students are required to be independent in the entire learning process, but the university still provides mentoring facilities according to student needs. For example, students can take use of the module/RBV. One of the students succeeded in applying the theory in the RBV ASIP4314 Business Records. The theory is implemented in the business process of the Balqis Travel Group. The Balqis Travel Group is a realization of the local business that needs to be developed in order to be competitive. The research design used to experiment with qualitative methods. Students are asked to apply the theory of Business Records that are adapted to the needs and the latest technological developments. The results showed that there was a real change before and after the implementation of the experiment. The Balqis Travel Group archives are more organized, accessed in real-time, quick to retrieve, attractive appearance, varied content, integrated promotions.

Keywords: Universitas Terbuka, business archives, local business, archive management and information records



ABSTRACT

IMPACT OF IMPLEMENTATION OF HEALTH PROTOCOL IN COVID-19 PREVENTION DURING THE PANDEMIC ON PRACTICE IN THE LABORATORY: STUDY ON FOOD TECHNOLOGY DEPARTMENT STUDENT

Mutiara Ulfah, Eko Yuliasuti Endah Sulistyawati, Mohamad Rajih Radiansyah, Iffana Dani Maulida, Rina Rismaya, Athiefah Fauziyyah6 Dini Nur Hakiki, and Adhi Susilo

Abstract

The Food technology department of the Faculty of science and technology, Universitas Terbuka, has practice subjects that the laboratory student must do to achieve the learning target competencies. The practice subjects are Food Microbiology and Sanitation; and Food Chemistry analysis. With the outbreak of the Covid-19 Pandemic, Health Protocols were enforced in laboratory activities. This condition requires the students to practice in the laboratory with these provisions. Environmental adjustment with the Health protocol is one factor affecting the success rate of students in practice. This study aimed to the effect of the Health Protocol application on the achievement of the student's grades participating in practice. The method used in this research is data observation and evaluation of practice implementation in the laboratory from the 2018 first semester to the 2021 second semester. The results of this study indicate that the number of students in food microbiology and sanitation subject practice who received grade A decreased in the second semester of 2018, the first semester of 2020, and the first semester of 2021. The percentage increased in the first semester of 2019, the first semester of 2021, and the second semester of 2021. In the food chemistry and analysis practice subject, students who received grade A experienced a decrease in semesters 2018.2, 2019.2, and 2020.2 and an increase in semesters 2019.1, 2020.2, and 2021.2. The percentage of grade A decreased compared to the grade A in practices before the covid pandemic. Based on these conclusions, it is necessary to study other factors that affect the decrease in the number of grades for students participating in practice activities during the pandemic.

Keywords: Final grade, health protocols, practice.



Application of the Triple Helix Concept for SME Network Development as an Effort to Build Community Economic Independence

Siti Samsiyah (Universitas Terbuka), Firman Karim (Universitas Terbuka)

Abstract

SMEs or small and medium enterprises are a type of business on a small scale that does not have branches. SMEs are a type of business that is resilient to the storm of economic downturn. This can be seen from the decline in economic growth some time ago until now this type of business has the most stable growth. With the large number of SMEs at the village, sub-district, district, city and even provincial levels, it is very significant to help the sluggish economy. If likened to a network, the network members are in the form of sub-systems whose units are small in number and very productive. However, if SMEs are not assisted by regulations from the government and universities as centers of thought in various fields, especially regarding business management, these small and medium enterprises will be difficult to develop. Study-based research on the application of the triple helix concept for the development of small and medium-sized enterprises (SMEs) networks as an effort to build community economic independence is based on the Triple helix theory which is an interaction between academia, industry or business and government which was developed in the 1990s by Etzkowitz and Leydesdorff. This concept has become a general strategy used by the government in developing policy innovations. The purpose of this study-based research is to describe the development of a network of SMEs to build economic independence. With data sources obtained from various documents related to the application of the triple helix, it is found that the Triple Helix needs to be applied as an effort to develop SMEs which can ultimately help economic independence in the community.

Keywords: small and medium enterprises , entrepreneur education, life along education



Improving students' digital skills through the moocs program

Eka Julianti and A.Rachmat Wirawan

Abstract

Nowadays technology is considered as the center of life and civilization. The need for internet and digital communication is increasing, the impact of this is that many prospective workers must follow market demand with the need for mastery of digital technology. it is the main task of the university to provide digital knowledge and skills to students. Skills in the use of digital devices are the basic things needed by today's students in preparation for the world of work. In an effort to meet the needs of students' digital skills, course programs (such as MOOCs) are made outside of the regular student lecture program. The moocs program here is not only specifically aimed at students but also to the general public who need digital skills. In its implementation, MOOCs providers collaborate with professional staff and professional institutions related to data analysis skills, artificial intelligence, digital and social media marketing, content creation and digital design. the Universitas Terbuka as a provider of course facilities and related professional institutions that will issue professional certificates to MOOCs participants who have attended the class program and are declared to have passed by the professional institution and Universitas Terbuka.

Keywords: job market, digital skills, moocs, professional certification



TECHNOLOGICAL INNOVATIONS IN DISTANCE LEARNING IN AUGMENTED REALITY-BASED OPTICAL COURSES

Widiasih*, Zakirman

Abstract

The use of technology can be the best solution in increasing the understanding of abstract eye optic system materials, especially in distance learning at the Open University. The purpose of this study is to describe the need for Augmented Reality (AR) technology in supporting the improvement of the quality of distance learning in eye optic system materials and; describes the initial design of AR technology on the material of the eye optic system. This type of research is descriptive and qualitative. In exploring the initial needs of AR technology, this research involved 18 UT Physics Education study program students. The research instrument includes a questionnaire on students' misconceptions and needs for AR technology in eye optic system materials. The data were analyzed descriptively and qualitatively. The results of the data analysis showed that 90% of students experienced misconceptions about the material of the eye optic system. Further analysis was carried out on several aspects, including as many as 69% of students agreed that the material of the eye optics system could not be studied without visualization media; as many as 67% of students think that the material of the optical system of the eye is complex and challenging to understand. Based on these findings, as many as 81% of students agree and need AR technology to support the improvement of understanding of eye optic system material. Therefore, AR-based learning media developed with unity technology is designed and equipped with visualizations that can help the advancement of student material understanding of the eye optics system material.

Keywords: Learning Innovation, Distance Learning, Augmented Reality



ABSTRACT

Open and Distance Education to Promote Political Participation in Indonesia

Nisa A'rafiyah Tri Wulandari & Ary Purwantiningsih

Abstract

This study explored the potential of open learning and distance learning to increase political participation of Indonesian citizens. This study used a qualitative approach. The subjects of this study were students of Indonesia Open University. The researchers chose this topic because Indonesia Open University was the first university in Indonesia to implement an open distance learning system. The political level of Indonesia Open University students was average. However, participation in politics can be enhanced through a variety of activities, both educational and research. In addition, open and remotely controlled systems of education have been shown to reach all social classes, which can greatly enhance the political participation of Indonesian citizens. The political participation of Indonesian Open University students has never been measured before.

Keywords: Distance Education; Open Education; Political Participation



Analysis of Factor Affecting Basic Chemistry Student Satisfaction to Interactive Learning Videos

Siti Hadijah Hasanah*, Adhi Susilo, Dian Nurdiana, Universitas Terbuka

Abstract

Learning video media is one of the supporting media used to increase students' motivation in carrying out the learning process and can increase teacher satisfaction in the world of education. This study aims to analyze the factors that affect student satisfaction to interactive learning videos using descriptive statistical analysis and inferential statistics (factor analysis) and research data derived from filling out questionnaires for students taking the Basic Chemistry course (KIMD4110). The research scale used is the Likert scale with a total of 146 respondents who have filled out the questionnaire and consists of 15 indicators. Based on the level of satisfaction of participants, it was found that 12 of the 15 indicators of students gave an appreciation of agreeing and strongly agreed with a percentage of more than 80%. Whereas the other 3 indicators gave an appreciation of 68-75% and based on factor analysis formed 2 factors representing 15 indicators that affect satisfaction students to the (KIMD4110) interactive learning video namely the structure of video content and video innovation quality.

Keywords: factor analysis, learning video, online learning, student satisfaction



Student Plagiarism Behavior in Online Tutorials (E-learning Universitas Terbuka)

Nur Hayati & Sri Pujiati

Abstract

The Open University is one of the universities whose learning system uses an online learning system. These online learning services are referred to as online tutorials. In this online tutorial, students must actively participate in responding to discussions and doing assignments. In responding to these discussions and assignments, there are students who do plagiarism. This article wants to know about the factors behind students doing plagiarism, students' views on plagiarism, and solutions to prevent plagiarism. Based on the results of the study, it can be seen that the reasons students do plagiarism are easier to get answers, to respond quickly to assignments couldn't find the answer he thought was right, and for good value. The factors that encourage students to do plagiarism are not understanding the material, being pressed, didn't find the answer myself, and follow his friends. Students' views on plagiarism are very diverse, there are those who view that the action is not a good, reasonable action, and an action that is not exemplary. some tips to avoid plagiarism, namely answering according to your own thoughts that are strengthened by modules or books, citing the original source along with the source and adding it from your own thoughts after reading the module book, paraphrasing the original source, and checking on the plagiarism platform.

Keywords: Student behavior, plagiarism, e-learning



ABSTRACT

THE STUDENT PERCEPTION ANALYSIS OF UNIVERSITAS TERBUKA MAKASSAR'S ONLINE LEARNING SERVICE: EVALUATING THE QUALITY OF ITS INNOVATIVE INTEGRATED WEBINAR TUTORIAL (TUWEB) & LEARNING MANAGEMENT SYSTEM (LMS)

jamil affiliation Universitas Terbuka

Abstract

This research aims to investigate Universitas Terbuka (UT) Makassar's student perceptions of its innovative online learning service (OLS) through an integrated webinar tutorial (Tuweb) using the synchronous Microsoft Teams application with an asynchronous learning management system (LMS). In this OLS, the Tuweb learning materials will be stored in LMS so students can review and relearn them. It has been carried out during the covid-19 pandemic in the online class of the Primary Teacher Education (PTE) study program, uniting students across Indonesia in its distance education program. Research on this OLS has been going on for three semesters, taking place in eight meetings over eight weeks of the course. The research approach used is quantitative using descriptive analysis. Its population includes Tuweb class of PTE study program's undergraduate students with 219 respondent samples using a random sampling technique. It used a Likert scale questionnaire and google form as a data collection technique. This research finds that student perceptions about such OLS model are dominantly in the excellent and good categories. In detail, based on 31 questions submitted to respondents, the student perceptions of the quality of such innovative OLS in good, excellent, poor and very bad categories consecutively are accounted for 41.94%, 58.06%, 0%, and 0%. These confirm that such an OLS model works very well for the students. It is a very innovative digital learning technology approach as it combines both synchronous and asynchronous learning approaches, giving student learning flexibility over different places and times. Furthermore, it gives students missing the synchronous Tuweb class a chance to catch up with Tuweb learning material as they can independently review and learn it asynchronously through LMS. This integrated online learning service is a significant innovation in assisting students to learn independently, enhance their learning module materials mastery, and improve their academic achievement.

Keywords: Perception, webinar tutorial, independent study



STICKING PLASTER OR LONG TERM OPTION? TAKE HOME EXAMINATION IN UNIVERSITAS TERBUKA; STUDENTS' PERCEPTION

Nuraziza Aliah, Universitas Terbuka (CA), Avelyn Pingkan Komuna, Universitas Terbuka

Abstract

The shift from close book examination to take home examination raises many questions. One of the questions is about the quality of the students. In order to find the question, the stakeholders are seeking way to perform a valid and reliable test. However, in finding the best way, students' perception of the way they are examined should be one of consideration. Therefore, this paper explores students' view and also test students' anxiety of take home examination. 134 students from various department who have experienced two kind of tests; close book and take home examination involved in this study. The instrument was a questionnaire consisting 13 items to measure students' perception on take home examination and 17 items to test students' anxiety in performing take home examination. The finding indicate that most of students prefer take home examination than close book examination. Students' viewed that take home examination is better than close book in term of concept mastery, test score, accessibility, and low exam anxiety. Instead of using many types of test, Universitas Terbuka should investigate the way to strengthen the effectiveness of take home examination due to it shows a positive perception from students.

Keywords: Take home examination, perception, anxiety



Developing Instruments of Student Engagement and Self-Regulated Learning in Tutorial Learning

Amalia Sapriati, Isti Rokhiyah, Mestika Sekarwinahyu, and Kartono

Abstract

The research aims to (a) analyse the validity and reliability of the instruments of undergraduate Student Engagement and Self-Regulated Learning in Online Tutorials, and (b) identify the correlation between the two variables. The population is undergraduate students of the Faculty of Education and Teacher Training at Universitas Terbuka who were participating in the Online Tutorial in the year of 2021. The sample was randomly selected. Data was collected using an online questionnaire, which the link was sent to the student's email address. The number of respondents who filled out the questionnaire was 261 students. Data were analysed by Cronbach alpha test, factor analysis, and correlation and regression. The results indicated that (1) the student engagement instrument has Cronbach's alpha value of 0.961, the indicator meets the requirements for use, total variation of 62%, the communality value > 0.45 , and the number of appropriate factors, (2) the dimensions of student engagement in the tutorial refer to skills, emotions, participation, and performance, (3) self-regulated learning instrument has a Cronbach's alpha value of 0.945, the indicator meets the requirements for use, total variation of 64 %, communality value > 0.45 , and the number of appropriate factors, and (4) the dimensions of self-regulated learning include motivation, self-concept, goals, monitoring, time and resource management, and self-evaluation and reaction, (5) correlation between two variables is 0.587 and R-square is 0.345. The conclusion of the study is (a) the questionnaires developed shows valid and reliable so that both instruments can be used for further research, and (b) there are correlation between the two variables.

Keywords: online tutorials, online learning, student engagement, student regulated learning



ABSTRACT

Business Incubator Development in Open and Distance Learning Higher Education

Setyo Kuncoro (Universitas Terbuka), Abdurrahman Rahim Thaha

Abstract

This study aims to create a business incubator model in Open and Distance Learning Higher Education. The role of business incubator is very crucial in higher education. Through business incubator, students who have business will be trained to be able to compete in global competition. The training can be in the form of technology skills, product marketing and business development. Data collection is carried out through in-depth interviews and observation to students, stakeholders, and the industrial world. The results of this research will contribute to the institution as the basis for developing a Business Incubator model in Open and Distance Learning Higher Education.

Keywords: Development, Business Incubator, Distance education



Utilization of Learning Video to Shape Students' Independence in Learning

Abd Gafur Ami, Hibatul Jameel

Abstract

Learning videos are one of the media teachers can use in the learning process. Through video learning, students who do not understand the teacher's explanation in class are expected to be able to repeat and review lessons by learning independently from home. So far, teachers have focused more on face-to-face learning in the classroom, students who do not understand the teacher's explanation in class cannot repeat it. This study aims to describe students' responses to learning videos and students' independence in learning. Student response data was collected using a questionnaire distributed using Google Forms. The collected data were analyzed using descriptive statistical data analysis. The results showed that students had an excellent response to learning videos and students could study independently.

Keywords: video, learning, independent



Designing a Science Mobile Learning Scenario that Implements Inquiry-Based Learning to Achieve Better Inquiry Skill

Ami Hibatul Jameel

Abstract

Learning science demands an authentic learning experience with direct experiential learning. Science lesson at school, particularly physics, is expected to create learning activity that could facilitate students' experience and construction of science understandings through inquiry-based learning. Mobile technology could facilitate learning across context and promote students' inquiry skills. For that reason, there is a necessity to design a novel science instructional strategies which could promote inquiry skills through mobile learning. This study focuses on designing an effective science mobile learning scenario to promote learners' inquiry skills and asking science teachers their views as informant about the implementation of that learning scenario. This dissertation takes a Design-based research approach to design learning scenario which implements inquiry-based learning and integrates a mobile technology (Science Journal App). The learning scenario employs inquiry-based learning and situated learning activity where students are given the opportunity to do a real-time data collection method.

Results indicate a common belief of science teachers that inquiry phases were represented in the learning scenario and mobile learning is clearly support the idea of how physics characteristic match well with Science Journal App. Accordingly, to better the design in future work, several recommendations were suggested which mainly focus on pedagogical factors, including (i) comprehensive classroom management; (ii) revisit the previous lesson; (iii) the need to include experiment and; (iv) additional deeper learning for a more meaningful physics lesson.

Keywords: inquiry skills; science mobile learning; learning scenario



ONLINE THESIS MENTORING IN UNIVERSITAS TERBUKA POSTGRADUATE PROGRAM

Sendi Ramdhani (Universitas Terbuka/corresponding author), Amalia Sapriati (Universitas Terbuka), Tian Belawati (Universitas Terbuka), Juhana (Universitas Terbuka), Endang Wahyuningrum (Universitas Terbuka), Siti Julaeha (Universitas Terbuka), Kristanti Ambar Puspitasari (Universitas Terbuka)

Abstract

Universitas Terbuka is a university that implements a distance learning system. The term distance means that learning is not carried out face-to-face, including mentoring students in writing a thesis. One of the modes of thesis mentoring is online. The purpose of this study is to analyze online mentoring that has been carried out by supervisors and students in the Universitas Terbuka postgraduate program. This study uses a survey method that has successfully recruited 117 students and 106 supervisors from all regions in Indonesia. The results of this study indicate that 1) the most effective media in the mentoring process are Video Conference Applications (Zoom Meeting, Google Meet, Microsoft Teams, etc.) and Chat Applications (WhatsApps, Telegram, Line, etc.); 2) the most effective media for sharing files are email and chat applications (WhatsApps, Telegram, Line, etc.); 3) The most effective file format for the mentoring process is Word; 4) the most effective media for providing notes for improvement is a Word file with Comment facilities on Word and Video Conference Applications (Zoom Meeting, Google Meet, Microsoft Teams, etc.); 5) 38% of students and 30% of supervisors think that online mentoring has not optimal; 6) 85% of students and 71% of supervisors think that a special application is needed for online mentoring.

Keywords: distance learning system, mentoring media, mentoring apps, postgraduate students



What makes a differences student academic resilience in open and distance learning?

Mukti Amini & Yeni Santi

Abstract

This study aims to analyze the academic resilience of students with open and distance learning systems. Implementing open and distance learning is not without obstacles, students who choose this learning model must have the ability to manage their learning both individually and in groups. Students are required to be able to manage their learning independently, starting by determining learning schedules, and solving learning problems that may be encountered in the process of completing their studies. Preliminary studies conducted by the authors show that the number of non-active students at the Indonesia Open University reaches more than 50%. Non-active students are those who temporarily stop their lectures. Students choose not to continue their studies for a while due to several things, including; (1) economic constraints, (2) time constraints, and (3) personal constraints (demotivation). This research is an exploratory research design that will reveal the academic toughness of students based on the type of service, joining study group, student motivation, cumulative grade point average, and duration of the study. Quantitative data was obtained using the academic resilience scale created by Benishek (2004) and modified according to the research context, then distributed online to 705 Indonesia Open University students. The interview method was conducted to explore qualitative data and was used as the basis for analyzing the results of quantitative data. Differences in students' academic resilience using open and distance learning methods occur based on their affinity with the study group (Sig 0.011), age (Sig 0.031), and the purpose of enrolling in college (Sig 0.038). Other aspects measured in this study, namely the type of service, last education, last GPA, and semesters taken did not show significant differences. Students who join study groups have higher resilience than those who do not join. Students who join study groups have social support in the form of fellow students who can discuss the same problems. The study group can also act as intermediaries between students and



ABSTRACT

universities, considering that the location of students is far from the university representative offices in the province. Student age is also a differentiator of academic resilience possessed by students with open and distance learning. Younger students have higher academic resilience. This is due to their ability to control when facing learning problems considering that in the last 3 years almost all learning modes have been carried out online. The last thing that distinguishes the academic strength of students who take open and distance learning is the initial goal when studying. The student's motivation that have the highest to the lowest average are motivating the families, adding knowledge, getting a degree, career promoting, and full-filling the time.

Keywords: academic resilience, open and distance learning



ABSTRACT

The Manageable Mobile-Based Assessment through Google Drive: A Prototype of Android Application

Djoko Rahardjo, Universitas Terbuka (correspondence authors)

Abstract

The impact of the pandemic COVID-19, distance education students shifted from a hybrid to a fully online learning style. Due of the diverse demographic backgrounds of those who utilize devices to access learning, institutions must provide alternative means of supporting learning services. Among the solutions is the use of mobile-based assessments. This research aims to develop a system for mobile-based assessments that can be administered through Google Drive. The application was developed using the online tool MIT App Inventor 2, while Google Drive served as the database platform. The prototype of the application was delivered to a sample of 32 students from the Bogor regional offices of Universitas Terbuka, Indonesia. The outcome demonstrates that students accept and are able to utilize the application. It is recommended to conduct additional study, including to expand the coverage to other Regional Offices and hire more experts to rewrite and examine the utilities, assessments, and instructional materials.

Keywords: Manageable assessment, Mobile-based Android application, Google drive



Analysis Of Student Satisfaction With Learning Support Service: A Study Makassar Regional Office of Universitas Terbuka

Jalil, Kusmaladewi, and Makkatenni

Abstract

Learning support is key to distance learning environment in tertiary institutions. Universitas Terbuka is no exception. Support services at the head office of Universitas Terbuka are provided by the learning support center, which works closely with the sub-units at each UPBJJ. In essence, these sub-units formulate a main goal to provide distance learning services that are compulsory for the first-year students. This study aims to analyze student satisfaction of these services, including Distance Learning Training, Assignment Workshop and Exam Clinic. This is an ex post facto qualitative descriptive study, with data collection using a modified Likert-scale questionnaire. The construct of student satisfaction is measured in terms of the instructor, course material and administrator/ organizer. The respondents include the entire students that attend the training across the service areas of UPBJJ-UT Makassar. Data is collected at the final sessions of each training activity distributed both online and offline. The average of the statistic results of student satisfaction based on the three aspects of measurement is 3,5, which fits into a very good category. This leads to a conclusion that the service quality of distance learning training is well implemented. Continual improvement, or at least maintenance standards, is therefore strongly suggested.

Keywords: service, quality, learning support



Communicative Online Tutorial: Social Media Readiness as a Learning Support for Students

Arifah Bintarti & Djoko Rahardjo, Universitas Terbuka

Abstract

As an effect of the COVI-19 epidemic, distance education students are learning at wider distances. For students to achieve superior media-based communication abilities, institutions must provide supplementary resources. As a matter of fact, the majority of adults favor social media as their primary source of information and communication. The purpose of this study is to establish whether or not students are prepared to use social media as a learning tool. The research sample was comprised of 108 respondents to an online questionnaire. Using SmartPLS and the Structural Equation Model, the data was evaluated. The result indicates that the model is substantially fitted. Respondents are qualified to use social media in their tutorials to facilitate communication between students and instructors.

Keywords: Social Media readiness, Distance education student, Online tutorial



Virtual Reality Training in Negotiation Skills: A Preliminary Study

Ari Juliana, Adisthy Shabrina Nurqamarani, Rachmawati Windyaningrum

Abstract

The utilization of technology has been prolonged and embedded in social science education, yet the use of virtual reality in the social field has not grown much ever since. Social science requires more experience or imagination in the material being studied which resulted in difficulties in the skill's achievement, especially those based on soft skills in students who study independently. To facilitate the need of the learner in gaining negotiation skills via independent learning and technological development through Virtual Reality, this research is initiated. The proposed idea is to create Virtual Reality-Based Applications to Support the Learning Process in the business communication module, especially in lobbying and negotiation techniques. This is expected can act as an alternative media to improve student skills and provide a more realistic learning experience. This is a preliminary study that uses a qualitative approach in the early stages of collecting data to create a quality storyboard that is in accordance with the needs of stakeholders. The method of data collection is done by collecting primary and secondary data. Primary data was obtained by Focus Group Discussion. Secondary data is obtained through literature and documentation studies by studying the results of studies and relevant documents. Respondents in this study were students, tutors, and practitioners in the field of business communication. This research is expected to have significant implications both for improving student skills related to negotiation in business communication and for scientific development related to learning technology. The result shows that all participants are enthusiastic about the storyboard proposed and suggested critical improvements for the application's development. Future developments are discussed and conclusions about the use of VR training are made.

Keywords: virtual reality, negotiation, simulation, business communication



Supervision Technical Guidance for Archive Universitas Terbuka

Dewi Aulianty, S.E., Siti Samsiyah, S.S., M.Si. and Sylvia Marthalina, S.IP.

Abstract

The study was made to measure the implementation of archive management in accordance with applicable laws at the Universitas Terbuka (UT), it is necessary to identify the implementation of archive management in accordance with the rules of archival science. The research with the title of internal archival supervision is a descriptive study that aims to describe the implementation of archiving management within the Universitas Terbuka Processing Unit including archive management at UT central and UT region (UPBJJ). Sources of data can be obtained from Information Archives who handle archives in the Central UT Processing unit, namely LPPMB and LPPM because these units manage large archives and UPBJJ, namely UPBJJ-UT Jakarta and UPBJJ-UT Bogor, manage large archives. Sources of data obtained from the implementation of the Archives Supervision of the Universitas Terbuka have been going well because the results of the Archival Supervision results show good, very good, satisfying and very satisfying scores. However, to achieve a perfect score, it is still necessary to improve the management of the inactive archive maintenance section, and the management of vital records.

Keywords: standardization; Archive Management; Archive Control; Archive Management Distance Learning.



Dwi Rahmawati & Agus Priyanto - Universitas Terbuka

Abstract

Universities and higher education play important role in educating the nation's life and advancing science and technology. Their challenge is getting more difficult along with the times driven by globalization. Considering such an important position, universities need to be supported by competent human resources that are supported by adequate infrastructure in learning process that prioritizes quality and sophistication. The aim is to produce qualified and global perspective graduates who are able to compete in the world of work on an international scale. Besides being supported by adequate resources, universities also need to be supported by the right strategy for their business.

This study objective's is to look at how processes change as students' progress through university. To thoroughly grasp which governance methods are most appropriate for the various phases, the research employs a longitudinal single case study. Dynamic Governance is one of the alternative strategic solutions that can be implemented by universities in answering this question. Dynamic Governance delivers universities to have the ability to think ahead through vision and mission, to think again through business process updates by utilizing innovation, and to think across through collaboration with other institutions for developing new programs. With Dynamic Governance, universities will be able to maintain their existence and have sustainable competitiveness.

Keywords: dynamic governance, universities, higher education



ABSTRACT

THE IMPLEMENTATION OF HEALTHY LIFE IN THE PERSPECTIVE OF REGENT REGULATION NUMBER 44 YEAR 2020 IN EFFORT FOR SUPERVISION AND PREVENTION OF COVID-19 IN SIDOARJO REGENCY

ACHMAD ARIF SUSETYO, SAREEF TEHTAE, NITA RYAN PURBOSARI

Abstract

Regulations are a guide in coordinating individuals to create an orderly and conducive atmosphere in carrying out social activities in a state of law. Although the Sidoarjo Regency Regent Regulation Number 44 of 2020 has been established in an effort to control and prevent Covid-19 in Sidoarjo Regency. It is undeniable that the Corona Virus Disease (COVID-19) prevention regulations are not running effectively with the increasing number of confirmed cases of the pandemic. So that the question arises about the application of these regulations are carried out as they should.

The focus of the problems observed are: 1) How is the application of Regent Regulation No. 44 of 2020 in an effort to control and prevent Covid-19 in Sidoarjo Regency? 2) What is the lifestyle of productive community activities, disciplines that hinder efforts to prevent Covid-19 in Sidorajo Regency? The purposes of this study are 1) To describe the application of a healthy lifestyle as an effort to prevent Covid-19. 2) To describe the pattern of life of productive community activities, discipline and obstacles in efforts to prevent pandemics.

The research used by the researcher is a qualitative approach, the type of juridical empirical, where the researcher describes the time of doing research. The researcher seeks to thoroughly examine the substance of the regulation on the application of a healthy, disciplined and productive lifestyle. The location of the research was carried out in the Sidoarjo Regency Government. In determining the informant, the researcher uses purposive. Data collection techniques carried out by researchers using interviews, observation, and documentation. Furthermore, data analysis uses data reduction, data presentation, and conclusions. Data validity using source and technique triangulation



ABSTRACT

The results of this study 1) the control and supervision of the regent Number 44 of 2020 article 7 paragraph 1 leads to controlling the adjustment of community activities in the household environment, educational institutions, work environment and public crowds. Because community control is the initial action to suppress the spread of covid through healthy living as a form of handling carried out by the Sidoarjo district government. That a healthy lifestyle in Sidoarjo Regency shows that the people do not implement healthy living activities productively as well as discipline that is not ideal during the Covid-19 pandemic, especially in using health protocols.

Keywords: Supervision and Prevention, Lifestyle, and Covid-19



Authority Of Political Parties In Recalling Againts Members Of The People's Representative Board Who Are Suspected Of Collecting A Crime

Triana Sri Gunarti (trianasg@ecampus.ut.ac.id)

Abstract

The recall arrangement re-appears in Law no. 22 of 2003 concerning the Structure and Position of the MPR, DPR and DPRD. In Article 85 paragraph (1) it is affirmed that members of the DPR stop interim due to: a. die; b. resign as a member at his/her own request in writing; and c. proposed by the political party concerned. Recall is defined as the process of recalling members of the people's representative institutions to be dismissed and replaced with other members before the end of the term of office of the withdrawn member. From this understanding, it can be seen that the recall mechanism is the prerogative of political parties.

While in Law no. 31 of 2002 concerning Political Parties, it is stipulated in Article 12 that a member of a political party who is a member of the people's representative institution may be dismissed from his membership of the people's representative institution if: a. declares to resign from membership of the political party concerned or declares to be a member of another political party; b. dismissed from the membership of the political party concerned for violating the AD and ART; or c. commits a violation of laws and regulations which causes the person concerned to be dismissed.

Keywords: criminal act, political party authority, recall



Relationship Between Organizational Learning, Organizational Innovation, Knowledge Management, and Business Organizational Performance

Rina Astarika, Sudrajat, Univrsitas Terbuka Kendari, Universitas Terbuka Yogyakarta

Abstract

This empirical research aims to determine the relationship between organizational learning, organizational innovation, knowledge management, and organizational performance in manufacturing and service companies. 197 data that can be analyzed using SPSS. The findings of this study: organizational learning has a direct and positive effect on knowledge management in manufacturing and service companies. Organizational learning and knowledge management directly influence organizational innovation. While organizational learning and organizational innovation directly affect organizational performance. Knowledge management and organizational learning affect organizational performance indirectly through organizational innovation.

Keywords: Organizational learning, Organizational innovation, Knowledge management, Organizational performance.



ABSTRACT

Student Satisfaction in Online Learning: Study on online learners of the Faculty of Law, Social and Political Sciences, Universitas Terbuka

Muhammad Husni Arifin (Universitas Terbuka)

Abstract

Student satisfaction is critical to online learning because it can impact students' engagement, motivation, learning, performance, success, and ultimately retention and graduation rates. This study investigates the relationship between social presence and student satisfaction in the online learning of Universitas Terbuka. Student satisfaction refers to the fulfillment of a student's needs and perceptions of contentment with the learner, instructor, course, program, and organizational-related factors in the online learning environment. The study employed a survey method to collect students' responses by employing online questions about tutors' performance. All participants in online learning of the Faculty of Law, social and political sciences were invited. 2093 students responded to the survey. The result indicated that student satisfaction was influenced by three factors, such as learner characteristics, social and teaching presences, and course-related factors. These satisfaction-related factors will assist the tutors, instructional designers, and course managers to improve online learning qualities and student satisfaction.

Keywords: online learning, student satisfaction, social presence, teaching presence



ABSTRACT

Grade Point Average: A Good Predictor of Student Dropout in Universitas Terbuka Indonesia

Sri Utami*, Inggit Winarni

Departement of Biology, Faculty of Science and Technology, Universitas Terbuka (INDONESIA)

Abstract

Dropout rates in university that uses distance learning methods are definitely higher than those in conventional universities, including at Universitas Terbuka (UT) Indonesia. The term “drop out” is called non-active student in UT. This research aims to investigating the best time to identify students who become non-active and the student characteristics that have a higher risk of being non-active in distance learning. The data used in this study was provided by UT's Academic Information System Database (secondary data). Email surveys collected additional data. Logistic regression analysis was performed to identify students that are likely to drop out by Sociodemographic characteristics and their academic performance of students. This study reveals that grade point average (GPA) is an excellent predictor to identify students becoming non-active, especially in the first semester. We need to monitor student GPA throughout the first semester to prevent non-completion of their study, and it will improve the prediction accuracy.

Keywords: distance learning, dropout, GPA, non-active student, Indonesia.



ABSTRACT

Empirical Study on Intention to Further Study Using Online Distance Learning: Structural Equation Modeling Approach

Zahir Osman, Open University Malaysia, Ratna Khuzaimah Mohamad, Open University Malaysia, and Liana Mohamad, Open University Malaysia

Abstract

The online distance learning (ODL) market has become very competitive with the emergence of new ODL higher education institutions. Further, many traditional universities are switching from face-to-face classes to ODL systems for some of their programs. Therefore, it is very challenging for the ODL institutions to ensure their students remain with them if the students want to continue their studies to a higher level. This study aims to assess the direct and indirect influence of perceived social ability, perceived usefulness, and self-management learning on attitude and intention. The Technology Acceptance Model theory was adopted to clearly define the probability of current ODL's students will stay with their current ODL institutions if they intend to further their study. 421 responses were used in data analysis and Smartpls 3.0 was employed to investigate the direct and indirect relationship among the constructs. The study's statistical results have demonstrated that perceived social ability, perceived usefulness, and self-management learning has positive and significant direct influence on attitude and indirect influence on intention. Likewise, an attitude has a positive and significant direct influence on intention. Therefore, this study is vital to draw attention to the factors influencing ODL students' intention to study further using online distance learning.

Keywords: Perceived social ability, Perceived usefulness, Self-management learning, Attitude, Intention



Benefits of Using the Microsoft Teams Application in Online Learning in Art Education Courses at the Universitas Terbuka, Pinrang District

Kartini

Abstract

This study aims to find out about the benefits of using the Microsoft Teams application in online learning in art education courses at the Open University (UT) of Pinrang District. This study uses a descriptive qualitative research method as a research procedure that produces descriptive data in the form of written or spoken words from people and observable behavior. So, the type of research used by the author is descriptive qualitative. The sample in this study was 8 students who took art education courses. The results of his research are divided into several discussion indicators, the first is how students know about Microsoft Teams, students know that Microsoft Teams is a supporting application to assist in the learning process and Microsoft Teams itself has been known to students since 2021 to assisting the learning process in art education courses in elementary school. Then regarding the indicators of using Microsoft Teams, students can feel that even though there is a distance in learning, they can still discuss, the benefits that students also get are that they feel they save time, effort and money in the learning process, but apart from that of course there are the drawback is that students are very constrained by the network, so this can be used as evaluation material for the future regarding online learning using Microsoft Teams.

Keywords: Benefits of Microsoft Teams Online Learning

Universitas Terbuka (UT)Market Segmentation analysis in south sulawesi

Abdul Rahman Rahim (Universitas Terbuka),Syafiuddin (Unismuh Makassar)



Abstract

Abstract. This study aims to identify market segments, analyze the target and positioning of Universitas Terbuka (UT) and determine strategies and implementations to increase the number of students. The method used was a survey method. Data collections were questionnaires and interviews. The collected data were analyzed using descriptive analysis. The results show that enrolling at Universitas Terbuka has so far been dominated by applicants aged 21-50 years, generally women, mostly working in the informal sector, earning less than 5 million Indonesian rupiahs, and coming from all regions. Generally, they feel they know UT but know more when they have become UT students. However, around 23.7 percent know UT from 2-5 years before becoming UT students. The media with the biggest contribution to introducing UT are friends, family, and leaders where they work, another part of them stated that the information was from those who had studied at UT. Furthermore, only 14 percent stated that they knew UT from TV or social media. Then, the main consideration in deciding to register at UT is the cost factor. They consider the cost of tuition at UT is cheap, although some still think that tuition fees are still expensive but still affordable. After becoming UT students, they admit that communication with all components that play a role in learning at UT goes well. Further, argue that it is necessary if UT always informs/establishes cooperation with various parties, especially government and private institutions, especially in the regions.

Keywords: : Development; Marketing; Product; Strategy

E-LEARNING PROGRAM IS IT A NEW HYBRID FROM OF EDUCATION?

Rulinawaty Rulinawaty; Agus Joko Purwanto; Darmanto; Sofjan Aripin



Abstract

Since e-learning was introduced as part of the higher education landscape, many universities have adopted e-learning in their learning designs. However, developing e-learning requires internet technology skills, learning design, and high mastery of substance, so e-learning development becomes complicated and expensive for some universities. Because of this, many universities have started researching and experimenting with hybrid Universitas Terbuka (UT), has been designed to provide distance higher education (PTJJ). UT has organized hybrid education. Hybrid education in this study combines face-to-face education, distance education with media outside the network, and education with online media. So far, most of the hybrid education described in the literature uses the flipped classroom model. Other e-learning models are also often applied in the curriculum. Distance education is in dire need of management support. Several studies report the importance of adequate institutional support in implementing hybrid education policies and their benefits from a curricular perspective. Institutional support and effective employee engagement will improve organizational performance. This study explores the opportunities that arise from the use of e-learning in the learning process. This paper presents the policy implementation of a hybrid education model and a framework that describes the e-learning hybridization initiative with conventional education as a two-factor continuum, namely: (1) institutional support for the use of e-learning and (2) aligning curriculum content between e-learning and hybridization programs. In addition, hybrid education suggests indicators to measure the impact of these initiatives at the education and university level.

Keywords: Hybrid Education; Organization performance; Public service organizations; Employee engagement

Student Preferences for Educational Services in Open and Distance Learning: Universitas Terbuka Case Study

Mohamad Yunus, Ernik Yuliana, Heny Kurniawati



Abstract

Universitas Terbuka (UT) continues to increase the reach of its educational services by providing many types of educational services. This study aimed to analyze the students' preferences for UT educational services to improve student retention. The research was conducted in 6 UT Regional Offices: Medan, Semarang, Banjarmasin, Makassar, Ambon, Bogor, and Serang. The data were collected using survey and interview methods. Data were collected using an online survey method by distributing questionnaires to 900 respondents; however, only 208 students completed the questionnaires entirely. Interviews were held with several students in the Bogor and Serang UT Regional Offices to find information about the quality of the educational services. The data were analyzed using descriptive analysis and the structural equation model (SEM). The research results indicated that, on average, the student's preference for printed teaching material was high, especially for punctuality in receiving the printed teaching materials; 88.5% of the respondents agreed and strongly agreed. For the tutorial service, the respondents strongly preferred online tutorials (83.6%) and course tasks (70.2%), while 45.7% preferred face-to-face tutorials and 47.1% webinar tutorials. This shows that UT students have begun to show an interest in digital technology in learning. For examination services, the respondents had similar preferences between take-home examinations (THE) and offline written examinations; 77.9% of respondents said they were satisfied with the THE service 77.9% of respondents also said they were satisfied with offline written examinations. Next, 96.2% of respondents said they were satisfied with the educational services and administration services provided by UT Regional Offices. The result of the SEM analysis of the effect of student characteristics (X1), learning experience (X2), and participation in distance-learning success support service (X3) on the student's preference for UT educational services indicated that one variable, learning experience (X2), influenced the students' preference for teaching material and online tutorial services with a t value exceeding 1.96 at $t = 6.92, 8.52, \text{ and } 7.04$, respectively.

Keywords: UT, preferences, open and distance learning, educational services



UNIVERSITAS TERBUKA'S STUDENT PREFERENCE ON THE "FREEDOM TO LEARN INDEPENDENT CAMPUS" PROGRAM

Ernik Yuliana, Hendrikus Ivoni Bambang Prasetyo, Olivia Idrus (corresponding author), Sri Utami, Mohamad Yunus / Universitas Terbuka

Abstract

The Indonesian government through the Ministry of Education, Culture, Research and Technology (MoECRT) continues to strive to improve the competence of university graduates by providing opportunities for students to study or gain experience outside university. MoECRT then issued a policy of "Freedom to Learn-Independent Campus" (Merdeka Belajar-Kampus Merdeka/MBKM). For Universitas Terbuka (UT), which operates with a distance learning system, it is very feasible to implement the MBKM policy. The MBKM program was offered to students starting in 2021. The purpose of the study is to analyze student preferences toward MBKM program. Student preferences are focused on the scheme of MBKM organized by UT and MoECRT. The research uses a quantitative approach. The research population covers all UT students. Samples were taken from all study programs derived from 37 UT's regional offices based on the following criteria: a) 4th semester students in 2021/22.1 for those students who take semester-based package system scheme or those who has taken a minimum of 70 credits (for students who do not take semester-based package system scheme); b) Minimum GPA 2.50. Data collection techniques were carried out through surveys and focus group discussions (FGD). The survey was conducted online to 600 students and there were 415 respondents who filled out the questionnaire. FGDs were conducted in three UT's regional offices (Jakarta, Bogor, and Yogyakarta) with 15 students in each office. To find out the relationship between variables, correlation analysis was performed. The results showed that most of the respondents (51.8%) did not know about MBKM. The MBKM scheme of MoECRT that most UT students's drawn to are Pertukaran Mahasiswa Merdeka and Kampus Mengajar (70.4). As for the MBKM program organized by UT, the most popular scheme are internships (72.5%), entrepreneurship (72.3%), and student exchange (65.3%). Based on student's work status, those



ABSTRACT

who are already working (70.2%) and not working (70.9%) have the same tendency to take part in student exchanges at other universities. Moreover, students who have a GPA of less than 2.75 and more than 2.75 have different interests to participate in Bangkit program

Keywords: independent learning, preferences, distance learning, MBKM



DISTANCE LEARNING CITIZENSHIP EDUCATION: CITIZENSHIP CHARACTER INNOVATION BASED ON MORAL VALUE

Riza Alrahman

Abstract

Purpose from the study is for knowing how education citizenship learning distance far in innovation pedagogy character citizenship multicultural based moral values. The study was conducted using qualitative descriptive in class Universitas Terbuka, Bandung. Data collection using interviews, documentation, observation focus group discussions. Data analysis using interactive data analysis is Miles and Huberman's triangulation model is data collection, data reduction, data presentation and retrieval conclusion. Research shows that education citizenship learning distance far in innovation pedagogy character citizenship multicultural based moral values. Besides that, result research also shows if score pedagogy character citizenship multicultural based moral values also work as education score for students and is a good move for build character citizenship multicultural based moral values. Research conclusion is learning distance is far in innovation pedagogy character citizenship multicultural based necessary moral values built in an everyday student so that not only limited to the learning process distance far education citizenship.

Keywords: Character Citizenship, Citizenship Education, Distance Learning, Innovation pedagogy, Moral Values



ABSTRACT

STUDENT PERCEPTION USING AUGMENTED REALITY FOR BIOLOGY EDUCATION

Heny Kurniawati, Bachriah Fatwa Dhini, Elizabeth Novi Kusumaningrum, Diki

Abstract

The equitable distribution of education has to be optimized to reach all regions because of the vast territory of Indonesia. The government hopes to increase the Human development index through equal access to education. Equitable access to education must also be balanced with improving the quality of graduates by improving the quality of learning. Augmented reality (AR) brings flexibility and openness to learning. AR enable students to reach a higher level of education, and teachers engage students to see a real-world situation efficiently. This study aimed to determine student perceptions of learning using augmented reality integrated with the biology module. The sampling technique was purposive and analyzed using quantitative and qualitative approaches. Respondents in this study were students who had already taken animal physiology courses and involved students with disabilities. 96% of the respondents agree that AR applications are easy to operate. Next, 89% of respondents said 3D images are easy to understand, and the explanation of audio material is evident. 77% of respondents feel the AR application is easy to operate. Offline applications and integrated modules allow it to be used in areas with less stable internet signals.

Keywords: Augmented Reality, Improving learning, distance learning



The Agribusiness Students' Satisfaction Level With Learning Services in Universitas Terbuka

Idha Farida, Diarsi Eka Yani, Jan Hotman

Abstract

Universitas Terbuka (UT) is an Open and Distance Education (Pendidikan Terbuka dan Jarak Jauh (PTJJ)) that applies an independent learning system. The independent learning system requires the students to learn on their initiative. Therefore, UT provides a learning system designed to be studied independently. This study aims to analyze the level of satisfaction in the students of the Agribusiness Study Program with the learning services that include tutorial services, practicums, and teaching materials. The data were collected from 2020-2021 through online questionnaires distributed to students in semesters three to six. There were 64 students who filled in the questionnaires in 2020 and 53 respondents in 2021. The results of the study showed that the tutorial learning service which included the tutors' mastery of the materials, the tutors' role in assisting the students in understanding the course material, the feedback given by the tutors for the practices/tasks, and the suitability of the implementation of the tutorial with the schedule very satisfactory. The practicum learning which included the instructors' material mastery, the instructors' role in assisting the practicum implementation, feedback given by the instructors during the practicum, ease in obtaining the practicum schedules, the suitability between the implementation of the practicum and the schedule, and the completeness of the practicum equipment very satisfactory. The teaching material service included the ease in obtaining the teaching materials, the speed in which the teaching materials were received, the ease in understanding the teaching materials, the quality of the physical packaging of the teaching materials, the suitability between the teaching materials received and the teaching materials ordered, and whether the teaching materials were received before the first tutorial meeting were in the very satisfactory category. The students' satisfaction level with the three learning services increased from 2020 to 2021.

Keywords: satisfaction level, agribusiness students, learning services



ABSTRACT

DYNAMIC COLLABORATION AS STUDENT SERVICES IN THE PUBLIC ADMINISTRATION DOCTORAL PROGRAM UNIVERSITAS TERBUKA

Susanti - Universitas Terbuka, Made Yudhi Setiani - Universitas Terbuka, Aji Fajar Surya Antoro - Universitas Terbuka

Abstract

Student services are a major part in maintaining the quantity, existence, tenacity, and motivation of students in distance education. This study aimed to analyse the dynamics of collaboration in providing services to students in the Doctoral Program of Public Administration at Universitas Terbuka. This study used a qualitative method with interviews with students, online tutorial tutors, webinar tutorial tutors, IT person, and administrators. The informants were selected purposively. Using the dynamics theory of collaboration from Emerson, Nabatchi, and Balogh, the results of this study were as follows: (1) the engagement between tutors, students and administrators were constructed through virtual meetings: WhatsApp Groups, webinar, emails. This engagement has created communication and increased student motivation; (2) capacity for joint action was built through flexible learning and in accordance with the procedures of the learning process; (3) the formation of virtual communities between students and tutors, as well as the capacity of study programs in directing joint actions has raised motivation and increased the existence and tenacity of students in the learning process.

Keywords: dynamics of collaboration, distance learning, virtual meeting, student motivation



MARKETING STRATEGY IN INCREASING INTEREST IN LEARNING IN UT GORONTALO

Andi Suci Anita (UT Gorontalo) dan Andi Sahrul Ramadhan

Abstract

Efforts to increase the number of new students continue to be pursued by all Open University service units in the region, including the Open University of Gorontalo which is currently still the lowest in contributing to the number of University students. Fully open. The Open University of Gorontalo must develop a strategy to seek to increase interest in studying among the community. This increase in the number of students is also part of the government's efforts to increase the Gross Higher Education Enrollment Rate (APK-PT) in Gorontalo Province in particular. The purpose of this study was to determine the potential for increasing interest in college and formulate strategies to increase the number of students at the Open University of Gorontalo. From the results of observations and interviews, it can be concluded that the Open University has the potential to be an alternative choice for continuing education in terms of the advantages and facilities and infrastructure available at the Open University. The method used is qualitative based on field data with descriptive analysis, so that the results obtained that the marketing strategy used to increase public interest is to conduct public education about the advantages of the Open University in several places or potential activities where the community gathers in one place, adding expert workers in the field of marketing that can convey memorable messages to the audience, conduct broad promotions, especially by utilizing social media, and open opportunities and expand the network of study groups in the regions.

Keywords: Marketing Strategy, increasing interest, learning, UT Gorontalo



Creating an Online Tahsin Quran Learning with Peer Tutoring Method

Rifda Shabrina, Uwes Anis Chaeruman, Indina Tarjiah

Abstract

Tahsin Quran is a lesson to improve the reading of the Quran to conform to the rules (tajwid). In the current era of technological advances, tahsin Quran learning can be carried out online both in virtual face-to-face learning (synchronous) and independent learning with assignments (asynchronous). In tahsin Quran learning the students need guidance from teachers or people who are more competent than them to be able to assess and give feedback to their Quran readings. For this reason, peer tutoring method is the right method to be applied. This article tries to provide a framework for implementing online tahsin Quran learning using peer tutoring methods. The framework includes the application of synchronous online learning (virtual) and asynchronous online learning by self-assignments. The result of this research can be used as a guideline in tahsin Quran learning so that it can improve students' learning experience and ability.

Keywords: tahsin, Quran reading, peer tutoring, online learning



The Digital Transformation in Circulation Service Librarian Performance at the Regional Library and Archives Service of Jambi Province

M. Yusril Perananda, Masyrisal Miliani, and Yasir Riady

Abstract

This study describes how the performance of librarians on circulation services at the Regional Library and Archives Service of Jambi Province. What are the librarian's obstacles in improving the performance of the circulation service, What are the librarian's efforts to improve the performance of the circulation service. This study also describes a general picture of how things are at the Jambi Provincial Library and Archives Service, especially in circulation services. The method used in this research is qualitative with a descriptive approach. Determination of subjects in this study by means of purposive sampling, data collection through observation, interviews, and documentation. Data analysis methods are data reduction, data presentation, and drawing conclusions. The results obtained from this study were concluded after triangulating the data. The results in this study indicate that the performance of librarians in Circulation Services at the Regional Library and Archives Service of Jambi Province is quite good, although not yet fully optimal. This can be seen from the Employee Work Targets and performance indicators which include work quality, quantity, timeliness, effectiveness, and independence and the technology that they used. Obstacles of librarians in improving the performance of circulation services consists of Lack of human resources, inadequate facilities and infrastructure, training for staffs. The librarian's efforts in improving the performance of circulation services such as adding management human resources, improving and improving facilities and infrastructure. The performance of librarians in Circulation Services at the Regional Library and Archives Service of Jambi Province is quite good, although it is not fully maximized and can be improved again to achieve excellent service quality.

Keywords: Librarian Performance, Sirculation Service, Digital Transformation



Breakthrough Students Who Registered Basic Chemistry I Course in Solving Problems in Online Tutorial

Tutisiana Silawati

Abstract

Tuton is an internet-based tutorial service or web-based tutorial (WBT), which is offered by UT and is followed by students via the internet and is one of the tutorials held by UT. The objectives of organizing Tuton are: Optimizing the use of the internet network to provide study assistance services to students, and enabling the distance learning process in a more communicative and interactive alternative choices for students who have access to the internet network to obtain optimal learning assistance services. To be able to access Tuton, students must activate an account on the <http://elearning.ut.ac.id> website. Tuton is held every semester for 8 (eight) weeks or approximately 2 (two) months before carrying out UAS each semester. The contribution of the tuton value to the final value is a maximum of 30%. Maximum value can be obtained if students become active participants in implementing tutoring. Active participants are participants who read initiations, respond by asking questions or responses, discuss and work on assignments at initiations 3, 5 and 7. Students' breakthroughs in answering discussions and assignments in chemistry course tutorials which mostly consist of molecular formulas and chemical structural formulas that are not easy to type in word format are manipulated by students by drawing in handwriting and then combining them with typing in word format.

Keywords: Key words: tutorials, tutorials, chemistry, molecular formulas, chemical structural formulas, word format.



Daryono, Diki, Himawan

Abstract

Currently, the repository is a potential source of rich information, data, images and useful research results. A repository is a system that allows institutions to store and manage digital documents as well as interact and collaborate between users within one institution. There are several digital library software available as "open source" as well as "proprietary format". Open source software helps primarily in lowering initial and ongoing costs, eliminating vendor lock-ins and enabling greater application flexibility. The main advantage of open source software is that it is generally free to use such as the D Space application. D Space is an open source software platform for storing, managing and distributing collections in digital formats. The D Space application supports the generation of digital archiving that is more permanent and shareable than analog archiving. D Space can support a wide variety of artifacts, including learning media, The material is linked in real situations. Such as digital 3D scans (objects, photographic films, videos, research data sets). The results of the development are in the form of repository space artifacts from various learning media, including learning video galleries, learning assistance services, learning resource information, libraries, catalogs, animation products, virtual reality, practice questions and competency tests. The document can be accessed offline and the results are sufficient for students and the learning community without a network as a source of knowledge and information. The benefit obtained is that the repository spaces are used by users who experience problems in online networks and become a learning tool. In 2022, research is carried out by developing models and producing application prototypes that can be tested in a limited scope.

Keywords: repository, learning media. offline based app



DEVELOPMENT OF ONLINE PROCTORING AND QUESTION AND TEST INTEROPERABILITY

Mutimanda Dwisatyadini

Abstract

One of the information technology facilities used to support the remote teaching and learning process is the application of online exams. The system has been used for a long time by students and lecturers as a developer of test materials. In developing the system, innovation efforts are needed, one of which is Online Proctoring and Question and Test Interoperability. This study aims to implement Online Proctoring and Question and Test Interoperability so that it is expected to evaluate the exam and provide recommendations to stakeholders to improve the quality of exam services. This research is a research and development research that uses mixed methodologies. The research was carried out for two years. The first year of research will be carried out in 2020, namely conducting a study of relevant theories and research results, compiling draft models and mechanisms or procedures for use, conducting FGDs to validate draft models and mechanisms, and revising draft models and product procedures for Online Proctoring and Questions and Developed Interoperability Test. In this first year of research, researchers also held FGDs to validate the products developed, namely Online Proctoring and Question and Test Interoperability. The results of this prototype developed a form of flow chat with individual access and group access.

Keywords: Online Proctoring, Question, Interoperability Test



ABSTRACT

Innovative learning by metaverse for learning Araceae plant in biology distance learning

Sri Kurniati Handayani (Corresponding author), Subekti Nurmawati, Susi Sulistiana (Universitas Terbuka)

Abstract

Distance learning has been the most preferred method of learning during the pandemic. Previous studies shows that students consider communication is the most important aspect. In addition, technology increases interaction among students. Universitas Terbuka as the primary distance learning higher education institution in Indonesia also develop computer application that support online learning. BIOL4225 Higher Plant Taxonomy course is equipped with metaverse for learning Araceae plant. The metaverse is developed for learning in a virtual environment. Students can interact in a more intense situation.

Keywords: innovative learning, metaverse, higher plant taxonomy, Araceae



Micro learning in distance education

Suratni, Susy Puspitasari, Dewi Andriyani, and Diki

Abstract

This paper investigates the utilization of micro learning in distance education at Universitas Terbuka. Micro learning is the use of short content material. In distance learning, micro learning includes using material from youtube or powerpoint. In this study, students who take BIOL4219 Genetics course at Department of biology, Faculty of Mathematics and Science, Universitas Terbuka are interviewed with open-ended questions on how and why micro learning are important. The respondents are 5 students who take the course. In this course, they are required to learn youtube video provided by the tutor. The result shows that they like the youtube video.

Keywords: microlearning, biology, youtube, video



Developing Augmented Reality of English Phonetics Model

Afriliani (Universitas Terbuka) *
Agus Riyanto (Universitas Terbuka)
Yudi Efendi (Universitas Terbuka)
Widyasari (universitas Terbuka)
Ni Putu Meri Dewi Pendit (universitas terbuka)

Abstract

The basis of developing English phonetic model to English literature students is giving concrete example of how sound produced in the vocal track. Due to distance learning environment that demand students to be independent learning, Augmented Reality technology is chosen manifesting 3D object to aim the goal of students mastering English phonetics. The research methodology is research development. The development is begun by identifying lesson objective and measuring to which extend the application intends to make. It is decided that the Augmented Reality is in form of mobile application with several menus such as tutorial, the vocal track, and exercise. The application contains the sounds of thirty-four vocal and consonant combines. Besides, it demonstrates how to pronounce single sounds or phoneme, it also serves examples in words. The development has three stages that are planning, making, and evaluation. The novelty of this research is shifting the 3D still image model into interactive 3D augmented reality model. The result is self-learning application that in form of moving 3D and expected to help students learning the English sound more precisely.

Keywords: Augmented Reality, Phoneme, Phonetic, and vocal track



ABSTRACT

ANALYSIS OF THE NEED FOR THE DEVELOPMENT OF VIRTUAL REALITY-BASED TEACHING MATERIALS IN THE EARLY CHILDHOOD EDUCATION STUDY PROGRAM

Mutiara Magta (mutiara@ecampus.ut.ac.id)-Open University
Mukti Amini (muktiamini@ecampus.ut.ac.id)-Open University
Esti Kurniawati Mahardika (mahardika@ecampus.ut.ac.id)-Open University
Hadiqotul Luluk (lulu@ecampus.ut.ac.id)-Open University

Abstract

The purpose of this study was to analyze the needs of students of the Open University Early Childhood Education Teacher Education Study Program for lecture materials that will be developed for games based on Virtual Reality technology. This analytical research is part of the development research stage with the ADDIE model. Stages of analysis on the ADDIE model were carried out by interviewing and documenting and distributing questionnaires through the google form application with 200 respondents from the PGPAUD study program. Data analysis is described quantitatively. The results showed that 31.41% or 158 students chose the Development Activity Management course to be a much-needed course to be visualized through virtual reality technology and 26.93% or 143 students chose BCCT circle time material as material that was needed for media needs. virtual reality.

Keywords: virtual reality, circle time, analysis



DEVELOPMENT DESIGN OF VIRTUAL REALITY FOR OPENING CRIMINAL TRIAL SIMULATION IN LEGAL PRACTICE COURSES

Madiha Dzakiyyah Chairunnisa, Purwaningdyah Murti Wahyuni, Megafury Apriandhini, Nadia Nurani Isfarin, Avelyn Pingkan Komuna, A. Rachmat Wirawan

Abstract

Legal Practice Courses as a practical course in the Law Study Program of FHISIP Universitas Terbuka. This course aims to hone students' high-level skills through solving various legal cases or what is known as High Order Thinking Skill, which is abbreviated as HOTS. In addition, this course aims to hone students' skills in compiling various documents in court proceedings as well as mastering debating techniques in the answer process in court. Another basic thing that is equally important is to provide students with understanding and experience on how the trial goes. Students need to understand that the course of the trial must comply with legal rules or guidelines (both the Criminal Procedure Code and the Civil Procedure Code). Presenting a trial simulation learning experience directly during a pandemic is a challenge for lecturers of the Practice Experience course in the Legal Studies Program. If at normal times, students can make direct observations at court hearings, then during a pandemic, students make indirect observations through various broadcasts and online trial documentation. To answer these challenges, there needs to be a breakthrough by using artificial intelligence in the form of virtual reality in practical experience courses. The use of virtual reality is focused on simulating the opening of a trial in which several roles are played, including the Registrar, the Panel of Judges, the Defendant, the Public Prosecutor, and Legal Advisor. With the simulation using virtual reality, it is hoped that students will find it easier and clearer to understand the flow of the trial and provide a different, higher quality experience than just making observations online through various broadcast media.

Keywords: Keywords: virtual reality, trial simulation, legal practice courses



Analysis of the Use of Learning Management System (LMS) in Implementing the Tutorial Webinar From the Tutor dan Student Side

Nur Asiah, S.Sos, M.Si

Abstract

The occurrence of the Covid-19 pandemic in early 2020 caused a change in the implementation of tutorials at the Open University (UT). To prevent the transmission of Covid-19, the tutorials that were previously held face-to-face were replaced with the implementation of webinar tutorials (Tuweb). To support the implementation of Tuweb, the LMS (Learning Management System) application is used. The use of the LMS application in implementing Tuweb requires special adaptation and preparation for students and tutors. Tutors and students must learn how to use the LMS in implementing Tuweb and providing the supporting tools. This paper will analyze the use of LMS in implementing Tuweb from the perspective of students and tutors. This research is a descriptive qualitative research that aims to interpret the phenomenon under study. This research was conducted at UPBJJ UT Gorontalo in 2022. Sampling was carried out by purposive sampling of tutors and students participating in tuweb. In addition, a literature study was also carried out by studying reports on the implementation of tutorials at UPBJJ, as well as various literature related to the use of LMS in the learning process. The results of the study show that LMS can help students and tutors in implementing Tuweb because it can be accessed anytime and anywhere. Besides that, the administration of Tuweb implementation is also managed at the LMS. However, there are still some students who have not been able to take part in Tuweb and make the most of their LMS due to limited communication devices and not yet optimal internet networks in their area.

Keywords: Keywords: LMS, Students and Tutors, Webinar Tutorials



Developing hybrid learning of data literacy for teachers

Sofjan Aripin, Susanti, Adi Cilik Pierewan

Abstract

This study aims to develop a data literacy module for high school teachers using a hybrid approach: online and offline. This research uses development research. The results of this study show that the data literacy module can be used by teachers in seven steps. These steps are: 1) problem definition; 2) reviewing literature & research question; 3) data identification & data collection; 4) data manipulation & data analysis; 5) interpretation & conclusion; 6) application/implementation; 7) evaluation. This process can be performed online and offline. Online can be done using the MOOC platform, and offline mode can be conducted with face-to-face workshops. The contribution of this study is that the MOOC platform can support how data literacy for teachers can work effectively.

Keywords: Data literacy, teachers, MOOC, hybrid learning



PENGARUH METODE PEMBELAJARAN PROBLEM SOLVING BERBASIS TEMATIK TERPADU DAN MOTIVASI BELAJAR TERHADAP HASIL BELAJAR IPS DI SDN KEBAYUNAN

Kamsiyatun, Isfarudi dan Suhartono

Abstract

In general, the breadth of social studies material in elementary schools has an impact on students being less motivated to learn. The learning method carried out by the teacher so far is still dominant using the lecture method. This gives the effect of student understanding of the material and student learning outcomes are inadequate. The purpose of social studies learning at the elementary level is that students are expected to be able to have honest, disciplined, responsible, polite, caring, and confident behavior in interacting with family, friends, teachers, and the community and love the homeland. One of the efforts that can be made to make social studies learning interesting and able to motivate students during a pandemic is to apply an integrated thematic-based problem solving learning method. Through this learning, students are guided to solve a problem in a learning process that integrates several integrated thematic materials. Teachers and students conduct Learning From Home (BDR) assisted by Google Meet technology with a series of daily activity materials that can be directly applied by students in their environment. This research is a quantitative research with the type of experimental research and primary school students as respondents. The results showed that there was an effect of the integrated thematic-based problem solving method and student learning motivation on student learning outcomes in social studies learning. Characteristics of learning developed to contain material for several subjects at once packaged in everyday life situations in a theme.

Keywords: problem solving, integrated thematic, learning motivation, learning outcomes, social studies



ABSTRACT

Combining Synchronous & Asynchronous Learning for Optimal Learning Support: Piloting Management Information Systems Course for ODE Students

Durri ANDRIANI (Faculty of Education & Teacher Training, Universitas Terbuka, INDONESIA), Siti HADIANTI (Faculty of Education & Teacher Training, Universitas Terbuka, INDONESIA), and Made Yudhi SETIANI (Faculty of Law, Political and Social Sciences, Universitas Terbuka, INDONESIA)

Abstract

This paper presents the efforts made by a Team at Universitas Terbuka (UT) to provide optimal learning support services to students piloted on Management Information Systems (MIS) course offered in the Economics Education study program. Students in the open and distance education (ODE) system are required to implement self-directed learning. At the same time, ODE institutions are required to provide facilities needed by the students, one of which is providing learning support services for students. As an ODE institution, UT provides various forms of learning support services to students, including tutorial. Basically, there are two types of tutorials, face-to-face and online. During the COVID 19 Pandemic, due to limitation of physical contact, UT provided webinar tutorial to replace face-to-face tutorial. Tutorials online (tuton) are conducted asynchronously in a period of 8 consecutive weeks of each semester. The materials on tuton are basically an additional explanation of the materials discussed in the modules, topics for discussions, and assignments. Students are expected to log in to the tuton at least once a week to learn the material, participate in discussion, and on certain weeks work on and upload assignment. To provide optimal learning support services, synchronous discussions and augmented reality (AR) programs were added on tuton of MIS course in second semester of 2021 and first semester of 2022. The synchronous meetings provided opportunities for students to discuss topics with tutors and specially invited speakers. The AR programs were added to enrich students' learning experiences. However, students' response to these facilities have not been encouraging yet. Not many students were logged in in the discussions and AR programs have not attracted many discussions.



ABSTRACT

Nevertheless, based on inputs from students, improvements were made to assemble this form of learning support service in order to improve quality of student learning support services.

Keywords: synchronous learning, asynchronous Learning, students learning support service



STUDY ON OBSTACLES IN THE IMPLEMENTATION OF THE DISTANCE LEARNING SUCCESS SUPPORT SERVICES

Pepi Rospina Pertiwi (Universitas Terbuka) (Lead), Kartono (Universitas Terbuka) (member), Lidwina Sri Ardiasih (Universitas Terbuka) (member)

Abstract

Distance Learning Success Support Service is one of the services provided for new students of Universitas Terbuka (UT) in order for them to gain some information about the open and distance learning (ODL) system at UT. This service is considered unique and different from the conventional way of learning they experienced before becoming UT students. This paper aims to examine various obstacles in the implementation of distance learning success support services. The study was conducted by reviewing the results of activities of distance learning success support services during the registration of 2022.1 by reviewing the report on the implementation from UT compiled by the Center for Student Support Services of UT. The results show that generally, the obstacles happen in the following aspects. First, obstacles in socializing activities, such as inaccurate students' cellphone numbers and emails, and the address of their domicile. Second, some technical constraints, such as unstable internet connection, and lack of technical equipment. Third, obstacles in student readiness, such as students' difficulties in focusing on the programs due to joining other programs at the same time, unable to leave their work, and difficulties in controlling student attendance in online classes. Fourth, obstacles in material delivery, such as over material that needs to be delivered in a limited time. Based on the existing constraints mentioned above, various alternative solutions were prepared to improve the implementation of distance learning success support services in the future.

Keywords: distance learning success support services, learning success, distance learning



Efforts to Improve Learning Quality of Organic Chemistry Subjects of the Food Technology Undergraduate Program Universitas Terbuka

Iffana Dani Maulida*, Dini Nur Hakiki, Adhi Susilo

Abstract

The learning method in Food Technology Undergraduate Program Universitas Terbuka takes place in two ways, there are independently and through tutorial assistance. The Organic Chemistry course is one of the lessons in the Food Technology program which is still considered difficult for students to understand, whether they choose to study independently with subject main book or with the help of asynchronous online tutorials. The purpose of this study was to find out how much influence the activities and media used in a tutorial have on student interest and the quality of learning Organic Chemistry. The method used in this research is a quantitative survey method, it has been done by distributing questionnaires to students of the Food Technology study program who are taking Organic Chemistry courses to find out what they think and feel as well as action tendencies before and after participating in various tutorial assistance in the Food Technology study program Universitas Terbuka. The results of this research conducted were that 88% of students stated that it was very helpful in participating in learning Organic Chemistry with the help of webinars or face-to-face tutorials compared to other tutorials, while 12% felt it was quite helpful. The students also thought that the teaching media in the form of Chemistry software was very helpful in following Organic Chemistry lessons (82%), especially regarding chemical structures which were considered the most difficult to understand in Organic Chemistry courses. The remaining 18% feel quite helped by the teaching media in the form of Chemistry software in learning Organic Chemistry.

Keywords: Learning quality, Organic Chemistry, learning method, food technology program.



Rahmat Hidayat, Universitas Terbuka

Abstract

Distance higher education has proven to be a solution during a pandemic and has become an educational trend at all levels of education and has become an opportunity as an educational strategy in the future so that policies that regulate the implementation of distance higher education are needed. However, from the many publications, there are still few researchers who discuss research trends that raise policy research trends and distance higher education. This study uses data from the Scopus indexed journal with a total of 339 articles in English which are processed in excel and the VOSViewer 1.6.18 application.

The research results show that publications in the Scopus journal on policy and distance higher education are still few from 1977 to its peak in 2021 as many as 49 publications, then the policy keyword only appears 9 times compared to the keywords higher education and distance or e learning so that this becomes a good opportunity for researchers to examine more deeply about policies around higher and distance education.

Keywords: Policy, Distance, Higher Education, Trend Research



Education Diplomacy: A Need For Local Government Involvement

Mani Festati Broto (Universitas Terbuka, Indonesia);

Made Yudhi Setiani (Universitas Terbuka, Indonesia)

Sarah Fadilla (Universitas Terbuka, Indonesia)

Abstract

International activities by local governments have increased, not only in terms of quantity, but also the quality of their involvement (mode, variety, form, and type). In the midst of globalization and in era of decentralization and regional autonomy, people's daily lives become local government affairs. However, not all affairs/authorities become local affairs, matters of international activity are categorized as foreign policy strategies which are the affairs of the Central Government. Education and human development are the overall development agenda. The vision by the year of 2045, Indonesia is expected to experience a Golden Age in 2045. At that time, Indonesia will be 100 years old and become a developed country. This study aims to explore international activities in various fields carried out by the local government, mainly in education. In the concept of education diplomacy, local governments act as new actors in international relations. The inquiry is 'Should local government be involved in international educational diplomacy?' Along with the concept of decentralization, the question is how likely it is to decentralize international affairs by local governments. Inductively, the findings of international phenomena carried out in the local government's jurisdiction are characterized as soft power. Categorizing as a low politics which have a direct impact on local communities. The hypothesis that global impacts cannot only be solved by 'single-actor', that the involvement of the local government and its community in the international arenas is inevitable.

Keywords: Local Government, Education Diplomacy, International Activities



THE USE OF SMART ONLINE TEACHER PORTAL (GURU PINTAR ONLINE/GPO) TO EXPLORE TEACHERS' INFORMATION LITERACY SKILLS

Titi Chandrawati, Dewi Andriyani, and Susy Puspitasari

Abstract

People in this era have gotten much information from many sources. Therefore, people need to be selective in accepting an information. Information literacy is some skills needed by people who live in this era. Information literacy is a person's ability to articulate his information needs, identify, find, and evaluate the sources of information found and the ability to use that information. Universitas Terbuka (UT) through its faculty of Education has some information and provisions to help Indonesian teachers in improving their competencies. One of the efforts is to develop a smart online teacher portal (Guru Pintar Online/GPO). Smart Online Teacher Portal (GPO) is a scientific forum dedicated to teachers and others who are concerned with efforts to improve the quality of teacher education and the quality of learning in schools. This research was carried out to explore Early Childhood Education (ECE) students' teachers' information literacy skills. The respondents were observing, analyzing and writing an report about some videos from the GPO. The instruments used were open questions which was sent through online to the respondents. The answers were analyzed qualitatively by the researchers. The online questions were consisting of questions in exploring how the ECE student teachers can access the videos, how the videos can help the student teachers analyzed the teachers' teaching, and how the student teachers have learned from the videos. This research was held in Bekasi and through online. The respondents were UT's ECE student teachers. The results of the research were 1) the respondents can access the video via you tube, 2) the respondents can determined strengths and weaknesses of the teachers in the videos, 3) the respondents can wrote a written report about how to use GPO to help PAUD teachers to develop their abilities as PAUD teachers. The research showed that the ECE student teachers have already got some skills in information literacy.

Keywords: information literacy, ECE student teachers in UT, a smart online teacher portal (Guru Pintar Online/GPO)



TOOL KIT FOR ONLINE COURSE: DIAGNOSTIC AND PREDICTIVE TOOL

Dr. Rijanto Purbojo, S.Psi., M.Sc; Prof. Daryono, SH. MA, PhD; Prof. Dr. Ir. Aulia Siti Aisjah; Dr. Hari Wibawanto, M.T.

Abstract

Assurance the quality of online courses is a very important issue considering that currently almost all tertiary institutions offer online courses. Until now in Indonesia there have not been developed the "criteria or standards" for good-online courses, so criteria are needed for quality assurance. The research benchmarked eight QA frameworks in the world and produced a QA tool kit for assuring the online courses meeting the minimum requirement. This online course toolkit was developed to provide guidelines for online course providers in the form of a self-assessment that measures the maturity level of online courses offered to the public. It is also designed to assist online course provider to meet the benchmarking-criteria of online learning.

Keywords: Online Course, Quality Assurance, Tool Kit, Criteria Online Course



ABSTRACT

UT-AKSES Sustainability and Governance Model: Integration of Stakeholders Interests.

Prof. Daryono, Dr. Suhartono, Adhi Susilo, PhD, Diki, PhD; M. Toha, PhD; Della Jovanska; Mutimanda

Abstract

UT AKSES is installed in the school where UT's student tutorial is located. The agreement with the host-server is based on the mutual benefits between UT, school and local school administrator. to serve the multipurposes and multi-benefits of UT Akses, the server is currently also added the content for primary and secondary school students where the student and teachers benefit to use the online resources. In addition, a school teacher and IT administrator are also encouraged to utilize the UT Akses. The project will also propose to the local government to scale up the UT Akses to be installed in other schools where Internet access is limited. For maintaining sustainability and the governance of UT Akses, the UT Akses project is designed to benefit UT students and hosted schools including students, teachers and the local government.

Keywords: Internet, Blankspot, UT-Akses, sustainability model



COMMUNICATION PATTERNS OF LECTURERS WITH TUTORS IN DISTANCE LEARNING

Majidah, S.Sos., M.I.Kom1, Isma dwi Fiani, S.I.Kom., M.Si2
1Universitas Terbuka (INDONESIA), majidah@ecampus.ut.ac.id
2Universitas Terbuka (INDONESIA), isma.fiani@ecampus.ut.ac.id

Abstract

One of the study assistance services available at UT is Tutorial. In tutorials, learning activities are carried out under the guidance of a tutor as a facilitator. Tutors have very important functions, roles and positions in the implementation of tutorials, practice and/or practicum. This research was conducted to find out the communication patterns of supporting lecturers with tutors in increasing students' willingness to learn independently, especially the communication patterns of supporting lecturers with online tutors. This research is a qualitative research that is exploratory and clarification using a case study approach. The population in this study are all tutors who are registered at the open university. The samples in this study were online tutors registered at open universities. The results of this study are the communication patterns of supporting lecturers and Tutor Tuton consisting of open communication patterns, responsive communication patterns, appreciative communication patterns, constructive communication patterns, and egalitarian communication patterns. Communication between the supporting lecturer and the Tutor Tuton is established in a formal context that is oriented towards organizational interests and shows the form of the supporting lecturer's responsibility for the smooth implementation of the online tutorial. Communication between the supporting lecturers and Tutor Tuton also runs harmoniously between the supporting lecturers and Tutor Tuton by applying the principles of equality, fairness and equality.

Keywords: Communication Patterns, Distance Learning Systems, Tutors



M. Arifin Zaidin, Hasanuddin, & Kusmaladewi. UPBJJ UT Makassar

Abstract

PHP (Hypertext Preprocessor) is an open-source server-side programming language. PHP has the advantage of being open-source. Therefore, users can modify and develop applications or systems as desired. Frameworks facilitate world wide web (Web) programming and make it more organized in many ways, such as increasing the productivity of programming a piece of written code that takes up a long time and hundreds of lines of code can be done in a matter of minutes with the help of the Framework's .built-in functions. The Development of the Design and Content of Open University MOOCs is expected to make the potential that participants can have on an ongoing basis. Developing design and content on Open University MOOCs is one of the steps of change to be better and more useful to users. This research is a design and content development research Getting to know the Hypertext Preprocessor (PHP) Framework self-paced instruction model on the Learning Management System (LMS) of the Open University. This research is intended so that users can use it easily and correctly to improve the scientific field quality through the Massive Online Open Courses (MOOCs) service. This research is intended so that users can use it easily and correctly to improve the scientific field quality through the Massive Online Open Courses (MOOCs) service. Ten and twenty steps test the design and content used in this study. The data collection instruments used are questionnaires and field observations. The use of questionnaires related to expert assessment questionnaires, design and content practitioners, and assessments from linguists. The data analysis technique used is to describe all validators' opinions, suggestions, and responses obtained from the criticism and suggestion sheets, then continue the analysis by calculating the percentage of the item score of each answer to each questionnaire question. The results showed that the design and content development manual for the PHP Framework self-paced instruction model on the Learning Management System is feasible for Open University MOOCs. This book is integrated with implementing the material of video-based MOOCs with eight session views.

Keywords: Design, development, Framework, hypertext preprocessor, content, Open University



Optimization of Services and Accessibility Webinar Tutorials on Sastisfaction using the Microsoft Teams Application for Universitas Terbuka Students

Amud Sunarya, Florentina Ratih Wulandari

Abstract

This research aims to determine the effect of webinar tutorial facilities and accessibility on student satisfaction in applying Microsoft Teams. This type of research is survey research that is quantitative with multiple linear regression analysis. Where the service and accessibility of the webinar tutorial are independent variables, and student satisfaction with using the Microsoft Teams application is the dependent variable. The research population is the Universitas Terbuka students in the 2022.2 academic years who follow the webinar tutorial for scientific papers. Obtained the sample from students of the public administration study program by filling out google forms. This study tries to show a positive influence between the service and accessibility of webinar tutorials on student satisfaction after applying Microsoft Teams. The study is expected to produce new findings on the benefits and accessibility of webinar tutorials to provide satisfaction to Universitas Terbuka students in using the Microsoft Teams application.

Keywords: Service, Accessibility, Tutorial Webinar, Satisfaction, Microsoft Teams



REUSING AND REPURPOSING COURSE MATERIALS THROUGH MODULAR SYSTEM: Certification Class of 'Translation'

Widyasari (universitas terbuka); Mani Festati Broto (Universitas Terbuka)

Abstract

UT's vision, in 2021, all ICT technology has merged into UT's teaching and learning practices. Also include the process of designing course materials. UT course materials vary in size, subject matter, and level. At the Faculty of Law, Social and Political Sciences (FHISIP) with 10 course programs (250 course materials), to achieve instructional goals and learning outcomes, the amount of course material that must be managed is too much. The length of time to design, develop, and even revise course materials is two years, so that at the time of course delivery, the content is irrelevant. Based on the concepts of reuse and repurpose, teaching materials can be grouped according to themes. This study argues that course material at FHISIP can be reused and reused according to course descriptions (course themes). The theme of 'translation' in group courses in study programs has also become a number of certification classes. From the combination of several modules, it can be used for certification classes like beginner translation, advance translation, basic English, intermediate English, and advanced English. Using a modular system and digital technology, course themes (eg beginner translation) are designed as independent modules, but can become shared knowledge. Module content can be changed and updated without affecting the content of other modules connected to it. In the end, the process of designing, developing and revising teaching materials can be accelerated to achieve learning objectives.

Keywords: Reuse, Repurpose, Modular System



Intention to Enroll in a Master Degree of Tourism at Open and Distance Learning University in Indonesia

*Anisa Zahwa Akbara, Nihan Anindyaputra Lanisy, Ira Geraldina

Abstract

This study aims to examine the the students' intention to enroll in a master degree of tourism at Open and Distance Learning University in Indonesia. We use four motives that possibly detremine their intention, namely: personal development, social support, career enhancement, and academic fit. Using a convinience sampling method, we collected 332 respondents which 197 of them are active-senior college students, 94 of them are finished their bachelor's degree, and 41 of them are finished their master's degree. The results show that personal development, social support, career enhancement, and academic fit are positively effect their intention to enroll in a master degree of tourism for all the group of respondents. As for the group of senior-college students and bachelors, the results show that social support, career enhancement, and academic fit important consideration factors, instead of personal development. These results have implication that the college students and bachelors do not yet pursue a higher level of Maslow's Hierarchy of Needs, namely self-actualization when considering enrolling in the magister program of tourism. The main factors of motivations are to pursue safety (academic support), belonging (social support), and esteem (career enhancement). It means that the university may consider these factors when designing master program curriculum if he positions the college students and bachelors to become their key customers.

Keywords: Open and distance learning, personal development, social support, career enhancement, academic fit, behavioural intention



Implementation of communication ethics by digital immigrant lecturer to digital native students as a communication strategy in online learning case studies at universitas sumatera utara

A.Hadian Pratama Hamzah, Rafiqah Yusna Siregar, Julia Safitri, Nurhasanah

Abstract

The purpose of this study is to analyze the application of communication ethics by Digital Immigrant lecturers to Digital Native students as a communication strategy in online learning at the University of North Sumatra. The method used in this research is qualitative with a case study design on online learning. The subjects in this study were lecturers of the Digital Immigrant generation who were born before 1980 according to the Digital Immigrant theory by Marc Prensky, as well as students as the Digital Native generation used as source triangulation or data validity. Application of data collection techniques using non-participant observation, in-depth interviews and documentation studies. Furthermore, the data analysis technique used in this study is in accordance with the Miles and Huberman model, namely data collection, data presentation and drawing conclusions. The results of the study show that Digital Immigrant lecturers are a generation that upholds the ethics of media communication aimed at their students. The observation results also show that in online teaching and learning activities students are required to activate the camera, use the chat or comments column when asking for permission, pay attention to the use of language when sending messages to lecturers, dress neatly and on time as a good communication strategy. Lecturers from the Digital Immigrant generation who apply media communication ethics are dominated by those from the Baby Boomer group (1946-1964) because they position themselves as parents who should be respected by their children. Meanwhile, Digital Immigrant lecturers who came from generation X (1965-1980) did not really question students who turned off their cameras and how to send messages to lecturers because they were more forgiving of ineffective online learning conditions, so lecturers of this generation implementing online learning that is not only educative but also entertainment in nature as an effort to restore student interest and enthusiasm.

Keywords: Keywords: Communication Ethics, Media, Digital Immigrants, Online Learning.



ABSTRACT

DEVELOPING A VIRTUAL LABORATORY ON MANAGEMENT AND ENTREPRENEURSHIP COURSE TO ENHANCE DISTANCE LEARNERS' KNOWLEDGE AND SKILLS

Ami Pujiwati, Benny A. Pribadi, Zainur Hidayah, Ety Susanty, Julia Safitri:
Universitas Terbuka: ami@ecampus.ut.ac.id

Abstract

This present study aims to elaborate and the use of virtual laboratories as media to deliver the course content of management and entrepreneurial substances to enhance the knowledge and syllabus of Universitas Terbuka students. The study involved several experts that include subject matter experts instructional designers ICT developers and writers. Research and development method was used in this present study. The research and development method consists of systematic and systemic steps including 1). Identity instructional goal, 2). Product instructional analysis, 3). Analysis Learner and context, 4). Write performance objectives, 5) develop instructional strategies, 6). Develop instructional material, 7). product formative evaluation, 8). Revise instruction. This multiyear research scheme resulted in the design of a virtual laboratory on management and entrepreneurial courses that was validated by experts

Keywords: distant learner, entrepreneurship, management, virtual laboratory



NEW STUDENTS' PERCEPTION OF THE IMPLEMENTATION OF DISTANCE LEARNING SKILLS TRAINING (PKBJJ) UNIVERSITAS TERBUKA MAKASSAR

Husnaeni

Abstract

Long Distance Learning Skills Training (PKBJJ) intend to preparing the students to possess the ability to read effectively and utilize UT's online service for studying purpose. PKBJJ is a mandatory for all new studens from Diploma, Bachelor to Magister. Students who take part in PKBJJ thoroughly will receive a training certificate which when they graduate will become part of the Diploma Companion Certificate (SKPI). This research aims to make a scientific contribution to distance learning skills training (PKBJJ) using descriptive variables. To obtain valid data, this study used a questionnaire on new students at the Open University UPBJJ-Makassar for the 2019.2 registration period, there are 328 of them. Respondents for this study were obtained when PKBJJ taking place in several region, which is : Pangkep-Maros, Sidrap-Pinrang, Bone-Wajo, Tana Toraja-Toraja Utara, and Luwu Raya. The data processing techniques using the frequency method, tables, and statistical data. This research managed to find that in the process of distance learning skills training requires the following indicators: a) The relevance of activities to needs in the amount of 4.166; b) Implementation of interactive training in the amount of 4.000; c) Respondents' assessment of PKBJJ training materials in the amount of 4.410; d) Respondents' assessment of the instructor's ability in the amount of 4.318; and e) Committee readiness in the amount of 4.230; and f) Student response to facilities and consumption in the amount of 4.395. By using the six PKBJJ indicators, this study showed results that all classified to the good category, but the highest respondents' ratings in that category were on training material which was considered very important to be known for all new UT students. The results of PKBJJ and it's success on conducting training and distance learning skills will have the effect of significantly increasing student interest and learning achievement.

Keywords: distance learning, skills, new students, training, perception



ANDROID-BASED E-MARKETPLACE AS AN ALTERNATIVE SOLUTION TO SHORTEN THE DISTRIBUTION CHAIN OF HORTICULTURE COMMODITIES

Etty Puji Lestari, Suchatiningih Dian Wisika, and Fauzul Azim

Abstract

The condition of horticultural commodity prices that often fluctuate makes farmers often suffer losses. One of the causes of such price fluctuations is the length of the distribution chain in horticultural marketing. One solution that can be applied to shorten the distribution chain of horticultural commodities is the e-marketplace. This research offers an android-based e-marketplace that can be a forum for buying and selling transactions between farmers and consumers without intermediaries. The application of this android-based e-marketplace can help farmers to get better selling prices for commodities and provide affordable prices for consumers so as to improve their welfare. The results of the study show that the use of an e-marketplace can increase farmers' income. However, local governments must also be able to control prices so that they are not controlled by middlemen.

Keywords: e-marketplace, Horticulture, Farmer, Distribution Chain



Teguh, Hartati, Erie Agusta, Nizkon

Abstract

Teachers, as the spearhead in the field of education, are required to have competence in digital age in the 21st century. The principal hopes that the competence of the teachers who teach in schools is to the current development demands. This study's aim is to determine the competence of teachers expected by the principal. The data were obtained from a questionnaire given to the principal containing 28 statements. Of the 272 principals who filled out the questionnaire, the results showed that 1.6% of principals were very satisfied, 51.6% satisfied, 46% dissatisfied, and 0.8% very unsatisfied with teacher competence.

Keywords: competence of teachers, school principals, literacy, digital age

DISTANCE LEARNING BASED BUSINESS INCUBATOR: A BUSINESS MODEL ANALYSIS

Venty Fitriany Nurunisa (Universitas Terbuka)*, Bayu Eka Wicaksana (Universitas Terbuka), Jan Hotman (Universitas Terbuka)

Abstract

Indonesia is one of the countries in Asia with the smallest number of entrepreneurs compared to others. However, in the last 10 years, Indonesia has shown a significant increase in the number of startups, where in 2019 Indonesia became the fifth largest country of startups with a total number of 2074 businesses. Moreover, Indonesia's startups are dominated by the micro-scale business category, which reaches 52.97%. Micro-scale business generates a turnover value of IDR 300,000,000 per year at max and maximum assets of IDR 50,000,000. The high growth of startups is being followed by the emergence of challenges to survive. Many startups fail to survive because they don't have a mature business model. Some of the fundamental problems of micro-scale businesses are including limited capital, lack of market access, limited human resources and facilities, and a lack of understanding of the importance of legality. Assistance for micro-scale businesses can be an accelerator to support the development and increase opportunities for micro-business resistance. A business incubator is an intermediary institution that fosters, assists, and encourages the development of micro-scale businesses. Given the enormous entrepreneurial potential in various regions in Indonesia, a business incubator needs an incubation model that can reach remote areas with enormous local business potential. Therefore, the purpose of this study is to determine the business model to be implemented in a distance learning-based incubation program. The method used is the business model framework developed by Alexander Osterwalder, namely the Business Model Canvas. This research found that business incubation based on distance learning can offer a value proposition in the form of virtual incubation in open and distance learning system services for the incubation process, reaching potential entrepreneurs in remote areas, and is recommended for participants who are at the business idea development stage. Relationships with participants can be built through mentoring,



ABSTRACT

coaching, mentoring, boot camps, and entrepreneurship seminars. The main partners are related government agencies, practitioners as resources person, coaches and mentors, as well as other incubator and accelerator networks. Key activities lie in developing relevant case studies, developing virtual incubation systems, and developing strong partnerships.

Keywords: business incubator, entrepreneurship, distance learning



Tutor's Perception of the Quality of Online Tutorial Courses Materials.

Case Study: Information Systems Study Program, Universitas Terbuka

Dian Nursantika & Wahyu Noviani

Abstract

This article aims to find out the perceptions of tutors regarding the course material for an online tutorial, that has been provided by the Information System study program at Universitas Terbuka. As a new study program, it is necessary to evaluate the quality of those course materials presented on an online tutorial, in order to provide precise and updated materials. The online tutorial course materials consist of several items: namely the Rancangan Aktifitas Tutorial (RAT), Satuan Aktifitas Tutorial (SAT), essential concepts, topics of a discussion forum, the question of practices, and assignments. This article is written using a quantitative descriptive approach. Respondents are tutors, who have teaching experience and a background of expertise in information systems and technology, for about 300 respondents. Data was collected in the period of 2021/22.2 and 2022/23.1. Respondents have filled out the survey instrument that consists of aspects related to the presentation of essential concepts, topics of discussions forum, and assignments. The results of the analysis show that for the 2021/22.2 period, 95.63 % of tutors agreed and strongly agreed that all of the aspects of online tutorial course material are good enough. As for the 2022/23.1 period, 96.94 % of tutors agree and strongly agree that all of the aspects of online tutorial course material are also good enough. There was an increase of about 1.31%. Several notes from tutors need to be followed up by the study program so that the implementation of online tutorials, especially for the Information Systems Study Program can run better in the coming semester.

Keywords: online tutorial, tutor's perception, course material



Sofjan Aripin Universitas terbuka and Evaluanda BRIM

Abstract

Innovation policy is a reference for higher education to implement innovation programs. implementation barriers determine the success and failure of innovation policies, strengthening not only on the resilience of socialization but consistent implementation is decisive. Data shows that from 3249 higher education that fill out 684 new innovation forms administratively, the realization aspect of innovation is an important form that has not yet become the concern of important stakeholders. The obstacles to the implementation of innovation do not depend on higher education only, but the commitment and consistency of the government, the business world and the industrial world, as well as public awareness. The need for strengthening and joint commitment of all components to realize higher education as innovation in development.

Keywords: policy implementation, innovation, universities.



Development of Augmented Reality Media for the Human Digestive System

[Rif'at Shafwatul Anam], [Monika Handayani], [Andayani], [A.A. Ketut Budiastira]

Abstract

This study aims to discover the opinions of learning media experts and concept experts from the digestive system in the developed Augmented Reality media. In addition, this research will also provide an overview of the experience of users who have used this AR media. The research method used in this research was mixed method research through Forum Group Discussion (FGD) and distributing questionnaires to experts and questionnaires consisting of 12 questions related to respondents' responses regarding the developed AR media. The number of respondents in this study consisted of 2 experts and 658 student respondents. The results of the expert's review of the generated media obtained 86.7% for the developed media and 90% for the concepts in the AR media. Meanwhile, based on the responses of the respondents, it was found that on average the respondents gave a value of 92.78%, which can be interpreted that the AR media developed is very good for studying the concept of the digestive system

Keywords: Augmented Reality, Human Digestive System, Learning Media.



The Development of Digital Literacy Capabilities to Support Self-Development Success

Siti Julaeha* (Universitas Terbuka), Dewi Padmo (Universitas Terbuka), and Amalia Sapriati (Universitas Terbuka)

Abstract

Digital literacy is needed to live, learn, and work in a society where communication and access to information is increasing through digital technologies such as internet platforms, social media, and mobile devices. Digital literacy refers to the ability to access, manage, evaluate, integrate, create, and communicate information individually or collaboratively in networked, computer-supported, and web-based environments for study, work, or leisure. Given the importance of digital literacy for students, educational institutions need to provide activities that can equip students with an adequate level of digital literacy so that students can succeed in their studies and compete successfully in their careers. This article is a theoretical study to develop instruments that can be used by educational institutions to find out the characteristics of their students in terms of the level of digital literacy and to provide alternative activities that educational institutions can provide to equip students with digital literacy so that they are successful in their studies and career development. Alternative activities proposed can be used as a program in student learning services.

Keywords: Digital Literacy Ability, Self-Development Program, Student Support Services



ANALYSIS OF LEARNING ASSISTANCE SERVICES WEBINAR TUTORIALS IN THE COVID-19 PANDEMIC

Yusrizal, Pamela Mikaresti, and Ana Nurmalia

Abstract

Universitas Terbuka (UT) as a State University which is the pioneer of Distance Education (PJJ) in Indonesia. UT has provided two kinds of learning service assistance namely face-to-face tutorials and online tutorials. UT provides alternative learning assistance services such as webinar tutorial (TUWEB) as an option for learning assistance services for face-to-face tutorials are not possible during the pandemic, therefore it is important to thoroughly analyze and evaluate the webinar tutorial learning assistance service, both from the evaluation of teaching staff (tutors), user experience and user satisfaction of students towards TUWEB as well as comparisons of academic achievements of students participating in TUWEB and other learning assistance services organized by UT as material for evaluation and improvement in the implementation of TUWEB in the future. This study is conducted purposively with 1.185 students and 222 tutors as the respondents. It is analyzed descriptively and quantitatively by using multiple linear regression analysis. Based on the result, it was found that the performance of TUWEB UPBJJ-UT Bengkulu tutors generally had met the expected quality standard criteria so that it was recommended to return to teaching the same subjects. As many as 71% of respondents get a good user experience and 77% of respondents get high user satisfaction with TUWEB learning services assistant while the variables that have a significant effect on user satisfaction of TUWEB learning aid services are dependability and stimulation. The average value of the cumulative achievement index of all respondents is the highest average GPA obtained by TUWEB service users which is 3.56, the smallest is the average GPA of TMK service users of 3.21, and the average GPA of Tuton learning assistance service users is 3.40.

Keywords: Learning Service Assistant, TUWEB, Pandemic



Application of the Triple Helix Concept for SME Network Development as an Effort to Build Community Economic Independence

Firman Karim

Abstract

SMEs or small and medium enterprises are a type of business on a small scale that does not have branches. SMEs are a type of business that is resilient to the storm of economic downturn. This can be seen from the decline in economic growth some time ago until now this type of business has the most stable growth. With the large number of SMEs at the village, sub-district, district, city and even provincial levels, it is very significant to help the sluggish economy. If likened to a network, the network members are in the form of sub-systems whose units are small in number and very productive. However, if SMEs are not assisted by regulations from the government and universities as centers of thought in various fields, especially regarding business management, these small and medium enterprises will be difficult to develop. Study-based research on the application of the triple helix concept for the development of small and medium-sized enterprises (SMEs) networks as an effort to build community economic independence is based on the Triple helix theory which is an interaction between academia, industry or business and government which was developed in the 1990s by Etzkowitz and Leydesdorff. This concept has become a general strategy used by the government in developing policy innovations. The purpose of this study-based research is to describe the development of a network of SMEs to build economic independence. With data sources obtained from various documents related to the application of the triple helix, it is found that the Triple Helix needs to be applied as an effort to develop SMEs which can ultimately help economic independence in the community.



The Design Development of MOOCs for Community Service

Kartono

Abstract

Information technology is a study of the design, development, application and management of computer-based information systems for hardware and software. The influence of this information technology in the world is getting bigger and bigger, including in open access such as Massive Open Online Courses or known as MOOCs. The design of the MOOCs application development applied by the Open University for the Community Service (PKM) program is expected to provide a means to present MOOCs material. One of the MOOCs materials developed is about Plastics: their utilization and dangers. The design of the PKM MOOCs program development, contains component in developing a PKM MOOCs design or model based on the Learning Management System. There are outline of MOOCs program (GBPM), initiation material in the form of power points, discussion forums, quizzes, task completion forums, and ending with the work on summative tests. The results of the trial of 15 trainees showed that the development design of these MOOCs can be classified as good based on the clarity of the steps to be followed, the clarity of the stages of presentation, hopefully the use of developed teaching material products, as well as the presentation of the ingredients.



Student Involvement in The Implementation of Practicum during the Covid-19 Pandemic in Distance Education FKIP Universitas Terbuka

Siti Aisyah

Abstract

The COVID-19 pandemic has had a fairly broad impact, including in the field of education. It also felt considerable changes during the Covid-19 pandemic, especially in the implementation of practicum for UT FKIP students. The purpose of this study is to analyze student involvement in the implementation of practicum during the COVID-19 pandemic. This type of research is descriptive quantitative. This study involved 127 samples of FKIP UT students. The instrument used in research activities is a questionnaire to obtain information about student activities and involvement in the implementation of practicum during the Covid-19 pandemic. To see the influencing factors, a test based on the p-value is used. Testing groups students into several factors including: gender, age, last education, location/region, UPBJJ and others. One of the conclusions in this study was drawn from the p-value obtained for each category. To see the relationship between student characteristics and student engagement, a correlation test was used. After the analysis is carried out, it can be concluded that if you want to increase involvement and compile instruments and guidelines for the standard process of implementing practicum, you need to pay attention to several things, including: location / domicile, type of tutorial given, student GPA and work done. In designing and implementing practicum activities, differences in student involvement that arise due to these factors need to be considered. Based on the results of the analysis between student characteristics and student involvement in the practicum, it shows that engagement will be strong when considering the enriching educational experience.



THE DEVELOPMENT OF SELF REGULATED LEARNING INSTRUMENTS IN TUWEB LEARNING AT UNIVERSITAS TERBUKA

Ucu Rahayu

Abstract

Self regulated learning is one of the determining factors in supporting student success during the Webinar Tutorial (Tuweb) learning process at Universitas Terbuka. It is important for each tutor to identify student learning independence by using a tested instrument. The purpose of this study was to produce a student learning independence assessment instrument that is valid, reliable and can be used widely. This type of research is descriptive qualitative, with instrument testing involving experts, validity and reliability testing. The results showed that the student learning independence assessment instrument developed for TUWEB learning at Universitas Terbuka was valid with expert judgment and statistical analysis and was reliable based on the Cronbach alpha test. The instruments produced in this study have been widely usable and allow for re-exploration by other researchers to assess students' learning independence. With this instrument, it is expected that it will also be able to help other researchers to be more motivated in conducting research, especially to assess student learning independence or increase student learning independence either in learning on a regular basis or on other online learning patterns.





