



2023 INNODEL

International Conference on Innovation In Open and Distance Learning

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

October 23rd - 24th , 2023, Royal Ambarrukmo Hotel
Yogyakarta, Indonesia

BOOK PROGRAM



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WELCOME MESSAGE

Rector of Universitas Terbuka Indonesia



Bismillahirrahmanirahim
Assalamu'alaikum wa rahmatullahi wa barakatuh,
Om Swastiastu
Namo Budhaya
Salam kebajikan

An Honorary Minister of Education, Culture, Research
and Technology,

The Governor of Yogyakarta Special Region, Sri Sultan
Hamengkubuwono X

Honourable Keynote Speaker:

1. Prof. Vanessa Paz Dennen - Professor of Instructional Systems & Learning Technologies Florida State University, United States.
2. Prof. Ghassan Beydoun - Professor of Information Systems University of Technology Sydney, Australia
3. Irving Hutagalung - Country Engineering Lead in Indonesia Microsoft Indonesia
4. Prof. Maria Mercedes Tan Rodrigo - Professor Department of Information Systems and Computer Science Ateneo de Manila University, Philippines
5. Yunandha Indrakusumah, BICT (Hons) - Head of Product Tribe Technology Commercialization Telkom Indonesia
6. Prof. Kinshuk – Dean University of North Texas, USA
7. Rayi Pradono Iswara, M.Sc. - ICT Talent Ecosystem Development Manager, Indonesia Region PT. Huawei Tech Investment Indonesia

Respected Colleagues,

- Vice Rector for Research, Innovation, Cooperation and Business
- Head of Research Centre and Community Service UT
- 2023 INNODEL Conference Chair
- And to all presenters and participants of this seminar



WELCOME MESSAGE

Rector of Universitas Terbuka Indonesia

Good morning and a warm welcome to the third (3rd) International Conference on Innovation in Open and Distance Learning (INNODEL) 2023, organized by Innovation Research Centre-Research Centre and Community Service, Universitas Terbuka. It is an honor for me, as the Rector of Universitas Terbuka, to address this scientific gathering of scientists,

On behalf of Universitas Terbuka, I would like to express my gratitude for your participation in the Third Annual International Conference on Innovation in Open and Distance Learning 2023 (INNODEL) held in Yogyakarta Special Capital Region, 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 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 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.

Distinguished Colleagues and Guests,

Universitas Terbuka as the pioneer of distance education in Indonesia, has been serving the nation for 39 years. We reach our students all over Indonesia and in several countries. By 2023, we have more than 2 million alumni, most of them are teachers of primary education. We have reached the unreachable by providing higher education possible for adults with jobs, families, and other social commitments. Today, with more than 525.000 students, UT makes every effort to provide inclusive, equitable, and qualified education for all.



WELCOME MESSAGE

Rector of Universitas Terbuka Indonesia

Ladies and Gentlemen,

My gratitude extends to the Research Centre and Community Service and INNODEL committee for their diligent efforts in coordinating this event. To all the invited keynote and plenary speakers, guests, presenters, and participants, I 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 that this conference may also illuminate some of the philosophical and practical issues regarding emerging technology for open and distance education. I also believe this seminar will provide an opportunity for exchanging and developing new ideas.

We wish all of us a very pleasant and wonderful conference.

Thank you,

Wassalamu'alaikum Wr.Wb.

Yogyakarta, 23rd of October 2023

I wish you a fruitful and enjoyable conference!

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



WELCOME MESSAGE

Conference Chair



Dear Friends, Colleagues, and Sponsors

It is a great pleasure to welcome you to the Third Annual International Conference on Innovation in Open and Distance Learning 2023 (INNODEL), Yogyakarta, the “City of Scholars”.

This year, the conference theme is “Emerging Technology in Open Distance Education: Opportunity, Agility, and Adaptability” with the special feature on

Artificial Intelligence for Better education. 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 200 abstracts were submitted to the conference. We hope that you find the keynote presentations, plenary panels, paper presentations, poster exhibitions, and workshops interesting and illuminating. 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 Yogyakarta. The city of Yogyakarta is the capital of the special region as well as the administrative and economic center of the Special Region of Yogyakarta, Indonesia. It is a large city that maintains traditional concepts and Javanese culture.

There are many fascinating places that show the multi-contrast of the old and new Indonesia. I hope you have a memorable experience exploring the city of Yogyakarta, 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 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 wonderful Yogyakarta.

Prof. Dra. Dewi Artati Padmo Putri, M.A., Ph.D.
Head of Research and Community Service Institutions
Universitas Terbuka



WELCOME MESSAGE

Conference Chair



Assalamu’alaikum warahmatullahi wabarakatuh.

Salam Sejahtera, Om Swastiastu Namó Buddhaya.

An Honorary Minister of Education, Culture, Research and Technology,

The Governor of Yogyakarta Special Region, Sri Sultan Hamengkubuwono X

Universitas Terbuka Rector, Prof. Ojat Darajat

Distinguished keynote speakers:

1. Prof. Vanessa Paz Dennen - Professor of Instructional Systems & Learning Technologies Florida State University, United States.
2. Prof. Ghassan Beydoun - Professor of Information Systems University of Technology Sydney, Australia
3. Irving Hutagalung - Country Engineering Lead in Indonesia Microsoft Indonesia
4. Prof. Maria Mercedes Tan Rodrigo - Professor Department of Information Systems and Computer Science Ateneo de Manila University, Philippines
5. Yunandha Indrakusumah, BICT (Hons) - Head of Product Tribe Technology Commercialization Telkom Indonesia
6. Prof. Kinshuk – Dean University of North Texas, USA
7. Rayi Pradono Iswara, M.Sc. is ICT Talent Ecosystem Development Manager, Indonesia Region PT. Huawei Tech Investment Indonesia

Conference Presenters, Ladies and Gentlemen.

Warm welcome to the Second International Conference on Innovation in ODL hosted by Universitas Terbuka, Indonesia. The 2023 INNODEL presents the theme “Emerging Technology for Open Distance Education: Opportunity, Agility and Adaptability. This theme is expected to bring current issues and innovations in open and distance education that need 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



WELCOME MESSAGE

Conference Chair

presenters, and participants. I believe that your support and contribution will strengthen the future of open and distance education.

The 2023 INNODEL 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 Learning Professions (APJJI); The Moodle, EON Reality Singapore, Huawei, and Microsoft Indonesia. The 2022 INNODEL is attended by presenters from various countries from Asia and Africa including India, Pakistan, 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 members of the INNODEL committee for your support.

Happy Conference!

Wassalamualaikum

2023 INNODEL Conference Chair
Prof. Daryono. PhD.



ABOUT INNODEL & UNIVERSITAS TERBUKA (UT)

The 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.

Universitas Terbuka or UT, was officially founded in 1984 as a state university. UT has 2 diploma programs, 32 bachelor programs, 7 master programs and 2 doctoral programs under four faculties, including regular and fully online programs.

In addition, UT's learning materials are in the form of printed and digital developed by professionals and lecturers from reputable Universities in



ABOUT INNODEL & UNIVERSITAS TERBUKA (UT)

Indonesia. The learning materials are supplemented with various non-printed materials. Students purchase printed, digital learning materials or interactive digital learning materials through Online Book Store. For those who do not purchase the course materials, UT provides a Virtual Reading Room that enables students to read course materials through the Internet. To improve the quality of student services, UT established electronic customer relationship management, UT Service Center called SALUT and Hallo UT. To contribute knowledge to people across the globe, since 2014 UT has offered a range of Massive Open Online Courses (MOOCs).



THEME AND SUB-THEMES

Theme: Emerging Technology for Open 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)



THEME AND SUB-THEMES

ICT and Digital Skills

Educating the Educators

Building Virtual Communities

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



Dr. Vanessa Dennen is a Professor of Instructional Systems & Learning Technologies in the Department of Educational Psychology & Learning Systems. She joined the faculty at FSU in 2003.

Vanessa's research investigates the cognitive, motivational, and social elements of computer-mediated communication. Specifically, she concentrates on three major issues: (1) learner engagement in online discussion activities; (2) identity development, knowledge management, and

knowledge brokering within online networks and communities of practice; and (3) ethical issues related to computer-mediated learning. Her research is situated in both formal and informal learning environments and focuses on communication technologies ranging from discussion forums to social media to mobile technologies. She has authored more than 50 journal articles and book chapters, which have appeared in publications such as *Instructional Science*; *Distance Education*; *Computers in Human Behavior*; *Educational Research Technology & Development*, *The Handbook of Distance Education*; and *The Handbook of Research on Educational Communications and Technology* among others. Additionally, in 2013 she co-edited (with Jennifer B. Myers) a book, *Virtual Professional Development, and Informal Learning in Online Environments*.

Vanessa currently serves as co-Editor in Chief of *The Internet and Higher Education*. Additionally, she is a member of the editorial board for *Educational Researcher* and has edited special issues for *Distance Education and Technology, Instruction, Cognition & Learning*. She is serving a 3-year term (2016-2019) on the board for the American Educational Research Association's *Instructional Technology* special interest group.



KEYNOTE AND FEATURED SPEAKERS



Ghassan Beydoun received the degree in computer science and the Ph.D. degree in knowledge systems from the University of New South Wales. He is currently a Professor of information systems with the School of Information, Systems, and Modelling, University of Technology Sydney. He has authored more than 150 papers in international journals and conferences. His research projects are sponsored by the Australian Research Council, the NSW State Government, and the private sector. He investigates the best uses of models in developing methodologies

for distributed intelligent systems. His other research interests include cloud adoption, disaster management, decisions support systems, and their applications.



Irving Hutagalung, Microsoft Country Engineering Lead in Indonesia. Cloud Architect and Engineer who helps businesses on their cloud journey. He Loves sharing tech knowledge with others. He has a huge interest and passion in technology, especially on how it impacts our society. He loves public speaking, giving new information and updates around technology to everyone, from technology specialists to students to the public. His job is to help anyone who needs guidance in utilizing the latest

technology, such as cloud, AI/Machine Learning, IoT/Data Analytics, AR/VR/MR, chatbot, etc. He is regularly engaged with startups, IT students and lecturers, professional developers, and IT communities.



KEYNOTE AND FEATURED SPEAKERS



Maria Mercedes Tan Rodrigo is Executive Director of Areté and a Professor at the Department of Information Systems and Computer Science. She is also the head of the Ateneo Laboratory for the Learning Sciences (ALLS), a member of the TPD@Scale Coalition. Her fields of specialization are technology in education and educational data mining. Most recently, she and her team have developed mobile games for literacy and augmented reality applications for museums.



Yunandha Indrakusumah, BICT (Hons) Head of Product Tribe Technology Commercialization Telkom Indonesia. He started his career as a 3D Modeler intern at AR & Co member of PT Wiryia Inovasi also known as WIR Global (Indonesia) in 2012. He was involved in many augmented reality (AR) projects from their clients (such as Indosat, XL, etc). He created all the 3D assets for the projects and ensured the assets meet the requirements for AR apps. He gained an opportunity to learn more about AR and

interactive apps.

He has worked as Game and App Developer intern at Les'copaque Games Development Inc. subsidiary from Les' copaque Production Sdn. Bhd. The production house of Upin & Ipin animated series (Malaysia) in May 2013. He learned and improved his skill both creative and technical part by creating 2D/3D assets and program for their AR apps. From that experience also, He can easily adapt to work in mix environment as he has worked with diverse people such as Malaysian, Chinese, & Indian.

KEYNOTE AND FEATURED SPEAKERS



Dr. Kinshuk is the Dean of the College of Information at the University of North Texas. Prior to that, he held the NSERC/CNRL/Xerox/McGraw Hill Research Chair for Adaptivity and Personalization in Informatics, funded by the Federal government of Canada, Provincial government of Alberta, and by national and international industries. He was also Full Professor in the School of Computing and Information Systems and Associate Dean of Faculty of Science and Technology, at Athabasca

University, Canada. After completing first degree from India, he earned his Masters' degree from Strathclyde University (Glasgow) and PhD from De Montfort University (Leicester), United Kingdom. His work has been dedicated to advancing research on innovative paradigms, architectures, and implementations of online and distance learning systems for individualized and adaptive learning in increasingly global environments. Areas of his research interests include learning analytics; learning technologies, mobile, ubiquitous and location aware learning systems; cognitive profiling; and interactive technologies.

In his on-going sustained professional activities, he has initiated professional movements at international and national levels. At the international level, he is Founding Chair of IEEE Technical Committee on Learning Technologies, Founding Editor of the Educational Technology & Society Journal (SSCI indexed with 5-Year impact factor of 2.720 according to 2019 Clarivate Analytics Report), and one of the Founding Editors of Springer's open access Smart Learning Environments journal (indexed by SCOPUS). At the national level, he is Founding Chair of the New Zealand Chapter of ACM SIG on Computer-Human Interaction, and Past President of the Distance Education Association of New Zealand.



KEYNOTE AND FEATURED SPEAKERS



Rayi Pradono Iswara, M.Sc. is ICT Talent Ecosystem Development Manager, Indonesia Region PT. Huawei Tech Investment Indonesia. Experience for over 27 years of work in IT related works as consultant and as Lecturer / Researcher. Have strong capability in Project Management, holding several International and National Project Management Certification. He is now PhD candidate in IT Risk Management at Asia e-University, Kuala Lumpur Malaysia.

Recently working as lecturer at Syarif Hidayatullah State Islamic University and also work as Head of Project Management Office at PT. Mulia Hasta Darma. Have a strong interest in Computational Linguistics, Multimedia technology, Project Management, Financial Planning, IT Auditing and Quality Assurance. Hold several certifications such as CIPMP, CompTIA Project+ and Project Management Certification from Badan Nasional Sertifikasi Profesi (Project Management), IT-IL (IT Infrastructure Library), ISO 27001 and CompTIA Security+ (IT Security Management System), CFP (Financial Planner), IT Governance (COBIT), Business Intelligence (CIBIA) and Risk Management (CRM).



INNODEL CONFERENCE WORKSHOP YOGYAKARTA 23 OCTOBER 2023

Day 1: 23 OCTOBER 2023		LOCATION
13.30 – 15.30	<p>WORKSHOP</p> <ol style="list-style-type: none">1. Crating AR/VR/XR Learning Object (EON Reality)2. AR/VR/XR Integration into Moodle Platform (Universitas Terbuka)3. AI For Education: Open AI- Chat GBT (Microsoft Indonesia)4. Cyber Security and AI For Education: (Huawei Indonesia)	<ol style="list-style-type: none">1. Ballroom 1 & 22. Pasewakan 1 & 23. Trajumas 1 & 24. Pamandangan 1, 2 &3



CONFERENCE PROGRAM

The Schedule of The International Conference on Innovation in Open and Distance Learning (INNODEL) 2023, Yogyakarta, Indonesia

Time	Activities	Location
Day 1: Monday, 23 OCTOBER 2023		
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 • Remark Mayor • Remarks from Minister of Research, Education, Research and Technology. 	Ballroom
09.45–10.00	Coffee Break & Press Conference	Hallway-Ballroom
10.00–12.00	PLENARY SESSION I <ol style="list-style-type: none"> 1. Prof. Vanessa Paz Dennen (Florida State University) 2. Irving Hutagalung (Microsoft Indonesia) 3. Prof. Maria Mercedes Tan Rodrigo (Ateneo De Manila University Philippines) 	Ballroom
12.00–13.15	Lunch Break	Ballroom
13.15–15.00	WORKSHOP <ol style="list-style-type: none"> 1. Creating AR/VR/XR Learning Object (EON Reality) 2. AR/VR/XR Integration into Moodle Platform (Universitas Terbuka) 3. AI For Education: Open AI- Chat GPT (Microsoft Indonesia) 4. Cyber Security and AI For Education (Huawei Indonesia) 	Ballroom Pasewakan 1, 2 Trajumas Pemandangan 2,3,4



CONFERENCE PROGRAM

Time	Activities	Location
15.00–16.00	POSTER SESSION	Kencana
15.30–16.00	Coffee Break	Ballroom
13.00–16.00	APPJJI General Meeting	Srimanganti
16.00–17.00	PARALLEL SESSION I	Ballroom Srimanganti Trajumas Pasewakan Pemandangan 2,3,4 Kasatriyan
09.00–17.00	Exhibition UMKM	Kencana

DAY 2: Tuesday, 24 OCTOBER 2023

09.00–10.00	<p>PLENARY SESSION II</p> <ol style="list-style-type: none"> 1. Prof. Ghassan Beydoun (University of Technology Sydney Australia) 2. Prof. Kinshuk (University of North Texas USA) 3. Prof. Daryono (Universitas Terbuka) 4. Yunandra Indrakusumah, BICT Hons (PT Telkom Indonesia, Tbk) 5. Rayi Pradono Iswara (Huawei Tech Investment-Indonesia) 	Ballroom
10.00–10.15	Break	Hallway-Ballroom
10.15–11.15	PARALLEL SESSION II	Ballroom Srimanganti Trajumas Pasewakan Pemandangan 2,3,4 Kasatriyan,



CONFERENCE PROGRAM

DAY 2: Tuesday, 24 OCTOBER 2023		
11.15–12.15	PARALLEL SESSION III	Ballroom Srimanganti, Trajumas Pasewakan Pemandangan 2,3,4 Kasatriyan,
12.15–13.30	Lunch Break	Ballroom
13.30–14.30	PARALLEL SESSION IV	Ballroom Srimanganti Trajumas Pasewakan Pemandangan 2,3,4 Kasatriyan,
14.30–15.00	Coffee Break	Ballroom
15.00–15.15	CONFERENCE REFLECTION AND FORWARD	Ballroom
15.15–15.45	BEST PAPER AWARD	Ballroom
15.45–16.00	CLOSING CEREMONY 2024 INNODEL ANNOUNCEMENT	Ballroom
09.00–17.00	POSTER/EXHIBITION UMKM	Kencana
18.00–21.00	GALA DINNER	Ballroom
	Courtesy Speech: 1. Gramedia 2. Farewell Speech: Ka.LPPM	
	Javanese Dance Live Music Closing event	



PANEL AND PARALLEL SESSION

ROOM					
SESSION	TIMES (WIB)	SRIMANGANTI	TRAJUMAS 1	PASEWAKAN	KASATRIYAN
Day 1	: Monday, 23	October 2023			
I	16:00 - 17:00	Arie Wibowo Khurniawan	Heri Kurniawan	DESTIANA	Jalil
		asto buditjahjanto	Iis Solihat	Dwi Riau	Yuzery bin Yusoff
		Bachtiar	Pesi Suryani	Erman Arif	Redi Pirmansyah
		Dewi Andriyani	Sarah Fadilla	Dian Nurdiana	Riwan Laraga
		Eko Budianto	Faizal Akhmad Adi Masbukhin	Diki	Rina Rismaya
DAY 2	: Tuesday, 24	October 2023			
II	10:15 - 11:15	SITI SAMSIYAH	Wildoms Sahusilawane	Bachriah Fatwa Dhini	Riza Alrahman
		Siti Utami Dewi Ningrum	Mohd Lokman Abdullah	dina fadiyah	Sandra Sukmaning Adji
		Sri Dewi Nirmala	Teguh	Dwi Rahmawati	Nihan Anindyaputra Lanisy
		SUHAILA ABDUL HAMID	Danar Kristiana Dewi Kristiana Dewi	Widya Rizky Pratiwi	Nisa A'rafyah Tri Wulandari
		Suhartono	Herry Novrianda	Imelda Soko	Adison Adrianus Sihombing
III	11:15 - 12:15	Adhi Susilo	Yudhi Prasetyo	Khaerul Anam	Afriliani
		Kristina Anugerah Aji	Yumie MURATA	Madiha Dzakiyyah Chairunnisa	Albert Gamot Malau
		Lexter Mangubat	Zico Junius Fernando	Maulidian	Alpin Herman Saputra
		Novia Yustika Anggrahini	ZULAIHAN ISMAIL	Ulfah Arman	Asep Sapa'at
		Nabila Nur Khasanah	Majidah	Meliza	Chairuna Syahputri
IV	13:30 - 14:30	Sukma Wahyu Wijayanti	Daniel Pasaribu	M Jeffri Arlinandes Chandra	DARMANTO
		Lasando Lumban Gaol	Diky Paramitha	Memet Casmat	Dewi Juliah Ratnaningsih
		Trini Prastati	Tita Rosita	Norfardilawati Musa	Mutiara Ulfah
		Norfardilawati Musa	Yumiati	Nur Uddin	Durri Andriani

PANEL AND PARALLEL SESSION

SESSION	TIMES (WIB)	ROOM				ONLINE
		PEMANDENGAN 2	PEMANDENGAN 3	BALLROOM	PEMANDENGAN 4	
Day 1	: Monday, 23 October 2023					
I	16:00 - 17:00	Husnaeni	Tian Belawati	Mustika Diana	Abdul Rahman Rahim	
		Ifana Dani Maulida	Tuti Purwoningsih	Muti Kamalia Mukhtar	Setyo Kuncoro	
		JULIET ALETA VILLANUEVA	Endang Wahyuningrum	Mutianda Dwisatyadini	Agus Joko Purwanto	
		Kusnadi	Erlambang Budi Darmanto	Ni Made Ayu Krisna Cahyadi	AHYAR HANUBUN	
		Lince Ranak	Irmayati	Yushita Marini	BASUKI KURNIAWAN	
DAY 2	: Tuesday, 24 October 2023					
II	10:15 - 11:15	Windra Irawan	Guntur Pamungkas	Rina Astanka	Eka Julianti	Susi Hartanto
		Yasir Riady	Fatia Fatimah	Roman Hadi Saputro	Eka Wirajuang Daurrohmah	Ranti Fauza Mayana/Tisni Santika
		Made Yudhi Setani	Jaka Warsihna	Romi Siswanto Hamzah	Fajar Saigun Wibowo	Susi Hartanto
		Mukta Pramitasari	Cici Aulia Rahmadani	Sendi Ramdhani	Agus Joko Purwanto	Noviana Mustapa
		Surya Adi Sasmia	Fatia Fatimah	Sila Ninin Wisnantasari		Susi Hartanto
						LARAS AYU ANDINI
III	11:15 - 12:15	Novianthi Dian Pumamawati	Andre Iman Syafrohy	Siti Hadiani	Julia Safitri	Devanny Gumulya
		Nur Ambia Arma	Mery Noviyanti	Andi Suci Anita	Kadarisman	Ranti Fauza Mayana
		Rhini Fatmasari	Muh. Alwi	Indra Pratama Salmon	Kadir Johnson Rajagukguk	Noviana Mustapa
		SHARIFAH ROSFASHIDA SYED ABD LATIF	Mujiono	Syahrinullah Rinul	karini	Vanessa Elaine
		Siti Aisyah	Dewi Aulianty		Meita Istiana	Christina Gultom Sabrina Clarissa
IV	13:30 - 14:30	Syamsuddin Patang	A.RACHMAT WIRAWAN		Dewi Maharani Rachmaningsih	Maximus Gorky Sembiring
		Titi Chandrawati	Sri Yuniati Putri Koes Hardini		Pamela Mikaresti	Sri Tatminingsih
		NORJAYA MOHD YASIN	Jamil		Raesita Rakhmawati Rosadi	Mukti Amni
		Nur Asiah Ahmad	Jayanti Armida Sari			Mahmoud Hawamdeh
		Nur Hayati Anif	Heri Wahyudi			

PANEL AND PARALLEL SESSION

IN-PERSON PRESENTER

No.	PRESENTER	TITLE	SES	ROOM
Emerging Technologies in Education - EDUVERSE				
Moderator: Arie Wibowo Khurniawan				
1	Arie Wibowo Khurniawan	VOCATIONAL EXCELLENCE AS A VOCATIONAL EDUCATION DEVELOPMENT STRATEGY IN INDONESIA: CASE STUDY OF MEDAL ACHIEVEMENT IN THE 13TH ASEAN WORLD SKILL 2023 IN SINGAPORE	1	PIC: Mustari Srimanganti
2	asto buditjahjanto	LEADERSHIP STYLE CLASSIFICATION IN VOCATIONAL HIGHER EDUCATION OF GOVERNMENT SERVICE USING NEURAL NETWORKS	1	Srimanganti
3	Bachtiar	Voices of Students-Teachers About Distance and Blended Learning: An Instructional Fits Perception	1	Srimanganti
4	Dewi Andriyani	Improving Metacognitive Strategies Distance Education Students through Structured Feedback	1	Srimanganti
5	Eko Budianto	PERAN KEBERHASILAN KECERDASAN BUATAN AI DALAM TRANSFORMASI PENDIDIKAN MODERN	1	Srimanganti
Moderator: Siti Utami Dewi Ningrum				
6	SITI SAMSIYAH	The Role of Technology System Support in Equipping Students to Build Online Entrepreneurship Startups	2	Srimanganti
7	Siti Utami Dewi Ningrum	Utilization of the Virtual Museum as a Complementary to Learning Pancasila Education on the Elements of Bhinneka Tunggal Ika in the Merdeka Curriculum	2	Srimanganti
8	Sri Dewi Nirmala	IMPROVING STUDENTS' CRITICAL THINKING AND COLLABORATIVE SKILLS THROUGH THE USE OF THE FIVES MODEL (FACTS, INFERENCE, VOCABULARY, EXPERIENCES, SUMMARY	2	Srimanganti
9	SUHAILA ABDUL HAMID	OSH 21ST CENTURY SKILLS IN A VUCA ENVIRONMENT	2	Srimanganti
10	Suhartono	Development of Offline Learning Media Repository for UT-AKSES Indonesia Program	2	Srimanganti
Moderator: Kristina Anugerah Aji				
11	Adhi Susilo	Offline Digital Textbooks: Bridging The Gap Between Connectivity And Education	3	Srimanganti
12	Kristina Anugerah Aji	DEVELOPMENT OF INTERACTIVE TEACHING MATERIALS FOR DHARMA ANANDA INDONESIA SCHOOL: AN APPLICATION OF THE ADDIE MODEL	3	Srimanganti
13	Lexter Mangubat	The Impact of COVID-19 on Multimedia Production Processes in Open Universities: A Comparative Study of Korea National Open University and University of the Philippines Open University	3	Srimanganti
14	Novia Yustika Anggrahini	THE IMPORTANCE OF DIGITAL SKILLS IN EDUCATORS IN SUPPORTING DIGITAL EDUCATION AND E-LEARNING	3	Srimanganti



PANEL AND PARALLEL SESSION

15	Nabila Nur Khasanah	AI dalam pembelajaran	3	Srimanganti
Moderator: Diki				
16	Sukma Wahyu Wijayanti	The DESIGN OF AUGMENTED REALITY-BASED MOBILE LEARNING OF MOLECULAR GEOMETRY IN CHEMISTRY LEARNING WITH AN ETHNOPEdagogical APPROACH	4	Srimanganti
17	Lasando Lumban Gaol	The Integration of New Learning Technologies in Public Financial Auditing in Higher Education: Opportunities and Challenges: New Learning Technologies in Public Financial Auditing	4	Srimanganti
18	Trini Prastati	Self Directed Learning in MOOCs	4	Srimanganti
19	Norfardilawati Musa	LEVERAGING USER-GENERATED CONTENT (UGC) IN ENHANCING OPEN AND DISTANCE LEARNING INSTITUTION: A COMPREHENSIVE STUDY ON STUDENT FEEDBACK AND EVALUATION	4	Srimanganti
20	Diki	Developing generative-AI video for learning invertebrate biology in higher education	4	Srimanganti
E-Content Management and Development				
Moderator: Zaenur Hidayah				
				PIC: HANUNG
21	Heri Kurniawan	DISCRIMINANT ANALYSIS IN DETERMINING THE DIFFERENTIATING FACTORS OF BLENDED LEARNING SUCCESS IN EDUCATIONAL INSTITUTIONS	1	Trajumas 1
22	Iis Solihat	Exam Design in Distance Learning ChatGPT and Exam Design in Distance Learning: A Lecturer's Preferences	1	Trajumas 1
23	Pesi Suryani	INCREASING LEARNING INTEREST IN ACCOUNTING STUDENTS THROUGH THE GAME SIMULATION ACCOUNTING CYCLE	1	Trajumas 1
24	Sarah Fadilla	Continuance Intention Factor in Using of Online Tutorial: Perspective of Business Administration Students of Universitas Terbuka	1	Trajumas 1
25	Faizal Akhmad Adi Masbukhin	ASSESSING THE IMPLEMENTATION OF PROJECT-BASED LEARNING: UNIVERSITAS TERBUKA CHEMISTRY EDUCATION STUDENTS' PERSPECTIVES	1	Trajumas 1
Technology in Teaching and Learning				
Moderator: Andy Sapta				
26	Wildoms Sahusilawane	ANALYSIS OF FACTORS INFLUENCING THE ACCEPTANCE OF E-LEARNING MEDIA TECHNOLOGY ON THE EFFECTIVENESS OF DIGITAL LEARNING	2	Trajumas 1
27	Mohd Lokman Abdullah	DEVELOPING AN ODL TECHNOLOGICAL READINESS INSTRUMENT: A CONTENT VALIDITY APPROACHES	2	Trajumas 1

PANEL AND PARALLEL SESSION

28	Teguh	META-ANALYSIS OF THE INFLUENCE OF THE HYPNOTEACHING METHOD ON LEARNING OUTCOMES IN SCHOOLS	2	Trajumas 1
29	Danar Kristiana Dewi Kristiana Dewi	The DEVELOPMENT OF MOOCS TO BUILD STRONG PERSONAL BRANDING TO IMPROVE COMMUNICATION SKILLS	2	Trajumas 1
30	Herry Novrianda	Motivation in Utilizing Learning Services: Study of Bengkulu Open University Students	2	Trajumas 1
		Moderator: Majidah		
31	Yudhi Prasetyo	PHENOMENOLOGY STUDIES: ACCOUNTING GAMES AS METHOD SIMULATION ACTIVE LEARNING FOR UNDERSTANDING ACCOUNTING IN I-GENERATION	3	Trajumas 1
32	Yumie MURATA	EVALUATING GENERATIVE ARTIFICIAL INTELLIGENCE AND INTERNET SEARCHES IN FOREIGN LANGUAGE GRAMMAR LEARNING: EXAMINING THE ROLE OF EXPERTS THROUGH A STUDY ON VOCABULARY BEGINNING WITH " MER-" IN MALAY	3	Trajumas 1
33	Zico Junius Fernando	Revolution or risk? Exploring the pros and cons of ai and chatgpt in higher education	3	Trajumas 1
34	ZULAIHAN ISMAIL	PREPARING FUTURE-READY LEARNERS: 21ST CENTURY SKILLS IN AN OPEN AND DISTANCE LEARNING EDUCATION IN MALAYSIA	3	Trajumas 1
35	Majidah	IMPLICATIONS ARTIFICIAL INTELLIGENCE FOR LIBRARY SERVICES	3	Trajumas 1
		Moderator: Daniel Pasaribu		
36	Daniel Pasaribu	The Chat GPT Advantage: Exploring the Benefits for the Learning Journey	4	Trajumas 1
37	Diky Paramitha	ACTUALLY IT'S AN ANGEL OR A DEVIL: CHATGPT IN EDUCATIONAL DEVELOPMENT	4	Trajumas 1
38	Tita Rosita	LEARNING FEATURES EVALUATION BASED ON RESEARCH ACCEPTANCE OF DISTANCE LEARNING TECHNOLOGY USING THE TECHNOLOGY ACCEPTANCE MODEL (TAM) : STUDY ON POSTGRADUATE STUDENTS OF THE OPEN UNIVERSITY	4	Trajumas 1
39	Yumiati	STUDY OF THE FACTORS CAUSING THE MAJORITY OF STUDENTS TO GET D AND E GRADES IN COURSES IN THE MATHEMATICS EDUCATION STUDY PROGRAM OF THE UNIVERSITAS TERBUKA	4	Trajumas 1
40	Yusrizal	THE IMPACT OF THE SALUT APPLICATION ON ADMINISTRATIVE EFFECTIVENESS OF LEARNING GROUP ADMINISTRATORS at the OPEN UNIVERSITY	4	Trajumas 1
		Moderator: Diki		PIC: HIMAWAN

PANEL AND PARALLEL SESSION

41	DESTIANA	The Effect of Entrepreneurial Education On Entrepreneurial Interest: The Moderating Role Of Learning Management System (LMS)	1	Pasewakan
42	Dwi Riau	Technology Challenges in Improving E-learning Learning at the Universitas Terbuka of Indonesia.	1	Pasewakan
43	Erman Arif	Interactive and Responsive website development based on the CodeIgniter framework using the MVC (Models-View-Controller) concept based on Massive Open Online Courses (MOOCs)	1	Pasewakan
44	Dian Nurdiana	Unveiling the Power of OpenAI's ChatGPT: A Exploration of AI Technology for Learning Programming	1	Pasewakan
45	Diki	Pedagogy and honesty as concerns of faculty members regarding generative AI	1	Pasewakan
		Moderator: Bachriah Fatwa Dini		
46	Bachriah Fatwa Dhini	Good Practices and Lecturer Perceptions of Open and Distance Learning Media Through UT Radio in Universitas Terbuka	2	Pasewakan
47	dina fadiyah	Artificial Intelligence Through Games For Early Childhood	2	Pasewakan
48	Dwi Rahmawati	Discover How Technology Affected Students' Academic Performance	2	Pasewakan
49	Widya Rizky Pratiwi	THE USE OF ENGLISH FOR TOURISM IMAGE AND BRANDING	2	Pasewakan
50	Imelda Soko	Analytical study on the chatbot design techniques in distance education services: Systematic literature review	2	Pasewakan
		Moderator: Madiha Dzakiyyah Chairunnisa		
51	Khaerul Anam	THE DEVELOPMENT OF MOOC LEARNING MODELS TO IMPROVE TEACHER PROFESSIONALISM	3	Pasewakan
52	Madiha Dzakiyyah Chairunnisa	SIMULATION OF PROFICIENT LEGAL PROCEEDINGS IN THE DIGITAL ERA THROUGH VIRTUAL REALITY CIVIL COURT PRACTICES	3	Pasewakan
53	Maulidian	GREEN ENTREPRENEURSHIP INCUBATION MODEL FOR STUDENTS AT BUSINESS INCUBATOR OF TRILOGY UNIVERSITY: A LITERATURE REVIEW	3	Pasewakan
54	Ulfah Arman	EVALUATION OF THE IMPLEMENTATION OF SCIENTIFIC WORK OF S1 PGPAUD FKIP UT STUDENTS: EVALUATION OF THE IMPLEMENTATION OF SCIENTIFIC WORK OF S1 PGPAUD FKIP UT STUDENTS	3	Pasewakan
55	Meliza	m REVOLUTION OR RISK? EXPLORING THE PROS AND CONS OF CHATGPT IN HIGHER EDUCATION	3	Pasewakan
		Moderator: M Jeffri Arlinandes Chandra		

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56	M Jeffri Arlinandes Chandra	NEW NAVIGATION OF EDUCATION: OPPORTUNITIES AND CHALLENGES FOR ARTIFICIAL INTELLIGENCE LECTURERS IN INDONESIA	4	Pasewakan
57	Memet Casmat	Breakthrough in Distance Learning with Augmented Reality and Virtual Reality Approach Post-Covid 19 in Indonesia and Singapore	4	Pasewakan
58	Norfardilawati Musa	LEVERAGING USER-GENERATED CONTENT (UGC) IN ENHANCING OPEN AND DISTANCE LEARNING INSITUATION: A COMPREHENSIVE STUDY ON STUDENT FEEDBACK AND EVALUATION	4	Pasewakan
59	Nur Uddin	Lecturing Artificial Intelligence for Accounting	4	Pasewakan
60	Nurdiah Nurdiah	EVALUATION OF STUDENT CREATIVITY PROGRAM OF S1 AGRIBUSINESS STUDENTS FST-UT	4	Pasewakan
		Moderator: Redi Pirmansyah		PIC: TEGUH N.
61	Jalil	THE IMPLEMENTATION OF DISTANCE LEARNING: A STUDY ON WEBINAR TUTORING AT UNIVERSITAS TERBUKA	1	Kasatriyan
62	Yuzery bin Yusoff	A THEORETICAL FRAMEWORK FOR ENHANCING FLEXIBILITY AND COLLABORATION IN METAVERSE-BASED NETWORKING LABS	1	Kasatriyan
63	Redi Pirmansyah	ARTIFICIAL INTELLIGENCE IN THE APPLICATION OF CRIMINAL CASE RESOLUTION LAW THROUGH RESTORATIVE JUSTICE BASED ON PROGRESSIVE LAW	1	Kasatriyan
64	Riwan Laraga	IMPLEMENTATION OF LEARNING MANAGEMENT SYSTEM IN COMPETENCY DEVELOPMENT ACTIVITIES OF PNS IN BPSDM GORONTALO PROVINCE	1	Kasatriyan
65	Rina Rismaya	STRENGTHENING INTEREST AND ASSISTING IN THE PREPARATION OF PROGRAM KREATIVITAS MAHASISWA (PKM) AND PROGRAM PEMBINAAN MAHASISWA WIRUSAHA (P2MW) PROPOSALS IN FOOD TECHNOLOGY STUDY PROGRAM UNIVERSITAS TERBUKA	1	Kasatriyan
		Moderator: Nisa A'rafiyah Tri Wulandari		
66	Riza Alrahman	THE EFFECT OF DIGITAL CITIZENSHIP ON THE QUALITY LEARNING CIVIC EDUCATION	2	Kasatriyan
67	Sandra Sukmaning Adji	Student Response in Using Smartphone-Assisted Augmented Reality Video in Learning	2	Kasatriyan
68	Nihan Anindyaputra Lanisy	Development of merem.xyz, an Open Educational Resources for Blind Tourism	2	Kasatriyan
69	Nisa A'rafiyah Tri Wulandari	Unveiling the essence: Exploring the importance of digital character laboratory through a comprehensive need assessment	2	Kasatriyan

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70	Adison Adrianus Sihombing	DIGITAL CAMPUS : TRANSFORMATION OF HIGH-QUALITY, RESILIENT, SUSTAINABLE HIGHER EDUCATION FOR SOCIETY 5.0 NEEDS	2	Kasatriyan
Pedagogical Innovations				
Moderator: Alpin Herman Saputra				
71	Afriliani	EVALUATING UI/UX OF PHONETICS AUGMENTED REALITY	3	Kasatriyan
72	Albert Gamot Malau	The Impact of Distance Learning Skills Training on the Open University Learning Process (Case Study of Medan Regional Open University)	3	Kasatriyan
73	Alpin Herman Saputra	Picture Stories Based on Moral Dilemmas and Local Wisdom in Elementary Schools	3	Kasatriyan
74	Asep Sapa'at	Measuring The Quality of MEAL Training Formative Test Using The Rasch Model	3	Kasatriyan
75	Chairuna Syahputri	Family Strengthening Program of YBM BRILiaN: Strengthening Religious Education for Family Resilience in Ciaruteun Ilir, Bogor.	3	Kasatriyan
Moderator: Durri Andriani				
75	DARMANTO	Tutor Performance of Public Administration Master Program	4	Kasatriyan
77	Dewi Juliah Ratnaningsih	AUTOMATED ESSAY SCORING USING COSINE SIMILARITY ON MULTIPLE ANSWER SCORING OF STUDENT ESSAY EXAMS	4	Kasatriyan
79	Mutiara Ulfah	E-LEARNING PROCESS ENRICHMENT OF HIGH DIFFICULTY COURSES: A CASE STUDY IN FOOD TECHNOLOGY PROGRAM	4	Kasatriyan
81	Durri Andriani	Program for Providing Training and Funding Assistance for Beginner Entrepreneur: Evaluation of The Program implementation within Universitas Terbuka	4	Kasatriyan
83	Erma Risnawati	BOOSTING EMOTIONAL INTELLIGENCE AS STRATEGIES FOR SUCCESSFUL ACADEMIC SELF-MANAGEMENT OF DISTANCE LEARNING: STUDY ON EARLY CHILDHOOD EDUCATION	4	Kasatriyan
Moderator: Iffana Dani Maulida				PIC: UMAR
84	Husnaeni	Evaluation of Tutor Performance in the Implementation of Tuweb for Students in the Elementary School Teacher Education Study Program at Universitas Terbuka Makassar	1	Pemandangan 2
85	Iffana Dani Maulida	Development of Project Based Learning Assignment Models for Analytical Chemistry online tutorials in Food Technology Program Universitas Terbuka	1	Pemandangan 2
86	JULIET ALETA VILLANUEVA	ADAPTING THE COMMUNITY OF INQUIRY SURVEY INSTRUMENT FOR BLENDED LEARNING CLASSES IN THE PHILIPPINE K-12 SYSTEM	1	Pemandangan 2
87	Kusnadi	Citizenship Education Based on t Citizenship Education Based on the Contextual Teaching Learning (CTL) Model: An Alternative to Cultivating Citizens'	1	Pemandangan 2

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		Social Awareness: Citizenship Education Based on the Contextual Teaching Learning (CTL) Model		
88	Lince Ranak	PROJECT-BASED OF MATHEMATICS LEARNING PARADIGM IN OPEN AND DISTANCE EDUCATION	1	Pemandangan 2
		Moderator: Made Yudhi Setiani		
89	Windra Irawan	Utilizing WhatsApp Groups as Virtual Communities for the Preservation of Local Culture in West Lampung	2	Pemandangan 2
90	Yasir Riady	KEEPING SELOKO POETRY AND POEM OF TRADITION ADAT JAMBI DIGITALLY SAFE: THE UNSWERVING OF ISSUES, OBSTACLES, AND GAPS	2	Pemandangan 2
91	Made Yudhi Setiani	INSTRUCTORS' FEEDBACK AS TEACHING PRESENCE AT DISTANCE LEARNING	2	Pemandangan 2
92	Muktia Pramitasari	LESSON PLAN: INNOVATIVE IN-SERVICE EARLY CHILDHOOD TEACHERS ON LEARNING PROCESS	2	Pemandangan 2
93	Surya Adi Sasmita	IMPROVING STUDENTS' READING INTEREST THROUGH DIGITAL LITERACY	2	Pemandangan 2
		Moderator: Rhini Fatmasari		
94	Novianthi Dian Purnamawati	EMPOWERING LEARNING THROUGH REMOTE AND VIRTUAL LABS IN UNIVERSITAS INDONESIA	3	Pemandangan 2
95	Nur Ambia Arma	How Are Open And Distace Education Services Provided to Students? an Overview of Universitas Terbuka	3	Pemandangan 2
96	Rhini Fatmasari	QLICT AND MERDEKA BELAJAR	3	Pemandangan 2
97	SHARIFAH ROSFASHIDA SYED ABD LATIF	ENHANCING PROJECT MANAGEMENT EDUCATION: INVESTIGATING THE EFFECTIVENESS OF FLIPPED LEARNING AND ACTIVE EXPERIENTIAL LEARNING APPROACHES	3	Pemandangan 2
98	Siti Aisyah	The advantages of Guru Pintar Online (GPO) in enhancing the professional competence of early childhood educators	3	Pemandangan 2
		Moderator: Astri Dwi Djayanti		
99	Syamsuddin Patang	Utilization of Google Doc, Slides, and Sheets in Learning at SMAN 4 Bantaeng	4	Pemandangan 2
100	Titi Chandrawati	DIALOGUE AS WAY TO ENGAGE EARLY CHILDHOOD EDUCATION (ECE) STUDENT TEACHERS WITH THEIR LEARNING: A CASE STUDY IN UNIVERSITAS TERBUKA	4	Pemandangan 2
101	NORJAYA MOHD YASIN	THE ACCEPTANCE OF DIGITAL TRANSFORMATION IN ONLINE DISTANCE LEARNING (ODL) INSTITUTIONS IN MALAYSIA	4	Pemandangan 2
102	Nur Asiah Ahmad	USE OF THE HALLO UT APPLICATION AND QUALITY OF ADMINISTRATIVE SERVICES IN UNIVERSITAS TERBUKA STUDENT SERVICES	4	Pemandangan 2
103	Nur Hayati Arif	EVALUATION OF TUTORIAL WEBINAR IMPLEMENTATION IN ONLINE TUTORIALS KARYA ILMIAH COURSES IN SOCIOLOGY PROGRAM	4	Pemandangan 2

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New Trends in Research and Innovation in ODL			
		Moderator: Erlambang Budi Darmanto	PIC: KODIVICA
104	Tian Belawati	IOLR INDEPENDENT ONLINE LEARNING READINESS OF INDONESIAN HIGH SCHOOL STUDENTS: A Survey	1 Pemandangan 3
105	Tuti Purwoningsih	Analysis of Micro-credential Expectations and Challenges in the World of Business and Industry Using Machine Learning	1 Pemandangan 3
106	Endang Wahyuningrum	LEARNING ENVIRONMENT OF INDONESIAN UNIVERSITIES ADAPTIVE TO COVID-19 DISRUPTION	1 Pemandangan 3
107	Erlambang Budi Darmanto	THE ROLE OF LEARNING MANAGEMENT SYSTEM (LMS) APPLICATIONS IN ARABIC LANGUAGE DISTANCE EDUCATION IN UT SHARIA ECONOMICS STUDY PROGRAM	1 Pemandangan 3
108	Irmayati	The Use of Digital Preservation to Foster a Reading Culture in the Field of Distance Education	1 Pemandangan 3
		Moderator: Guntur Pamungkas	
109	Guntur Pamungkas	The Geospatial Implementation for Urban and Regional Planning Perspectives: English	2 Pemandangan 3
110	Fatia Fatimah	FIRST RESULT-THE TIA APPLICATION FOR STUDENTS' MANAGING TALENT IN DISTANCE HIGHER EDUCATION	2 Pemandangan 3
111	Jaka Warsihna	Developing Instruments and Software for Measuring the Instructors' and Students' Digital Skills	2 Pemandangan 3
112	Cici Aulia Rahmadani	INTEREST DEGRADATION ANALYSIS OF ONLINE TUTORIAL	2 Pemandangan 3
113	Fatia Fatimah	IDENTIFICATION AND CLASSIFICATION SYSTEM OF STUDENTS' TALENTS AND INTERESTS IN DISTANCE EDUCATION USING SOFT COMPUTING	2 Pemandangan 3
		Moderator: Mery Noviyanti	
114	Andre Iman Syafrony	Using ChatGPT to Assess Translated Text: An Exploratory Study	3 Pemandangan 3
115	Mery Noviyanti	EVALUATION OF "MY UT" APPLICATION	3 Pemandangan 3
116	Muh. Alwi	THE EFFECT OF SELF-EFFICACY, LEARNING MOTIVATION AND SOCIAL SUPPORT ON ACADEMIC PROCRASTINATION AMONG THE STUDENTS OF UPBJJ-UT OF MAKASSAR (A Study on the Students of Basic Education in Jeneponto Study Group)	3 Pemandangan 3
117	Mujiono	THE FUTURE OF DISTANCE EDUCATION: E-LEARNING AS A LEARNING RESOURCES CENTER	3 Pemandangan 3
118	Dewi Aulianty	ESTABLISHMENT OF AN ARCHIVE CENTER AS A KNOWLEDGE-SHARING RESOURCE FOR THE ACADEMIC COMMUNITY	3 Pemandangan 3
		Moderator: Heri Wahyudi	

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119	A.RACHMAT WIRAWAN	WEB-BASED DASHBOARD AS A DATA REPOSITORY AT THE SCIENCE CENTER OF INSTITUTE FOR RESEARCH AND COMMUNITY SERVICE UNIVERSITAS TERBUKA	4	Pemandangan 3
120	Sri Yuniati Putri Koes Hardini	Perceptions of Agribusiness UT's Students towards Registration, Tutorial and Examination during Pandemic	4	Pemandangan 3
121	Jamil	ANALYSIS OF STUDENT PERCEPTION OF FINAL EXAMINATION USING ONLINE TAKE-HOME EXAM (THE) (A Study on the Implementation of Online Take-Home Final Examination)	4	Pemandangan 3
122	Jayanti Armida Sari	Plagiarism awareness by Indonesia Open University undergraduate students in completing project papers.	4	Pemandangan 3
123	Heri Wahyudi	EVALUATION OF THE IMPLEMENTATION ONLINE EXAM SYSTEM AT OF OPEN UNIVERSITY OF JAKARTA	4	Pemandangan 3
		Moderator: Mustika Diana		PIC: JUNDILAH
124	Mustika Diana	SMART LIBRARY CONCEPT IN ERA OF THE DIGITAL NATIVE GENERATION	1	Ballroom
125	Mutia Kamalia Mukhtar	Edu-tourism: Improving Civic Education Learning by Utilizing Geographic Information Systems	1	Ballroom
126	Mutimanda Dwisatyadini	Creating an engaging e-portfolio for beginners in Massive Open Online Courses (MOOC): Creating an engaging e-portfolio for beginners in Massive Open Online Courses (MOOC)	1	Ballroom
127	Ni Made Ayu Krisna Cahyadi	EDUCATOR'S HORIZONTAL MISMATCH IN OPEN AND DISTANCE LEARNING	1	Ballroom
128	Yushita Marini	TRANSITION OF UNIVERSITAS TERBUKA FINANCIAL MANAGEMENT ACCOUNTING FROM PUBLIC SERVICE AGENCY ENTITIES TO LEGAL ENTITIES	1	Ballroom
		Moderator: Romi Siswanto Hamzah		
129	Rina Astarika	EMPLOYEES EMPOWERMENT THROUGH DISTANCE LEARNING PROGRAM IN KENDARI OPEN UNIVERSITY AND STIKOM YOGYAKARTA	2	Ballroom
130	Roman Hadi Saputro	THE ROLE OF THE GOVERNMENT IN OVERCOMING PLAGIARISM AND THEFT OF INTELLECTUAL PROPERTY RIGHTS	2	Ballroom
131	Romi Siswanto Hamzah	Artificial Intelligence for education economic	2	Ballroom
132	Sendi Ramdhani	The Learning Process in Online Tutorials: Exploring the Perspectives of Students and Tutors	2	Ballroom
133	Sila Ninin Wisnantiasari	The Emerging of Accounting Education Innovation: A Bibliometric Analysis	2	Ballroom
		Moderator: Indra Pratama Salmon		
134	Siti Hadianti	DIGITAL VERSUS CONVENTIONAL: FINDING A COMPATIBLE MARKETING STRATEGY FOR THE	3	Ballroom

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		FACULTY OF EDUCATION AND TEACHER TRAINING UNIVERSITAS TERBUKA		
135	Andi Suci Anita	The Marketing Strategy in Increasing Interest in Studying at UT Gorontalo: Marketing Strategy	3	Ballroom
136	Indra Pratama Salmon	TRACER STUDY AS AN INSTRUMENT TO STRENGTHEN THE PERFORMANCE OF DISTANCE EDUCATION INSTITUTIONS: EVIDENCE FROM PUBLIC ADMINISTRATION STUDY PROGRAM IN UNIVERSITAS TERBUKA	3	Ballroom
137	Syahrinullah Rinul	THE INFLUENCE OF TUITION FEES AND TEACHING MATERIAL DISTRIBUTION SERVICES ON STUDENT SATISFACTION AT OPEN UNIVERSITY MAJENE	3	Ballroom
138			3	Ballroom
University-Industry Cooperation for Lifelong Learning				
		Moderator: Setyo Kuncoro		PIC: GUNAWAN
139	Abdul Rahman Rahim	ARR DEVELOPING MARKETING STRATEGIES FOR UNIVERSITAS TERBUKA IN SOUTH SULAWESI: DEVELOPING MARKETING STRATEGIES FOR UNIVERSITAS TERBUKA IN SOUTH SULAWESI	1	Pemandangan 4
140	Setyo Kuncoro	Optimizing Industrial Sector for Distance Learning Partnership	1	Pemandangan 4
141	Agus Joko Purwanto	Good University Governance: an analysis of the UT Cooperation Model from a collaborative governance perspective.	1	Pemandangan 4
142	AHYAR HANUBUN	The Effect of Advertising and Service Quality Through Customer Value Against Satisfaction at UT Regional Office in Ternate	1	Pemandangan 4
143	BASUKI KURNIAWAN	IMPLEMENTATION OF GENERAL PRINCIPLES OF GOOD GOVERNMENT (AUPB) THROUGH THE USE OF THE SIDOARJO PEOPLE'S SERVICE SYSTEM (SIPRAJA) IN SIDOARJO REGENCY EAST JAVA	1	Pemandangan 4
		Moderator: Eka Wirajuang Daurrohmah		
144	Dewi Maharani Rachmaningsih	PT IRON MOUNTAIN ARCHIVES MANAGEMENT SERVICE BUSINESS STRATEGY	2	Pemandangan 4
145	Eka Julianti	TRANSFORMING DISTANCE AND OPEN EDUCATION IN INDONESIA THROUGH ICE INSTITUTE	2	Pemandangan 4
146	Eka Wirajuang Daurrohmah	COST ANALYSIS OF INNOVATION IN LEARNING TECHNOLOGY	2	Pemandangan 4
147	Fajar Saigun Wibowo	THE MONITORING INFORMATION SYSTEM BARANG MILIK NEGARA (BMN) AT UNIVERSITAS TERBUKA MEDAN: Indonesia	2	Pemandangan 4
148	Agus Joko Purwanto	From tacit to explicit knowledge: How Universitas Terbuka facilitates the process of transforming experience into knowledge	2	Pemandangan 4
		Moderator: Kadarisman		

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149	Julia Safitri	THE ROLE OF THE OPEN UNIVERSITY IN IMPROVING THE QUALITY OF HUMAN RESOURCES THROUGH TECHNOLOGY POST PANDEMI COVID	3	Pemandangan 4
150	Kadarisman	ACHIEVEMENT OF THE EIGHT EDUCATIONAL STANDARDS IN SPECIAL NEEDS SCHOOLS AND ITS IMPACT ON GRADUATES AND SCHOOL ACCREDITATION	3	Pemandangan 4
151	Kadir Johnson Rajagukguk	THE DEVELOPMENT STRATEGY OF THE FOUR PILLARS OF NATIONALITY (MPR) FOR LOCAL GOVERNMENT AND INDONESIAN NATION GENERATION	3	Pemandangan 4
152	kartini	The Effect of Job Description Quality on Employee Performance Makassar Registration: Effect of Job Description Quality on Employee Performance Makassar Registration	3	Pemandangan 4
153	Meita Istianda	PALEMBANG OPEN UNIVERSITY CHALLENGES IN IMPROVING HIGHER EDUCATION "APK" IN THE PROVINCE OF SOUTH SUMATRA	3	Pemandangan 4
New Trends in Research and Innovation in ODL				
Moderator: Zaenur Hidayah				
154	Dewi Maharani Rachmaningsih	PT IRON MOUNTAIN ARCHIVES MANAGEMENT SERVICE BUSINESS STRATEGY	4	Pemandangan 4
155	Pamela Mikaresti	EXPLORATION OF THE USE OF DANCE VIDEOS AS LEARNING MEDIA IN TEACHING CULTURAL ARTS IN ELEMENTARY SCHOOLS	4	Pemandangan 4
156	Raesita Rakhmawati Rosadi	UNLOCKING THE CHARMS OF THE TURKISH LANGUAGE: EXPLORING @SPEAKINTURKISH ON INSTAGRAM	4	Pemandangan 4
157			4	Pemandangan 4
158			4	Pemandangan 4

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ONLINE PRESENTER

DATE : OCTOBER 24, 2023

TIME : 10.15 - 11.15 Western Indonesia Time (UTC+7 or GMT+7)

LINK : <http://sl.ut.ac.id/2023innodel>

MODERATOR : MUTIMANDA DWISATYADINI

PIC : RIZKI

No.	PRESENTER	TITLE
1	Susi Hartanto	RATTAN FURNITURE MAKING FOR COLLABORATIVE E-LEARNING PROJECT : (CASE STUDY: SEOUL TECH UNIVERSITY)
2	Ranti Fauza Mayana/Tisni Santika	ARTIFICIAL INTELLIGENCE IN EDUCATION AND ITS GOVERNANCE: PERSPECTIVE OF COPYRIGHT LAW
3	Susi Hartanto	7-STEP FURNITURE MAKING VIDEO FOR FURNITURE DESIGN ASYNCHRONOUS LEARNING CONTENT
4	Noviana Mustapa	TEACHING EMOTIONAL FEELING AND REGULATION FOR CHILDREN: STRATEGIES AND CHALLENGES
5	Susi Hartanto	RATTAN FURNITURE MAKING FOR HYBRID LEARNING CONTENT : (IN COLLABORATION WITH PT PHILNESIA INTERNATIONAL)
6	LARAS AYU ANDINI	The Role of Social Media as a Medium of Political Education for Young First-Time Voters

PANEL AND PARALLEL SESSION

ONLINE PRESENTER

DATE : OCTOBER 24, 2023

TIME : 11.15 - 12.15 Western Indonesia Time (UTC+7 or GMT+7)

LINK : <http://sl.ut.ac.id/2023innodel>

MODERATOR : MUTIMANDA DWISATYADINI

PIC : RIZKI

No.	PRESENTER	TITLE
1	Devanny Gumulya	TRANSFORMING LEARNING EXPERIENCES IN ART AND DESIGN APPRECIATION: A RESEARCH ON E-LEARNING DESIGN AND DEVELOPMENT
2	Ranti Fauza Mayana	Generative Artificial Intelligence in Education and its Governance: Perspective of Copyright Law
3	Noviana Mustapa	TEACHING EMOTIONAL FEELING AND REGULATION FOR CHILDREN: STRATEGIES AND CHALLENGES
4	Vanessa Elaine	ENHANCING EARLY CHILDHOOD EDUCATION THROUGH AN INNOVATIVE PHYGITAL PRETEND PLAY LEARNING KIT: A CASE STUDY ON PILOT OCCUPATION
5	Christina Gultom	EXPLORING THE DESIGN AND DEVELOPMENT OF AN INNOVATIVE LEARNING KIT FOR PROMOTING ART APPRECIATION IN EDUCATION USING THE SEE THINK WONDER THINKING ROUTINE
6	Sabrina Clarissa	ANALYZING USER EXPERIENCE FACTORS FOR PEOPLE WITH AUTISM SPECTRUM DISORDER: THE SENSE-AWARE IN HUMAN-COMPUTER INTERACTION

PANEL AND PARALLEL SESSION

DATE : OCTOBER 24, 2023

TIME : 13.30 – 14.30 Western Indonesia Time (UTC+7 or GMT+7)

LINK : <http://sl.ut.ac.id/2023innodel>

MODERATOR : MUTIMANDA DWISATYADINI

PIC : RIZKI

No.	PRESENTER	TITLE
1	Maximus Gorky Sembiring	AN OVERVIEW OF CREATING NEXT-GENERATION CLASSROOMS FOR THE POST-PANDEMIC ERA INTERRELATED TO THE TECHNOLOGY ADVANCEMENT IN LEARNING
2	Sri Tatminingsih	Effectiveness of Service Centres for Distance Education Students
3	Mukti Amini	The FIELD TESTING RESULTS OF REDESIGNING THE DIGITAL INTERACTIVE BOOK "COGNITIVE DEVELOPMENT METHOD" FOR EARLY CHILDHOOD EDUCATION STUDENTS
4	Mahmoud Hawamdeh	Students and Faculty Level of Knowledge and Awareness of Digital Citizenship in Distance learning Environment

ABSTRACT

WEB-BASED DASHBOARD AS A DATA REPOSITORY AT THE SCIENCE CENTER OF INSTITUTE FOR RESEARCH AND COMMUNITY SERVICE UNIVERSITAS

TERBUKA

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Abstract

Law on the National System of Science and Technology Number 11 of 2019 mandates mandatory handover of research data to researchers, research institutions, and research funders. However, there are not many managers of research institutions in institutions that utilize repository infrastructure. Currently, the process of requesting data from faculties to scientific centers is still carried out conventionally, namely by requesting via email. And in the process, there are many obstacles, such as a fairly large amount of data, then there are also redundant requests, namely double requests from faculties and study programs. For this reason, the Institute for Research and Community Service (LPPM) Universitas Terbuka scientific center plans to create a web-based data repository in the form of a dashboard. The method used with a quantitative approach with a descriptive method. Data is collected from the repository manager of scientific center research institutions with research categories included in institutional and national research. The data is analyzed descriptively to see how the repository development supports research activities, the methods used are Forum Group Discussion (FGD) Analysis and planning, User Acceptance Test (UAT), evaluation and improvement of application products by involving experts and campuses in collaboration with LPPM Universitas Terbuka. The output of this research is the creation of a web-based dashboard as a repository of research data. With the research data repository application, it is expected to facilitate data requests from faculties to the LPPM Universitas Terbuka scientific center, because all data has been placed in the repository.



ABSTRACT

ARR DEVELOPING MARKETING STRATEGIES FOR UNIVERSITAS TERBUKA IN SOUTH SULAWESI: DEVELOPING MARKETING STRATEGIES FOR UNIVERSITAS TERBUKA IN SOUTH SULAWESI

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Abstract

This research was qualitative research with a qualitative descriptive approach. It was conducted at Universitas Terbuka in South Sulawesi, with 224 samples spread across the Luwu Regency, Bone Regency, Gowa Regency, and Makassar City—data collection through questionnaires and interviews. The collected quantitative data was then processed using descriptive analysis, while the qualitative data was processed using data reduction, data display, conclusions, or verification. The results of the research conclude that: 1) The market segmentation of prospective UT students is dominated by prospective students aged 21-50, more dominated by women, most of them work in the informal sector, earn less than 5 million rupiah, and the distribution of applicants is generally in all regions level two in South Sulawesi Province; 2) The primary considerations in making a decision or making the choice to enroll at UT are the cheap tuition fees and the distance education model which allows students to study from home, study from the village, and study without having to leave their jobs, or they can work while studying; 3) The marketing strategy that must be developed includes: the marketing mix consists of 7Ps including product, price, promotion, place, people, process and physical evidence; and 4) The special characteristics that become UT's brand image include that the public considers that studying at UT is flexible: Open in the sense that UT accepts prospective new students openly without considering their biological age, diploma age, and unlimited study period and particular time.

Keywords:

ABSTRACT

THE ACCEPTANCE OF DIGITAL TEXTBOOKS IN DISTANCE LEARNING

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Abstract

In recent years, the widespread adoption of digital textbooks has revolutionized the way students access educational content. Technology has advanced quickly, and as a result, textbooks are now available to students worldwide in digital form, which has improved their overall academic performance. This modification is acceptable for the sustainable learning program, where students have access to materials from anywhere and at any time and digital textbooks promote online learning. This study intends to examine the variables influencing elementary distance learner students' intentions to adopt digital textbooks. Structured equation modeling (SEM) was used to evaluate quantitative data from 316 higher education students in Indonesia. According to the findings, students' intentions to use digital books were positively impacted by facilitating condition (Conway & Huffcutt), performance expectancy (PE), self-efficacy (SE), and perceived learning opportunities (PLO). However, attitude, affective, ICT usage habits, effort expectancy, and social influences did not affect students' intention to use digital textbooks. This research provides important information for the government, decision-makers, and schools on using digital textbooks at the tertiary level in the future.

Keywords: Digital textbook, UTAUT, Behavior Intention.



ABSTRACT

DIGITAL CAMPUS: : TRANSFORMATION OF HIGH-QUALITY, RESILIENT, SUSTAINABLE HIGHER EDUCATION FOR SOCIETY 5.0 NEEDS

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Abstract

The revolution in information and communication technology (ICT) has reshaped the landscape of higher education globally and locally in the progression toward the era of Society 5.0. Traditional education is incompatible with the substantial developments and changes brought about by ICT. Educational services on digital platforms have emerged as an increasingly vital and powerful model as ICT has ushered in a new era, namely the digital era. A high-quality education in this new era is characterized by being mediated by digital technology, agility, inclusivity, flexibility, personalization, adaptability, resilience, and sustainability. Focusing on higher education, this study aims to highlight, explore, and analyze the positioning of digital learning in modern society heading towards Society 5.0. This issue is important to examine given the literature gap that has yet to pay serious attention to the significance and relevance of digital education design in higher education in Indonesia. To investigate this problem, research questions are formulated as a guide, namely: a) What is the form of higher education transformation in Society 5.0? b) Why is the transformation of higher education an urgent need in the process towards Society 5.0? c) What are the implications of this transformation on the future of higher education in Society 5.0? This study is a qualitative descriptive study based on secondary data obtained through a literature study. Data analysis uses the ATLAS. ti tool. The findings reveal that the transformation of higher education institutions is an inevitability as a logical consequence of the significant changes brought about by the development of ICT on human social life, namely: the digital generation, digital era, and modern society commonly referred to as Society 5.0. These changes subsequently alter the educational landscape while creating new



ABSTRACT

needs: the need for integration of digital technology into the learning process such as distance education or online education, digital learning. The intended form of higher education transformation is a digital campus, a campus that bases all educational processes on virtual reality and digital platforms, such as online learning, digital communication, digital learning resources, and digital administration. In the context of these three social changes, there emerges a new interpretation of quality education, namely adaptive, inclusive, flexible, personalized, responsive, equitable, and sustainable education. All these exist in the new educational design, namely: digital education, distance education, or online education. This transformation to a digital campus will have implications for the future sustainability of higher education institutions in Society 5.0, referred to as a modern society, a super-smart society due to advanced, sophisticated civilization, and conducting all daily activities based on the use of digital technology. Examples include the Internet of Things (IoT), Artificial Intelligence (AI), chat-GPT, robotics, big data, and blockchain. Therefore, this study reflects that higher education with digital technology must be integrated and unified to meet the social needs and expectations of modern society.

Keywords: Higher education, Digital education, Society 5.0, High-quality education, Sustainable education



ABSTRACT

EVALUATING UI/UX OF PHONETICS AUGMENTED REALITY

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Abstract

This study aimed to evaluate augmented reality of phoneme. This study followed an observation-discussion process in which the researcher provided applications and checklists to the participants. Participants were asked to operate the application and fill out a checklist where the researcher discussed the use of the application. The research results show that participants are satisfied with the UI display and want minor improvements so that the display is better and equipped with more complete information. while for UX, participants agreed that the application was easy to use and helped the learning process. From the trial, the researcher summarized several things that needed to be corrected and errors that had not been detected before, such as speech errors. The author presents follow-up results from the last part of AR application development. The results of this trial are the final stage which answers whether this application is feasible to be launched.

Keywords: design and development, augmented reality, augmented reality, English phonetics, linguistics, phonemes, and vocal cord



ABSTRACT

Good University Governance: an analysis of the UT Cooperation Model from a collaborative governance perspective.

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Abstract

Since its establishment in 1984, the infrastructure of the Open University (UT) has been designed to be incomplete. UT only has a minimal organization. To complete the organization so that UT cooperates with other organizations. In the Regulation of the Minister of Education and Culture Number 7 of 2020, it is stated that universities providing distance higher education are not required to have facilities and infrastructure completely. For this reason, universities must have access to the necessary educational facilities and infrastructure. The impact is that the tertiary institution must cooperate with various parties to complete the facilities and infrastructure. This article aims to describe UT's collaboration model with various organizations from a collaborative governance perspective. In the literature, A Public-Private Partnership (PPP) is a partnership between the public sector and the private sector to deliver a project or a service traditionally provided by the public sector. Meanwhile, collaborative governance is most broadly defined as a process involving state and non-state actors jointly addressing an issue, be they civil society, public or private organizations, or individual citizens. As a provider of higher education with a distance mode, UT is also obliged to provide the necessary educational facilities and infrastructure. With the principle of sharing economy, UT cooperates with public and private universities, schools, the Government, local governments, communities, and companies. Collaboration is carried out to support UT in carrying out academic and non-academic functions. In practice so far, collaboration with universities is mainly carried out for the implementation of academic functions such as writing teaching materials, writing evaluation materials, mentors and examiners, tutors, supervisors, and writing tutorial materials. Collaboration with schools is mainly aimed at



ABSTRACT

providing exam rooms, tutorial rooms, exam supervisors, practice supervision, and practicum. Meanwhile, cooperation with the Government is carried out for matters of a policy nature and program development, and resource support. While cooperation with local governments is carried out in the form of scholarships, program supervision, and the provision of practice places. The company acts as a provider of academic and non-academic supporting goods and services. Community participation in the form of management of study groups. UT also cooperates with Indonesian embassies abroad to provide services for UT students abroad. From these various facts, it appears that UT in building governance has implemented the principles of public-private partnership and good university governance by building collaboration with many stakeholders.

Keywords: cooperation, collaborative governance, public-private partnership, distance education



ABSTRACT

FROM TACIT TO EXPLICIT KNOWLEDGE: HOW UNIVERSITAS TERBUKA FACILITATES THE PROCESS OF TRANSFORMING EXPERIENCE INTO KNOWLEDGE

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Abstract

The knowledge life cycle is also changing rapidly in a rapidly changing environment. Everyone who wants to improve or increase their knowledge must be able to learn quickly. Besides speed, the accuracy of selecting media to increase knowledge is also important. The Open University (UT), as a complex organization, also requires a rapid increase in knowledge. For this reason, UT has developed a system and organizational culture that can encourage its employees to develop knowledge quickly and according to their needs. This paper will explore how UT designs an organizational structure and culture that supports the development of knowledge by transforming experience into knowledge. In several studies, values and norms of the freedom to try a new thing, to risk failure, to learn from mistakes, and fault tolerance will encourage employees to do the learning (Purwanto, 2016); UT is supported by a good information system, it can overcome barriers in communication (Purwanto, 2015). This paper aims to explore UT's experience in designing culture, organizational structure, and human resource management that enables individuals or teams to develop knowledge through a process of combining experiences. Data and information were obtained from the author's experience, planning documents, and activity reports. From experience and information from secondary data, the factors that support the transformation process from knowledge experience are an organizational structure that facilitates communication, work carried out by the Team, top management support, human resource support, financial support, facility support, clear goals, and fault tolerance.

Keywords: tacit knowledge, organizational culture and structure, experience



ABSTRACT

The Effect of Advertising and Service Quality Through Customer Value Against Satisfaction at UT Regional Office in Ternate

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Abstract

Abstract

This study aims to analyze the effect of advertising and service quality on satisfaction through customer value as moderation. The type of research used was quantitative, with a sample of 95 students at the Ternate Regional Open University using proportional stratified random sampling. The model used is path modeling analysis with Smart Partial Least Square (PLS) as a statistical test tool. The following are the results of the research including; 1) Advertising has no positive and significant effect on satisfaction, because t-count is smaller than t-table at a significance level of 5%, 2) Service Quality has a positive and significant effect on satisfaction, because t-count is greater than t-table at a significance level of 5 %, 3) Advertising has a positive and significant effect on Customer Value, because t-count is greater than t-table at a significance level of 5%, 4) Service Quality has a positive and significant effect on Customer Value, because t-count is greater than t-table significance level of 5%, 5) Customer value has a positive and significant effect on student satisfaction, because t-count is greater than t table at a significance level of 5%, 6) Customer value is able to fully mediate (full mediated) the positive and significant effect of advertising on Student Satisfaction, because t-count is greater than t-table at a significance level of 5%, and 7) Service Quality is able to mediate partially (partially mediated) the positive and significant effect of Advertising on Student Satisfaction, because t-count is greater than t table on 5% significance level.

Keywords: Satisfaction, Service Quality, Customer Value, Advertising.

ABSTRACT

The Impact of Distance Learning Skills Training on the Open University Learning Process (Case Study of Medan Regional Open University)

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Abstract

The Open University is a pioneer of distance education systems. The process of learning through a distance learning system utilizing print and non-print media Learning employs print media, with an emphasis on printed instructional Basic Material Books, whereas non-print media employs internet media in the form of e-learning. The purpose of this study is to determine the effect of distance skills training on the learning process in the distance learning system. The findings of the study indicate that (1) distance learning skills training through registration services has a positive impact on semester grades. The impact of increasing the registration service simulation by 10 units on the final semester grade is 0.63 units. (2) Distance learning skills training and learning assistance services have a positive impact on the final semester grade. If the learning rock service simulation is enhanced by 10 units, the cumulative semester grade will increase by 0.54 units. The positive and statistically significant impact of distance learning skills training in academic administration services is 95%. Simulation of 10 units of academic administration services will result in a final semester grade increase of 6.6 units.

Keywords:

ABSTRACT

Picture Stories Based on Moral Dilemmas and Local Wisdom in Elementary Schools

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Abstract

Many reading materials are available for elementary school students, but they tend to convey moral values and overlook moral development. Picture stories based on moral considerations are constructive, in other words, they not only impart moral values but also develop those values with reasoning. Picture stories based on moral considerations need to be balanced with Indonesia's diverse cultural heritage to provide an understanding that aligns with the characteristics of Indonesian students in various regions, each with their own local wisdom. Therefore, further review is necessary regarding the development of picture stories based on moral considerations and local wisdom, aiming to produce students who possess mature moral judgment while upholding local cultural values. This research employs the D&D method of the ADDIE type. As a result, the development of picture stories based on moral dilemmas and local wisdom yields story scripts and illustrations that match the characteristics and cognitive abilities of elementary school students.

Keywords: Picture Stories, Moral Dilemmas



ABSTRACT

The Marketing Strategy in Increasing Interest in Studying at UT Gorontalo:

Marketing Strategy

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Abstract

The Gorontalo Open University was originally a study group facilitated by the Manado Open University. Until the division occurred in 2002 to form a province with administrative areas in 4 regencies and 1 city. With the condition of the province which was still new at that time, the student group wanted to form a Distance Learning Unit (UPBJJ) in Gorontalo to make it easier for students in their studies (tutorials and exams). This makes the Gorontalo Open University have to develop a strategy to seek to increase interest in studying among the public by introducing the Open University as a State University with the widest reach and locations spread throughout Indonesia. The purpose of this study was to determine the potential for increasing interest in lectures and to formulate a strategy 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 as well as the existing facilities and infrastructure at the Open University of Gorontalo. The method used is qualitative based on field data with descriptive analysis, so the results show that the marketing strategy used to increase public interest is to educate the public about the advantages of the Open University in several places or potential activities where people gather in one place and add skilled workers. in the field of marketing that can convey memorable messages to audiences, carry out extensive promotions, especially by utilizing social media, and open up opportunities and expand the network of study groups in the regions.

Keywords:



ABSTRACT

Using ChatGPT to Assess Translated Text: An Exploratory Study

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Abstract

This exploratory study aims to evaluate the effectiveness of using ChatGPT, a large language model, to assess the quality of translated texts. The study utilized a mixed-methods approach that combined quantitative and qualitative data analysis. The participants of the study were professional translators who were asked to translate a set of English texts into Bahasa Indonesia

The translated texts were evaluated using ChatGPT, and the results were compared with the human evaluations of the same texts. The study found that ChatGPT could accurately identify errors and inconsistencies in the translated texts, with a high degree of accuracy. The tool was also found to be useful in identifying specific errors such as grammatical, lexical, and syntactic errors.

The qualitative data gathered from the study indicated that ChatGPT was easy to use and provided valuable feedback to the translators. The participants reported that the tool helped them to improve the quality of their translations and provided them with insights into their translation processes.

Overall, this study suggests that ChatGPT can be an effective tool for assessing the quality of translated texts. It provides a cost-effective and efficient solution for evaluating translations, especially for large-scale projects. The study concludes with recommendations for future research on the use of language models in translation assessment.

Keywords:

ABSTRACT

VOCATIONAL EXCELLENCE AS A VOCATIONAL EDUCATION DEVELOPMENT STRATEGY IN INDONESIA: CASE STUDY OF MEDAL ACHIEVEMENT IN THE 13TH ASEAN WORLD SKILL 2023 IN SINGAPORE

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Abstract

Vocational education plays an important role in preparing a high-quality and competent workforce to meet industry needs. This article analyzes the concept of "Vocational Excellence" as the main strategy in developing vocational education in Indonesia, using a case study of Medal Achievement in the 13th ASEAN World Skill in Singapore.

In this article, Vocational Excellence is used as a study material that plays a central role in improving the quality of vocational education in Indonesia using the SLR (Systematic Literature Review) approach. In addition, a multivariate statistical analysis of interdependence on the achievement of Medals in the 13th ASEAN World Skill was also carried out, as well as an exploratory analysis of the key factors that contributed to this success.

From the results of the study, it was found that the Vocational Education Development strategy as a reflection of the achievements of the 13th ASEAN World Skill included innovative learning strategies, curricula that are relevant to industry demands, the important role of mentors in guiding students, and close collaboration between vocational education institutions and the industrial sector. This case study also discusses the positive impact of Medal Achievement in strengthening the image of vocational education in Indonesia and motivating more students to pursue vocational education.

This article proposes strategic measures, including increased teaching staff training, adaptive curriculum development, and more collaboration opportunities with the industry sector, in order to improve the quality of vocational education in a sustainable manner.

Keywords: Vocational Excellence, vocational education, World Skill Asean

ABSTRACT

Measuring The Quality of MEAL Training Formative Test Using The Rasch Model

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Abstract

Assessment for learning is an essential topic in the educational assessment context. To ensure quality learning, valid and reliable assessments should be developed that show the learning progress and needs of students as well as the effectiveness of teaching. The basic Rasch model (Ming Ho et. al, 2013) for dichotomous items (item responses are either right or wrong) is a probabilistic model that describes the probability of getting an item correct in terms of a simple logistic function of the difference between the person's ability and the item difficulty: the higher the ability of the person compared with the item difficulty, the higher the probability of getting the item correct. The applications of Rasch model in formative exams of students with Rasch are numerous advantages because it utilizes measurement accuracy. This can be for problem quality detection, as well as on the detection of individual abilities and the identification of assistance to their learning needs. This study aimed to evaluate the participants' understanding of conceptions of Monitoring, Evaluation, Accountability and Learning (MEAL). Data were acquired by 10 multiple-choice written test items distributed to 25 participants of training MEAL. The ability of participants of training MEAL, the item difficulty, analysis of wright map will be discussed in this study.

Keywords: Rasch Model, Assessment of Learning, Assessment of Education

ABSTRACT

LEADERSHIP STYLE CLASSIFICATION IN VOCATIONAL HIGHER EDUCATION OF GOVERNMENT SERVICE USING NEURAL NETWORKS

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Abstract

Leadership in higher education is needed to be able to develop its human resources. Good leadership is a trigger for the development of that higher education. Leadership has several leadership styles including instructive, consulting, participation, and delegation. Leadership style is decisive in facing the challenges of the 21st century. This study aims to classify leadership styles in government service vocational higher education to be able to face the challenges of the 21st century. This research will be conducted in 5 government service vocational higher education (Perguruan Tinggi Vokasi Kedinasan - PTVK) in East Java province such as Politeknik Penerbangan Surabaya, Politeknik Pelayaran Surabaya, Politeknik Perkeretaapian Indonesia Madiun, Politeknik Kelautan dan Perikanan Sidoarjo dan Politeknik Pengembangan Pertanian Malang. The initial stage of this research was a study of literature related to the understanding of leadership style and its challenges in the 21st century. Then, a research instrument will be created in the form of a questionnaire containing indicators related to leadership style. The PTVK Lecturers as respondents will be randomly selected for each PTVK. The results of the questionnaire become input for neural networks. The neural networks method is used to classify leadership styles. Neural networks are a part of artificial intelligence that can classify data. The superiority of artificial intelligence can solve problems both in the technical and social fields if the problem is considered a "black box" system. The term "black box" refers to a model or system that can provide the right output or result even if the process is not known. In other words, the user or developer may know what is entered into the system and what is output, but not understand the internal processes used by the model to achieve those results. This study uses instrument



ABSTRACT

indicators as input and leadership style as output. As for the black box classification process, neural networks are used to assist in classifying the leadership style. Before being used, this neural network needs training so that it can provide classification results with the lowest error value to provide the correct classification. After that, testing the neural networks can be carried out. This study will use 80 percent of the sample data for training and the remaining 20 percent will be used to test the neural networks. The results of the research are expected to use neural networks so that the classification of leadership styles can be used appropriately according to the input given to the neural networks.

Keywords: Leadership Style, Classification, Neural Networks, 21 Century Skill, Education Quality



ABSTRACT

Voices of Students-Teachers About Distance and Blended Learning: An Instructional Fits Perception

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Abstract

Distance learning and blended learning have come out as two of the most prevalent and forefront approaches to learning implemented today, especially Post Covid-19. However, not much study has been undertaken to determine how Indonesian teachers perceive the implementation of distance learning and blended learning. This research aims to investigate the advantage of teachers' involvement as students in the graduate school of Universitas Terbuka (UT) that employ distance learning mode. This research is also intended to find out challenges faced by student-teachers in applying blended learning as an emergent method to learning Post Covid-19. Mixed Method with convergent parallel design has been used by involving 30 student-teachers to involve in the questionnaire and 6 of them to be interviewed using semi-structured interviews. The participants were from three different study programs (Master of English Education, Master of Elementary Education, and Master of Mathematics Education) in the School of Postgraduate Studies of UT. The study findings noted: (1) instructional fit as a crucial component in education settings; (2) innovative pedagogies as key aspect in learning in the virtual classroom, and (3) blended learning functions to harmonized traditional classroom experiences with digital tools. This study provides evidence, results' implications, and suggestions regarding additional instruction-related study.

Keywords:



ABSTRACT

IMPLEMENTATION OF GENERAL PRINCIPLES OF GOOD GOVERNMENT (AUPB) THROUGH THE USE OF THE SIDOARJO PEOPLE'S SERVICE SYSTEM (SIPRAJA) IN SIDOARJO REGENCY EAST JAVA

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Abstract

The Sidoarjo Regency Government issued an innovative Sidoarjo People's Service System (SIPRAJA) for the convenience of providing services in line with the principle of good service Article 10 paragraph (1) letter h of Law Number 30 of 2014 concerning Government Administration. SIPRAJA is here as a form of online-based administrative services through websites and applications. The discussion of administration and staffing in *siyasa fiqh* is called *siyasa idariyah*. The principle of justice in QS An-Nisa' verse 58 becomes one of the determining parts whether or not the service is carried out. Facts on the ground In the Kajeksan Village Government there are still obstacles starting from website errors, unable to open the SIPRAJA application and having to wait for the operator to live to get service. Research Focus: 1) Why can the use of SIPRAJA provide convenience for the Government and the people of Kajeksan Village, Tulangan District, Sidoarjo Regency in implementing the principles of good service based on Law Number 30 of 2014 concerning Government Administration? 2) How is the implementation of the Good Service Principle through the use of SIPRAJA in the Kajeksan Village Administration, Tulangan District, Sidoarjo Regency based on Law Number 30 of 2014 concerning Government Administration? This type of research is empirical legal research with a legal sociology approach. Observations, interviews and documentation were used as techniques in collecting data. Qualitative descriptive data analysis techniques with the validity of the data by testing the credibility of data sources and method triangulation. The conclusions from this study: 1) The availability of electronic signatures and stamps makes it easy for the government to speed and timely service. The presence of SIPRAJA through

ABSTRACT

online access and without having to come to the service location and the tracking system makes it easier for the community to manage services. 2) The implementation of the General Principles of Good Governance (AUPB) through the use of SIPRAJA has been carried out well by the Kajeksan Village Government but some corrections must be made. Suggestions in this study: 1) There is a need for further socialization as well as Sidoarjo Regency Government policies regarding the clash of SIPRAJA innovations and Plavon Dukcapil. 2) There is a need for clarity on costs and service procedures as well as repair of complaint boxes at service locations in Kajeksan Village.

Keywords:



ABSTRACT

Family Strengthening Program of YBM BRILiaN: Strengthening Religious Education for Family Resilience in Ciaruteun Ilir, Bogor.

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Abstract

Resilience can be broadly defined as the ability to persevere in the face of adversity (Southwick, Bonanno, Masten, Panter-Brick, & Yehuda, 2014). In the family context, family resilience refers to the capacity of the entire family unit to be resilient (Walsh, 2012). YBM BRILiaN has a family-based empowerment program in order to strengthen the economic, educational, health, and mental spiritual aspects of mustahik families. The participants of the family strengthening program are 20 mustahik families in Ciaruteun Ilir village, Kab. Bogor. The purpose of this study was to describe the implementation strategy of family-based empowerment in order to increase the quality of religious education. Qualitative data analysis was conducted on interview transcripts, observation data and records, and program documents.

Keywords: Resilience, Family Resilience, Family Strengthening, Mustahik



ABSTRACT

INTEREST DEGRADATION ANALYSIS OF ONLINE TUTORIAL

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Abstract

Universitas Terbuka, one of the universities that organizes an open and distance education system, continues to innovate to provide the best service to each student. One of the learning services at the Universitas Terbuka is a non-face-to-face learning service through online tutorials. Universitas Terbuka Padang, one of UT's regional services, also allows students to choose these services. However, student participation in online tutorials decreased, as seen by the students registered for online tutorials for two consecutive periods. This paper used quantitative methods. The research population is UT Padang students from the management department with non-face-to-face service types. We used purposive sampling. The research results are as follows: the presentation design is quite attractive, usability and accessibility are straightforward, Content is appropriate, and Interaction sometimes happens. Finally, the results obtained recommendations for policymakers based on student suggestions: the online tutorial platform must provide a voice recording feature, webinar tutorial, and remainder schedule.

Keywords:



ABSTRACT

ETHNOMATHEMATICS APPROACH IN THE DESIGN OF AUGMENTED REALITY-BASED MOBILE LEARNING OF TWO-DIMENSIONAL AND THREE-DIMENSIONAL SHAPE MATERIALS AT THE ELEMENTARY SCHOOL LEVEL

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Abstract

Teachers need instructional media to make students' understanding concrete to support mathematics learning on the elementary school's two-dimensional and three-dimensional shapes materials. Based on this, designing a mobile learning application based on augmented reality is necessary. The steps in making mobile learning applications are adapted from the Borg & Gall (2003) development model, which consists of ten stages. The ten stages are summarized into three parts, namely design, development, and evaluation. This research focuses on the first stage, namely design. 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. Data collection was carried out based on the results of a needs analysis by the teacher through distributing questionnaires and analyzing the needs of experts based on interviews and literature studies. The results of this study obtained an application design in the form of appropriate content and features in developing mobile learning based on augmented reality material on the two-dimensional and three-dimensional shapes in mathematics learning with an ethnomathematics approach. One of the cultural products raised in this application is the Lengkong Traditional House from West Java, so through this application, culture can be known while learning about two-dimensional and three-dimensional shapes.

Keywords: Application Design, Mobile Learning, Augmented Reality, Learning Media, Two-Dimensional and Three-Dimensional Shapes, Ethnomathematics Approaches



ABSTRACT

The DEVELOPMENT OF MOOCS TO BUILD STRONG PERSONAL BRANDING TO IMPROVE COMMUNICATION SKILLS

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Abstract

Personal branding can be one of the keys to success in starting a career in the professional world. In order to shape and maintain public perception to present a positive image of a person, we must build strong personal branding. This ability can be learned and developed so that others can remember one's identity. It can lead to trust and loyalty. Personal branding can be seen through appearance, speaking, social media activity, and worn items. There are several ways to build strong personal branding, such as learning personal branding material through MOOCs. The type of MOOCs developed is xMOOC using the ADDIE Model. The MOOCs consist of seven materials to support one's branding, namely (1) basic concepts of personal branding, (2) personal branding elements, (3) knowing yourself (self-branding), (4) grooming, (5) building relationships, (6) building personal branding through social media, and (7) creating a personal branding tagline. The development of MOOCs opens up a wide opportunity to be used as an open and massive learning platform to develop one's identity, character, reputation, and credibility.

Keywords: Communication skills, MOOCs, personal branding.

Keywords:

ABSTRACT

The Chat GPT Advantage: Exploring the Benefits for the Learning Journey

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Abstract

This article examines the advantages of incorporating Chat GPT, an advanced conversational AI model, into the learning journey. It explores the potential benefits of Chat GPT in enhancing education by enabling interactive and personalized conversations between learners and the AI system. Chat GPT revolutionizes the learning experience by providing a dynamic and engaging environment for learners. Through natural language processing capabilities, it facilitates interactive conversations, allowing learners to ask questions, seek explanations, and receive immediate feedback. This interactive dialogue promotes active participation, deepens understanding, and enhances knowledge retention.

Keywords:



ABSTRACT

Tutor Performance of Public Administration Master Program

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Abstract

The main commitment of Universitas Terbuka is always to improve the quality of academic services, including services in the learning process through online tutorials. The aim of this study was to determine student perceptions of the performance of online tutorial tutors for the Master of Public Administration Program in the January-June 2023 semester. The research method was through distributing questionnaires to students in the online tutorial application. Data and information were analyzed descriptively and tabulated based on the researcher's notes. The results showed that the performance of the online tutorial tutors for the Master of Public Administration Program in the January-June 2023 semester was generally in the good and very good category. What needs to be improved is the need to optimize the use of references which are shared in online tutorial applications and discussed by tutors so that student understanding can increase. The conclusion of the research is that increasing the understanding of students of the Public Administration Masters Program can be pursued through efforts to improve the quality of academic services, especially through online tutorials.

Keywords: online tutorials, performance, tutor performance, Universitas Terbuka



ABSTRACT

The Effect of Entrepreneurial Education On Entrepreneurial Interest: The Moderating Role Of Learning Management System (LMS)

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Abstract

In facing the Artificial Intelligent Era, technology has a very important role in the field of education. Although Artificial Intelligent (AI) cannot be fully implemented in all education. The Learning Management System is one of the technological sophistications used by several universities in conducting distance education. Distance education is sometimes considered less effective. Education is not just conveying knowledge to students, but is more towards motivation and a psychological approach so that students are able to apply the knowledge that has been conveyed. Therefore the purpose of this research is to test entrepreneurship education on entrepreneurial interest and the Learning Management System (LMS) as a moderating variable. This research was conducted at the Open University for students who had received Entrepreneurship Courses. Questionnaires were distributed in the form of a Google form to student groups. This type of research is descriptive quantitative using purposive sampling technique. Then the data that has been obtained is processed using SmartPLS 3.0. The results of this study indicate that entrepreneurship education has a significant effect on entrepreneurial interest, and the Learning Management System strengthens the relationship between entrepreneurship education and entrepreneurial interest. So it can be concluded in this study that the Learning Management System is a technology that can strengthen Entrepreneurship Education towards entrepreneurial interests.

Keywords: Entrepreneurial education, entrepreneurial interest, Learning Management System, distance education

ABSTRACT

ANALYZING USER EXPERIENCE FACTORS FOR PEOPLE WITH AUTISM SPECTRUM DISORDER: THE SENSE-AWARE IN HUMAN-COMPUTER INTERACTION

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Abstract

In today's modern world, technology has the potential to enhance communication, learning, and social interaction has brought about remarkable improvements in the quality of life for children with autism spectrum disorder (ASD). Through technology individuals with ASD can access various educational apps, software, and online resources that have catered to their different learning styles and abilities. However, as the number of ASD diagnoses rises in Indonesia, concerns about the safety and comfort of ASD children while using online platforms like YouTube Kids have also emerged. This research aims to assess the user-friendliness of YouTube Kids for children with ASD, specifically focusing on the aspect of sense-aware in human-computer interaction because children with ASD often experience sensory sensitivities across all five senses. To achieve this goal, the researchers utilized a qualitative approach, conducting online interviews and online field observations with six children between the ages of 6 and 12, who were diagnosed with ASD and classified into two support levels: "Needs support" (Level 1) and "Needs substantial support" (Level 2). The observations focused on one specific User Experience (UX) factor proposed in previous research, namely, sense-aware, which is particularly relevant for individuals with ASD. The research findings shed light on aspects of YouTube Kids' user experience that align with the sense-aware UX factors for ASD, such as layout and language. However, there are still areas that need improvement, particularly in graphics, audio, and sensory avoidance. Some aspects of YouTube Kids do not align with the needs of individuals with ASD, including the excessive use of bright colors, visually overwhelming content, high-pitched noises, fast-paced voices, and abrupt



ABSTRACT

advertisements. To overcome these challenges, the research offers guidelines for designers to improve human-computer interaction for children with ASD. By considering the specific needs and sensitivities of individuals with ASD, designers can create a more inclusive and user-friendly experience on YouTube Kids. This study contributes to the development of inclusivity in the digital world, enhancing the user experience for children with ASD and promoting their active engagement in online platforms.

Keywords: User experience, youtube kids, human computer interaction



ABSTRACT

EXPLORING THE DESIGN AND DEVELOPMENT OF AN INNOVATIVE LEARNING KIT FOR PROMOTING ART APPRECIATION IN EDUCATION USING THE SEE THINK WONDER THINKING ROUTINE

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Abstract

This research aims to explore the design and development of an innovative learning kit for promoting art appreciation in education using the See Think Wonder thinking routine. The study emphasizes the importance of art appreciation in children's development and investigates how a learning kit can effectively facilitate the learning process. The research incorporates multimedia elements, such as visual images and videos, to enhance engagement and understanding of art. This study utilizes a case study approach to develop an innovative learning kit for children aged 7-10. The research follows the systematic structure of the ADDIE framework, encompassing multiple phases to ensure the learning kit provide comprehensive and effective learning experience. The research found out that the structured framework of the See Think Wonder routine provides a clear and organized approach for children to analyze and interpret artworks. The learning kit highlights the potential of interactive and immersive learning experiences to foster critical thinking, creativity, and cultural awareness. The implications of this research can benefit educators and curriculum developers in creating effective art education tools. Future research could focus on implementing and evaluating the learning kit in various educational settings and exploring its long-term impact on children's art appreciation skills and overall development.

Keywords: see think wonder, learning kit, art appreciation

ABSTRACT

ENHANCING EARLY CHILDHOOD EDUCATION THROUGH AN INNOVATIVE PHYGITAL PRETEND PLAY LEARNING KIT: A CASE STUDY ON PILOT OCCUPATION

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Abstract

Recognizing the pivotal role of early childhood education in establishing the groundwork for children's long-term cognitive, social, and emotional development, this research paper presents a case study that explore into the analysis, design, and development of an innovative Phygital Pretend Play Learning Kit. The study aims to promote the integration of physical and digital component in supporting pretend play to support the cognitive, social, and emotional development among young children. The research employs qualitative research with case study method. The research follows the framework of ADDIE, an acronym for Analyze, Design, Develop, Implement, and Evaluate, represents a comprehensive instructional design model used for building effective training and instructional materials. Findings from the study highlight several key indicators for developing successful innovative Phygital Pretend Play Learning Kit. Firstly, the integration of appropriate materials stimulates children's imagination, encouraging them to engage in imaginative play and creative thinking. Secondly, the self-paced learning aspect of the kit allows children to explore and discover at their own pace, promoting autonomy and self-regulation, Third the personalization options provided by the learning kit cater to individual preferences, needs, and learning styles, ensuring a more engaging and meaningful learning journey. Fourth, the incorporation of gamification elements, including challenges, rewards, and levels, enhances motivation and sustained engagement. Lastly, the integration of multi-sensory experiences through tactile, auditory, and visual stimuli enriches the learning process and promotes holistic development.

Keywords: early childhood education, Phygital, Pretend Play, learning kit



ABSTRACT

TRANSFORMING LEARNING EXPERIENCES IN ART AND DESIGN APPRECIATION: A RESEARCH ON E-LEARNING DESIGN AND DEVELOPMENT

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Abstract

The paper focuses on the design and development of an e-learning course in art and design appreciation. Using the ADDIE model, the study explores the integration of the See Think Wonder approach in the e-learning context. The research aims to enhance learners' engagement, understanding, and appreciation of art and design. The study consists of analysis, design, development, implementation, and evaluation of art and design appreciation e-learning. The findings indicate that the See Think Wonder approach positively impacts the e-learning environment by increasing learner engagement, critical thinking skills, and emotional connection to artworks. The approach facilitates active participation, critical discussions, and improved observation and interpretation of artworks. The e-learning platform offers flexibility and accessibility, enabling learners to study at their own pace. Multimedia elements and interactive activities enhance the learning experience. Evaluation results support the effectiveness of the course, with learners recognizing the value of the See Think Wonder approach in enhancing art and design appreciation. It improves their confidence in analyzing artworks and deepens their understanding of artistic elements and principles. The research contributes to the field of art and design education by highlighting the potential of e-learning in transforming learning experiences. It provides insights for educators and instructional designers seeking to enhance art and design education through digital platforms.

Keywords: see think wonder, addie model, e-learning, arartt and design appreciation

ABSTRACT

ESTABLISHMENT OF AN ARCHIVE CENTER AS A KNOWLEDGE-SHARING RESOURCE FOR THE ACADEMIC COMMUNITY

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Abstract

Every institution produces archives that have not been arranged must be sorted, arranged, and filed, so that they are well managed and systemized. The archives are contained in units within the Open University such as: Rectorate, Faculties, Directorates and Institutions. The Open University mainly produces curriculum archives contained in each Faculty consisting of GBPP, Module Materials, BANC Materials and so on.

Using the literature review methodology, various archives were collected, such as Dynamic Archives, which are vital archives and static archives. After the data is analyzed, the results will be collected and collect symbols of the identity of an institution, namely the collection of these archives needs to be compiled in a database film so that it is easy to find quickly (retrieval) with facilities and infrastructure in accordance with the standards of Law No. 43 Archives 2009, so the benefits of the existence of an Archive Center for Institutions are great.

Keywords:



ABSTRACT

AUTOMATED ESSAY SCORING USING COSINE SIMILARITY ON MULTIPLE ANSWER SCORING OF STUDENT ESSAY EXAMS

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Abstract

The aim of this research is to automatically retrieve grades from students' final exam answer sheets in the form of essays. This assessment utilizes the Automated Essay Scoring (AES) framework and textual data analysis to streamline the evaluation process. Manual assessment of essay answers, especially in the case of multi-questions, is known to be both time-consuming and expensive. Automated Essay Scoring (AES) integration utilizes computer applications to simplify correction and grading procedures. The samples used in this research were student exam answers in the form of essays in Management and Environmental Policy courses. The stages carried out in data analysis include data preprocessing, word vectorization, TF-IDF weighting method, and cosine similarity measurement applied to evaluate the similarity of all multi-question essay answer documents. Each question is assigned a specific point value, and the cosine similarity value is calculated with reference to each answer. This comprehensive process produces a final score for each student's answer, which is then compared with the answer reference. Samples were taken from twenty-five documents for each course. In Management courses, the cosine similarity values for the first question fall within the range of 0.138 to 0.682, the second question within the range of 0.327 to 0.835, the third question within the range of 0.632 to 0.727 corresponding to point scores of 2 to 10, 3 to 8, and 4 to 10 respectively, out of a maximum possible score of 100 for the complete question and also in accordance with the range value of tutor assessment. Meanwhile, in Environmental Policy, the cosine similarity values for the first question range from 0.417 to 0.742, for the second question from 0.047 to 0.870, for the third question from 0.250 to 0.920, and for the fourth question from 0.204 to 0.866 These values correspond to point scores



ABSTRACT

of 4 to 10, 0 to 6, 2 to 9, and 1 to 7 respectively, within a maximum possible score of 100 for each question and also align with the tutor's assessment. As a result, the cosine similarity method emerges as an invaluable tool in AES, enhancing the objectivity of student answer assessments.

Keywords: Automated Essay Scoring (AES), Cosine Similarity, TF-IDF weighting method



ABSTRACT

PT IRON MOUNTAIN ARCHIVES MANAGEMENT SERVICE BUSINESS STRATEGY

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Abstract

PT Iron Mountain is a company engaged in the field of archive storage and management services. PT Iron Mountain sees that the company no longer relies on paper in its work processes, so several steps need to be taken to digitize the company's files and work processes. PT Iron Mountain carries out business strategies to meet customer needs and attract new potential customers. The method used to identify business strategy is descriptive qualitative. The results of the research show that there is a standardized service to support the implementation of business strategy. The superior business strategies include imaging, destruction, electronic waste disposal, inactive archive storage, important archive storage, restoration/recovery of damaged documents. PT Iron Mountain needs to provide education to the public regarding good records management accompanied by appropriate archive maintenance. Be aware that archives must be carried out by individuals/companies to prevent losses in the future.

Keywords: archives, business strategy, PT Iron Mountain, management services



ABSTRACT

Unveiling the Power of OpenAI's ChatGPT: A Exploration of AI Technology for Learning Programming

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Abstract

ChatGPT is one of the AI technologies that is currently being discussed on social media. This study aims to examine the development of ChatGPT in the context of learning programming in creating Village websites using PHP. The method used in this research is descriptive qualitative. The focus of this research is the use of ChatGPT in teaching website creation, explaining the stages of creating program code on request and correcting wrong code. Starting by asking "Can ChatGPT teach website creation?", "can ChatGPT explain the stages of creating program code?", and "Can ChatGPT fix code that is not correct?". Through a series of experiments, ChatGPT was quickly able to explain the stages of learning programming, explain the code to be made, and provide explanations for incorrect program code. The findings of this study indicate that ChatGPT can follow programming complexity according to the questions asked, where the more complex the questions, the answers from ChatGPT are also more complex. However, further research is needed to find out which program code is more effective. This research provides insight into the potential of ChatGPT as a tool in learning programming and provides practical solutions for users.

Keywords: ChatGPT, Learning, Programming



ABSTRACT

Pedagogy and honesty as concerns of faculty members regarding generative AI

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Abstract

This is a study of teachers perception about using generative artificial intelligence (generative AI) among faculty members of Universitas Terbuka. Generative AI may produce text, image and video. Those material are easy to produce. Previous studies indicated that material produced by generative AI are becoming learning material in higher education. However, most studies do not investigate faculty members perceptions. Those studies do not focus on image and video produced by AI in education. Therefore, a study is conducted on faculty members of Universitas Terbuka, Indonesia. This study is a phenomenology qualitative research. There are 8 participants who answered the twelve open-ended research questions. Most faculty members agree to use generative AI in education. Most concerns are whether students claim the AI material without analyzing the content and if they claim the material as their own product.

Keyword: pedagogy, assessment, critical thinking, generative artificial intelligence, image, video

Keywords:



ABSTRACT

ACTUALLY IT'S AN ANGEL OR A DEVIL: CHATGPT IN EDUCATIONAL DEVELOPMENT

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Abstract

Artificial Intelligence (AI) has changed various aspects of human life, including the education sector. In recent years, the use of AI in education has become an increasingly attention-grabbing topic. One of the phenomena of AI development is Chat Generative Pre-trained Transformer (ChatGPT) which is an implementation of the GPT model to interact with users through text conversations. Related to this phenomenon, this research was made from an educational perspective on early adopters using qualitative instrumental case studies which include case selection, data collection, data analysis, interpretation, and conclusions. In the context of education the analysis related to ethics, fraud, honesty, personal information, and the manipulation. The findings in this study can be taken into consideration in the responsible use of Artificial Intelligence, especially the use of ChatGPT in Distance Learning Education

Keywords:



ABSTRACT

Artificial Intelligence Through Games For Early Childhood
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Abstract

This paper intends to see how the development of technology is increasing rapidly until it has penetrated into the world of education, where learning can now be done through games. In the past, games were only known as play tools, solely for entertainment and had no educational elements. But now, games are often used by young children as a learning method and this has been implemented in various schools, especially international schools. In this study, the focus that will be translated is how artificial intelligence through games can increase intelligence and stimulate children in terms of learning. By using qualitative methods with case study studies, it is hoped that this study can add insight to all of us as academics so that we are more open to thoughts and literate about technology which is currently very sophisticated.

Keywords:



ABSTRACT

E-LEARNING PROCESS ENRICHMENT OF HIGH DIFFICULTY COURSES: A CASE STUDY IN FOOD TECHNOLOGY PROGRAM

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Abstract

Courses with a high difficulty level require several interventions in the learning process to help exceed the required competency level for students. High difficulty courses typically need high analytical thinking skills and are accompanied by in-depth calculation processes. This article aimed to describe the e-learning enrichment process that was done to 9 courses considered to be high difficulty in the Food Technology study program of Universitas Terbuka. The enrichment was done by providing direct discussion assistance with tutors through the application Microsoft teams titled "Belajar Bareng Tutor". It was done by initially identifying materials considered to be difficult by tutors and students, scheduling the sessions for the 9 courses, and informing them to relevant student groups. Within these sessions for each course, students were able to discuss materials with the accompanying tutor. The session was recorded and was then uploaded to a cloud service which can be directly accessed by students. These programs were evaluated by sending out questionnaires to 57 students who took part in the enrichment programs. The feedback result showed that all respondents (100%) find the program helpful in their studying experience. Then, 68.4% of the respondents stated that the tutors were proficient or very proficient in delivering the learning material, 76.8% stated that the study materials delivered were in accordance with the subjects available in study book and the e-learning platform, and 71,4% stated that the tutors were proficient or very proficient in answering questions from students. Respondents recommended that one to two hours are sufficient for each session. Other feedback includes having the session on the weekends and increasing socialization of these kinds of programs.

Keywords: e-learning, enrichment, high difficulty, food technology



ABSTRACT

Program for Providing Training and Funding Assistance for Beginner Entrepreneur: Evaluation of The Program implementation within Universitas Terbuka

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Abstract

This paper discusses the impact of Universitas Terbuka (UT) policy in encouraging students to become entrepreneurs through the Financial Assistance Program for Beginner Entrepreneurs. In 2014-2016, UT has collaborated with the Ministry of Cooperatives and SMEs cq Entrepreneurship Development Affairs, Human Resources Development Sector to hold activities to facilitate students as beginner entrepreneurs through training, mentoring and providing funding. Each batch of Program participants was monitored for 2 years, starting from the receipt of the student's business proposal to be financed up to the next 3 semesters. The Ministry of Cooperatives and SMEs provided three days of entrepreneurship training for priorly selected students. At the end of the training, students who wish to start a business were asked to submit business proposals which will be assessed for its feasibility to be funded. The development of this proposal was carried out with the assistance of qualified experts. Proposals that passed the assessment were entitled to financial assistance for entrepreneurial development with a maximum value of IDR 25,000,000 per student. At the end of the second year of Program implementation, about 75% of the students who took part in this program were running well, but after that there was no further monitoring, either by UT or the Ministry of Cooperatives and SMEs. After nearly a decade in progress, it is necessary to see how the program's impact has on the efforts of the students participating in the program. For this reason, an evaluation of the program's impact was carried out. The impacts evaluated include sustainability, magnitude, and business profits. Of the 324 students who received assistance in 2014-2016, 37 of them filled in the list of questions sent



ABSTRACT

and were willing to be interviewed. Of the 37 respondents, 7 (19%) respondents still have the same business as the one funded by the program, 21 (57%) respondents changed their business, and 9 (24%) respondents stopped their business. However, for businesses which is still ongoing today, there has been an increase in assets that can reach hundreds of times. It is not easy to give an assessment of the usefulness of the Program because the entrepreneurs who can be evaluated are limited. Entrepreneurs who are still and even developing their businesses provide input for improving the entrepreneurship encouragement program for students, including ongoing coaching and monitoring for a minimum of 5 years.

Keywords:



ABSTRACT

Discover How Technology Affected Students' Academic Performance

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Abstract

Around the world, technology has assumed a major position. It has arrived to stay, yet it has advantages and disadvantages of its own. Information and communication technology (ICT) has harmed many people more than it has helped, especially among young people. However, it must be demonstrated whether students' and teachers' ability to keep up with technological change will affect both the quality of education and students' satisfaction. The adoption of information and communication technology by universities and its effects on the academic performance of university students are investigated and explored in this study. The study also investigates how gender, GPA, and student majors influence the link between ICT and academic success. Students collected were university students from various universities and cities in Indonesia. The results showed that the technology adoption itself somewhat affected their academic performance. Some students stated that they don't have sufficient technological support to keep up with the environment. The study's findings provided insight into how educational institutions should design effective technology adoption processes for their policies relating to distance learning.

Keywords:

ABSTRACT

Technology Challenges in Improving E-learning Learning at the Universitas
Terbuka of Indonesia.

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Abstract

In e-learning learning at Open universities, it is necessary to master technology in education; so far in e-learning, there have been discussions, assignments, and webinars, but not all students have mastered technology in e-learning. The research aims to determine and analyze the organization and human resources of e-learning organizers, technical mastery, and students' skills in learning so that students can achieve good grades and graduate on time. This study uses descriptive qualitative methods using primary data through interviews with student respondents and the author's experience of carrying out e-learning activities and secondary data through literature and journal studies, mass media information, books, and others. The analytical method used is descriptive analysis through data reduction. , presentation of data, and drawing conclusions or verification. The results of this study show that with the latest and more sophisticated technology in e-learning, mastery of technology is mandatory for organizations and managing human resources by increasing human resources and the reach of distance learning. Increase student technology mastery with study skills, communication skills, and the quality of learning technology.

Keywords: public administration

ABSTRACT

TRANSFORMING DISTANCE AND OPEN EDUCATION IN INDONESIA THROUGH ICE INSTITUTE

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Abstract

Distance and open education has undergone a significant revolution with the emergence of new technologies. One of the educational institutions leading this change in Indonesia is the ICE Institute. This article discusses how the latest technology implemented by ICE Institute has become the top choice for students in Indonesia who want to experience quality distance and open education. ICE Institute has leveraged the open edX platform to address challenges associated with distance and open education. With a sophisticated online learning platform, students can easily access course materials, lecture videos, and other learning resources. This technology gives students the flexibility to study according to their own schedule, overcoming geographic and time barriers. This is then called self-paced. By using open edX, ICE Institute has successfully launched a virtual collaboration platform that allows students to interact with fellow students and lecturers online. Group discussions, joint projects, and question and answer sessions can be carried out seamlessly through this technology, creating a collaborative learning environment even though they are far apart. This article summarizes how online classes implemented and provided by quality lecturers who have joined the ICE Institute have changed the face of distance and open education in Indonesia. Students and even the public now have greater access to high-quality learning, social interaction, and personalized learning experiences. The ICE Institute is an inspiring example of how technology can overcome physical barriers and enable access to a more inclusive and innovative education. It has been proven that after 2 years of its journey, the ICE Institute has provided scholarships to 14,435 participants consisting of students, lecturers, academic staff, and the public.



ABSTRACT

COST ANALYSIS OF INNOVATION IN LEARNING TECHNOLOGY

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Abstract

In this research, the main objective is to analyze the cost components involved in the innovation of learning technology and examine the factors influencing decision-making in the development of learning technology innovations from a cost perspective. The research follows a qualitative descriptive method and utilizes data collection techniques such as interviews, observations, and literature review. Data analysis is conducted using content analysis. The findings reveal that the costs associated with technology development span across various stages, including research, design, testing, production, implementation, maintenance, and support. Through a comprehensive analysis, organizations can gain a better understanding of how costs are allocated, manage their budget effectively, and optimize their resources. This analysis empowers decision-makers to make informed choices and enhance the efficiency of their investments in technology development.

Keywords: Cost, Innovation, Learning Technology



ABSTRACT

LEARNING ENVIRONMENT OF INDONESIAN UNIVERSITIES ADAPTIVE TO COVID-19 DISRUPTION

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Abstract

The Covid-19 pandemic has resulted in a paradigm shift in the implementation of the learning process at the school to university level. The policy of social distancing, or physical distancing (maintaining physical distance) to minimize the spread of Covid-19 forces the learning process in tertiary institutions to continue, but with distance learning. The learning process of most of the courses of many universities includes e-learning. However, the implementation of e-learning in many universities in Indonesia, of course, still encounters many obstacles besides the many benefits obtained. So far, the Open University (UT), which has implemented distance education, needs to know the obstacles to implementing distance learning from other universities in Indonesia. The information on these constraints is useful for UT to improve the quality of its learning. Therefore, this research examines the implementation of distance learning in other universities in Indonesia. The purpose of this study is to identify problems in the implementation of distance learning in other universities in Indonesia. In addition, this study also examines the perceptions and expectations of UT's mathematics education master's students towards the learning management system provided by UT. This study uses content analysis of several articles that have been published in indexed journals throughout Indonesia from 2019 to 2022, with focus about the implementation of distance learning during and after the pandemic from various universities as the focus of the study. Among these publications, the most dominant research design is qualitative. In addition, generally, the respondents are students and lecturers. The findings of this study inform that students' habit using gadgets or electronics in their daily lives makes it easy for them to adapt to online learning. Second, a good network is very important so

ABSTRACT

that easy access to online lectures can be obtained anywhere and anytime. Third, the applications used in online learning are Google Classroom, Zoom, E-Learning, and WhatsApp, however for Indonesia Open University using platform Learning Management System (LMS). Fourth, the main obstacle for students in online learning is the unstable internet signal. Now, after the relative Covid-19 pandemic has passed, PJJ with e-learning has become a reliable learning alternative. The implications of the findings of this research are important for other University in Indonesia to take policy steps, that, distance learning has become a solution to educational problems, which is not only UT as a University provide distance learning, but also for all University. This research recommends other University in Indonesia to adapt to advances in information technology by facilitating students to be able to learn by means of distance learning, especially for courses that allow not face-to-face.

Keywords:



ABSTRACT

THE ROLE OF LEARNING MANAGEMENT SYSTEM (LMS) APPLICATIONS IN ARABIC LANGUAGE DISTANCE EDUCATION IN UT SHARIA ECONOMICS STUDY PROGRAM

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Abstract

In the 21st century, significant progress has been made in education. With the increasing dependence on technology, new learning approaches have emerged. Today, it is possible to engage in distance learning, eliminating the need for physical presence in the same time and space as the teacher. This is a departure from traditional learning methods. The advent of information and communication technology (ICT) has brought about fundamental changes in the way education is conducted. One example of distance learning that utilizes communication and information technology is UT's Learning Management System (LMS). The Learning Management System is a virtual classroom that students and tutors can access. This is very useful for students who take part in face-to-face tutorials (TTM) conducted through tutorial webinars (Tuweb), as well as for mentoring practice and practicum.

The main objective of this study is to assess the role of UT's Learning Management System (LMS) in various contexts, especially in the distance education system in the Arabic Language Sharia Economics Study Program of Open University. The role of the Open University LMS Application is related to the implementation and all limitations in the performance of LMS.

This research uses literature research methods, which also use secondary data collected from information on articles, books, and magazines. This research is prepared based on the author's ideas, supported by secondary data, and used as a basis to identify discussions related to the use of the learning management system "LMS." This secondary data collection is carried out through the Google Scholar database with criteria for articles in Indonesian, full text, and using keywords.



ABSTRACT

The application of UT's Learning Management System (LMS) in Arabic courses in the UT Sharia Economics Study Program is related to facilities used as virtual classes that can be accessed by students and tutors for students who take part in Face-to-Face Tutorials (TTM) via Tutorial Webinars (TUWEB) and as Practical / Practicum guidance facilities. The implementation of UT's Learning Management System (LMS) is carried out by the practical courses that are being studied. Students studying Arabic practicum courses can learn material related to Arabic as listed in UT's Learning Management System (LMS). In the application of UT's Learning Management System (LMS).

Keywords: Application, LMS UT, Distance Education.



ABSTRACT

Interactive and Responsive website development based on the CodeIgniter framework using the MVC (Models-View-Controller) concept based on Massive Open Online Courses (MOOCs)

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Abstract

CodeIgniter is a framework created using the PHP language, which can be used for fast web development. The framework itself can be interpreted as a structure of libraries, classes and run-time infrastructure that can be used by programmers to develop web applications quickly. The purpose of using a framework is to make it easier for web developers to quickly develop robust web applications without losing flexibility.

The research approach used is Research and Development (R & D) with the ADDIE development model which consists of five stages, namely Analysis, Design, Development Implementation and Evaluation. At the analysis stage, literature studies and field studies were carried out, then producing media by making flowcharts and storyboards, then making the media according to the design that had been made. The final stage is an evaluation where the media is validated by prospective tutors who are experts in the field of website development using the CodeIgniter framework as a material expert and media validation is carried out to see the feasibility of the media and make reports.

The results of this study are in the form of a moocs prototype model in draft form which is tested in a real environment, namely by using the moocs application at UT at the url <https://moocs.ut.ac.id>. The main results of this research are targeted to contribute to the development of the moocs model to support the main theme of the national research plan in the focus area of information and communication technology.

Keywords: ADDIE development model, Research and Development (R & D), MOOCs

ABSTRACT

Boosting Emotional Intelligence As Strategies For Successful Academic Self-Management Of Distance Learning: Study On Early Childhood Education

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Abstract

Distance learning is a big breakthrough in education. Distance education is very suitable for workers and professionals to study without leaving their jobs and sitting in class. However, the obstacle that is often experienced by students who take the distance education mode is low academic self-management which results in the learning process not being optimal and even resulting in dropping out. Therefore, research has been conducted to examine academic self-management and the factors that influence it. A total of 180 students from the early childhood department program who were also teachers aged 19-45 years, residing in urban, sub-urban and rural areas were involved as respondents in this research. To obtain academic self-management using self management scale by mezzo and brief emotional scale (BEIS) by Schutte were used to measure emotional intelligence. Data were processed using regression analysis. Respondents consist of 98% women and are spread across urban, sub-urban and rural areas. The results of this research show that emotional intelligence has a 32.1% influence on academic self-management with the dimensions that have the biggest influence being regulation of own emotions and utilization. It was found that respondents who worked for a period of 1-4 years had the highest mean academic self-management score than the others. Unmarried respondents have the highest mean academic self-management and emotional intelligence among married respondents, respondents who live in rural areas have the lowest academic self-management. It is hoped that the results of these findings will become recommendations for material on managing emotional intelligence in the Open University OSMB program to improve academic self-management which is useful for improving academic quality and achievement.

ABSTRACT

ASSESSING THE IMPLEMENTATION OF PROJECT-BASED LEARNING: UNIVERSITAS TERBUKA CHEMISTRY EDUCATION STUDENTS' PERSPECTIVES

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Abstract

This research explored the implementation of the Project-Based Learning (PjBL) model from the perspective of Chemistry Education students at Universitas Terbuka. In this study, 65 respondents, who were both Chemistry Education students and teachers in schools, participated. They were selected based on dual participation as students and teachers. The aim was to gain comprehensive insights into the implementation of PjBL in chemistry education. The research methods involved open-ended questionnaires and interviews. Open-ended questionnaires were used to collect data on respondents' understanding, experiences, and perceptions of PjBL, while interviews provided a deeper understanding. The combination of these two methods offered a complete picture of respondents' views and experiences regarding PjBL. The research findings indicated varying levels of understanding of PjBL among respondents, with some being familiar with the concept and others needing further comprehension. Most respondents considered PjBL applicable in chemistry education but emphasized the need for better integration of PjBL with the taught content. Respondents who had implemented PjBL in their teaching reported positive experiences, associating it with active student involvement in research and experiments. They also noted improvements in students' critical and creative thinking skills and a more enjoyable learning atmosphere. However, challenges related to school facilities and infrastructure affecting PjBL implementation were identified. Some schools lacked adequate chemistry laboratories, and there were constraints regarding the available teaching hours.

Keywords: Project-Based Learning, Chemistry Education, Students, Implementation

ABSTRACT

THE MONITORING INFORMATION SYSTEM BARANG MILIK NEGARA (BMN) AT
UNIVERSITAS TERBUKA MEDAN: Indonesia

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Abstract

This research discusses the information system for monitoring state property "Barang Milik Negara (BMN)" which has been developed as a design for inventorying goods in government institutions, in this case the Universitas Terbuka Medan institution. The background of this research is to identify inventory needs, carry out inventory recording and monitoring of goods and risk management of state property based on the ISO 9001: 2015 standard that has been implemented by the Universitas Terbuka as a research measurement limit to the design of an application system framework using the Rapid Application Development (RAD) method which can be used to properly manage the State Property data database. The current research results show that the current State Property Application needs to be developed because the information contained in the current system still does not meet the audit criteria and regulatory compliance in accordance with ISO 9001: 2015, so the researchers then developed an inventory database management application system with programming language and database management system software using MySQL to meet the required audit and regulatory compliance criteria.

Keywords: Innovation, technology, research projects, inventory application, Barang Milik Negara.

Keywords:



ABSTRACT

IDENTIFICATION AND CLASSIFICATION SYSTEM OF STUDENTS' TALENTS AND INTERESTS IN DISTANCE EDUCATION USING SOFT COMPUTING

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Abstract

Distance education students have diverse ages, jobs, and domicile characteristics. Therefore, distance higher education faces challenges in developing policies according to students' needs and characteristics. Distance higher education needs a system that can analyze talents and interests so that students and campuses get references in making decisions. Universitas Terbuka has more than 400 thousand students and requires extensive data analysis to provide targeted services for all parties. This article aims to create a model for identifying and classifying the talents and interests of distance education students using soft computing. In the experiment phase, we applied the model to new students at the Universitas Terbuka Padang, Indonesia. Finally, the results obtained recommendations for talent and interest management systems based on model accuracy and challenges that need to be anticipated immediately by policymakers.

Keywords: classification, talent and interest, distance education, soft computing



ABSTRACT

FIRST RESULT-THE TIA APPLICATION FOR STUDENTS' MANAGING TALENT IN DISTANCE HIGHER EDUCATION

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Abstract

The concept and practice of managing student talents and interests must be taken very seriously. Students are valuable human beings with high-value assets for themselves, universities, jobs, institutions, and society. Therefore, the campus's role is needed to develop students' soft skills. Distance higher education provides more expansive openness to the public for access to higher education wherever they are without age restrictions. However, the participation of distance education students is not optimal in non-academic activities. Because they do not know their talents and interests, the ages are very diverse, the student domiciles are spread out, and they do not find the right place to express their aspirations. Meanwhile, more soft skills can be developed in extra-curricular activities. This paper aims to develop applications measuring students' talents and interests. In achieving this goal, we assume students do not know their talents and interests. The research method is the development of the TIA (Talent and Interest Allocation) application, which measures six types of student intelligence characteristics: linguistics, logical-mathematical, musical, kinesthetics, interpersonal, and intrapersonal. The TIA application is applied to new students at Universitas Terbuka Padang in Even Semester 2022/2023. The number of respondents who participated was 1359 students from 29 study programs in 19 districts and cities of West Sumatra, Indonesia. Based on the TIA application, students directly know their dominant characteristics and get recommendations for appropriate academic and non-academic activities. Therefore, students can choose extra-curricular activities according to their talents and interests. Students can also use the results of the TIA application to assist the learning process. Students can choose a variety of learning sources according to



ABSTRACT

dominant characteristics and anticipate their weaknesses by practicing new skills. This paper benefits students, universities, human resource practitioners, and policymakers by providing an easy-to-use application for a talent management system in distance higher education.

Keywords:



ABSTRACT

The Geospatial Implementation for Urban and Regional Planning

Perspectives: English

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Abstract

This paper explores the geospatial technology implementation among students of the Department of Urban and Regional Planning at Universitas Terbuka, Indonesia. The study aims to assess the students' proficiency in geospatial technology, their interests in learning related topics, and the challenges they encounter while implementing geospatial technology in their studies. A total of 167 active students from various regions participated in the research through a questionnaire-based survey. The results revealed that five software tools, including ArcGIS, AutoCAD, Google Earth Engine, Microsoft Office, and QGIS, were commonly used by the students, each with varying levels of mastery. ArcGIS, a crucial tool for urban planning, was employed by 38% of the respondents, primarily at the visualization level. AutoCAD, known for its technical and architectural drawings, was preferred by 4% of the students, predominantly for data visualization. Google Earth Engine, a cloud-based geospatial data analysis platform, was chosen by 3% of the respondents, mainly for data inputting. Microsoft Office, while not explicitly designed for analysis, saw 38% of students using components like Excel and Access for data analysis. QGIS, with similar functions to ArcGIS, attracted 14% of the respondents. This study emphasizes the significance of geospatial technology integration in urban planning education and its role in shaping sustainable and efficient urban development. Furthermore, it highlights the challenges faced by students, particularly in a distance learning environment. By identifying the students' needs and skill levels, the research offers relevant recommendations to enhance geospatial technology education at Universitas Terbuka.

Keywords: DURP FST-UT, Geographic Information System, Geospatial Technology, Urban and Regional Planning



ABSTRACT

DISCRIMINANT ANALYSIS IN DETERMINING THE DIFFERENTIATING FACTORS OF BLENDED LEARNING SUCCESS IN EDUCATIONAL INSTITUTIONS

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Abstract

Blended learning has become an increasingly popular approach in the educational field because it combines traditional/conventional learning with digital technology-based learning. However, the success of implementing blended learning in educational institutions can be influenced by various different factors depending on the characteristics of the educational institution. Therefore, this study aims to analyze the differentiating factors that influence the success of blended learning in educational institutions.

The discriminant analysis method in this study was used to identify and determine the differentiating factors that distinguished the high success blended learning group from the low success group. Research data was collected from various educational institutions that have implemented blended learning in their curricula.

The results of the analysis show that there are several significant differentiating factors between the high and low success groups in applying blended learning. Some of these factors include Implementation Standards and Guidelines, Infrastructure and Technology mastery, Learning Strategy, Human Resources, Learning Content and Learning Environment.

This research makes an important contribution to the development of more effective blended learning implementation strategies in educational institutions. By understanding the differentiating factors that influence success, educational institutions can increase their efforts to create a conducive learning environment and improve the quality of student learning outcomes.

Keywords: Blended Learning, Receiver Operating Curve (ROC), Discriminant Analysis.

ABSTRACT

EVALUATION OF THE IMPLEMENTATION ONLINE EXAM SYSTEM AT OF OPEN UNIVERSITY OF JAKARTA

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Abstract

This study aims to evaluate online examination system (SUO) of Open University of Jakarta (UT Jakarta). This study uses a descriptive qualitative approach and evaluation method in order to understand, explain and evaluate SUO of UT Jakarta. Research design used in this study is CIPP Stufflebeam evaluation model that consists of four evaluation components, namely context, input, process and product.

The context analysis shows that online examination system (SUO) aims to: (1) Provide opportunities for students to be able to follow the final examination outside the written and oral schedules specified in the UT academic calendar; (2) Provide an opportunity to overcome the conflicting exam hour (one of the conflicting subjects can be taken through the SUO); (3) Provide opportunities for students to conduct re-examination for particular course(s) in the next semester if the result is not satisfactory. The input analysis shows that the resources used in the implementation of the online examination system are comprised of two: those people involved during implementation and post-implementation. They all effectively did their job. The process analysis shows that the implementation of online examination system that consists of participants' registration and the implementation of SUO are effective. The product analysis shows that with the online examination system, students can accelerate their study because their test scores can be directly identified just after the implementation of online examination. If the students got unsatisfactory grades, they can improve their scores through manual examination.

Keywords: evaluation, online examination system (SUO), acceleration study

ABSTRACT

Motivation in Utilizing Learning Services: Study of Bengkulu Open University Students

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Abstract

This study aims to analyze the motivation of Bengkulu Open University (UT) students to utilize learning services. A qualitative approach is used, with in-depth interviews as the main instrument. The sample consisted of students from various study programs at UT Bengkulu, selected through purposive sampling. Data from interviews and written responses were analyzed using a content analysis approach.

The results showed various factors influenced students' motivation to utilize learning service assistance. Intrinsic motivation arises from personal interest in course material and satisfaction with academic achievement. Extrinsic motivation arises from academic demands, expectations of graduating with exemplary achievements, and rewards from the environment. Learning independence contributes to the intensity of using learning services, with some students feeling more motivated by independent learning. Social support, either from interactions with lecturers/tutors or participation in group discussions, also plays a role in increasing student motivation.

These findings imply the importance of developing a strategy that considers the variations in student motivation in the distance tertiary education environment. By understanding the factors that influence motivation, institutions can design learning services that are more effective and support the academic success of students at the Bengkulu Open University.

Keywords: Motivation, Learning Services, Independent Learning, Social Support



ABSTRACT

Developing Instruments and Software for Measuring the Instructors' and Students' Digital Skills

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Abstract

As well known, the government expects higher education in Indonesia to play an essential role in the development of competent, professional, and skilled human resources to satisfy the needs of industry and society in the twenty-first century. E-learning is viewed as the best solution for the government's future endeavors. However, the benefits of e-learning can only be realized if instructors (as content developers) and students (as users) have the essential digital skills (KD) and use them effectively.

At present time, in Indonesia, there is no standard instrument that can be used to determine indicators of digital skills according to UNESCO's Digital Literacy Global Framework (UNESCO, 2019). According to UNESCO, the two constructs that need to be measured to determine a person's KD are Collecting and Managing Information and Producing and Exchanging Information with three and four aspects in it. Furthermore, for the results to be valid and accurate, the assessment should be administered to the same individual in three separate methods, namely Performance Assessment, Knowledge-Based Assessment, and Self-Assessment.

The development of KD instrument software for instructors and students is proposed in this research project. The three-year Research and Development (R&D) cycle is designed to develop valid and dependable KD instruments. It is envisaged that the findings of this research, in the form of software and supporting materials, will be used by Indonesian higher education institutions. It is believed that online learning, or e-learning, would become more efficient, effective, and valuable at the Open University in particular.

Keywords:

ABSTRACT

Evaluation of Tutor Performance in the Implementation of Tuweb for Students in the Elementary School Teacher Education Study Program at Universitas Terbuka Makassar

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Abstract

The learning at the Universitas Terbuka (UT) is characterized by a distance learning system (SBJJ) with various learning support services to facilitate students and teaching staff who are in different places and times. The services provided by UT intend to help the students to able studying independently and manage their learning process by understanding and deepening course material in various ways. UT provides space for interaction within students and their learning materials, interaction within the students, and also interaction between the students and their tutors through various tutorial methods including tutorials via Web (Tuweb). The implementation of Tuweb in the Elementary School Teacher Education (PGSD) program at UT-Makassar for the 2023.1 period where mostly attended by students which is necessary to evaluate its implementation. Evaluation of Tuweb implementation focuses on tutor preparation and performance regarding Tuweb implementation. The research samples were in study groups (Pokjar) Makassar, Maros, Luwu, Gowa and Enrekang. The tutor preparation data before Tuweb were collected from: <https://lms.ut.ac.id> which is the tutor files that include: Tutorial Activity Design (RAT); Tutorial Program Unit (SAT), Presentation Material (PPT), Task Plan, and Task Grid. While the Tuweb tutor performance data was obtained from observations of Tuweb implementation with observation sheets to assess initial activities, main activities and final activities of Tuweb implementation. The results of research regarding tutor preparation for 5 tutors obtained an average of = 91% in the very good category. And the results of observations of tutor performance in the implementation of Tuweb obtained an average of = 86% in the good category. The results of this research show that the results of

ABSTRACT

evaluating the performance of Tuweb tutors for 2023.1 PGSD Program students at UT-Makassar obtained an average score = 88.5% in the good category.

Keywords:



ABSTRACT

Development of Project Based Learning Assignment Models for Analytical Chemistry online tutorials in Food Technology Program Universitas Terbuka

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Abstract

So far, online tutorial assignments only cover questions that require theoretical completion. In the concept of learning Analytical Chemistry which requires the achievement of competence in mastering the basic concepts of methods and tools in carrying out chemical analysis, this is not sufficient. This study aims to explain the development of a project based learning (PjBL) model for tutorial assignments in online tutorial learning assistance session for the Analytical Chemistry course in Food Technology study program. Developing methods carried out by the provision of structured assignments including practical nstructions then instructions for the preparation of detailed activities have been done. Materials have been founded from natural ingredients in the food category that are commonly encountered in everyday life, namely the extraction of Virgin Coconut Oil (VCO) from coconuts. The media for delivering these activities is documentation in the form of photos or videos. From this structured real practice, students are proven to be able to carry out VCO extraction projects independently with an average accuracy level of above 90%. Not only the level of accuracy, but some students are also able to calculate the percentage of VCO yield obtained from whole coconuts. The distribution of grades is also maximal when compared to theoretical assignments. From this real experience, students are expected to be able to gain knowledge not only limited to theory but also knowledge from real things that they have done themselves. Thus, from the experience of all the five senses will produce in-depth knowledge for each individual student.

Keywords: Development, project based learning, tutorial assignments



ABSTRACT

Exam Design in Distance Learning ChatGPT and Exam Design in Distance Learning: A Lecturer's Preferences: A Lecturer's Preferences

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Abstract

ChatGPT by OpenAI has emerged as a new threat to the academic integrity of online exams. With its ability to elicit knowledge and answer difficult academic questions, it is inherently capable of answering examination questions that would otherwise be difficult to answer through web searches, as well as providing accurate and reliable answers. Chat GPT passed the exam required to become a lawyer, doctor, or MBA graduate. Higher education institutions have revised their assessment recommendations in order to maintain academic integrity in online exams. The purpose of this research is to discover lecturers' preferences for the ideal exam design in the age of artificial intelligence. This paper employed a descriptive survey methodology and included a sample of 30 lecturers from diverse academic fields and varying levels of seniority at the Open University. This paper utilised casual instrument to assess the instructors' preferences towards ChatGPT and examination formulation. The survey instruments employed ten-point Likert scales. As many as 43.5% of lecturers admit to frequently using ChatGPT in class. Another finding is that 44% of lecturers cannot tell the difference between student test results and ChatGPT results. As a result, more than 80% of faculty strongly agree that colleges are redesigning online exams for students. Written exams in the form of exposition essays, bibliographic annotations, and book reviews are examples of exam designs that are suspected of having a high potential for cheating. Meanwhile, project-based exams and oral exams. Meanwhile, project-based and oral exams, both direct and recorded, are thought to be more secure against cheating by students via GPT Chat. The top three recommendations for reducing cheat are that 1) the exam is more contextual and up-to-date, 2) the exam includes more aspects of critical thinking and



ABSTRACT

problem solving, and 3) the exam is conducted face-to-face with strict supervision. This paper has implications, particularly for universities, who can use the findings to evaluate future test designs. The limitations of the research and potential avenues for future investigation are also addressed.

Keywords: artificial intelligence, distance learning, exam design, higher education



ABSTRACT

Analytical study on the chatbot design techniques in distance education services: Systematic literature review

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Abstract

Purpose – This study explores the transition and comparison of numerous techniques used to design chatbot, in order to find the best way in designing chatbot for distance education services. This article also presents some of the suggestions made by the studies which may promote a smoother transition from human to chatbot interaction.

Methodology – This article is a systematic literature review that looks at the existing papers released between January 2010 and August 2022 in chatbot research and how chatbot can provide information and support in distance education services.

Findings – Chatbot solutions have the potency to structurally modify university administrative services and also to improve students' self efficacy, learning attitude, and motivation.

Originality – The findings of this study have important implications for the implementation of educational chatbot to support distance and open learning services that have never been conducting in last 15 years studies, especially in Indonesia.

Keywords:



ABSTRACT

TRACER STUDY AS AN INSTRUMENT TO STRENGTHEN THE PERFORMANCE OF DISTANCE EDUCATION INSTITUTIONS: EVIDENCE FROM PUBLIC ADMINISTRATION STUDY PROGRAM IN UNIVERSITAS TERBUKA

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Abstract

Competition among universities in Indonesia demands quality graduates with specific competencies so that graduates are expected to be able to compete in the job market arena both on a local and global scale. So far, tracer studies are still a powerful instrument in improving patterns of institutional improvement to improve the quality of graduates in the labor market. This study aims to track graduates from the public administration study program in Universitas Terbuka and the contribution of graduates in the labor market. This study uses a descriptive qualitative method involving 71 respondents who are graduate users from the public administration study program. A structured survey using a questionnaire instrument was used to collect data and was interpreted through the percentage of respondents' answers descriptively. Data collection was also carried out through interviews to confirm the survey results provided. The results reveal that graduates from the public administration department are spread across the labor market based on private organizations (companies, private) and public organizations (government, public service agencies, and BUMN), as well as throughout Indonesia. In addition, the greatest satisfaction from alumni users comes from public organizations (government, public service agencies, and BUMN) especially in the aspects of attitude, expertise, ability to use technology, communication, cooperation, ability to develop themselves, and adaptation. The implication of this research is that the existence of alumni who have spread across various graduate user segments, has an impact on the policies of distance education institutions, especially the public administration study program at Universitas Terbuka so that later they can adapt to the needs of



ABSTRACT

the world of work. The limitation of this research is the large number of alumni who are still scattered in various regions so that it requires large resources to cover them as a whole.

Keywords: alumni users survey, employment, public administration, tracer study, Universitas Terbuka



ABSTRACT

The Use of Digital Preservation to Foster a Reading Culture in the Field of Distance Education

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Abstract

This paper aims to provide an overview of the importance of digital preservation in building a reading culture in distance learning field. Through a website application called PJJ Corner, which contains 156 digital references to distance learning collections and 466 book collections of reference distance learning produced by the digital library of Universitas Terbuka (UT) as a result of digital preservation carried out by librarians. This paper examines the data on the use of digital preservation in the context of distance learning in the academic context at UT. 125 respondents were involved in filling out a questionnaire related to digital preservation for UT's digital library. The results show that 98% of respondents already know about UT's digital library products; 80% of respondents know that there is a PJJ Corner catalog; and only 31% have accessed and utilised the PJJ Corner. The majority of digital preservation access in the PJJ Corner aims to add insight related to PJJ by 33%, become a reference source by 26%, and be used for research purposes by 16%. Through PJJ Corners, the academic community can access various reading sources online anytime and anywhere. The digital preservation of distance learning reference materials allows the academic community to explore a variety of reading materials that are relevant to the information they are looking for, including the latest resources and current information. Awareness of the digital preservation of distance learning references helps the academic community increase their reading activity in increasing their knowledge in the field of distance learning, where they use it not only to increase knowledge but also for research purposes, reference sources, and teaching materials. This shows that the PJJ Corner is making a good contribution to the development of distance learning in Indonesia through the reading activities that seek



ABSTRACT

information about distance learning fields. It is hoped that the results of this research will provide a better understanding of the role of digital preservation in building a reading culture for the academic community towards distance education, as well as provide insight for other educational institutions that wish to improve accessibility and use of reading resources in distance education.

Keywords: Distance learning, digital preservation, reading activity



ABSTRACT

THE IMPLEMENTATION OF DISTANCE LEARNING: A STUDY ON WEBINAR TUTORING AT UNIVERSITAS TERBUKA

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Abstract

Unlike its conventional counterpart, distance learning is expected to overcome any access difficulties imposed by geographical barriers. It has the capacity to fit learning into areas throughout the country including remote areas situated in island areas. This is supported by a wide selection of learning-service modes, e.g., face-to-face tutoring, radio tutoring and online tutoring, with the latter made accessible particularly to remote learners. In addition to the learning modes, learners may work through both print and non-print learning materials. During 2020, the outbreak of COVID-19 gave rise to strict constraints in the learning mode regularly applicable in face-to-face setups, leading Universitas Terbuka to immediate shifts in carrying out tutoring services from traditional face-to-face to webinar basis (known as Tutorial Webinar or Tuweb). This research aims to scrutinize student assessment on the concept of distance learning through the implementation of Tuweb at Universitas Terbuka of Makassar. Quantitative descriptive method was selected, with data collected from a modified Likert-scale questionnaire that included 20 items. The research was restricted to a population of the entire students in Tuweb during the even semester of 2022. Results of descriptive analysis from 2.963 questionnaires using SPSS 23 show that the score ranged between 10.792 and 11.183 at a mean of 10.945. This indicates that the implementation of webinar tutoring (Tuweb) at Universitas Terbuka of Makassar well corresponded to the concept of distance education designed by Universitas Terbuka.

Keywords:

ABSTRACT

ANALYSIS OF STUDENT PERCEPTION OF FINAL EXAMINATION USING ONLINE TAKE-HOME EXAM (THE) (A Study on the Implementation of Online Take-Home Final Examination)

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Abstract

Abstract

(A Study on the Implementation of Online Take-Home Final Examination)

Abstract

The use of take-home exam (THE) on an online basis becomes an examination mode that Universitas Terbuka entails in its distance-education system during the outbreak of the COVID-19 to make a final evaluation of students' course knowledge and mastery. The exam application is equipped with guidelines and instructions that have been introduced in an online socialization prior to implementation. The application fits into a very good category in terms of its usability and accessibility, corresponding well to the environment of UPBJJ-UT of Makassar. In this study, students' perception of the implementation of final examination using online take-home exam fits into a very good category in average. Students are also in favor of the accessibility of downloading questions within the length of time they are allowed to take, and the ease with which students upload the answers to the application. Qualitative method using descriptive analysis in percentages was adopted, with the instrument including Likert-scale questionnaire and interview. The population involved the students of UPBJJ-UT of Makassar during the academic year 2022.1, from which random samples of 300 students were taken by distributing questionnaires on Google Forms. In the use of online final take-home examination, the core tenets of academic integrity policy persist; students download, upload, and then sign the pact of academic integrity, plagiarism, and ethical codes of examination. In a psychological standpoint, students are emotionally attached with their commitment to conforming to the exam



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regulations. The minimum penalty for those who are caught cheating would be an E (Error) on the exam. Results show that: (1) students' sense of self-determination to abide with the entire session of online final take-home examination on a given schedule and within the expected length of time fits into a very good category: (2) the application effectively corresponds to students' needs and expectation of carrying out final examination during the COVID-19 pandemic: and (3) in terms of its accessibility, the application competently extends the access to final examination to wider groups of students particularly those in rural areas that lack Internet service. This in turn leads to the flexibility with which the evaluation of student accomplishment and competence in one semester is conducted. In general, students respond in favor of the use of online take-home exam. This indirectly allows students to nurture a sense of self-determination to look up information in the module in order to substantiate their arguments and rationales behind their answers. In essence, online take-home exam presents a very effective tool for evaluating student achievement of competence in a given course.

Keywords:



ABSTRACT

Plagiarism awareness by Indonesia Open University undergraduate students
in completing project papers.

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Abstract

Plagiarism is prevalent in higher education institutions around the world and remains a concern. This crime is so common among undergraduate students that some turn to textbooks or the internet to copy and paste without acknowledging the source. As a result, most universities have made an effort to create mechanisms to help students understand comprehensively the importance of academic integrity and why they should avoid plagiarism. Therefore, the objective of this study was to determine whether students at Indonesia Open University were aware of plagiarism and the impact of the anti-plagiarism software Turnitin on academic writing. The importance of this study can be seen in determining how well Indonesia Open University students are aware of plagiarism to improve their eventual academic writing skill and excellent academic research skills. In order to analyze the data, both qualitative and quantitative instruments were used in this study. In the form of quantitative data, the tool uses a series of questions from previous study. The questionnaire distributed among undergraduate students who study at Indonesia Open University. The result of the study demonstrates that the importance of enhancing a culture of academic integrity among undergraduates is crucial to facilitate their understanding of academic plagiarism and its forms, causes, and penalties.

Keywords: Awareness; plagiarism; undergraduate students; Indonesia Open University



ABSTRACT

THE ROLE OF THE OPEN UNIVERSITY IN IMPROVING THE QUALITY OF HUMAN RESOURCES THROUGH TECHNOLOGY POST PANDEMI COVID

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Abstract

The Covid-19 pandemic that occurred has had a major impact on various aspects, especially aspects of education. This is an important issue that must be addressed immediately. The Ministry of Education through its circular letter stipulates that education in Indonesia is carried out under the Study from Home (SFH) system. The system and implementation of higher education in Indonesia is based on the mandate of the 1945 Constitution to educate the life of the nation, which is then passed down in various laws and regulations starting from Law no. 20 of 2003 concerning the National Education System, Law no. 12 of 2012 concerning Higher Education, PP No.4 of 2014 concerning Implementation of Higher Education and Management of Higher Education, and Permendikbud No. 3 of 2020 concerning National Standards for Higher Education The essence of the goals of higher education is to increase and equalize access to higher education, as well as to improve the quality of higher education to produce graduates who can contribute to improving the welfare of society and the national economy. Distance education (PJJ) is one of the strategic breakthroughs that can answer these challenges of access and quality. PJJ is an education delivery system characterized by the separation between teachers and students. The PJJ system has been implemented in Indonesia since the mid-1950s for written teacher education (Written PPPG) and has been used massively by the Open University (UT) since 1984. Through PJJ, UT has been able to distribute education services to all corners of the archipelago and has produced around two million graduates. The method used in this research is a descriptive literature method. All information is gathered to explain how the role of the Open University through distance learning continues to improve the quality of its human resources during a pandemic.



ABSTRACT

The results of the study found that the Open University in improving its distance learning continues to innovate in technology, one of which is the Digital Learning Ecosystem, which is a system that organizes all activities at UT in a more structured manner. In addition, the Open University also implements policies or strategic goals to develop the quality of its human resources. The policy is abbreviated as “BRIGHT”.

Keywords:



ABSTRACT

ADAPTING THE COMMUNITY OF INQUIRY SURVEY INSTRUMENT FOR BLENDED LEARNING CLASSES IN THE PHILIPPINE K-12 SYSTEM

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Abstract

The Community of Inquiry framework (CoI) and survey instrument has been widely used in higher education as a valid measure of online learning and recently at the K-12 as guide for learning community building among teachers and learners. Further research of its application in blended learning environments was recommended. This paper discusses the dual language version of the CoI instrument utilized in the Philippine K-12 system to understand the experiences and outcomes of blended learning among high school students. It presents the school settings and participants, and the resulting K-12 CoI instrument adapted for Filipino learners based on the CoI survey and an open-source blended learning toolkit. Through the use of the instrument in a mixed method research, the study revealed positive learning experiences in selected blended learning classes, the important role of technology and salient manifestations of the elements and indicators of the CoI. The study recommends a 40-item CoI survey which include items from the self-regulation questionnaire proposed by Garrison and Akyol (2015) and a self-reflection tool for teachers.

Keywords: Community of Inquiry survey, blended learning, Philippine K-12 system, teaching presence, cognitive presence, self-regulation



ABSTRACT

ACHIEVEMENT OF THE EIGHT EDUCATIONAL STANDARDS IN SPECIAL NEEDS SCHOOLS AND ITS IMPACT ON GRADUATES AND SCHOOL ACCREDITATION

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Abstract

Education for Children with Special Needs is a mandate of Law Number 20 of 2003 Article 5 paragraph (2) of the National Education System Law. The implementation of education for children with special needs refers to the 8 (Eight) National Education Standards by the Government Regulation of the Republic of Indonesia Number 57 of 2021. In preliminary research, the National Education Standards have been well managed. Furthermore, it is necessary to analyze the relationship between National Education Standards, so that it can be known with certainty the standard that has the most influence on increasing graduate competency and accreditation.

The results of research on 37 special needs schools in Java and Sumatra with 234 respondents show that the National Education Standards that do not have a significant effect on school and graduate accreditation are content standards (prob(0.642), process standards (prob(0.149)), graduate competency standards (prob 0.564) , and assessment standards (prob 0.125). Standards that affect accreditation and graduates are management standards (regression coefficient: 0.544), financing standards (regression coefficient: -0.312), facilities and infrastructure standards (regression coefficient: 0.191), educators and education staff (regression coefficient: 0.189) So there is a need for government policies related to improving education standards for children with special needs.

Keywords: children with special needs, graduate competency, accreditation, eight national education standards

ABSTRACT

THE DEVELOPMENT STRATEGY OF THE FOUR PILLARS OF NATIONALITY (MPR) FOR LOCAL GOVERNMENT AND INDONESIAN NATION GENERATION

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Abstract

The cultural diversity embedded within Indonesian society indeed represents a national asset of paramount significance. Effectively managing this wealth necessitates a comprehensive reconstruction of what is commonly referred to as the Four Pillars of Nationality: Pancasila, the 1945 Constitution, the Unitary State of the Republic of Indonesia, and Bhinneka Tunggal Ika. The primary objective of this research endeavor is to elucidate the comprehension of these four pillars among diverse segments of the populace, encompassing academicians, public figures, youth figures, government and private sector employees, as well as students.

Our research findings reveal that the term "Four Pillars of Nationality" (MPR) remains relatively obscure and inadequately recognized within society, despite their familiarity with Pancasila and the 1945 Constitution. This knowledge deficit has engendered significant societal consequences, manifesting in heightened intolerance, a diminishing sense of nationalistic fervor, and a discernible erosion of moral values. Respondents have additionally articulated that certain national values appear to have receded into obscurity in the aftermath of the 1998 Revolution, the unifying role historically attributed to civil servants (ASN) has become nearly obsolete, and the Four Pillars have, for the most part, been superficially implemented during the initial stages of their dissemination.

To facilitate a comprehensive and pervasive understanding of the Four Pillars of Nationality (MPR) across all strata of Indonesian society, a multifaceted approach becomes imperative. This approach encompasses (a) a resolute commitment from the government to underpin these pillars through legislative measures; (b) the orchestration of an extensive and methodical

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socialization campaign spanning all societal strata; (c) active engagement of both the community and educators in the dissemination of knowledge pertaining to these pillars; (d) the delineation of clear-cut segmentation strategies to ensure precise, effective, and efficient communication; (e) the formulation of engaging socialization models tailored to resonate with the younger generation; (f) the implementation of a top-down approach; (g) the establishment of measurable targets to gauge the efficacy of socialization efforts; (h) the necessity for concurrent and efficacious program execution, fortified by tangible actions rather than mere rhetoric; and (i) the imperative of preventive measures to safeguard against any potential regression in the understanding and appreciation of these fundamental principles.

Keywords: Four Pillars of Nationality (MPR), degradation, socialization, form of laws.



ABSTRACT

The Effect of Job Description Quality on Employee Performance Makassar
Registration: Effect of Job Description Quality on Employee Performance

Makassr Registration

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Abstract

Abstract

The Open University (UT) has a vision to become a world-class open and long-distance higher education institution (PTTJJ) in producing higher education graduates who have high competitiveness and in developing PTTJJ theory and practice since 2021, so in achieving its vision, UT must be supported by high-quality employees both in the scientific field and in providing superior learning services. This study aims to find out how the effect of Job Description quality has on employee performance at UPBJJ-UT Makassar 2020. This research is designed descriptively with reference to a quantitative approach. The sample in this study was 50 employees who work at the Open University (UT). This study used a simple regression analysis hypothesis test. The results showed that there was a significant influence between job descriptions on the performance of UPBJJ-UT Makassar employees with an adjusted R square value of 59%. Its mean that the quality of job descriptions increases the employee's performance at the open university of UPBJJ Makassar. Furthermore, it was found that 41% of employee performance is influenced by other factors.

Keywords: Job description, Employee Performance

Keywords:

ABSTRACT

THE DEVELOPMENT OF MOOC LEARNING MODELS TO IMPROVE TEACHER PROFESSIONALISM

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Abstract

Education in the 21st century emphasizes the quality of professional teachers who aim to create superior students for better education. A qualified teacher must have four competencies: pedagogic, personality, professional, and social. There are several ways to improve teacher professionalism, such as studying learning models and applying them in the classroom. One practical way to learn learning models is through MOOCs. Learning models are usually organized based on various principles or theories of learning as a foundation for its development. Learning models can be used as a pattern of choice to effectively and efficiently achieve learning objectives. The type of MOOCs developed is xMOOC using the ADDIE Model in studying Learning Models that teachers can apply. These MOOCs consist of seven learning model materials to improve teacher professionalism, namely (1) basic concepts of learning models, (2) contextual learning models, (3) cooperative learning models, (4) problem-based learning models, (5) thematic learning models, (6) distance learning models, and (7) independent learning models. The development of MOOCs opens a wide opportunity to be used as an open and massive learning platform to develop a teacher's competence in creating quality learning.

Keywords: Learning model, MOOCs, teacher professionalism.



ABSTRACT

DEVELOPMENT OF INTERACTIVE TEACHING MATERIALS FOR DHARMA ANANDA INDONESIA SCHOOL: AN APPLICATION OF THE ADDIE MODEL

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Abstract

The purpose of writing this article is to explain the development of interactive teaching material models that are used as references and standard models that characterize the Indonesian Dharma Ananda School Subject Book Subject Matter. Dharma Ananda Indonesia School is a target school of Universitas Terbuka (UT). The development of this interactive teaching material uses the ADDIE model. The first step is the needs analysis stage by identifying the strengths and weaknesses of Dharma Karya UT Junior High School as a model of excellence. UT wants to make its target schools from classical, face-to-face ordinary schools, using general package books and ministerial recommendations for students towards an international standard school of excellence and will become a school that can serve all children in all corners of Indonesia. The second step is to develop an Interactive Teaching Material Development Design, which is useful as a blueprint for developing complete interactive teaching materials. This answers the need for improvements to all components of the school. One of the most crucial things in the field of education is teaching materials that are according to standards, according to student needs, easy to understand, easily accessible, can be studied individually by students anywhere, anytime without constraints. Then the third step, developing a prototype of Interactive Teaching Materials. In addition, on the other hand, there is a need for schools to increase the capacity of schoolteachers at the junior high school level in order to facilitate the learning process in the form of interactive teaching materials. The fourth step is testing the prototype as an implementation step, so that the quality of learning is in accordance with the expected learning outcomes. Finally, the fifth step is to evaluate the results of implementation. It is used for improvement.



ABSTRACT

Citizenship Education Based on the Contextual Teaching Learning (CTL) Model: An Alternative to Cultivating Citizens' Social Awareness: Citizenship Education Based on the Contextual Teaching Learning (CTL) Model

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Abstract

Abstract:

Citizenship Education is an important part of forming the character and awareness of good citizens. One approach that can be used in developing Civics is the Contextual Teaching Learning (CTL) Model. The CTL model combines the context of everyday life with active learning and direct student involvement in the learning process. This research aims to explain how the CTL model approach can be an effective alternative in fostering students' awareness of the surrounding environment. Through this model, students can relate Civics concepts to real situations around them, especially in the environmental context. In the CTL Model approach, Civics learning is carried out through several stages involving real experience, reflection, and application of knowledge in the context of everyday life. Students are invited to identify environmental problems around them, conduct research, and look for solutions that are sustainable and beneficial to the environment. This research uses qualitative research methods with a literature study approach. Data was obtained through analysis of documents related to Civics learning. The results of this research indicate that the CTL Model approach can be effective in fostering students' awareness of the surrounding environment. Students become more aware of the impact of their actions on the environment and feel responsible for making positive changes. They also develop critical thinking skills, problem-solving abilities, and collaboration in solving environmental problems. In the context of Civics, the CTL Model approach can provide a more real and relevant learning experience for students. They can



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relate Civics concepts to their daily lives, increase their understanding of their rights and obligations as environmentally responsible citizens, and encourage active participation in environmental conservation and management efforts. In conclusion, the CTL model can be used as an effective alternative in fostering students' awareness of the surrounding environment through a relevant, active, and involved approach. Through this approach, students can develop a deeper understanding of the environment and have the awareness to act positively to protect and maintain environmental sustainability.

Keywords: Citizenship Education, Contextual Teaching Learning (CTL) Model, and Social ConcernIntroduction



ABSTRACT

The Role of Social Media as a Medium of Political Education for Young First-Time Voters

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Abstract

Social media opens up opportunities for voters, especially beginners, to access a variety of information about politics. First-time voters on many occasions are young people who have never voted or voted in an election. They are the main target for politicians and parties because of their huge numbers, high enthusiasm in participating in elections and curiosity related to this largest democratic party. This strong relationship between young people and social media as active users offers several advantages. First, social media opens up opportunities for young first-time voters to voice their interests and support their chosen candidates and expect change. Second, in terms of participation, social media provides an opportunity to engage and gain different perspectives to gain political insight and express political issues that matter to young voters. Third, in terms of information accessibility, social media allows young first-time voters to interact directly with candidates and shape their voting behavior.

This research is titled *The Role of Social Media as a Means of Political Education for Young Novice Voters*. Aims to find out about the role of social media in shaping the voter behavior of young novice voters in Indonesia. In this study, the method used was qualitative with a case study approach. This study takes place in a natural situation and illustrates the interconnectedness of the social media process as a tool for political education among young first-time voters to then form knowledge and their political stance.

Research shows that the use of social media has an impact on increasing informational knowledge and voting behavior. Some factors that arise can be seen from the accessibility of social media in disseminating and rotating information so quickly. Influence young voters who have not made a choice. This accessibility also allows for seamless interaction. Social media with more

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interesting content, language that is more familiar to young people provides a more desirable choice compared to learning through conventional media. Involvement in political discussions, voicing issues among them and ease in strengthening support through voting and other cyber activities for candidates with easily accommodated in social media. However, social media also offers a number of risks that need to be a common concern. Hoaxes, extreme political polarization are also biased information that has an impact on the inaccuracy of information obtained by young people.

Keywords: Political Education, Social Media, Young Voters



ABSTRACT

The Integration of New Learning Technologies in Public Financial Auditing in Higher Education: Opportunities and Challenges: New Learning Technologies in Public Financial Auditing

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Abstract

This research aims to examine the integration of new learning technologies in the practice of public financial auditing in higher education institutions in Indonesia. In the era of globalization and information technology advancement, higher education faces challenges to adapt to changes and leverage new learning technologies to enhance efficiency and transparency in public financial auditing. The study involves an analysis of various aspects of integration, such as financial information systems, electronic auditing, mobile applications, data analytics, and electronic financial reporting. Through evaluating existing practices, identifying barriers, and monitoring effectiveness, this research aims to provide a better understanding of the potential and benefits of integrating new learning technologies in public financial auditing. The research methodology employed is descriptive analysis with a qualitative approach. Data was collected through literature review, interviews with auditors and relevant staff, and direct observation of public financial auditing practices in higher education institutions. Thematic analysis was conducted to identify patterns, barriers, and benefits of integrating new learning technologies. The findings of this research are expected to provide deeper insights into the implementation of new learning technologies in public financial auditing. These findings will contribute recommendations and strategies to overcome barriers and enhance the effectiveness of technology integration. Furthermore, the research contributes to the discussion on improving transparency, accuracy, and efficiency in public financial auditing in higher education institutions in Indonesia.

Keywords: new learning technologies integration, public financial auditing



ABSTRACT

The Impact of COVID-19 on Multimedia Production Processes in Open Universities: A Comparative Study of Korea National Open University and University of the Philippines Open University

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Abstract

This comparative study explores the effects of the COVID-19 pandemic on multimedia production processes in open universities, focusing on the experiences of Korea National Open University (KNOU) and University of the Philippines Open University (UPOU). Both institutions have been producing multimedia materials even before the pandemic, making them valuable cases to explore and analyze in order to identify best practices that can be adapted to the new realities of online, remote, and distance education. The study employed a combination of qualitative research methods, including one-on-one interviews, observations, and casual interviews with key personnel from both KNOU and UPOU. Data analysis involved coding and thematic categorization to identify recurring patterns and key findings. The research revealed that both KNOU and UPOU demonstrated resilience and adaptability in their multimedia production processes during the pandemic. Although KNOU faced fewer restrictions and maintained its regular multimedia production activities, both KNOU and UPOU had to adopt alternative methods and innovative approaches to produce content remotely. Preparedness and resource availability were recognized as vital during times of crisis. The institutions implemented various innovative strategies such as DIY production, capacity-building programs, webinars and live streaming, video-on-demand and online repositories, and distributed production tasks and collaboration. Post-pandemic best practices for multimedia production in the educational landscape were identified. These include embracing a DIY production approach, offering continuous training and support, developing video learning resources and online repositories, implementing MOOCs and online courses,



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leveraging webinars and live streaming, chunking and distributing multimedia content, promoting collaboration and distributed production, and maintaining technical standards. The research provides valuable insights into how open universities can adapt their multimedia production processes to effectively navigate crises like the COVID-19 pandemic. The findings and best practices can serve as a guide for educational institutions worldwide in their efforts to ensure the continuity and quality of multimedia production in the face of future challenges.

Keywords: Educational Multimedia Production, Multimedia Learning, COVID-19, Remote Learning



ABSTRACT

PROJECT-BASED OF MATHEMATICS LEARNING PARADIGM IN OPEN AND DISTANCE EDUCATION

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Abstract

This research aims to elucidate the paradigm of project-based mathematics education within the context of open and distance learning. Mathematics encompasses the acquisition of knowledge, the study of precise sciences tied to reasoning, and extends beyond mere calculation. It involves problem generation and resolution, pattern recognition, linguistic aspects, cognitive processes, and evolving knowledge—a tool for evolving and dynamic comprehension, fostering autonomy and nurturing independent thinking. The significance of mathematics in life is profound, offering meaningful insights, honing analytical acumen, and furnishing solutions to diverse challenges. Applying a project-oriented approach to mathematical representation involves harnessing cognitive prowess, self-reliance, cooperative attitudes, and social interaction among peers to arrive at problem-solving solutions. This approach flourishes within the three dimensions of open and distance education: (1) accessibility to information resources, (2) self-directed learning, and (3) a structured and accountable curriculum. The research employs a qualitative methodology, employing literature review and interviews with mathematics education instructors. The combination of literature analysis and interviews yields comprehensive insights. The findings of this study underscore project-based learning as a prominent pedagogical method within open and distance education. This approach enhances comprehension, sharpens logical reasoning, hones problem-solving proficiencies, fosters creativity, nurtures self-directed learning, heightens engagement, bolsters motivation, and promotes collaborative endeavors.

Keywords: Keywords: Project-Based on Mathematics Learning, Paradigm, Open Education, Distance learning.

ABSTRACT

N NEW NAVIGATION OF EDUCATION: OPPORTUNITIES AND CHALLENGES FOR ARTIFICIAL INTELLIGENCE LECTURERS IN INDONESIA

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Abstract

The 4.0 industrial revolution driven by technological advances has created significant changes in various sectors of life, including education. Advances in Artificial Intelligence (AI) have opened up new opportunities that can improve the effectiveness and efficiency of the learning process. However, along with these opportunities, there are also various challenges that must be overcome. "New Navigation of Education: Opportunities and Challenges for Artificial Intelligence Lecturers in Indonesia" is an in-depth study that explores how the technological revolution, particularly Artificial Intelligence, opens up new opportunities and significant challenges in Indonesia's education sector. The research focuses on how lecturers, as key stakeholders in the educational environment, can utilize AI to enrich teaching and learning, while also addressing the challenges that come along with the integration of these technologies.. This research was carried out by gathering primary, secondary, and tertiary sources of information and evaluating library resources or secondary data, also referred to as library research. Positivism, interpretative, and critical techniques are employed to find answers or solutions to the problems (issues) that have been developed as a result of this research. This research is descriptive-prescriptive in character and makes use of content analysis. The research revealed that AI offers various opportunities, such as increased efficiency in teaching, the ability to provide personalized education, and improved access to quality education. On the other hand, the research also highlighted some important challenges such as the lack of adequate technological infrastructure, data privacy concerns, and the need for training and support for lecturers. Furthermore, the study shows that lecturers have a crucial role to play in realizing the potential of AI and overcoming the



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challenges that arise. However, lecturers need better support in the form of training and resources to be able to maximize the use of AI in teaching. Overall, this research offers valuable insights into how lecturers and educational institutions in Indonesia can capitalize on the opportunities and overcome the challenges posed by AI, while highlighting the importance of capacity building and support for lecturers in this digital era.

Keywords: civic education, Artificial Intelligence, AI Lecturer, AI Opportunities, AI Challenges



ABSTRACT

INSTRUCTORS' FEEDBACK AS TEACHING PRESENCE AT DISTANCE LEARNING

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Abstract

The relationship and interaction between instructor and student are at the heart of the teaching and learning process. In distance learning, that relationship and interaction can exist in the form of online feedback from instructors in students' assignments or discussion forums. The purpose of this study was to analyze the existence of teaching presence through tutors' feedback in discussions and assignments in online tutorial at the Faculty of Law, Social and Political Sciences in Universitas Terbuka, Indonesia. The concept of teaching presence in this study was part of the Community of Inquiry framework from Garrison, Anderson & Archer (2000). The interaction in this learning community was combined in three elements, namely social presence, cognitive presence, and teaching presence. The Community of Inquiry was defined as a cohesive and interactive community of learners whose purpose was to critically analyze, construct, and confirm worthwhile knowledge (Garrison & Vaughan, 2008). Meanwhile, teaching presence in the Community and Inquiry framework was defined as the design, facilitation, and direction of (student) cognitive and social processes for the purpose of realizing personally meaningful and educationally worthwhile learning outcomes. The roles of a tutor in teaching presence in this framework were as: (1) instructional designers and organizers; (2) direct instructor, and (3) facilitators. This study used content analysis to analyze the sample text of feedback that were provided by tutors in discussions and assignments activities of 5 (five) courses during the eight-week period of online tutorials. The analysis of the text used message unit to identify to what extend teaching presence occurred in the interaction between students and tutors. The findings of this study indicated that teaching presence appeared in the 5 (five) courses through tutors' feedback. It showed that the tutors' feedback was



ABSTRACT

functioned as facilitating discourse, where instructors have a primary role in promoting productive discourse by focusing class discussions, raising pertinent questions, finding areas of consensus, and moderating student participation.

Keywords: teaching presence, online feedback, online tutorial, community of inquiry



ABSTRACT

SIMULATION OF PROFICIENT LEGAL PROCEEDINGS IN THE DIGITAL ERA THROUGH VIRTUAL REALITY CIVIL COURT PRACTICES

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Abstract

In the post-pandemic era, the development of digitization in learning, especially at the higher education level, is no longer a new thing. The use of metaverse, augmented reality (AR), virtual reality (VR) is increasingly easy to find in almost every field of science, including the field of law, which requires the adoption of learning models using this technology. Virtual reality technology based on online game can be used by law students in legal proficiency courses, both civil and criminal. Students can immediately get involved in the trial simulation. To answer this challenge, Law Study Program of Universitas Terbuka developed virtual reality civil court practices based on online games. It is hoped that using VR can make it easier for law students to understand the civil trial process, the shape and arrangements of courtrooms, the flow of trial process, the roles of judges, plaintiffs, defendants, advocate, and other roles in court. Especially for students who have limited time and distance to able to come directly to court so that they have more realistic and interactive learning experience in understanding the legal process and court practice.

Keywords : digital era, civil court practices, legal proceedings

Keywords:



ABSTRACT

IMPLICATIONS ARTIFICIAL INTELLIGENCE FOR LIBRARY SERVICES

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Abstract

Technology is developing rapidly, this is marked by the presence of artificial intelligence (artificial intelligence / AI). The existence of the issue of artificial intelligence has changed almost all sectors in various fields and industries, including libraries as information organizations. Artificial intelligence is able to assist librarians in increasing efficiency, accuracy and relevance in terms of providing information, especially library services. However, the impact brought by artificial intelligence is in the form of ethical, social and several technical challenges that need attention. This article examines the implications of applying artificial intelligence (AI) in library services and how librarians can prepare for the future. The method used in this article is the symbolic literature review method which includes a critical analysis of previous literature. The contribution of this article aims to assist further research to build a library in the era of artificial intelligence (AI), especially the implications for library services.

Keywords:



ABSTRACT

GREEN ENTREPRENEURSHIP INCUBATION MODEL FOR STUDENTS AT BUSINESS INCUBATOR OF TRILOGY UNIVERSITY: A LITERATURE REVIEW

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Abstract

Green entrepreneurship, which emphasizes sustainable economic methods, has grown rapidly in recent decades. Green startups are supported by several incubation programs worldwide. Their frameworks, resources, and mentorship tactics have changed to meet new requirements. This study explores these paradigms in Universitas Trilogi's academic and cultural milieu. Second, this research seeks to analyze global green entrepreneurship incubation models' frameworks, resources, and mentorship methods. Second, to evaluate these models' suitability for Universitas Trilogi. A systematic literature study was conducted using academic databases. The evolution of green entrepreneurship incubation approaches was highlighted in 1990–2023 articles. A rigorous two-stage review and theme analysis were used to organize retrieved data into trends and difficulties, notably at universities. The study examines incubation frameworks, resource diversification, and mentorship strategy development. Various worldwide models are investigated, focusing on Universitas Trilogi. The study highlights the benefits of integrating these approaches in academic contexts, such as multidisciplinary collaboration and access to huge resources. This study connects global incubation models to university environments, preparing future researchers. Global best practises can help academic institutions, like Universitas Trilogi, optimise their incubation methods. The report recommends addressing scalability and funding dynamics to help green businesses grow in academia.

Keywords: Academic Incubators, Green Entrepreneurship, Incubation Models, Mentorship Strategies, Sustainable Innovations



ABSTRACT

AN OVERVIEW OF CREATING NEXT-GENERATION CLASSROOMS FOR THE POST-PANDEMIC ERA INTERRELATED TO THE TECHNOLOGY ADVANCEMENT IN LEARNING

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Abstract

The study focused on exploring the integration of technology advancements in the post-pandemic era to create innovative and effective next-generation classrooms. It mainly aimed to: (1) Provide an overview of the current state of technology integration in learning, (2) Identify emerging trends and advancements, and (3) Examine the implications for classroom design concerning pedagogical practices. These aims were related to the questions on: (1) The critical technology advancements and innovations that have emerged in learning, (2) Technological advancements that impacted the design and functionality of next-generation classrooms, (3) The pedagogical implications of integrating technology in next-generation classrooms, (4) Existing and next classrooms that support personalized and student-centered learning, and (5) Next-generation classrooms that align with the goals of 21st-century education in developing future-ready skills. The study utilized a qualitative inquiry using combined systematic and comprehensive literature review approaches. The study then synthesized existing research and expert perspectives to: (1) Explore the future classroom landscape, (2) The role of technological advancements, (3) The need for harmonizing learning practices, and (4) The synchronization of the real next-generation classroom with teachers' competencies that tightly aligned with 21st-century skills. Methodically, the study proposed nine syntaxes to reveal the answers and explore those questions and aims respectively. The nine syntaxes, a combination of systematic and comprehensive literature review, consist of: (1) Identifying the research objectives and questions for the literature review, (2) Determining inclusion and exclusion criteria for selecting literature sources, (3)



ABSTRACT

Conducting a comprehensive search of relevant sources, (4) Screening the retrieved articles based on the inclusion criteria, (5) Extracting and analyzing the relevant data from the selected articles, (6) Synthesizing and summarizing the findings from the literature, (7) Identifying potential gaps for further research, (8) Incorporating expert perspectives through interviews or consultations, and (9) Integrating the findings from the literature review and expert insights to provide a comprehensive overview. Through these processes, the study explores the current landscape of technology integration in learning and provides valuable recommendations for creating effective and innovative next-generation classrooms. The findings highlighted key considerations and recommendations for designing effective classrooms that support innovative pedagogies and enhance student learning outcomes in a rapidly evolving educational landscape. It identified five foremost concerns in creating next-generation classrooms: (1) The effectiveness and impact of specific technologies in the next-generation classroom, (2) Strategies for addressing the digital divide and ensuring equitable access to technology in educational settings, (3) Assessment and evaluation methods for measuring the success of next-generation classrooms, (4) The role of collaboration and communication tools in promoting student engagement and learning outcomes, and (5) The integration of emerging technologies, (e.g., artificial intelligence) in the classrooms. It was also pertinent to consider the following possible gaps for further inquiry: (1) The effectiveness of specific technology integration strategies in different educational settings, (2) The role of teacher professional development in preparing educators for the next-generation classrooms, and (3) The challenges and solutions related to equitable access to technology in the post-pandemic era.

Keywords: The Post-pandemic Era, The 21st Century Education, The Next-Generation Classrooms, Technology Advancement in Learning, Transformative Pedagogy



ABSTRACT

PALEMBANG OPEN UNIVERSITY CHALLENGES IN IMPROVING HIGHER EDUCATION "APK" IN THE PROVINCE OF SOUTH SUMATRA

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Abstract

This study aims to discuss the challenges of the Open University as a university that is actually designed with a modern, technology-based and adaptive concept, as well as affordable costs, but has not yet become the main choice of the people of South Sumatra as an institution to improve competence. UT was born from the government's political policy in an effort to provide the widest possible access to higher education for the community. Indonesia's gross higher education enrollment rate in 2021 is still relatively low, namely 31.19%, lagging behind a number of neighboring countries, Singapore which has reached 91 percent, Thailand 49 percent, and Malaysia 43 percent. The government's APK target in 2024 is 37%. While the APK for South Sumatra Province is only around 26.31%. In order to increase the APK for Higher Education, UT is targeting 1 million students in 2025. However, achieving the target of 1 million students is not an easy matter, there are a number of challenges. Especially in South Sumatra, the challenges are the political policies of the local government, the people's point of view, and the people's culture. Data collection is done through observation and literature study. The findings of the study are that the government's political policies are constrained by regional autonomy, the point of view of the people who see open-distance education as not the usual method of education, the culture of society which is influenced by social strata.

Keywords:



ABSTRACT

m REVOLUTION OR RISK? EXPLORING THE PROS AND CONS OF CHATGPT IN HIGHER EDUCATION

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Abstract

ChatGPT have brought about a revolution in higher education, providing opportunities for increased efficiency, personalization, and access. However, these new technologies also bring potential challenges and risks. This research explores the pros and cons of using ChatGPT in higher education, with the aim of providing a more integrated and holistic view of the role and impact of these technologies in academic contexts. In order to conduct this research, information from primary, secondary, and tertiary sources was gathered, and secondary data, also known as library research, was assessed. The problems (issues) that have arisen as a result of this research are addressed using positivism, interpretive, and critical methodologies. The descriptive-prescriptive nature of this research employs content analysis. The results show that the use of ChatGPT in higher education has a number of significant advantages. These include increased efficiency in administration and assessment, the ability to personalize teaching and learning, and the potential to improve student access and engagement. ChatGPT can assist in data analysis to inform educational policy and practice, as well as in providing personalized and responsive learning assistance. However, the research also identified a number of risks and challenges. Issues of ethics and data privacy, including how student data is collected, analyzed, and used, are key areas of controversy. Other risks include the potential misuse of ChatGPT, such as unethical or discriminatory use, and the effects on students' interpersonal relationships and psychological well-being. While ChatGPT have the potential to revolutionize higher education, it is also important to consider and address the risks and challenges they bring. As a result, this study advocates a cautious



ABSTRACT

and reflective approach to the adoption and implementation of ChatGPT in higher education.

Keywords: Artificial Intelligence (AI), ChatGPT, Academic Policy, Pros and Cons, Tech Revolution



ABSTRACT

Breakthrough in Distance Learning with Augmented Reality and Virtual Reality Approach Post-Covid 19 in Indonesia and Singapore

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Abstract

The aim of this research is to find new breakthroughs in the field of distance education with Augmented Reality and Virtual Reality pasca Covid 19 in Indonesia and ingapore. Indonesia is a country that has varied demographics with a population spread across 13,677 islands, distance learning is one of the solutions. In addition, Singapore with a population of 5,950,202 people with an area located in the cross lanes of shipping traffic from East Asia, West Asia, Africa, Europe, America and Australia, is known as an industrial country, distance learning is one of the solutions also. Meanwhile, the benefits of distance learning are that it provides effective online learning methods, such as practicing with related feedback, combining collaborative activities with independent learning, personalizing learning based on the needs of students using simulations and games (Bates and Wulf, 2021). Augmented Reality defined as a combining technology the real world with the virtual world, is interactive according to real time, as well in the form of three-dimensional animation (Azuma, 1997). The use of Augmented Reality and Virtual Reality provides benefits for students to learn flexibly, especially in pandemic covid-19 era. The Augmented Reality and Virtual Reality 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 and National University of Singapore. It was the use of Augmented Reality and Virtual Reality provide access for students to get quality learning content during covid-19 era. The results of study indicated that the use of Augmented Reality and Virtual



ABSTRACT

Reality enhanced students' knowledge and skills pasca Covid-19 in Indonesia and Singapore. Besides, students show positive attitude on distance learning course delivered through Augmented Reality and Virtual Reality. The implications of this study recommend that the use of Augmented Reality and Virtual Reality improved distance learners knowledge pasca Covid-19 in Indonesia and Singapore.

Keywords:



ABSTRACT

EVALUATION OF “MY UT” APPLICATION

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Abstract

In 2022, UT has developed a Single Sign On (SSO) for students called MY UT. This application is an authentication service system to assist students in the process of logging into a site or application. UT conducted the trial by analyzing Perceived User-friendliness, Community Practice and Intention to Use KMS. Researchers conducted clothing trials for students in UT nearby areas, namely UT Jakarta, UT Bandung, UT Serang and UT Bogor. With a total of 42 students. The results showed that students gave a good response related to Perceived User-friendliness. Respondents responded well to the understanding of each menu on the application, information, symbols, and confirmation messages and ease in finding information. According to respondents, MY UT can also increase interest in using applications in the learning process, make it easier for students to do assignments or study and improve performance in the learning process. Respondent also gets comfort using a design that has been designed and gets short/long term benefits for students in supporting the learning process until graduation.

Keywords:

ABSTRACT

DEVELOPING AN ODL TECHNOLOGICAL READINESS INSTRUMENT: A CONTENT VALIDITY APPROACHES

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Abstract

Open and distance learning (ODL) is an important educational model that provides flexible and accessible learning opportunities. Its effectiveness depends on the technological readiness of learners, i.e., the knowledge, skills, attitudes, and resources available to use digital tools. To achieve quality outcomes, the tools to accurately measure technological readiness must be available. The aim of this research is to develop and validate an instrument adapted from the Parasuraman Technology Readiness Index (TRI) to measure ODL's technology readiness, while documenting the development process, content and language expert feedback, and revisions to improve transparency and rigour. This mixed-methods psychometric research describes the process of instrument adaptation, which includes item selection and modification (by the researcher), item content review (by the expert), item redesign (by the researcher), and statistical item validation (using CVI scoring) tailored to the ODL context. Through iterative revisions guided by expert feedback, the instrument was refined to ensure its relevance, clarity and representation of intended constructs. The final version of the instrument has robust content validity ($S-CVI=0.96$, $I-CVI/Ave=0.94$ and $S-CVI/UA=0.81$) and captures dimensions of technology readiness (optimism, innovativeness, discomfort and insecurity) from the ODL perspective.

Keywords:



ABSTRACT

THE EFFECT OF SELF-EFFICACY, LEARNING MOTIVATION AND SOCIAL SUPPORT ON ACADEMIC PROCRASTINATION AMONG THE STUDENTS OF UPBJJ-UT OF MAKASSAR (A Study on the Students of Basic Education in Jeneponto Study Group)

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Abstract

Abstract

The problem of this study addresses academic procrastination in students in the study group (also known as pokjar) of Jeneponto and aims to identify the factors by which academic procrastination is influenced within the settings of Jeneponto Pokjar. Taking on quantitative approach in an ex post facto design, the study dealt with a population of 112 students in Jeneponto, from which samples were selected using saturation sampling (census) in which each member of the population was involved. Data were collected from questionnaires that had been tested for validity and reliability. Data analysis fit in both partial and simultaneous regression analysis. Results showed that the effect of self-efficacy on academic procrastination among the students in Jeneponto Pokjar at UPBJJ-UT of Makassar peaked at 27,1%, learning motivation at 59,4, and social support at 32,4%. In simultaneous testing, self-efficacy, learning motivation, and social support accounted for 70,9% of the academic procrastination. Given that the statistical findings were positive and significant both in partial and simultaneous correlations, the implication is obvious; the importance of fostering and improving self-efficacy and learning motivation in order to cope with academic procrastination in students. This study offers recommendations for how to nurture relationships between the university and its students and to enhance students' self-efficacy through self-development training, such as Student Learning Skill Education (Edukasi Keterampilan Belajar Mahasiswa or EKBM).

ABSTRACT

Keywords: self-efficacy, learning motivation, social support, academic procrastination

Keywords: self-efficacy, learning motivation, social support, academic procrastination



ABSTRACT

THE FUTURE OF DISTANCE EDUCATION: E-LEARNING AS A LEARNING RESOURCES CENTER

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Abstract

This research aims to discuss the role and potential of e-Learning as a learning resources center in the context of the future of distance education. Distance education has become a crucial part of the global education system, especially in facing challenges related to physical mobility and emergency situations, such as the global pandemic experienced in recent years. The e-Learning approach has transformed the way of learning and brought forth diverse teaching methods that are relevant and responsive to the needs of modern students, which should not only be designed and limited as virtual classrooms. Through the Systematic Literature Review (SLR) method, this research explores several key factors driving the growth of eLearning and making it a potential of learning resources center for distance education. Firstly, it reviews the development of information and communication technology that has created greater accessibility for learners. Technological advancements such as high-speed internet, mobile devices, and online learning platforms have opened new opportunities for more interactive and personalized learning experiences. Secondly, it identifies the challenges and advantages of e-Learning-based distance education. On the advantages side, e-Learning enables learning without time and space constraints, allowing students from various backgrounds to access learning materials more easily. Additionally, schedule flexibility and personalized learning are significant advantages. However, challenges are also faced in effectively implementing e-Learning due to issues such as the digital divide, lack of direct social interaction, and challenges in accurately assessing student progress. Finally, this research discusses the directions and potential challenges of e-Learning in the future. That is, how e-Learning can be continuously improved to provide a more holistic and inclusive



ABSTRACT

learning experience, as well as overcoming potential barriers that may arise with technological advancements. By examining the role of e-Learning as a learning resources center in the future of distance education, the results of this research are expected to provide crucial insights for educators, policymakers, and stakeholders in the field of education to face future challenges and optimize the potential of e-Learning in improving the quality and accessibility of education.

Keywords: Distance Education, e-Learning, Learning Resource Center



ABSTRACT

The FIELD TESTING RESULTS OF REDESIGNING THE DIGITAL INTERACTIVE BOOK "COGNITIVE DEVELOPMENT METHOD" FOR EARLY CHILDHOOD EDUCATION STUDENTS

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Abstract

The Cognitive Development Method (CDM) is one of the courses that must be taken by Early Childhood Education (ECE) students at Universitas Terbuka (UT) as their core competency. Learning materials in printed books and as many as 12 modules were prepared to facilitate students' learning independently. Today's rapid digital development demands learning materials that are more attractive and interactive for students. Moreover, the average age of ECE-UT students mainly includes the millennial generation. One of the efforts to make it easier for students to learn is redesigning CDM printed books into interactive digital books. This study aims to describe the field testing results of digitally redesigning CDM books' appearance. The research method used is Research & Development (Borg & Gall 2007), modified by Suparman (2018). The display is more colorful, with more examples and pictures, and they can access relevant video enrichment. The field testing is applied to 377 ECE-UT students in the first semester of 2023. The field testing results showed (scale 5) that the attractiveness of shape, font size, and layout was rated 4.1. The color composition is still rated 4. The improvement suggestions submitted by students are mainly about color composition to make it more attractive, the font size is enlarged, the explanation of the material summarized, and digital books can be downloaded if possible. The study concludes that CDM's interactive digital book is adequate but must be refined according to user input.

Keywords:

ABSTRACT

LESSON PLAN: INNOVATIVE IN-SERVICE EARLY CHILDHOOD TEACHERS ON LEARNING PROCESS

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Abstract

A quality lesson plan is an indicator of the success of a lesson. This study aims to analyze the innovation of early childhood education teachers in preparing lesson plans, especially in determining learning themes and activities. This study uses an interpretivism paradigm with a qualitative case study approach involving 37 subject participants. Data collection techniques through documentation, interviews and reflective journals. Research has found that early childhood education teachers arrange monotonous and repetitive themes from one semester to another. The activities created are still focused on worksheets and activities on paper such as coloring, drawing, and bold lines. Very minimal project-based activities and hands-on practice. Further research activities can be directed to routine training or application creation so that teachers have an out-of-the-box mindset in determining learning themes and activities.

Keywords: Early Childhood Education, Innovation, Lesson Plan

Keywords:



ABSTRACT

SMART LIBRARY CONCEPT IN ERA OF THE DIGITAL NATIVE GENERATION

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Abstract

This research aims to determine the elements and concepts of native digital smart libraries. The rapid increasingly of technological and knowledge development has brought changes to an era known as the digital era, which is also marked by the birth of a digital natives generation. This requires adaptive changes for all organizations, including libraries, in providing services to this generation. This several decades, the focus of change in libraries has changed to the digital native generation. The development of information technology influences changes in people's character and behavior, especially changes the behavior in seeking information. Potential readers in the current digital era are the digital native generation. The generation who grew up in the digital era has different characters and behaviors from previous generations. This behavior changing become a challenge in for libraries. Libraries must have the courage to improve themselves, transform to adapt the developments and changes of their users character. Smart library carries a basic concept that is oriented towards user comfort, with an open data repository, supported by a technological playground, and located in a sustainable environment, it will be able to develop and serve users who are not only from the current generation (digital native), but also future generations. Apart from that, smart libraries also have dimensions with smart services, smart people, smart governance, and smart places. The dimensions of the smart library will be able to compete with Google as a contemporary information resource center.

Kata Kunci: Smart Library, Digital Native

Keywords:



ABSTRACT

Edu-tourism: Improving Civic Education Learning by Utilizing Geographic Information Systems

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Abstract

Edu-Tourism is a tourism concept that combines education and tourism, with the aim of increasing tourists' understanding of culture, history and the environment in the destinations visited. In Bali, the focus of tourism is often concentrated on beaches, so that cultural and historical aspects are neglected. Therefore, efforts are needed to integrate the learning of civic education with the introduction of museums through an innovative edu-tourism approach. Geographic Information Systems (GIS) can be used for civic education learning through interactive maps that display historical and cultural information at various locations in Bali. Tourists can access relevant information and develop a better understanding of Pancasila's values and national history. In addition, GIS can also be used to promote museums in Bali and provide detailed information about the collections and exhibitions offered. Combining civic education learning with the introduction of museums through an edu-tourism approach and the use of GIS provides multiple benefits. First, this approach increases tourists' awareness of Bali's cultural and historical riches, as well as enhances the preservation of valuable cultural heritage. Second, this approach provides opportunities for tourists to gain meaningful learning experiences, involving direct interaction with local culture and museum collections. An edu-tourism approach that integrates civic education learning with the introduction of museums using GIS will provide diversification in the choice of tourism activities. By directing tourists' attention to cultural and historical aspects, Bali can broaden its tourist appeal more holistically and promote a deeper understanding of its rich cultural heritage among tourists.

Keywords: Edu-Tourism, Geographic Information System (GIS), civic education



ABSTRACT

Creating an engaging e-portfolio for beginners in Massive Open Online Courses (MOOC): Creating an engaging e-portfolio for beginners in Massive Open Online Courses (MOOC)

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Abstract

This research aims to develop a web blog-based e-portfolio that will be taught to students through the Open University's Massive Open Online Courses (MOOC). The goal is to instil critical and creative characters in students through Massive Open Online Courses (MOOC). The method used is research and development (R and D) which is directed to develop a web blog-based e-portfolio media that is validated and empirically tested to be able to foster critical and creative character of students through Massive Open Online Courses (MOOC). The instruments used are questionnaires, and observation sheets. Data processing techniques were carried out including observations of students' critical and creative characters, student response questionnaires, and analyses and conclusions. Web blog-based e-portfolio media products developed in Massive Open Online Courses (MOOC) received a decent assessment from experts. The results of the application of web blog-based e-portfolio media developed in Massive Open Online Courses (MOOC) show that web blog-based e-portfolio media developed in Massive Open Online Courses (MOOC) can foster students' critical and creative characters.

Keywords: E-Portfolio, information technology, beginners.



ABSTRACT

EDUCATOR'S HORIZONTAL MISMATCH IN OPEN AND DISTANCE LEARNING

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Abstract

Open and distance learning (ODL) is more complex than conventional learning. Educators are required to have adequate soft skills and must be able to keep up with technological developments. The aim of this study is to examine the existence of educators' horizontal mismatch in the ODL system and efforts to reduce the occurrence of this mismatch. Horizontal mismatch occurs due to a mismatch in the abilities of educators, whether the educator is over-qualified or under-qualified. This study was conducted on Universitas Terbuka tutors who have used ODL system since 1984. The results of this study show that tutors feel all their abilities are in line with university expectations, but when carrying out teaching practice, university still found tutors who have difficulty in adapting to technological changes and have deficiencies in intrapersonal and interpersonal skills. Efforts that can be made are training to develop teaching material and soft skill, stricter supervision during the learning process, an official community of course lecturers, and the existence of team teaching between internal lecturers and tutors.

Keywords: horizontal mismatch, open and distance learning, technological development, soft skill



ABSTRACT

Development of merem.xyz, an Open Educational Resources for Blind Tourism

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Abstract

This paper aims to explain the development of merem.xyz, an open educational resources (OER) on blind tourism topic. Blind tourist is one of the most marginalized tourist, from the development of tourism destination to the marketing practices of tourism that commonly very visual. The OER developed for tourism stakeholder to make tourism more inclusive for all. Wordpress and WP-OER plugin are used to developed the OER.

Keywords: blind tourism, oer, inclusive tourism



ABSTRACT

Unveiling the essence: Exploring the importance of digital character laboratory through a comprehensive need assessment

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Abstract

Character development in individuals is crucial for their holistic growth and success in various aspects of life. With the increasing demand for online and distance learning platforms, creating innovative and effective tools that foster character development in digital environments is essential. This study presents a comprehensive need assessment of digital character laboratory development for learners in higher education. This study aims to identify the key requirements and challenges in designing a digital character laboratory that promotes the development of positive values, ethics, and social skills among learners. The need analysis is based on a comprehensive review of existing literature and empirical studies, i.e. a survey. The survey involved 371 lecturers, teachers and students. The study found that 47.9% of respondents knew a character laboratory, but 71.97% said they did not have a character laboratory. As many as 53.72% of respondents stated that the character laboratory could benefit the learning process. These data indicate that the character laboratory needs to be developed. Moreover, other data shows that time is one of the obstacles for 75.53% of respondents to use the character laboratory. Thus, digital character laboratories are urgently needed to be developed. In addition to asking about the challenges of using a character laboratory, the survey consisting of 34 instruments also explored what values and social skills can be developed through a virtual character laboratory. The findings of this need analysis will contribute to developing a robust framework for character digital laboratory design in open and distance learning settings. The framework will address pedagogical considerations, technological requirements, and assessment strategies to ensure the effectiveness of character development interventions. Moreover, it will guide educators and



ABSTRACT

instructional designers to create immersive and interactive learning experiences that nurture learners' personal and social growth.

Keywords: character development, digital laboratory, need assessment, open and distance learning, values and social skill



ABSTRACT

LEVERAGING USER-GENERATED CONTENT (UGC) IN ENHANCING OPEN AND DISTANCE LEARNING INSTITUTION: A COMPREHENSIVE STUDY ON STUDENT FEEDBACK AND EVALUATION

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Abstract

User-generated content (UGC) refers to any form of content created and shared by users or consumers through various online platforms and social media channels, rather than by the brand or organisation itself. The advent of the internet and social media platforms has greatly facilitated the generation and dissemination of user-generated content. UGC has become a powerful tool for consumers to engage with brands, influence others, and shape brand perceptions which directly or indirectly impact the image of the organisations. Unlike conversations or interactions initiated by brands or organisations, UGC offers more spontaneous, authentic and truthful feedback compared to other forms of feedback mechanism. While not all feedback or interactions may be positive, paying attention to UGC will allow brands or organisations to monitor the situation on the ground, address issues immediately, and strategise effectively for improvements. Open and distance learning (ODL) institution is one of the organisations that can be affected by UGC related to their products or services. With stiff competition among higher education providers, both public and private universities, ODL institutions play a crucial role in providing accessible and flexible educational opportunities for distance learners. To be on par with other established universities, ODL institutions must ensure continuous improvement and effectiveness of their ODL programmes. Therefore, these institutions need to gather and analyse the information shared regarding the products and services offered to them. This research aims to investigate the application of UGC in collecting, analysing and utilising student feedback to enhance the quality of open and distance learning programmes. The research will explore the utilisation of UGC in collecting



ABSTRACT

student feedback and evaluations in ODL institution to understand student experiences, engagement levels, interaction patterns, and content creation practices through the analysis of UGC. It will identify strengths and weaknesses revealed or shared in the UGC related to open and distance learning programmes offered, and recommend ways for continuous enhancement of open and distance learning experiences based on the analysis of UGC. The research will apply mixed-methods, combining qualitative and quantitative techniques to gather and analyse data. In the first phase of the study, qualitative method will be employed to identify the collection of related UGC using Octoparse software to extract data related to the ODL institution from any public website. The data will be analysed thematically to gain insight into students' experiences, challenges and preferences. In the second phase, a survey will investigate key variables that emerge from the first phase. The survey will focus on verifying issues raised by the students, factors influencing the OUM students' perceptions of OUM services and products, their satisfaction, and their suggestions for improvements. This research is expected to provide valuable insights to improve program quality, meet the specific needs of distance learners, and foster a culture of continuous improvement. The research outcomes will contribute to advancing open and distance learning practices and enhancing the quality of educational experiences.

Keywords: User-generated content (UGC), Open and distance learning (ODL), Social media, Online platform, Distance learners, Strength and weaknesses



ABSTRACT

THE ACCEPTANCE OF DIGITAL TRANSFORMATION IN ONLINE DISTANCE LEARNING (ODL) INSTITUTIONS IN MALAYSIA

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Abstract

The continued advancement of technology has significantly impacted higher education, particularly in the context of online distance learning (ODL) in higher education institutions. The success of digital transformation projects in these institutions depends on the willingness and acceptance of employees to adopt digital technologies. This study aims to explore the impact of effort, performance expectations, and self-efficacy on the acceptance of digital transformation among employees of ODL higher education institutions in Malaysia. Using a quantitative research method, data were collected from both academic and non-academic staff of ODL institutions using a structured questionnaire. The respondents include people who directly or indirectly use digital technology in education. The questionnaire measures participants' perceptions of effort expectancy (ease of using technology), performance expectation (beliefs and benefits of digital technology), self-efficacy (beliefs about the ability to use and adapt digital technology), and acceptance of digital transformation. The validated scale is used in digital transformation initiatives. The findings of this study show that there is a significant relationship between effort expectancy and self-efficacy, between performance expectations and self-efficacy, and between self-efficacy and digital transformation. Employees who find technology as easy to use, useful for improving performance, and confident in their ability to use it, show that they are more willing to implement their digital transformation plans. In addition, it was found that self-efficacy mediates the relationship between both effort and performance expectations and acceptance of digital transformation. These findings contribute to the existing literature by revealing the factors that affect the acceptance of digital transformation among those working in ODL universities.



ABSTRACT

The findings of this research provide insights for organizations to develop and implement strategies that encourage employees to use digital technologies effectively, and such action fosters full digital transformation. In addition, awareness of the importance of users' self-efficacy and understanding can help resolve potential issues and improve the overall acceptance of digital transformation in the education system.

Keywords: Digital transformation, Effort expectancy, Performance expectation, Self-efficacy, Open Distance Learning institutions



ABSTRACT

TEACHING EMOTIONAL FEELING AND REGULATION FOR CHILDREN: STRATEGIES AND CHALLENGES

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Abstract

Mastering emotions is an essential skill that needs to be developed since childhood. The critical period of emotional development occurs in preschool children because they learn to encounter a new social environment. They are also increasingly aware of their emotions and feelings. This study explores teachers' strategies to teach young children emotional feelings and regulation in school. In addition, the challenges of teaching emotional feelings to young children are addressed in this study. The Qualitative approach is used through in dept-interviews focusing on a purposive sample of 4 kindergarten teachers in urban and rural areas. The initial findings reveal that emotional feelings and regulation can be taught through storytelling, role-playing, and self-reflection journaling. Lack of the ability to express emotional feelings through verbal language and parenting style are considered as a major challenge in teaching young children about emotions.

Keywords:



ABSTRACT

EMPOWERING LEARNING THROUGH REMOTE AND VIRTUAL LABS IN UNIVERSITAS INDONESIA

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Abstract

Universitas Indonesia (UI) embarked on establishing strategic objectives to enhance education quality and proactively address future needs. One of its programs entailed bolstering the role of technology in fostering the learning process. One of UI's initiatives is the development of remote and virtual labs to increase students' engagement in practical learning activities in a virtual world. The conventional method of conducting hands-on practical sessions, typically conducted in dedicated rooms or specialized laboratories equipped with a range of facilities, encountered substantial challenges owing to the disruptive impact of the COVID-19 pandemic. Consequently, student learning outcomes were also affected. In response, the development of remote and virtual lab technologies emerged as a viable and imperative solution to ensure uninterrupted practical sessions. The remote and virtual labs will facilitate the learning process, such as practicing motor skills, facilitating the experiment process, and promoting the application of theoretical knowledge. These technological advancements are designed to cater to the learning needs of both UI and non-UI students, spanning a wide array of subjects encompassing regular and micro-credential programs. UI took proactive measures by initiating grant programs to support remote and virtual lab development across the Health Sciences, Engineering, Mathematics and Natural Sciences, and Vocational Education programs. Several noteworthy prototypes emerged from these initiatives, including the Virtual Chemistry Lab, a Remote Lab for Seismic Data Processing and Interpretation, Virtual Lab Modules for Basic Life Support Skill Training, and a Virtual Neurorestoration Lab. This paper



ABSTRACT

comprehensively outlines the developmental process of these technologies while drawing insightful lessons from this project.

Keywords: Innovation, learning technology, virtual laboratory, remote laboratory, higher education, hybrid learning



ABSTRACT

How Are Open And Distace Education Services Provided to Students? an
Overview of Universitas Terbuka

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Abstract

The Universitas Terbuka is Indonesia's first tertiary institution with an open, long-distance education system. Since the Covid-19 pandemic, the distance learning system has become known to the broader community, and many universities have started to implement the distance education system. Therefore, even though this pandemic is an opportunity for the Open University, it also raises the challenge of new competition. So that the Universitas Terbuka needs to design policies to maintain the quality of Being the number 1 Open and Long Distance University in Indonesia. This research aims to map the challenges of the Universitas Terbuka to continue as a tertiary institution that carries the number 1 distance education in Indonesia. The method used is descriptive qualitative, which collects data from document data and interviews with several students. The study results indicate that Universitas Terbuka needs to improve service to students based on study programs, not just centralized ones. Because with centralization, students admit they need a longer response time to solve lecture problems.

Keywords:

ABSTRACT

USE OF THE HALLO UT APPLICATION AND QUALITY OF ADMINISTRATIVE SERVICES IN UNIVERSITAS TERBUKA STUDENT SERVICES

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Abstract

ABSTRACT

Universitas Terbuka (UT) continues to strive to increase student numbers. Maintaining the number of existing students is carried out by providing good and quality services. Several elements need to be considered in providing quality public services, including convenience, timeliness, economy, and security in providing services. During the study process at UT, students need various administrative services ranging from registration to legalizing diplomas. To get administrative services, students can come directly to the UT Regional office or via the Hallo UT application. Regarding the use of the Hallo UT application for services to students, at UT Gorontalo not many students directly use the Hallo UT application, students prefer to come to UT Gorontalo. In face-to-face service, front desk officers should be able to provide quality service. In this regard, it is necessary to examine the quality of service provided by officers at the UT Gorontalo front desk, and why there are still so few students who use services via the Hallo UT application. This research use descriptive qualitative approach. Sampling was carried out by purposive sampling, among students and service officers at UT Gorontalo. Data analysis was carried out using qualitative data analysis. The research results show that the administrative services provided at UT Gorontalo are good. The Hallo UT application has not been widely used by students due to students' lack of interest in adapting to using digital-based applications.

Keywords: Keywords: Hallo UT, service quality, administrative services, UT students

ABSTRACT

EVALUATION OF TUTORIAL WEBINAR IMPLEMENTATION IN ONLINE TUTORIALS KARYA ILMIAH COURSES IN SOCIOLOGY PROGRAM

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Abstract

This study aims to evaluate the implementation of webinar-based online tutorial learning programs in scientific work courses. This is because starting in the 2022 academic year, online tutorials for scientific work courses have started to use additional webinar tutorials. The focus of this research is Sociology students who take scientific work courses. This study uses a descriptive qualitative approach, using interview techniques. The research results show that the webinars which were held four times really helped students in making scientific articles. Even so, there are still many who do not follow this webinar tutorial due to various factors, such as schedules that clash with other activities, either due to work or other personal matters. Apart from that, frequent internet connection crashes are still a problem, and ignorance of students to take part in webinars is also an obstacle.

Keywords: evaluation, student



ABSTRACT

Lecturing Artificial Intelligence for Accounting
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Abstract

Artificial intelligence (AI) is a hot topic and is widely applied in many fields in the current and future. Teaching this topic is necessary not only for students in the informatics department but also in other departments. The objective of the teaching is definitely different between the informatics department and the non-informatics department, and therefore the teaching method should be adjusted. This paper presents a method for teaching AI by emphasizing machine learning to undergraduate students in the accounting department. This method aims to provide students with a solid understanding of the basic concepts of machine learning, including the main tasks of machine learning, dataset preparation and exploration, machine learning development, and machine learning performance. Students are not required to build the computer program of machine learning by themselves, but only use a prepared computer program or user-interactive tools. However, students are required to understand how machine learning works, operate it, and analyze the result and performance. To provide an experience to students, the method includes a study case of implementing machine learning to solve accounting problems. *Keywords: Teaching method, Artificial Intelligence (AI), Machine learning, Accounting, Taxation*



ABSTRACT

EVALUATION OF STUDENT CREATIVITY PROGRAM OF S1 AGRIBUSINESS

STUDENTS FST-UT

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Abstract

Perguruan tinggi merupakan media untuk mencetak generasi muda sebagai pemegang estafet pembangunan negara. Inovasi dan kreativitas diharapkan dapat lahir dari generasi muda untuk mengisi kemerdekaan. Kreativitas mahasiswa dalam pengembangan ide dan kewirausahaan di bidang agribisnis memiliki peranan penting dalam menurunkan kualitas dan daya saing program kreativitas mahasiswa industri pertanian dengan skema kewirausahaan pada program agribisnis. Pendekatan evaluasi ini dilakukan dengan menganalisis beberapa aspek penting, antara lain proses perencanaan dan persiapan kegiatan, pelaksanaan program, hasil yang dicapai, dan dampaknya. Metode penelitian yang digunakan adalah perpaduan antara penelitian kuantitatif dan kualitatif. Pengumpulan data dilakukan melalui survei yang dilakukan terhadap mahasiswa peserta program kreativitas dengan skema kewirausahaan, wawancara dengan dosen pendukung, dan analisis dokumen terkait pelaksanaan kegiatan. Hasil evaluasi diharapkan dapat memberikan wawasan dan saran masukan untuk pengembangan program kreativitas mahasiswa ke depan. Identifikasi keberhasilan dan tantangan yang dihadapi dalam pelaksanaan program akan membantu merumuskan strategi yang lebih efektif dalam meningkatkan partisipasi siswa dan kualitas hasil kegiatan tersebut. Penelitian ini diharapkan dapat memberikan pemahaman yang mendalam tentang kontribusi program kreativitas mahasiswa terhadap skema kewirausahaan di program studi agribisnis secara berkelanjutan. Dengan peningkatan kreativitas siswa yang diarahkan untuk berwirausaha,

Keywords:

ABSTRACT

Exploration Of The Use Of Dance Videos As Learning Media In Teaching Cultural Arts In Elementary Schools

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Abstract

Cultural heritage is an integral part of the identity of a society which is important for generations of cultural heirs to learn from an early age. However, recognition and understanding of cultural heritage is often faced with challenges such as less innovative learning methods and a lack of teacher competence in teaching cultural arts in elementary schools. For this reason, efforts are needed to maintain, understand and pass on cultural heritage to the heirs, one of which is creating learning media in the form of creative dance videos created specifically for elementary school age children, namely Kedun Dance, Gegelea Beregam Dance and Tatagok Dance. In an era where technology is increasingly dominating, the use of dance videos is a vital bridge between tradition and innovation. By utilizing the power of visuals and the experience provided by dance videos, it is hoped that cultural heritage will not only be recognized, but also understood, appreciated and will continue to live on in the minds of the younger generation. This study aims to explore the understanding and perceptions of elementary school teachers regarding the use of instructional media in the form of dance videos in the context of teaching Cultural Arts. The research method is in the form of descriptive qualitative with data collection techniques through in-depth interviews and participatory observation of teachers who have tried out the use of dance videos as teaching materials. The research results show that teachers have a positive view of the use of dance videos as a learning medium. Dance videos are able to visualize and bring to life Arts and Culture learning material, so that it is easier for students to understand. The teachers also stated that the use of dance videos can increase students' interest and involvement in learning.

Keywords: Exploration, Dance Video, Learning Media, Cultural Arts



ABSTRACT

INCREASING LEARNING INTEREST IN ACCOUNTING STUDENTS THROUGH THE GAME SIMULATION ACCOUNTING CYCLE

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Abstract

There is a shift in the characteristics of Universitas Terbuka students from students who are already working or of mature age to the millennial generation and Generation Z. Inevitably, this encourages study programs to innovate according to the times, including the use of game simulations to increase student interest in learning, especially accounting study program students who come from Generation Z. The purpose of this study is to analyze the increase in student learning interest through game simulation. The object of this research is students of accounting study programs with semester 2-7 criteria. To find out the results of students' interests and responses using observation methods, pre-test and post-test assessments, and questionnaires. This study shows that using the game simulation accounting cycle increases student interest in learning and understanding the basics of accounting. The implication of this research is that the study program is able to innovate through innovative products to increase students' learning interest.

Keywords: accounting cycle, game simulation, learning interest



ABSTRACT

UNLOCKING THE CHARMS OF THE TURKISH LANGUAGE: EXPLORING @SPEAKINTURKISH ON INSTAGRAM

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Abstract

In conjunction with the rapid evolution of technology, education and learning are also undergoing development into diverse forms and channels. Social media, especially Instagram, is utilized by individuals of all ages, both young and old, as an integral aspect of daily life. Beyond its entertainment function, social media serves as a tool for education. On Instagram, numerous accounts dedicated to teaching the Turkish language can be found, among which @speakinturkish stands out as one of the most followed and interactive. This study aims to thoroughly examine the account's active role in Turkish language education, examine its posts and reels, assess their impact on followers, and uncover their contributions to literacy education. To achieve this, a combination of document analysis and discourse analysis methodologies was employed. The investigation encompassed an evaluation of various aspects, including page layout, content composition, posting frequency, approaches to Turkish language instruction, and pedagogical methodologies employed. Additionally, the study delved into the account's interaction with its followers, considering metrics such as likes, comments, and response frequency. This discourse encompassed discussions on the influence exerted by the commented accounts on their followers. Given the escalating prominence of technological integration, the research anticipates valuable insights that will enrich the language education and literacy.

Keywords:



ABSTRACT

ARTIFICIAL INTELLIGENCE IN THE APPLICATION OF CRIMINAL CASE RESOLUTION LAW THROUGH RESTORATIVE JUSTICE BASED ON PROGRESSIVE LAW

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Abstract

Transnational crime, or commonly known as transnational crime, can cause a lot of harm to a country, even to certain areas within the country. There are many forms of deviation that can be done, such as overexploitation of natural and human resources that have an impact on global society. Problems such as poverty and conflict are often triggers for transnational crime. With its ability to cross national borders and impact other countries, transnational crime poses a serious threat to global security. The establishment of legal policy must begin by determining acts as criminal offenses and establishing sanctions for perpetrators of crimes (criminalization). Transnational criminal acts can be identified in legal provisions by grouping the elements of unlawful acts that can be subject to criminal sanctions. Law enforcement is carried out based on the area where transnational crime occurs.

Keywords: Law Enforcement, Transnational Crime, Security and State Sovereignty



QLICT AND MERDEKA BELAJAR

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Abstract

Merdeka Belajar (freedom to learn) is a new approach that students can choose the subjects they are interested in. Merdeka Belajar policy aims to enable students to optimize their talents and can make the best contribution in working for the nation. The concept of Merdeka Belajar is manifested in the educational development where all stakeholders are become agents of change. Information and Communication Technology development is one of the factors that influence digital holistic learning so that students can access various learning resources based on technology.

QLICT is a new thoughts and practices in the field of learning by combining the concept of Quantum Learning with Information and Communication Technology. The QCLICK learning concept is: (a) Samudra Taman Pesta Ilmu, there are many sources of knowledge, what must be done is to use abundant and enjoyable learning resources using AI; Chat Engine, Applications needed (b) Collect of competency certificates; (3) DIGITAL Holistic Learner; and (d) SMART. QLICHT's learning motto is Quicker, better, happier, smart, simple, by click, solutions at your fingertips. The advantages taught in the QCLICK learning model are learning the ethics of using Information and Communication Technology and acceleration through ICT. The learning process focuses on questions, not answers, so students are taught to ask meaningful questions.

Keywords: Merdeka Belajar, QLICHT, Quantum Learning, Information and Communication Technology



ABSTRACT

EMPLOYEES EMPOWERMENT THROUGH DISTANCE LEARNING PROGRAM IN KENDARI OPEN UNIVERSITY AND STIKOM YOGYAKARTA

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Abstract

Employees have the flexibility to learn through distance learning programs, allowing them to balance work and self-development in accordance with their interests and career objectives. Since 1984, distance learning has existed, which was first utilized at an open university. The Indonesia Cyber Education Institute (ICE Institute) was established in 2019 by Kemenristekdikti to ease the provision of quality education while ensuring the quality of online learning and distance education services. The Covid-19 epidemic erupted in early 2020, as the ICE Institute was ready to instantly initiate the exchange of lectures between institutions. This pandemic's rise has also altered the teaching and learning process. As part of its efforts to prevent the spread of the coronavirus or covid 19, the federal government enacted a number of rules, including the closure of all face-to-face educational activities. Online or online education is conducted via the internet network. This is an opportunity for STIKOM Yogyakarta to launch an online Bachelor's degree transfer program from Diploma to Bachelor's degree that can be attended from anywhere. The possibility to complete remote education through online learning is empowering for employees. The essence of empowerment includes development (enablement), boosting potential or power (empowerment), and independent creation. The objective of empowerment is to create individuals who are self-reliant. The expected outcome is the development of competence. The empowerment of employees through distance learning, such as studying at Kendari Open University and the Yogyakarta STIKOM transfer program, demonstrates that these employees have access to the necessary resources and knowledge to become educated and more productive at work when they work to their full potential. best. There is also an excellent



ABSTRACT

possibility for advancement. This study's objectives were to (1) describe strategies for empowering employees through distance learning programs, (2) analyze the achievement of indicators of employee empowerment after completion of the distance learning program, and (3) identify factors that support and inhibit employee empowerment through distance learning. This study employs a qualitative case study research methodology. Through in-depth interviews and Focus Group Discussions, data was collected. There were ten research participants, including five Kendari Open University students and five STIKOM Yogyakarta transfer students. The findings of the study indicate that (1) the empowerment strategy is implemented by creating an environment that allows the employee's potential to develop (enabling) and strengthens the employee's potential or power (empowering) through the use of special programs and guidance while participating in a distance learning program. Indicators of employee empowerment include the emergence of initiative and independence in the performance of work, the ability to make decisions and propose proposals to superiors, and expanded potential and skills for both the performance of work and career advancement. The supportive variables for employee empowerment are the workplace institution's support and wisdom as well as universities offering distance learning, whereas the obstructing factors are the internet network's quality and time management.

Keywords:



ABSTRACT

STRENGTHENING INTEREST AND ASSISTING IN THE PREPARATION OF PROGRAM KREATIVITAS MAHASISWA (PKM) AND PROGRAM PEMBINAAN MAHASISWA WIRAUSAHA (P2MW) PROPOSALS IN FOOD TECHNOLOGY STUDY PROGRAM UNIVERSITAS TERBUKA

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Abstract

The program kreativitas mahasiswa (PKM) and program pembinaan mahasiswa wirausaha (P2MW) are activities aiming to improve the quality of students in developing academic and professional skill. These programs become very prestigious national-level competitions for students, so that almost all face-to-face universities in Indonesia take part in these programs, including the open and distance learning university, especially the food technology study program Universitas Terbuka. However, from 2019-2021 not a single PKM or P2MW proposal was successfully funded. This research aimed to strengthen student interest and assist in the preparation of PKM and P2MW proposals. The results showed that the process of strengthening interest and mentoring programs for students in the food technology study program significantly increased the quantity and quality of PKM and P2MW proposals that passed funding. In 2022 there were 2 PKM proposals in the food technology study program that passed funding, and in 2023 there were 7 PKM proposals and 3 P2MW proposals in the food technology study program that passed funding.

Keywords: program kreativitas mahasiswa, program pembinaan mahasiswa wirausaha, face-to-face university, program evaluation, open and distance learning, Universitas Terbuka



ABSTRACT

IMPLEMENTATION OF LEARNING MANAGEMENT SYSTEM IN COMPETENCY DEVELOPMENT ACTIVITIES OF PNS IN BPSDM GORONTALO PROVINCE

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Abstract

ABSTRACT

Digital transformation in the bureaucratic environment is not something new, but it appears that it has not been implemented evenly and quickly, both in its implementation and in adapting to technology transfer by the bureaucracy and service users. Digital-based bureaucratic implementation is still dominant in financial matters. The end of 2019 was a momentum to accelerate the digital transformation of the bureaucracy, because the bureaucracy was faced with a situation where it was inevitable that they had to use digital services to avoid physical connections considering the corona virus or Covid-19 outbreak. No exception, civil servant competency development activities through training must be carried out with a new concept, namely digitally. Learning Management System (LMS) in training activities as a solution so that competency development can still be implemented. Of course, this must be adapted according to the demands of needs while still considering effectiveness and efficiency. The manifestation of the accelerated transformation of competency development through digital learning can be seen from various LMS implementation policies by the State Administration Institute of the Republic of Indonesia (LAN RI) as the supervisory agency. This scientific paper will analyze the application of LMS in the implementation of competency development through training attended by civil servants. Apart from that, it will also explain how it is implemented by elements of training organizers and managers as well as widyaiswara as facilitators to training participants. The approach in this research is descriptive qualitative which will interpret the phenomena found at the BPSDM research location in Gorontalo

ABSTRACT

Province. Sampling was carried out by purposive sampling of Widyaiswara, Latsar participants, PKA participants, PKP participants, training managers and training organizers. A literature study was carried out to understand the concept of implementing an LMS based on existing regulations and to interpret studies in the literature related to digital transformation, especially LMS. The research results illustrate that LMS is very useful for developing employee competency, but its use is still deemed to be less effective due to the limitations of training participants, training organizers and managers as well as Widyaiswara in exploring the use of the LMS provided by LAN RI.

Keywords:



ABSTRACT

THE EFFECT OF DIGITAL CITIZENSHIP ON THE QUALITY LEARNING CIVIC EDUCATION

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Abstract

Civics material students are able to think critically, creative, able to examine logical relationships, propose experiences to strengthen knowledge, able to agree on appreciating the value of the product. University is the primary influencer in developing a person's character so they can use technology responsibly, which is what is being said utilizing the principles of digital citizenship. Used approaches descriptive quantitative research where research is conducted by researchers in this study this is meant to highlight the influence variables written with angles and states the relationship with existing theories with a questioner. The value of t count (14,510) > t table (1.66) with a significant value of $0.000 < 0.05$ therefore it can be concluded that partially there is a significant influence of digital citizenship (X) on the quality of learning (Y) in civic education. By increasing digital citizenship, this will affect the quality of learning in civic education. Digital citizenship is a concept that encourages educators, technologists, and lay people to understand what the general public needs to know in order to use technology wisely.

Keywords: Digital Citizenship, Quality Learning, Technology



ABSTRACT

THE ROLE OF THE GOVERNMENT IN OVERCOMING PLAGIARISM AND THEFT OF INTELLECTUAL PROPERTY RIGHTS

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Abstract

The purpose of writing this article is to find out the government's role in overcoming rampant plagiarism among academics and theft of intellectual property rights in Indonesia. Plagiarism and intellectual property rights are essentially the same as other material property rights, namely giving rights to creators or owners to benefit from the investment of their intellectual work in the field of industrial property and copyrighted works which are called copyrights. Cases of plagiarism and violations of intellectual property rights in Indonesia cannot be underestimated. As a result of these violations, not only will the country suffer losses and threaten investment flows, but Indonesia may also be threatened with an embargo on its export products. Technological developments, especially developments in digital technology, are considered to support the growth of plagiarism and violations of intellectual property rights. The method used is descriptive analysis, where this article tries to interpret and describe the existing data with the situation that occurs to get the relationship between objects. Law enforcement in the field of intellectual property rights is highly dependent on the enforcement process in general, so if the law enforcement process is generally good, law enforcement on intellectual property will also be good.

Keywords:



ABSTRACT

Artificial Intelligence for education economic

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Abstract

Artificial Intelligence (AI) is revolutionizing various industries, and the field of education is no exception. This abstract explores the potential of AI in enhancing educational outcomes and its contribution to economic growth. By leveraging AI technologies, education can become more personalized, adaptive, and efficient, leading to improved learning experiences and better economic prospects. AI has the capability to transform education by personalizing the learning process. Through the analysis of vast amounts of data, AI algorithms can identify individual learning styles, preferences, and areas of improvement. This enables the delivery of customized educational content and tailored instructional approaches, catering to the unique needs of each student. Personalized learning experiences have the potential to increase student engagement, motivation, and academic performance, ultimately leading to a better-educated workforce. Furthermore, AI-powered adaptive learning systems can provide personalized recommendations and adapt the learning content based on students' progress and performance. These systems can dynamically adjust the difficulty level of assignments, quizzes, and assessments to challenge students appropriately and ensure optimal learning outcomes. By adapting to individual needs and pacing, AI helps students achieve mastery of subjects and acquire the necessary skills for their future careers. Moreover, AI technologies such as virtual assistants and chatbots can provide immediate feedback, answer students' questions, and offer additional resources. These tools enhance the learning experience by providing on-demand support and enabling students to explore concepts at their own pace. By fostering independent learning and self-directed inquiry, AI empowers students to become lifelong learners, equipped with the skills to navigate an ever-changing knowledge-based economy. The integration of AI in education



ABSTRACT

also offers economic benefits. By providing vocational training, upskilling, and reskilling opportunities, AI-powered education helps individuals acquire in-demand skills and adapt to the changing job market. This, in turn, leads to reduced unemployment rates, increased productivity, and enhanced economic growth. A skilled and knowledgeable workforce contributes to innovation, entrepreneurship, and competitiveness in the global economy. However, the adoption of AI in education also presents challenges and considerations. Privacy concerns, data security, and ethical implications need to be addressed to ensure the responsible and ethical use of AI technologies. The collection and analysis of vast amounts of student data require strict safeguards to protect individual privacy and prevent misuse. Additionally, there is a need for continuous professional development for educators to effectively integrate AI tools into their teaching practices and ensure equitable access to AI-powered education for all students. In conclusion, the application of AI in education holds significant promise for improving educational outcomes and driving economic prosperity. By personalizing learning experiences, providing adaptive instruction, and fostering independent learning, AI has the potential to transform education and create a skilled workforce for the future. However, careful consideration must be given to ethical and privacy concerns to ensure the responsible and beneficial implementation of AI in education. With strategic planning and responsible implementation, AI can revolutionize education, leading to better educational outcomes and stronger economic growth

Keywords:



ABSTRACT

Student Response in Using Smartphone-Assisted Augmented Reality Video in Learning

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Abstract

Smartphone-assisted video augmented reality was developed to facilitate students who want to study anywhere, and anytime. This media can be used for distance higher education students. The material studied includes the presentation of information about the work procedures of a concept being practiced. This study aims to get student responses about the use of augmented reality videos in chemistry learning. The activity was preceded by developing a video program and being validated by a media expert, followed by making markers and developing applications. The results of the development were tried on 8 male students and 31 female students, as well as 4 teachers. The data was obtained based on the instrument in the form of a questionnaire containing questions related to the use of augmented reality videos that have been developed. Data were analyzed by descriptive qualitative. The results obtained showed that the questions given were responded well and very well by the students. Student responses stated that Augmented Reality (AR) video shows were able to 1) introduce students to the basic material of chemical experiments (100%), 2) build an understanding of teaching materials (92.3%), 3) provide an initial understanding before working in the laboratory (95.9%) %, 4) introduce the object of the experiment to be carried out (100%), 5) represent the form of the components of the tool and chemicals as they are, 6) explain the procedure for using the tool easily (100%), 7), analyze in-depth thoughts, and theory about the chemical experiment to be carried out (94.6%), 8) obtaining new interpretations and ideas (97.4%), 9), after following the AR broadcast given, looking forward to the next practical topic experiment (100%). Meanwhile, the response given by the teacher included that although this media can be used, there are still some parts that



ABSTRACT

need to be revised because the image disappears when the camera is moved, and the image starts again from the beginning when rescanning, so the application needs to be modified.

Keywords: augmented reality video, chemistry learning, student response



ABSTRACT

The Learning Process in Online Tutorials: Exploring the Perspectives of Students and Tutors

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Abstract

Online Tutorials is an important learning process for postgraduate students at the Open University because it contributes as much as 60% to the final grade of the course. The purpose of this research is to find out the views of students and tutors on the learning process in online tutorials. The views of students and tutors were obtained through questionnaires and interviews. The subjects of this study were students and tutors for the master of basic education program, Universitas Terbuka. Students and tutors come from representatives of western, central and eastern Indonesia. The majority of students and tutors access online tutorials on weekends (Friday, Saturday, Sunday) and and at night (7 - 10 pm). Students and tutors on average access online tutorials for one to two hours. Students and tutors are of the view that material in online tutorials is delivered in ppt or video form. Students and tutors are also of the view that discussions in online tutorials are in the form of one problem commented on all students and students must comment on the opinions of other students. Then assignments according to tutors and students are expected in the form of problems with open answers.

Keywords: e-learning, online learning, online discussion



ABSTRACT

Optimizing Industrial Sector for Distance Learning Partnership
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Abstract

The rapid development of science requires universities to be able to compete in the global world. Universities must be able to create graduate students who have superior competence. To achieve superior competence, it needs supporting of various parties, including the Industrial world. Industrial sectors are treated as a partner to assist in educating the students. This article will analyse the role of industrial sector for lectures especially distances education, It is based on the findings from the literature review, case studies, and data analysis. This article develops an optimized framework for distance learning partnerships in the industrial sector. The findings of this study contribute proposed framework that offers practical guidance for educational institutions, industry leaders, and policymakers to optimize the integration of distance learning within industrial workforce development. It is necessary to bring in experts or practitioners from the business world to fill in lectures in the lecture process. In addition, it is necessary to provide internship places for students. Through internship, Student will gain a lot of experience, and it will improve the graduate competencies.

Keywords: Distance learning, Industry, Optimizing, Parthership



ABSTRACT

ENHANCING PROJECT MANAGEMENT EDUCATION: INVESTIGATING THE EFFECTIVENESS OF FLIPPED LEARNING AND ACTIVE EXPERIENTIAL LEARNING APPROACHES

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Abstract

Higher education has been under pressure to adopt teaching methods and innovative pedagogies that are more adaptable, successful, engaging, and student-centered in order to counteract the drawbacks of conventional transmittal models of education. Recently, it has been suggested that this transition be supported via the flipped classroom paradigm. However, research on the usage of the flipped classroom in higher education is still in its early stages, and little is known about how students view learning in a flipped classroom. This study aims to explore the effectiveness of integrating flipped learning and active experiential learning methodologies in a project management course. The traditional lecture-based approach in project management education often fails to fully engage students and provide them with practical skills needed for real-world project management scenarios. Therefore, this study seeks to investigate the impact of implementing flipped learning and active experiential learning strategies on students' learning outcomes, engagement, and overall satisfaction in a project management course. This research will employ a mixed-methods approach, combining quantitative and qualitative data collection and analysis techniques. The study will involve a pre- and post-assessment to measure students' knowledge gain and understanding of project management concepts. Additionally, surveys, and reflective journals will be utilized to gather students' feedback and perceptions regarding the effectiveness of flipped learning and active experiential learning strategies. The research will be conducted in a project management course offered at Open University Malaysia, and the participants



ABSTRACT

will consist of students enrolled in the course. This research aims to contribute to the existing literature on project management education by examining the impact of flipped learning and active experiential learning approaches. The findings of this study will provide insights into the effectiveness of these methodologies in enhancing students' learning outcomes, engagement, and practical skills in project management. The research outcomes can inform educators and institutions in designing and implementing more effective instructional strategies for project management courses, ultimately improving the quality of education and preparing students for successful project management careers.

Keywords: Active and Experiential learning, flipped learning, innovative pedagogy, project management course, learning outcomes.

Keywords: Active and Experiential learning, flipped learning, innovative pedagogy, project management course, Learning outcomes



ABSTRACT

The Emerging of Accounting Education Innovation: A Bibliometric Analysis
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Abstract

This study aims to conduct a comprehensive review of accounting education innovations development study from time to time. The sample consist of 142 documents published since 1982 until 2023 period using the Scopus database with keywords: accounting education innovation. The method in this research was a systematic literature review with bibliometric approach utilized VOSviewer software to provide graphical analysis of bibliometric data and visualization of research results. From the visualization, two main groups (colors) are generated. The red area consists of topics related of accounting, accounting education, innovation, teaching innovation. The green cluster area included educational technology, curriculum and instruction, faculty, and students. From the network analysis result, it can be concluded that these keywords lie in the context of accounting education within higher education institutions for the red area and interconnected in the educational ecosystems for the green cluster. The education system, including higher education, plays a role in accounting education and can adopt innovative approaches to teaching. Surprisingly, we found that the fields of accounting education specialized areas like management accounting and cost accounting. Lastly, education technology can enhance curriculum and instruction, literature review inform curriculum development, faculty members are responsible for curriculum development and instruction, and students are the ultimate beneficiaries of these efforts.

Keywords: Accounting Education Innovation, Scopus, Higher Education, Systematic Literature Review, VOSviewer



ABSTRACT

The Advantages of Guru Pintar Online (GPO) In Enhancing The Professional Competence of Early Childhood Educators.

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Abstract

The open and distance education system is highly dependent on the use of information and communication technologies to facilitate student participation in teaching and learning activities. Smart Online Teacher or Guru Pintar Online (GPO) is a portal developed by Open University on its official website. This article provides an analysis and implications of GPO websites for the professional development of early childhood teachers, as well as a summary of the best websites for the development of teacher competence in the distance education system. Survey-based qualitative research methodologies. In the environment of the Faculty of Education and Teacher Training at the Open University, 1,502 teachers of early childhood education participated in this study. The research examines how teachers use GPO websites to enhance their teaching abilities by analyzing video lessons in learning laboratories. In distance education, learning websites are required to assist teachers in developing competencies because the website has high expectations in learning GPO (99.9%), students (99.9%) believe that through GPO, advanced actions can be taken to support work and professionalism. Furthermore, GPO is viewed as a resource for students to work together if they encounter similar problems and share their experiences. In addition, students were observed to assess their comprehension of the information obtained from this website. 97% of respondents believe that pupils must first be prepared before participating in significant discussions. 98% said that in order to make the course materials simple to comprehend, they drew from sources other than the GPO. According to student responses, 99 percent of them felt that enhancing their professionalism as instructors was beneficial.

Keywords: Website, Early Childhood, Teacher, Educator

ABSTRACT

Digital Versus Conventional: Finding A Compatible Marketing Strategy For The Faculty Of Education And Teacher Training Universitas Terbuka

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Abstract

As the leading distance education institution, Universitas Terbuka (UT) has taken a role in improving education equality for Indonesian citizens by providing flexible and affordable education. Regarding these matters, this study aims to investigate the marketing strategy to produce a compatible and up-to-date way to promote FKIP. This is the first out of three years of research where the researchers specifically constrained the area of study to answer two questions. First is what kind of strategy UT needs to select particularly for FKIP to market its study programs. Second is what is the effective way to diversify and market the study program that UT has. Qualitative research is applied to answer both research questions. The data was taken from various respondents using an online questionnaire and Focus Group Discussion (FGD). The form was distributed to UT employees and a total of 131 respondents filled in the online form. Meanwhile, the FGD was conducted in four regional offices which involved 80 students from Lampung, Palembang, Malang, and Surabaya. In addition, researchers also did the FGD with two marketing experts. The result shows that there are at least two marketing strategies that UT needs to be considered: conventional and digital marketing strategies. Comparing both strategies, it is found that the most effective strategy based on the questionnaire and FGD is the conventional strategy. Even though the most effective strategy in marketing falls into conventional, it attracts more attention to develop a digital marketing strategy that is compatible with UT as a cyber university.

Keywords: digital, conventional, marketing, strategy



ABSTRACT

The Role of Technology System Support in Equipping Students to Build Online Entrepreneurship Startups

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Abstract

Indonesia has 3,800 universities at the provincial, district and city levels. This number represents a potential market for improving community welfare through empowering students, especially in the entrepreneurial sector. This shows that Indonesia consists of various islands which produce various commodities. The presence of technology has helped many sectors in building businesses and building work efficiency. Using technology can improve people's welfare and advance various types of sectors that are growing in people's lives. Including the presence of technology in improving and building entrepreneurial start-ups for students. The research entitled The Role of Technology System Support in Equipping Students to Build Online Entrepreneurship Startups is descriptive research with a qualitative approach. Primary data sources were obtained from informants who were directly involved in supporting students to be able to start online entrepreneurship, namely universities, government, entrepreneurs. Secondary data sources were obtained from various printed and electronic documents related to research objectives. The collected data is classified and collaborated with secondary data. Furthermore, from the data that has been processed and analyzed, a narrative will be provided according to the research objectives. The results of the research concluded that to be able to encourage students to be able to start online entrepreneurship, they need support from universities as parties that provide intense assistance to students, the government as the party that issues regulations that support entrepreneurial programs for students and entrepreneurs as a place for students to practice so that students can get the right business strategy in online entrepreneurial format according to the potential of their region.



ABSTRACT

Utilization of the Virtual Museum as a Complementary to Learning Pancasila Education on the Elements of Bhinneka Tunggal Ika in the Merdeka Curriculum

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Abstract

Virtual museum is an important medium that can be used in learning in the digital age by providing broad access and making student learning experiences more interesting, inclusive, and relevant to an ever-evolving world. Virtual museums also enrich students understanding of the subject material in the digital era. This paper provides a study that shows the urgency of using the virtual museum provided by the National Museum as a supplement to learning Pancasila, especially the elements of Bhinneka Tunggal Ika that are explained in the Curriculum Merdeka. This study uses a descriptive-analytical method by reviewing the Curriculum Merdeka for the Pancasila Education subject, then analyzing what material is in the virtual museum of the National Museum that can be used as a supplement in every class. This research aims to take advantage of technological developments in Pancasila Education. In addition, this research also aims to explore the diversity in Indonesia through virtual museum materials. From this research, it can be understood that technological developments through virtual museums can be a supplement to classroom learning. The virtual museum is also able to maximally explore the elements of diversity in diversity as formulated in the Curriculum Merdeka.

Keywords: Bhinneka Tunggal Ika, curriculum merdeka, national museum, Pancasila education, virtual museum



ABSTRACT

IMPROVING STUDENTS' CRITICAL THINKING AND COLLABORATIVE SKILLS THROUGH THE USE OF THE FIVES MODEL (FACTS, INFERENCE, VOCABULARY, EXPERIENCES, SUMMARY)

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Abstract

This study aims to analyze students' critical thinking and collaborative skills using the FIVES (Facts, Inference, Vocabulary, Experiences, Summary) Learning Model in elementary school learning. FIVES is a learning model that integrates reading, writing, speaking, and listening skills. This research employed mixed methods with sequential explanatory design. This research was conducted in six implementing schools of the School Literacy Movement (GLS) in Sukabumi district, grouped into North, Central, and South Sukabumi. The research tools employed were tests, observations, interviews, and documentation. The tests were used to measure students' critical thinking skills, while observation, interviews, and documentation were used to find out students' collaborative skills in learning using the FIVES Model. Quantitative data was analyzed using a nonparametric difference test through the Mann Whitney test, while qualitative data was analyzed by using thematic analysis. The study results showed that : (1) there was an increase in students' critical thinking skills at a low level of 57.5%, a moderate level of 43.7%, and a high level of 65%; (2) there was an increase in the category of critical thinking skills, namely students who were in the less category decreased by 45%, the moderately category reduced by 2%, the good category increased by 34.2%, and the excellent category increased by 12.5%; (3) Collaborative skills shows that most of the students have a very good attitude, especially they became more confident, have a positive attitude, appreciate other students in the group, provide mutual support, and build mutual enthusiasm in doing group assignments. Based on these results, it can be stated that the FIVES Model is able to develop critical thinking and collaborative skills of students at elementary schools. It is

ABSTRACT

recommended for future research to use the FIVES Learning Model in elementary school learning using the Independent Curriculum. It is recommended for future research to examine the effectiveness of using the FIVES Learning Model with a wider population and/or involve research samples at different levels, such as learning process at junior and high schools.

Keywords: FIVES Model, critical thinking, collaboration, Mixed Method Research



ABSTRACT

Effectiveness of Service Centres for Distance Education Students

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Abstract

Open Distance Education (ODE) students are required to be independent learners. Students in the Early Childhood Education Teacher (ECET) programme are teachers who are trying to improve their academic qualifications to obtain a bachelor's degree that is linear with their work. Therefore, they study while working. In this process they need help in the learning process. One of them is the UT Service Centre. The satisfaction of students who are members of UT service centres in the region is described in this article. This research was conducted on students of the Early Childhood Education Teacher Programme at Universitas Terbuka. A total of 64 respondents are members of the UT Service Centre. The research used a survey method. A questionnaire was distributed through the G-form platform. The results showed that most of the respondents were dissatisfied with the UT service centre. This was especially the case in relation to teaching materials, online tutorial guidance and funding. However, in terms of individualised services and availability of internet facilities and networks, they expressed satisfaction. The recommendations where the organisation of the UT service centres must be improved and be geared towards the provision of services to students from entry to graduation.

Keywords: effectiveness, student service center, distance education, early childhood education teacher training



ABSTRACT

P Perceptions of Agribusiness UT's Students towards Registration, Tutorial and Examination during Pandemic

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Abstract

Universitas Terbuka (UT) has initiated the development of an online service system since 2000. The existence of the covid-19 pandemic has prompted UT to adapt to changes due to the pandemic. During the pandemic, registration activities, tutorials and exams are entirely online. Registration, tutorials, and exams are three critical activities for the success of students participating in distance learning. The purpose of this article is to describe Agribusiness students' perceptions of the learning process during a pandemic, especially those related to registration, tutorials, and exams. The research design uses an explanatory research design intending to describe student perceptions of learning at UT during a pandemic. The population of this study was all Agribusiness study program students for the 2022.1 registration period. The research sample was students who were members of the academic guidance group from semesters 5-8. The research sample was selected by purposive sampling. Primary data was obtained by distributing questionnaires through WhatsApp groups of students. Meanwhile, secondary data was obtained from reports and documents of the Agribusiness Study Program and the UT website. The collected data were analyzed using descriptive analysis using Microsoft Excel. The results show that most Agribusiness students quickly access the UT online system, understand online instructions, and carry out the online learning process. Obstacles faced by students studying at UT during the pandemic included (1) difficulties in accessing the internet in several remote areas, (2) the limited capacity of the devices they owned, and (3) the existence of a policy of Enforcing Restrictions on Community Activities (PPKM) during the pandemic. Some students agreed that UT responded quickly to various student



ABSTRACT

complaints about registration, tutorials, and exams during the pandemic. Policymakers can use the study results to continuously improve the distance learning process, especially in registration, tutorials, and exams. The pandemic has prompted UT to expand cooperation regarding student access to the internet in response to rapid change.

Keywords: registration, tutorial, examination, pandemic, student perceptions.

Keywords: registration, tutorial, examination, pandemic, student perceptions.



ABSTRACT

OSH 21ST CENTURY SKILLS IN A VUCA ENVIRONMENT

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Abstract

Today, businesses are operating in a VUCA environment. In the VUCA environment, Occupational Safety and Health (OSH) skills are essential for a business's viability and sustainability since they safeguard personnel, ensure legal compliance and standards conformance, reduce operational costs, foster productivity, elevate reputation, and exhibit social responsibility. In a VUCA environment, the risk management process acts as a pillar for business viability and sustainability. With effective risk management, businesses can use it to proactively detect and reduce risks, improve adaptation and resilience, guarantee business continuity, make better decisions, and instill confidence among stakeholders. Businesses may negotiate uncertainty, grasp opportunities, and put themselves in a position for long-term success by managing risks properly. Effective risk assessors are essential to the success of risk management because they provide accurate and trustworthy assessments of potential risks. Hence, through this study, it investigates the criticality of OSH risk assessor skills in functioning in the VUCA environment; and identifies the pedagogical preferences for effective risk assessor program. A quantitative research approach is employed for this study, utilising a three (3) parts survey comprising 25 items. The study involved fifty (50) OSH practitioners as the respondents. The Relative Importance Index (RII) results for OSH risk assessor skills in a VUCA environment, assessed on a ten-point Likert scale, are as follows: applied knowledge of the subject matter (0.88), communication skills (0.87); attention to detail (0.87); risk control techniques (0.87); ethical consideration (0.87); risk assessment methodologies (0.86); analytical thinking (0.85); critical thinking (0.85); data analysis (0.84) and adaptability (0.84). Next, respondents conveyed their preferences regarding pedagogical approaches



ABSTRACT

using a ten-point Likert scale. The Relative Importance Index (RII) scores for these approaches are as follows: problem-based learning (0.83); authentic assessment (0.82); inquiry-based learning (0.81); collaborative learning (0.81); technology integration (0.81); experiential learning (0.81); cultivating creativity and innovation (0.81); project-based learning (0.80); multidisciplinary and interdisciplinary approaches (0.80) and metacognitive strategies (0.79). This study contributes to the design of the OSH risk assessor programme for assisting industries in operating in the VUCA environment by helping them to understand the vision, develop situational awareness, make complex situations clear, and generate hypotheses to address potential risks, all of which lead to more informed decision-making, increased resilience, and efficient resource use.

Keywords: Keywords: VUCA, OSH risk assessor, OSH skills, pedagogical strategies

Keywords:



ABSTRACT

Development of Offline Learning Media Repository for UT-AKSES Indonesia Program

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Abstract

Today, the repository is a potentially rich source of useful information, data, images, and research results. Open source software helps primarily in lowering initial and ongoing costs, eliminating vendor lock-in and allowing for greater application flexibility. The main advantage of open source software is that it is generally free to use like DSpace applications. DSpace is an open source software platform for storing, managing and distributing collections in digital format. The DSpace application supports creating digital archives that are more permanent and shareable than analog archives. DSpace can support a wide variety of artifacts, including learning media. The need for learning media by Universitas Terbuka (UT) students who live in remote parts of Indonesia who do not have reliable internet access have difficulty accessing UT Online is urgently needed. This condition creates a huge digital divide compared to their urban counterparts. For this reason, it is necessary to have support services and one of them is through the UT-AKSES program. This program provides a local server design for a wireless network system named "UT-AKSES" based on offline repository learning media. Offline Internet servers have two (2) main functions to serve the student learning process and support offline Internet network operations. The SSH, DHCP, and DNS servers are used to perform offline Internet network operations. Apache Web Server, Moodle e-Learning, Kiwix, and file sharing for online libraries to aid the student learning process. Kiwix is used to make Wikipedia accessible offline for students. Two major system requirements, namely, performance and affordability, are critical for remote students for Offline Internet operations. Following the desired performance sequence, the Internet server design can use Raspberry Pi 3 or 4, mini pc, or personal computer to serve 100 students. The project also



ABSTRACT

discovered the most feasible service in term of budget, capacity and the reliability services. The compared budget for the server ranges from Rp. 700,000 to 8 million with the wifi-coverage ranges from 10 meters to 2 km. The mini PC seems to become affordable and reliable choice to be implemented for upscaling digital literacy and access for UT students in Internet blank spot areas.

Keywords:



ABSTRACT

The DESIGN OF AUGMENTED REALITY-BASED MOBILE LEARNING OF MOLECULAR GEOMETRY IN CHEMISTRY LEARNING WITH AN ETHNOPEDAGOGICAL APPROACH

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Abstract

Abstract

Learning media is needed to support chemistry learning in molecular geometry material to make it concrete and facilitate students' understanding. Based on this, designing a mobile learning application based on augmented reality is necessary. The steps in making mobile learning applications are adapted from the Borg & Gall (2003) development model, which consists of ten stages. The ten stages are summarized into three parts, namely design, development, and evaluation. This research focuses on the first stage, namely design. 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. Data collection was carried out based on the results of student needs analysis by distributing questionnaires and analyzing the needs of experts based on interviews and literature studies. The results of this study obtained an application design in the form of appropriate content and features in developing augmented reality-based mobile learning material on molecular geometry in chemistry learning.

Keywords: Application design, augmented reality, chemistry learning, mobile learning, molecular geometry



ABSTRACT

IMPROVING STUDENTS' READING INTEREST THROUGH DIGITAL LITERACY

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Abstract

Literacy is the fundamental ability to read, write, and do basic arithmetic. The ability to use digital devices as learning tools is part of students' digital literacy. A study was conducted to examine the influence of digital literacy on students' reading interest in a high school in Surakarta. The aim of this study was to determine whether digital literacy can enhance students' reading interest. The research employed a quantitative approach with a survey method. The sample consisted of 102 respondents selected through purposive sampling technique. Data were collected using a closed questionnaire distributed online through Google Form. The validity of the data was tested through expert judgment. Data analysis was performed using descriptive analysis, simple regression analysis, coefficient of determination and correlation analysis, as well as hypothesis testing using the t-test. The results of the hypothesis testing indicated a significant influence of digital literacy on students' reading interest in the high school in Surakarta. Therefore, digital literacy needs to be considered in enhancing reading interest among elementary school students.

Keywords:



ABSTRACT

RATTAN FURNITURE MAKING FOR COLLABORATIVE E-LEARNING PROJECT : (CASE STUDY: SEOUL TECH UNIVERSITY)

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Abstract

To introduce Indonesian rattan to foreigners, a collaborative e-learning project was conducted between UPH Product Design and SeoulTech Industrial Design. Korean students were provided with round rattan table videos in scale 1:1 and 1:5, technical drawings, material swatches, and an introduction to Indonesian rattan. Scale 1:1 were intended to help students grasp a general understanding of the manufacturing process, while scale 1:5 were made to give opportunity to students to hands-on try making the product. Korean students replicated the manufacturing process, conducted 1:5 trials, and proceeded with furniture redesign tasks. With help of a well-known Indonesian rattan designer, rattan lectures were also conducted to assist students in the design process. This project presented a valuable opportunity to expose foreign students, who had little prior knowledge of rattan, to Indonesian rattan and its cultural significance. All teams averagely managed to replicate well within the given timeframe, while redesign stage would need a longer time and a more intensive assistance in order to comprehend and make good designs.

Keywords: rattan, furniture, collaborative, e-learning



ABSTRACT

RATTAN FURNITURE MAKING FOR HYBRID LEARNING CONTENT : (IN COLLABORATION WITH PT PHILNESIA INTERNATIONAL)

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Abstract

Learning rattan is important for Indonesian furniture designers to create unique and competitive designs that can fulfill market demand and increase the value of Indonesian rattan furniture. To enhance furniture design hybrid learning experience for product design students, authors collaborated with PT Philnesia International, a well-known rattan factory in Cirebon to produce a set of rattan furniture making videos, as a pre-workshop content that students able to view and perform before doing the actual 3-day workshop. The learning contents include an introductory video from an external source, a rattan table technical drawing, a set of scale 1:1 rattan table how-it's-made, and a set of scale 1:5 rattan table how-it's-made. Each set of videos contain clear step-by-step process from material preparation, frame construction, loom attachment, and finishing.

Keywords: furniture, rattan, hybrid, learning, content



ABSTRACT

7-STEP FURNITURE MAKING VIDEO FOR FURNITURE DESIGN ASYNCHRONOUS LEARNING CONTENT

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Abstract

The export-scale furniture manufacturing industry since the pandemic until now has stopped working or reduced the working days / hours of craftsmen, so that the income of craftsmen is lost or reduced. This is also in line with the economic slowdown, especially for the US and Europe as export destination countries. During hybrid lectures, students have problems understanding the practical learning of furniture production. This community service program wants to provide solutions to the 2 problems above by channeling the skills of furniture craftsmen into asynchronous learning content, which can later be accessed by students. There are 3 parties working here: UPH, furniture craftsmen, and industrial partners. UPH as the organizer of community service program, furniture craftsmen as subjects of community service program, and industrial partners as sponsors of equipment and venue loans. Through this first period of community service program, the UPH team aims to: 1) help furniture craftsmen affected by the sluggish export industry earn additional income by channeling their skills through asynchronous learning content; 2) Provide asynchronous learning materials for students about the practice of making a comprehensive variety of furniture directly from expert craftsmen, and complete with technical drawings and original files of the products demonstrated. This period is the first period of the community service scheme which is prepared for 5 years, as a form of study program support for the university's initiative to run blended learning full curriculum integration.

Keywords: furniture, craftsmen, asynchronous, learning

ABSTRACT

THE INFLUENCE OF TUITION FEES AND TEACHING MATERIAL DISTRIBUTION SERVICES ON STUDENT SATISFACTION AT OPEN UNIVERSITY MAJENE

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Abstract

In providing services owned by the Open University, it is necessary to guarantee good quality services from the cost of tuition to the quality of service and distribution of teaching materials that are able to reach all students. It is hoped that with more affordable tuition fees and fast quality teaching material distribution services, the level of student satisfaction as a customer can be maximized. This study aims to determine and analyze the partial effect of costs on student satisfaction at Open University UPBJJ Majene, the partial effect of teaching material distribution services on student satisfaction at Open University UPBJJ Majene and the effect of costs and teaching materials distribution services on student satisfaction at Open University UPBJJ Majene. This research was conducted at Majene Open University. This study used a sample of 100 samples with technical sampling carried out using the Proportionate Stratified Random Sampling technique with determining the number of samples according to Yount. Data collection methods used are observation, questionnaires, and documentation techniques. The analytical method uses multiple regression analysis techniques. The research results found that there is diversity which describes the relationship or relationship of the effect of cost on student satisfaction. Similarly, the teaching material service variables are analyzed based on theoretical concept studies which illustrate that there is a link between teaching material services and student satisfaction.

Keywords:

ABSTRACT

Utilization of Google Doc, Slides, and Sheets in Learning at SMAN 4 Bantaeng
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Abstract

Abstract: This paper discusses the use of Google-based technology, namely Google Doc, Slides, and Sheets, in the learning process at State Senior High School 4 (SMAN 4) Bantaeng. The purpose of this research is to evaluate the effectiveness of using these tools as innovative learning tools and have a positive impact on the educational process in the school environment.

The research was conducted using a combination of qualitative and quantitative research methods. Data was collected through a questionnaire survey of teachers and students at SMAN 4 Bantaeng who had used Google Docs, Slides and Sheets as part of their learning process. In addition, observations and interviews were also conducted to gain in-depth insight into the experiences and views of users of this technology.

The results showed that the use of Google Doc, Slides and Sheets had a significant impact on learning at SMAN 4 Bantaeng. Teachers report that these tools facilitate collaboration between students and teachers, make assignments easier to collect, and allow for real-time feedback. In addition, students also stated that the use of this technology has increased their involvement in learning and facilitated access to learning materials outside of class hours.

However, this paper also identifies some of the challenges faced in the use of Google Docs, Slides and Sheets in the school environment. Some of them are limited internet accessibility, limited knowledge of technology from some teachers, and the need for further training for teachers to optimize the use of this technology.

Based on the results of the research, recommendations were made to schools to increase investment in technology infrastructure and provide appropriate training to teachers. In addition, this research also shows the need for a



ABSTRACT

sustainable approach in integrating this technology into the curriculum in order to maximize its benefits in the learning process.

Keywords: Google Doc, Google Slides, Google Sheets, learning, technology, SMAN 4 Bantaeng, collaboration.

Keywords: Innovation, technology, research projects



ABSTRACT

Meta-Analysis Of The Influence Of The Hypnoteaching Method On Learning Outcomes In Schools

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Abstract

This research study explored the utilization of the hypno-teaching method by an educator aiming to enhance student learning outcomes in a school setting. The primary objective of this investigation is to analyze the influence of employing hypno-teaching on students' academic achievements. The research method involved a systematic review of pertinent literature accessed through Google Scholar using the keywords "learning outcomes and hypno-teaching." A rigorous selection process led to the identification of 12 journal articles and 2 student theses deemed relevant for analysis. Hypno-teaching is an instructional approach that merges hypnosis with pedagogical processes. The findings from this study reveal a significant improvement in student learning outcomes following the implementation of the hypno-teaching method. Quantitative descriptive analysis indicates that the average pretest scores (before the utilization of hypno-teaching) stood at 60.44, whereas the average posttest scores (after the incorporation of hypno-teaching) rose to 78.03. This represents a remarkable 35.46% enhancement in student learning outcomes. Nevertheless, it is essential to acknowledge the limitations inherent in any research endeavor and the various variables that necessitate consideration. While this research contributes substantially to the field of hypno-teaching methodology, further studies with larger and more diverse samples are imperative to validate these findings. Additionally, the effectiveness of the hypno-teaching method may fluctuate contingent upon factors such as student characteristics, teacher competencies, and the learning environment. Thus, continued exploration and refinement of this teaching approach are warranted.

Keywords: hypnoteaching, learning outcomes, school, meta-analysis

ABSTRACT

IOLR INDEPENDENT ONLINE LEARNING READINESS OF INDONESIAN HIGH SCHOOL STUDENTS: A Survey

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Abstract

This paper explores the readiness of Indonesian high school students for conducting an independent online learning in the digital age. Amidst the global shift towards online education driven by the abundance of digital resources and the impact of the COVID-19 pandemic, assessing students' readiness for self-directed online learning becomes imperative. The study employs a self-evaluation questionnaire with six dimensions to gauge students' readiness, including self-concept, self-concept for independent learning skills, learning motivation, access to technology, daily use of technology, and digital skills/literacy for online learning. The survey covers grade 10 and 12 students across Indonesian provinces, utilizing descriptive statistics and visualizations to analyze the collected data. Results reveal that a majority of students are either ready or very ready for independent online learning, with the self-concept dimension showing the highest readiness and the access to technology dimension indicating the lowest. Regional discrepancies in readiness levels are observed, particularly in technology access and digital skills. The study emphasizes the need for tailored strategies to address technology-related disparities. In conclusion, the research underscores the significance of assessing and enhancing students' online learning readiness, offering insights for policymakers and educators to design effective online learning environments and bridge technology gaps, thereby equipping students for success in the digital era. Regular monitoring and adaptation are recommended to align with the evolving technological landscape.

Keywords: online learning readiness, online learning, high school students readiness, digital skills



ABSTRACT

ARTIFICIAL INTELLIGENCE IN EDUCATION AND ITS GOVERNANCE: PERSPECTIVE OF COPYRIGHT LAW

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Abstract

As a domain of science and technology, Artificial Intelligence (AI) opened new horizons for education. Technologies change the ways we teach and learn. While Generative AI tools create new prospects for learning, several concerns also arise. Educators are worried that they cannot differentiate between the output of students' work and the output from AI and this will impact the discipline, originality, integrity, and ethics in such cases. In addition, the problem also potentially arises in the matter of the authorship of the works regarding Copyright Law. This paper examines several legal issues of the utilization of Generative AI through the perspective of Copyright Law. This paper concludes several important points; First, although the framework of Indonesia's copyright law is based on the principle of human authorship, the rapid development of Generative AI must be balanced with an accommodative legal framework, Second, its particular importance to formulate special provisions to guide the implementation concerning the utilization of copyrighted works as the input material for generative AI so that it will not harm the "legitimate interest of the author" in the limit of "normal exploitation of the work" and classified as fair use, Third, it's important for academics and administrators to gain a better understanding of the promise and perils of generative AI, how it will likely impact education, and how it might best govern by encourage the school and universities to develop institutional policies and/or formal guidance concerning the use of digital technology and Generative AI for the future of education.

Keywords: Copyright, Digital Technology, Educational Fair Use, Generative Artificial Intelligence



ABSTRACT

LEARNING FEATURES EVALUATION BASED ON RESEARCH ACCEPTANCE OF DISTANCE LEARNING TECHNOLOGY USING THE TECHNOLOGY ACCEPTANCE MODEL (TAM) : STUDY ON POSTGRADUATE STUDENTS OF THE OPEN UNIVERSITY

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Abstract

The Technology Acceptance Model (TAM) describes the factors that influence the acceptance and adoption of technology by individuals. In the context of education management, TAM is used to understand how educators and students respond to the use of technology in the educational process.

Previous research on Open University postgraduate students shows high student acceptance of the distance learning model in the TAM context. This research then evaluates the features of the learning service website, especially for Postgraduate students and tutors. The research results show that all students use the features on the UT learning services website, related to registration, web tutorials, THE, online exams, and thesis guidance. However, there are still several features that need to be added to these learning services, such as: (a) the quality of the Zoom meeting application is considered better than the Teams application; (b) tutorial time is considered insufficient to deepen the material; (c) tutors and students have difficulty using various learning resources interactively in webinars, due to limited applications and material presented in online tutorial. Furthermore, it is suggested that additional learning service features be added to the integrated website. So that students can access various learning services at UT starting from registration to thesis writing. Likewise, Tutors can carry out various assignments received with single access and supporting features.

Keywords:



ABSTRACT

DIALOGUE AS WAY TO ENGAGE EARLY CHILDHOOD EDUCATION (ECE) STUDENT TEACHERS WITH THEIR LEARNING: A CASE STUDY IN UNIVERSITAS TERBUKA

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Abstract

Universitas Terbuka (UT) is the only university in Indonesia that fully uses distance education (DE) system. UT has Early Childhood Education (ECE) study program and the students are kindergarten and ECE teachers. In UT, the common and the main learning process are given using online which be called online tutorials. This study investigated student teachers' engagement in their learning. The respondents were UT's ECE student teachers who participated in one ECE Writing Scientific Article course during April to June 2023. The research question of this study is how dialogue can increase students' engagement in their learning? For this study, students' engagement will be shown if the students actively participated in the online tutorial and in the WhatsApp group discussion provided by the tutor who were also one of the researchers. To help students to be more engaged in their learning the researchers used dialogue. Students can be called engaged in their learning if the students involved in the discussions and did their tasks. The reason for this study was it was found that in the first 3 weeks of the online tutorial, only 7 from 15 students participated in the online discussion either in webinar tutorial or in WA group. This study used qualitative approach with observation. The data were analyzed descriptively. After the researchers used dialogue with the students, there was a rise in the number of the students who participated in the Writing Scientific Article course. The results of this study was before the course finished in June 2023, there were 13 students who were really engaged in their course which was shown by writing the scientific paper as the tasks of the ECE Writing Scientific Article course. It was shown



ABSTRACT

also that using dialogue with the students can increase students' engagement in learning.

Keywords: distance education, dialogue, engagement in learning, online tutorial



ABSTRACT

Self Directed Learning in MOOCs

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Abstract

The purpose of this study is to survey self directed learning of the wide community participating in the Massive Open Online Courses (MOOCs) program. This study survey used a modified Self Regulated Learning (SRL) questionnaire, adapted to the profile of the community as participants and the characteristics of the Universitas Terbuka (UT) MOOCs program. In 2023, UT offers 23 MOOCs titles, but this study limits only two MOOCs: 1) Open Educational Resources (OER) with 56 participants, and 2) Parenting with 73 participants. MOOCs is a new way of learning for Indonesian citizen as it enables universities and institutions to share their best knowledge to everyone. This paper aims to describe UT efforts to provide a solution in the limited access and quality of education by providing various free courses to wide comunity through MOOCs, that open and can be followed by unlimited number of participants. Two major problems of education in Indonesia consist of: 1) the access of the course that includes the availability and affordability, and 2) issue about the teacher's limitation, infrastructure, and good governance. Through MOOCs, every body can join any courses, and enjoyed read the materials, doing excercises, and doing self assesment. This research revealed two MOOCs in real life, to be more convincing, a Mann Whitney U test was carried out which was used to see whether there were differences in the answers between respondents who took the OER MOOCS and the answers of respondents who took the Parenting MOOCS. In addition, UT's MOOCs is an opportunity to introduce UT to the wider community with the provision of free quality knowledge. MOOCs of UT are now still using Indonesian Language, considering that until now they are dedicated to Indonesian people. MOOCs of UT are developed by using open source platform.

Keywords: Self directed Learning, MOOCs, Universitas Terbuka



ABSTRACT

A Analysis of Micro-credencial Expectations and Challenges in the World of Business and Industry Using Machine Learning

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Abstract

This study aims to explore the views of the World of Business and Industry (DUDI) on the use of micro-credentials (MC) in the context of education and skills development. We applied a qualitative coding technique to the results of focus group discussions with various DUDI representatives. In addition, we utilized the Natural Language Processing (NLP) algorithm, a technique in machine learning, to analyze the FGD transcript text data. From the qualitative coding analysis, several key findings emerged. First, there are different perceptions about MC, and some respondents do not fully understand the concept. Second, DUDI's expectations of MCs relate to their applicability in the world of work, where MCs are expected to provide evidence of relevant skills. However, there are concerns about the extent to which these skills can be applied. Next, we use NLP algorithms to identify patterns and trends in text data. We perform sentiment analysis to measure positive, negative, or neutral attitudes towards MC. We also apply word frequency analysis to identify keywords that appear frequently in the context of DUDI's MC and expectations. The results of this study provide deeper insight into DUDI's view of MC and contribute to our understanding of how MC can better meet the needs of the world of work. This machine learning approach to text data analysis allows us to manually identify patterns that are not so obvious. These results can assist MC providers and educational institutions in developing programs that are more relevant to the changing demands of the world of work.

Keywords:

ABSTRACT

EVALUATION OF THE IMPLEMENTATION OF SCIENTIFIC WORK OF S1 PGPAUD FKIP UT STUDENTS: EVALUATION OF THE IMPLEMENTATION OF SCIENTIFIC WORK OF S1 PGPAUD FKIP UT STUDENTS

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Abstract

This study was conducted with the aim of evaluating the implementation of scientific work of PG PAUD undergraduate students of FKIP UT. The evaluation targets of the research objectives are to: (1) obtain an overview of the ability of students to apply the principles of writing scientific papers; (2) determine the ability of tutors / mentors in carrying out guidance whether it is in accordance with the procedures for scientific work guidance patterns. This research is an evaluation that serves as input for the improvement of future scientific work. The design of this evaluation research is correlational, meaning that it does not hypothesize specifically about the existence of a causal relationship, but only an associative relationship. The reason for using this design is because this study will evaluate the implementation of scientific work by implementing a new mentoring pattern. This research will use the questionnaire data collection method as the main method, interviews and observation and documentation as its complement. While the data analysis techniques used in this research are qualitative and quantitative data analysis. Qualitative data analysis for processing data from interviews and observations, while quantitative data analysis for processing data from the collected questionnaires. This evaluation research resulted in: (1) Scientific work guidance is carried out in accordance with the schedule and guidelines; (2) Scientific work guidance is carried out through online tutorials and webinar tutorials that have been determined; (3) All students improve the results of plagiarism checks with turnitin by a maximum of 30%.

Keywords:

ABSTRACT

THE USE OF ENGLISH FOR TOURISM IMAGE AND BRANDING

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Abstract

Using English for tourism branding and promotion in Indonesia effectively enhances Indonesia's appeal as a tourist destination. This study aimed to investigate the use of English for tourism branding and promotion in Indonesia. It was qualitative research with a case study approach involving domestic and international visitors, local communities, and policymakers as informants. The data collection method was questionnaire distribution, semi-structured interviews, and photos. In analyzing the data, the researcher conducted 6 steps from preparing raw data (transcripts, field notes, images, etc.), organizing and preparing data for analysis, reading all data, coding data (themes or descriptions) by hand or computer, linking themes/descriptions, and then interpret its meaning from the theme/description. The findings presented that respondents tried to use English in tourism objects. However, Indonesian people face some problems when speaking, resulting in a limited selection of sentences like "How are you." However, Indonesian and international respondents used the "Google Translate platform" when communicating. This study may contribute to the acceleration of Second Language Acquisition (SLA) and encounters an impact on boosting proficiency in English as a foreign language, especially for enhancing speaking, which encouraged tourism growth in Indonesia.

Keywords: Google translation, Second language Acquisition (SLA), Speaking fluency, Tourism growth, Tourist.

Keywords: Google translation,, Second language Acquisition (SLA),, Speaking fluency,, Tourism growth,, Tourist.

ABSTRACT

ANALYSIS OF FACTORS INFLUENCING THE ACCEPTANCE OF E-LEARNING MEDIA TECHNOLOGY ON THE EFFECTIVENESS OF DIGITAL LEARNING

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Abstract

This study analyses Factors Influencing the Acceptance of E-Learning Media Technology on The Effectiveness of Online Digital Learning. The population of this study is tutors or teachers who carry out activities using learning management systems (LMS) and online tutorials with MS teams to the Faculty of Economics and Business, Faculty of Teacher Training and Education, Faculty of Science and Technology, and The Faculty of Law, Social Sciences, and Political Science at the Universitas Terbuka, totalling 70 respondents spread across three regional offices in Indonesia, namely UT Ambon, UT Gorontalo, and UT Makassar. The sampling method used in this study is non-probability, namely purposive sampling. The primary data sources for this study are the responses provided by the participants through questionnaires and the results obtained from interviews. The questionnaires were analyzed using correlation and multiple regression analysis, where we summarized a given data set using descriptive statistics. We also addressed the selection of variables using test reliability and test validity. A classical assumption test, including a multicollinearity test, was run to determine whether the variables were related. Once the multicollinearity test was completed, we settled on hypothesis testing to arrive at an inferential population analysis that decided whether a particular claim was statistically significant. The F-test analysis results show that e-learning media utilisation, individual ability, training, and intention to use simultaneously have a positive and significant effect on the effectiveness of digital learning. Based on empirical evidence with t-tests or partial tests with regression models, it is known that there is a positive and significant influence between the use of e-learning media utilisation, and intention to use have a positive and significant effect on the effectiveness of



ABSTRACT

digital learning. At the same time, the training and ability variable has no significance on the effectiveness of digital learning.

Keywords:



ABSTRACT

Utilizing WhatsApp Groups as Virtual Communities for the Preservation of Local Culture in West Lampung

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Abstract

This article aims to explain the utilization of WhatsApp groups as virtual communities in the efforts to preserve local culture in West Lampung. In today's digital era, communication technologies such as WhatsApp have become popular means for people to interact and share information. The article is based on research that employed a qualitative research method, utilizing in-depth interviews and observations as data collection methods.

The research participants were members of the local community in West Lampung who were part of WhatsApp groups dedicated to local community activities. The collected data were then analyzed to identify patterns and themes that emerged. The findings of the research indicate that utilizing WhatsApp groups as virtual communities plays a significant role in the preservation of local culture in West Lampung. Through WhatsApp groups, community members can share information, knowledge, and experiences related to local cultural activities. They can also engage in discussions, coordinate efforts, and organize activities aimed at preserving local culture.

Keywords: WhatsApp Groups, Virtual Communities, Cultural Preservation



ABSTRACT

KEEPING SELOKO POETRY AND POEM OF TRADITION ADAT JAMBI DIGITALLY SAFE: THE UNSWERVING OF ISSUES, OBSTACLES, AND GAPS

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Abstract

The government of Jambi Province wanted to preserve the Malay culture as part of the province's identity. One of the traditions is Seloko. Jambi Province is one of several provinces in Indonesia that share the same cultural history as the Malay with its original culture. Jambi Malay traditional Seloko are expressions that use proverbs, phrases, pantun, and figurative language to convey messages, suggestions, morals, and other important information. This article's goal is to describe the Seloko Adat Tradition's digital preservation in Jambi, which is currently difficult to do. It does so by outlining the difficulties, knowledge gaps, and problems involved. The investigation was conducted using a descriptive analytical analysis coupled with observations of the current digital preservation support. The digital preservation in this article provides a snapshot of the work that the government, academics, librarians, locals, language offices, and Lembaga Adat have already accomplished to preserve the collection so that everyone can learn about the Seloko Tradition Adat in the province of Jambi.

Keywords: Seloko, Digital Preservation, Information Society

ABSTRACT

PHENOMENOLOGY STUDIES: ACCOUNTING GAMES AS METHOD SIMULATION ACTIVE LEARNING FOR UNDERSTANDING ACCOUNTING IN I-GENERATION

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Abstract

The rapid development and growth of technology have implications for innovation in the field of education. Accounting learning in a monotonous class with learning that is embedded in the teacher is an old way that gives the impression that learning is only centered on the teaching staff. Accounting learning education is not limited to understanding but there are other components in terms of intellectual intelligence, emotional intelligence, and social intelligence. Generation-I is the youngest generation in the order of human evolutionary life, where they were born in a world of sophisticated technology so the methods in the process of growth and development while learning and education must be adapted to the times. A new way of learning as in the concept of independent learning is one way to follow the implementation of learning for Batch I students. This research was conducted with the aim of observing and studying students in independent research to solve accounting learning problems using learning simulations designed with the learning accounting game method project based. Phenomenology is used as a tool to analyze students' understanding of accounting with the project-based learning accounting game method because it can observe directly and exploratively existing situations. This research is qualitative descriptive research with the type of phenomenological research with observation techniques, interviews, and documentation. This research was conducted on class XII high school (SMA) students at SMAN 4 Tangerang Selatan and SMA Dharma Karya.

Keywords:

ABSTRACT

STUDY OF THE FACTORS CAUSING THE MAJORITY OF STUDENTS TO GET D AND E GRADES IN COURSES IN THE MATHEMATICS EDUCATION STUDY PROGRAM OF THE UNIVERSITAS TERBUKA

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Abstract

This study analyzes the factors contributing to most students obtaining D and E grades in certain courses in the Mathematics Education Study Program of the Universitas Terbuka. The method used in this study is document analysis, which involves collecting and reviewing documents such as course competencies, syllabi, teaching materials, evaluation tools, tutorial processes, and course scores. The results of the analysis show that several factors contribute to the high number of students who get low scores in the course, namely: 1) the course is classified as abstract; 2) Material that is complex and not by the student's level of understanding; 3) Evaluation of the test with the number of questions is not by the processing time; and 4) low levels of student participation in tutorials. This research provides deep insight into the factors that play a role in obtaining low scores in courses in Mathematics Education at the Open University. The implications of these findings involve refining learning materials and exam materials and improving the quality of tutorials. This research is expected to improve the quality of learning in the UT Mathematics Education Study Program and similar learning environments.

Keywords:

ABSTRACT

EVALUATING GENERATIVE ARTIFICIAL INTELLIGENCE AND INTERNET SEARCHES IN FOREIGN LANGUAGE GRAMMAR LEARNING: EXAMINING THE ROLE OF EXPERTS THROUGH A STUDY ON VOCABULARY BEGINNING WITH “MER-” IN MALAY

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Abstract

This study aimed to clarify the usefulness and limitations of generative artificial intelligence (AI) and online information in the self-study of foreign languages, and to reassess the domain of roles that humans, such as language teachers and experts, should perform. As a learner of Malay, the author attempted to pursue this objective by seeking solutions to grammar-related questions that arose during the process of learning Malay without directly asking teachers or specialists, instead posing questions to generative AI or conducting Internet searches.

The author first pursued the question of using the form "mer-" as a prefix-like element in Malay. The author attempted to resolve this question by applying it to generative AI, including ChatGPT, and by conducting an Internet search. It transpired that the generative AI could not distinguish between prefixes and other elements, and thus failed to resolve the question. Next, through an Internet search and reviewing literature, although no discussions on "mer-" were found in Japan, the following three positions regarding "mer-" were observed in Malaysia: (1) the prefix "mer-" does not exist at all, (2) "mer-" used to be a prefix in the past but was no longer considered as such, and (3) it should be "mar-" instead of "mer-." However, it was not possible to obtain information on whether there possibly were other positions, or if one of these positions had been conclusively proven to be correct. Translations by ChatGPT proved to be useful for understanding literature written in Malay. Internet searches were effective in identifying the relevant literature, even with small search terms. Language teachers and experts are needed for answering to



ABSTRACT

learner's grammar-related questions. They would also contribute to the development of specialized AI capable of answering grammar-related questions, enabling AI to fulfill this role for learners in the future. Language teachers and experts can then focus on researching other unresolved issues.

Keywords:



ABSTRACT

THE IMPACT OF THE SALUT APPLICATION ON ADMINISTRATIVE EFFECTIVENESS OF LEARNING GROUP ADMINISTRATORS at the OPEN UNIVERSITY

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Abstract

The Open University (UT) as a State University which is the pioneer of Distance Education (PJJ) in Indonesia has a big responsibility in providing distance learning. In supporting PJJ, UT provides study groups (Pokjar) in various regions in Indonesia to support learning activities and student administration, starting from helping prospective students register themselves, registering courses, accompanying lectures and exams, to helping students who experience problems in the process lectures. Pokjar administrators are UT partners who are UT's extensions in serving and helping students who live in regions to be successful in their studies. UT provides incentive rewards to Pokjar management according to the details of their work serving students based on the rules that apply at UT. However, data in the field shows that there are often discrepancies between the work reports of Pokjar management in the field and the detailed written rules regarding Pokjar. It is often found that the administration of Pokjar administrators is very chaotic, Pokjar administrators are unable to show evidence of the activities they are carrying out but claim their rights regarding the work. For example, not being able to show evidence of the number of students who were provided with services on the grounds that records were lost, not guiding students but having data on the number of students being mentored so that the administrative problems of Pokjar administrators became the main problem and a solution had to be found. This study aims to create applications that support administrative and reporting processes so as to minimize errors when managing working groups and see the impact of using the application on administrative effectiveness. The study population was 4 UPBJJ UT Bengkulu staff and the Pokjar Management

ABSTRACT

consisting of 21 people. There were 25 research respondents who were taken using the census method in which the entire population would be sampled. Data analysis used a qualitative descriptive method. The results of the research have produced an application that is very helpful for the administrative system of the Pokjar management, including monitoring; Updated Pokjar / Salute Database, New Student Database Per Pokjar Per Period, Database of New and Old Students Per Pokjar Per Period, Information on student payment progress Per Pokjar for follow-up, Database of Active Students (New and Old) Per Pokjar Per Period, Monitoring Reports Pokjar Activities, Monitoring Pokjar Financial Reports, Controlled Tutorial Monitoring Process Per Pokjar.

Keywords: Impact, 'salut' application, effectiveness, administration, study group



ABSTRACT

Revolution or risk? Exploring the pros and cons of ai and chatgpt in higher education

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Abstract

AI and ChatGPT have brought about a revolution in higher education, providing opportunities for increased efficiency, personalization, and access. However, these new technologies also bring potential challenges and risks. This research explores the pros and cons of using AI and ChatGPT in higher education, with the aim of providing a more integrated and holistic view of the role and impact of these technologies in academic contexts. In order to conduct this research, information from primary, secondary, and tertiary sources was gathered, and secondary data, also known as library research, was assessed. The problems (issues) that have arisen as a result of this research are addressed using positivism, interpretive, and critical methodologies. The descriptive-prescriptive nature of this research employs content analysis. The results show that the use of AI and ChatGPT in higher education has a number of significant advantages. These include increased efficiency in administration and assessment, the ability to personalize teaching and learning, and the potential to improve student access and engagement. AI and ChatGPT can assist in data analysis to inform educational policy and practice, as well as in providing personalized and responsive learning assistance. However, the research also identified a number of risks and challenges. Issues of ethics and data privacy, including how student data is collected, analyzed, and used, are key areas of controversy. Other risks include the potential misuse of AI and ChatGPT, such as unethical or discriminatory use, and the effects on students' interpersonal relationships and psychological well-being.

Keywords: Artificial Intelligence (AI), ChatGPT, Academic Policy, Pros and Cons, Tech Revolution

ABSTRACT

PREPARING FUTURE-READY LEARNERS: 21ST CENTURY SKILLS IN AN OPEN AND DISTANCE LEARNING EDUCATION IN MALAYSIA

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Abstract

The 21st century requires a dynamic, flexible and highly skilled workforce to ensure that the sustainability of economic growth remains viable in a period of volatility, uncertainty, complexity and ambiguity. Digitalisation has also changed the way it is in every aspect of life and its rising significance could not be taken lightly. Education is no exception and has undergone significant changes over the years, such as the introduction of online learning compared to brick-and-mortar education, and the emergence and adoption of new technologies. Graduates produced by the education system must be globally competent and competitive for the 21st century. It poses a challenge to higher education providers to provide their graduates with the capacity and disposition to embrace and act on global issues. A future-ready education system gives priority to the cultivation of innovative individuals with creativity, critical thinking, and cognitive abilities. It is vital to be future-ready in education moving away from the conventional teaching method. A transformative educational approach is needed to nurture an adaptive, inquisitive person with strong skills and values to meet the demands of the 21st century and beyond. This paper aims to study the significance of 21st century skills in preparing future-ready learners in an open and distance learning (ODL) institution in Malaysia. The results of this paper could provide insights to the various stakeholders to formulate appropriate teaching and learning processes, to develop and nurture 21st century skills among graduates in ODL institutions while sustaining the economic growth in Malaysia.

Keywords: 21st century skills, open and distance learning, future-ready education



ABSTRACT

Students and Faculty Level of Knowledge and Awareness of Digital Citizenship in Distance learning Environment

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Abstract

COVID-19 pandemic has changed the education landscape and increased the acceptance and adoption of distance educations by both individuals and academic institutions. The rise in e-learning and distance education and the increased access to the Internet and learning technology, it becomes critical that provide positive, safe, legal, and ethical behavioural online. While COVID 19 acerated the use and adoption of online learning, it also highlighted the importance of fostering effective digital citizenship given the level of misinformation and conspiracy theories generated spread on the Internet and social media about the pandemic. In this study, the researcher examined the students and faculty perception of digital citizenship practices in distance learning environments at Al-Quds Open University. The study used a mix method approach with 8 faculty participating in the qualitative interview and 559 students participating in the quantitative survey. The study's findings revealed that while students and teachers were aware of digital citizenship principles, they lacked in-depth understanding and knowledge of topics like digital rights, digital security, and digital ethics. Faculty and students both believed that digital citizenship is vital and required for protecting students' privacy and cultivating ethical technology use. Students and faculty both agreed on the importance of incorporating digital citizenship skills like digital rights, digital security, and digital ethics within e-learning curricula.

Keywords: digital citizenship, distance learning, e-learning, mixed method, Al-Quds Open University



ABSTRACT

Developing generative-AI video for learning invertebrate biology in higher education

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Abstract

The use of generative-AI includes the field of higher education. Instructors may develop learning material using artificial intelligence. The product of the generative may include text, image, and video. Previous studies on using generative-AI are mostly on producing text and its consequences. Meanwhile, teaching invertebrate animals in biology requires videos as parts of learning material. In this study, the researchers develop videos of body structures, activities, and ecology of invertebrate animals. The researchers use GoeYAI as the generative AI tool. The video development process begins with analysis of the need of students for video that can help them learn invertebrate biology. The need analysis found that there are four invertebrate animals for the video development. The animals are jellyfish, anemone, dragonfly, and squid. The researchers determine the prompt for the AI tool. The video resulted in the process are analysed by respondents. Respondents are students of department of biology, faculty of science and technology, Universitas Terbuka. **Keywords:** generative-AI, invertebrates, biology, higher education, animal

Keywords:

TRANSITION OF UNIVERSITAS TERBUKA FINANCIAL MANAGEMENT ACCOUNTING FROM PUBLIC SERVICE AGENCY ENTITIES TO LEGAL ENTITIES

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Abstract

In 2022, the change in status from Universitas Terbuka (UT) from "Public Service Agency State University (PTN BLU)" to "State University with Legal Entity (PTN-BH)" made many changes to university governance, one of which was in the financial aspect. This research was conducted to examine the planning and budgeting transitional strategy during the transformation of legal entities, where institutional management authority was exercised independently, including autonomy in financial management. The financial planning system, financial information system, implementation and accountability information system as well as budget reporting was then redesigned to financial needs with PTN-BH regulations. PTN-BH's financial management autonomy is a form of delegation of authority to the PTN-BH's Articles of Association, the separation of state assets which gives rise to state law consequences. This study uses a qualitative descriptive method with a legal approach and a conceptual approach, data collection methods in-depth interviews and documentation review. The results is that the preparation and implementation of the UT transition in the financial sector went through the initial stages of forming a team in the financial sector that compiles financial planning structures, accounting policies and financial reporting, development of systems and procedures for budgeting, financial reporting, financial performance evaluation systems and system development financial management and endowment fund.

Keywords:

Enhancing Metacognitive Strategies for Distance Education Students through Structured Feedback

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Abstract

Distance education has become a significant trend in recent years, especially amidst information and communication technology development. However, the challenge faced by distance education students in general is the lack of direct interaction with lecturers, tutors, and classmates, which can affect their ability to solve learning problems. Metacognition is an individual's ability to understand, control, and regulate their cognitive processes to decide the most appropriate problem solver. To support students' metacognitive abilities during the learning process, choosing learning strategies is very important in helping students develop their independent learning abilities. For this reason, this research was conducted to see whether providing structured feedback is able to explore and improve the metacognitive strategies of distance education students in solving learning problems.

This research uses a qualitative approach by involving distance education students as research respondents, especially educational technology students who are taking the Final Project (TAP) course. This research involves a series of activities starting from observing the learning process at Tuton (observation), where tutors develop students' metacognitive abilities by providing feedback in stages, including data collection through interviews and document analysis. The results of the research show that providing continuous feedback can improve the metacognitive strategies of distance education students, their learning resilience becomes more independent and they are able to develop more effective literacy skills, they develop a liking for learning, they are trained to think higher to answer learning problem-based questions.

Keywords: Distance education, Metacognition, Learning Strategies, Structured feedback

A THEORETICAL FRAMEWORK FOR ENHANCING FLEXIBILITY AND COLLABORATION IN METAVERSE-BASED NETWORKING LABS

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Abstract

The advent of online education has significantly altered the educational landscape, offering unprecedented accessibility and flexibility. However, it has also posed challenges, particularly in disciplines like networking labs that rely heavily on hands-on, experiential learning. The existing literature corroborates this challenge, emphasizing the need for interactive and engaging learning experiences that can rival traditional classrooms. Addressing this challenge, the paper introduces a groundbreaking approach that conceptualizes a theoretical framework for a metaverse - a virtual learning environment tailored for networking labs. This framework aims to offer a solution that is not merely an adaptation of physical labs but a transformative educational experience. The metaverse is designed to be a close simulation of a physical networking lab, enriched with a variety of network devices and tools. These elements are carefully selected to enable learners to design, configure, and test networks in a collaborative and interactive manner. The design is informed by existing educational theories and models that advocate for experiential learning and interactive engagement. The paper meticulously outlines the foundational elements of the theoretical framework for this metaverse. It aims to bridge the existing gap between traditional and digital learning environments by offering a forward-looking, theoretically grounded solution. The framework is expected to undergo empirical validation through rigorous user studies, thereby affirming its potential as a transformative tool in the rapidly evolving educational landscape.

Keywords: online education, networking labs, experiential learning, metaverse

GOOD PRACTICES AND LECTURER PERCEPTIONS OF OPEN AND DISTANCE LEARNING MEDIA THROUGH UT RADIO IN UNIVERSITAS TERBUKA

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Abstract

This study aims to identify good practices and describe the lecturers to UT Radio as media teaching and learning, supporting, and inhibiting factors in organizing UT Radio media. The method used is a Qualitative research with descriptive methods. Study subjects are lecturer, material and UT Radio teamwork. The research instrument through observation sheet, interview, and documentation. Respondents who participated were resource persons or presenters in the UT Radio program with 248 respondents. The research findings show that the broadcaster's performance questionnaire and the management and management of UT Radio are valid and reliable. The coefficient of validity is high for both variables: α broadcaster performance = .96 and α management and management = .94. Cronbach's Alpha was also high, indicating good internal consistency among validator ratings ($\alpha = 0.79$). In comparison, interviews were conducted on 5 informants with the same variable. The results showed that the lecturer has the same perception, positive perception: (1) The positive perception of lecturer is that they are accommodating and facilitate the learning process toward UT radio (2) enforcement and management of UT radio is good (3) obstacle to lecturer' use of UT Radio media is the limited ability of tutor to make instructional media (4) not all lecturers using media like power points and videos (5) several conditions when broadcasting using zoom for eastern Indonesia are constrained by the internet network (6) factors supporting tutor in using UT Radio media is the lack of instructional media for teaching science material (7) broadcast services are still on one-way communication and do not provide interactive communication, especially with students as listeners. For that tutors need to develop a more innovative learning media.

Keywords: Good Practices, Lecturer Perception, UT Radio, Distance Learning



CONTINUANCE INTENTION FACTOR IN USING OF ONLINE TUTORIAL: PERSPECTIVE OF BUSINESS ADMINISTRATION STUDENTS OF UNIVERSITAS TERBUKA

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Abstract

The aim of this study is to analyse the continuance intention factor of online tutorial. Online tutorial is the highest learning assistance chosen by students in business administration program. In other hands, number of students who continue to register semester by semester is decreasing compared to the previous semester. As the most popular learning assistance, it is important to examine learners' perceptions of online tutorials to increase the number of students who continuing their education. This study integrated the model of expectation-confirmation model (ECM) and theory of planned behaviour (TPB). A questionnaire was distributed online to collect the data from 326 business administration students who used online tutorial. The data were analysed with Partial Least Square to test the model and hypotheses. The findings demonstrate a substantial relationship between the intention to continue online tutorial and perceptions of subjective norms, perceived behavioural control, and perceived levels of satisfaction. Perceived utility and perceived enjoyment also have a big impact on how satisfied students are with online tutorial. The sample of study is only carried out one of study program. Limited sample might have had some impact on the nature of intention to continue using online tutorial. The study gives insights for the policy makers to increase the number of active students. This study highlighted the importance of satisfaction in increasing continuance intention of online tutorial in the context of open and distance higher education.

Keywords: continuance intention, satisfaction, online tutorial

Improving Metacognitive Strategies Distance Education Students through Structured Feedback

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Abstract

Distance education Far has become a significant trend _ in several years, especially in the middle development of technology information and communication. However, there are challenges faced by students whose education distance far away in general such as a lack of interaction directly with lecturers, tutors, and friends' class, who can influence the enhancement ability they solve problems. Metacognition is the ability of individuals To understand, control, and regulate cognitive processes they are Alone in deciding the most appropriate problem. To support ability metacognition students during the learning process selection of learning strategies become a very important thing in helping student develop the ability to Study independently. That study provides structured feedback capable of exploring and improving metacognitive strategies student education distance Far in solving problem learning. This approach qualitative involves student education distance Far as respondents research, esp student Technology education that takes the subject Final Program Assignment (TAP). Study This involves a series of activities starting from observing the learning process at Tuton (observation), where the tutor develops enabling metacognitive students through providing feedback regularly, including data collection via interviews and analysis documents. Research results show providing feedback regularly going continuously is capable of improving metacognitive strategies student education distance far, power stand Study becomes more independent and capable develop ability literacy more effectively, growing favorite learn, train think taller for answer questions based problem learning.

Keywords: Distance education, Metacognition, Learning Strategies, Structured feedback



