Application of Information Technology and Learning Motivation during the Covid-19 Pandemic

Nurul Hikmah Kartini[1*], Chandra Anugrah Putra[2], Muhammad Noor Fitriyanto[3]

[1] Educational Research and Evaluation, University Muhammadiyah Palangkaraya, Palangkaraya, Indonesia
[2,3] Technology Education, University Muhammadiyah Palangkaraya, Palangkaraya, Indonesia
* Corresponding author: fruit.duriyan@gmail.com

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ABSTRACT

The purpose of this study was to utilize information technology and increase learning motivation during the Covid 19 period. The subjects of this study were teachers in the city of Palangkaraya. The research stages were initial observation and socialization of activities, opening of activity registration, making modules, implementing activities, giving structured assignments, evaluating, publishing, monitoring, and reporting. The conclusion is E Learning using edmodo is an affective way of implementing distance learning, the very good and enthusiastic teacher input indicates that edmogo is a solution to the use of information technology during the Covid 19 pandemic, The learning motivation that students feel needs to be improved in the first way is to increase teacher motivation in teaching, with high teacher motivation in teaching, the teacher will try to develop their skills in selecting and making interesting teaching materials.

1. Introduction

At this time the development of the world of education has entered the technological era. The influence of this technology greatly affects the education system of a nation. In this era, the role of technology is very important, if people in a country cannot optimize the role of technology, then it can be ascertained that the quality of education in that country is left behind with other countries.

The world of education in Indonesia is especially endemic in the outbreak of the covid-19 pandemic virus, which has had to impact the necessity of changes in the way of teaching teachers who are now online or online. The role of information technology in education allows the realization of online learning that is effective, fun and monitored. The role of information technology in delivering material, exercises and exam questions is acknowledged to be very supportive.

One example of the use of information technology in education is by utilizing technology sources including smartphones, laptops / notebooks and internet networks, while the use of information includes whatsapp, googlemeet, edmodo, zoom, skype, webex and others.

Information technology strongly supports teachers in teaching online and is also stand alone in facilitating the teaching and learning process. Through information technology we can find and seek any information we need, whether it is text, images, audio, video. Students are also made easier in exploring various information that will be included according to the interests of these students.

Learning is no longer limited by classrooms, this is in line with the mandate of the minister of education that students must be free to learn. Learning can be done outside the classroom, distance learning, and learning can be done anywhere.

Utilization of information technology has one of the obstacles including the lack of a maximum of teachers and students in using the technology. So far, there are still many teachers who have not been able to take advantage of information technology facilities. Teachers still tend to use old or traditional techniques in learning or what is often called teacher-centered learning.

Even though students are not just passive objects in learning but can become subjects who interact directly in learning. If designed properly, technology can make a maximum contribution to learning and help students and teachers practice skills using information technology, which is one of the 21st century skills.

In addition to the maximum utilization of technology, the thing that needs to be considered in the midst of the 19th plague is the learning motivation of students. The findings in several schools were that many teachers complained about the lack of high motivation of students in accessing material through information technology. The obstacle to the lack of motivation to learn among them is the lack of support for facilities in accessing lessons. The second factor is the uneven internet network in the areas where students live. The third factor is the learning atmosphere outside the school which is less supportive of the creation of student learning concentration. The fourth factor is the lack of training and tutorials in using information technology. And the fifth factor is the difficulty of supervision or control by the teacher if there are some students who rarely participate in learning through online methods.

2. Methods

The community service activities will be carried out in the form of material delivery and workshops. The material given to participants is presented in the form of presentations and comes with practice.

Material I Learning Motivation and Introduction to Macromedia Flash animation and Material II Edmodo.

In carrying out this community service activity, we also involve alumni. Actually, at the beginning we expected the involvement of students, but due to the Covid-19 pandemic conditions and most of the students returned to their villages, it was not possible to involve students in this community service activity. The objectives of this workshop are: Participants in the activity can understand "edmodo" as part of an alternative to e-learning, participants can create an account and complete structured assignments on the edmodo board, participants are able to have the motivation to improve the quality of online learning in their schools, participants are able to know which sites provide learning materials and resources similar to macromedia flash to help the learning process.

The use of information technology and motivation to learn during the Covid 19 pandemic was carried out in several stages of activities, namely:
a. Initial observation and socialization of activities.
b. Opening of registration of activities.
c. Module Creation.
d. Implementation of activities.
e. Structured assignments.
f. Evaluation.
g. Publication, monitoring and reporting.

3. Results and Discussion

3.1 Description of Activities

The stages of the workshop activities carried out in detail are described as follows:

1. Initial observation and socialization of activities

    Community service activities began with the observation of two schools belonging to Muhammadiyah charities at the elementary level, namely SD Muhammadiyah Palangkaraya and SD Aisyiyah Unggulan-Bukit Tunggal-Palangka Raya. In this stage, the aims and objectives of the implementation of the "information technology utilization workshop" are conveyed to the principal in that place.

2. Opening activity registration

    After observation, the next step is to open the registration link to determine the activity participants. After 2 (two) weeks of opening, it turns out that the respondent was SD Aisyiyah Unggulan Palangkaraya, while SD Muhammadiyah Palangkaraya has not been able to participate in the activity because it coincided with the admission of new students. The number of teachers who are willing to actively participate in the activities is 8 (eight) people.

3. Module creation

    There are 2 (two) types of modules made, namely modules related to edmodo and guidance materials for strengthening learning motivation. Modules are made based on library sources and developed by the community service team.

4. Implementation of activities

    Referring to the predetermined timeline, the workshop is ready to be carried out. The 1st session workshop was held on Thursday, July 16 2020 starting at 08.00 - 14.00 WIB at the Computer Laboratory, Muhammadiyah University of Palangkaraya.

5. Structured assignments

    After brief material and practice, the next stage is structured assignments. Session 2 was carried out with a structured task approach that was collected in the next 3 (three) days.

6. Evaluation

    To see the shortcomings and strengths of an activity, a filling link was created as material for the evaluation of the activity. The google form link is filled in immediately after session 1 ends.

7. Publication, monitoring and reporting

    According to the existing community service guidelines, the output must be required to assess the indicators of the success of this activity. Publications in the mass media as well as uploading of activity videos on the Faculty / FKIP

youtube site have been carried out (link and news attachment attached). In addition, the mandatory output that the team tried to fulfill was an article published in the external community service journal of UM Palangkaraya. The module that has been developed by the team will also endeavor to issue IPRs before the end of the year (all files are attached). Monitoring and reporting activities will follow the schedule set by LP2M referring to the established guidelines.

3.2 Discussion

The workshop activities run smoothly in accordance with the expected objectives of the activity which begins with an opening by the head of the community service team Dr. Nurul Hikmah Kartini, S.Si., M.Pd. The participants were very enthusiastic and active in participating in the activity. The demands of distance learning during this pandemic certainly expect teachers to be able to understand and be skilled in the use of e-learning. Apart from the zoom meeting and google classroom which have been introduced some time earlier, there is one interesting type of e-learning to learn, namely edmodo. Besides being able to log in as an account as a teacher and student, Edmodo's advantages are, but parents can also monitor the activity of this account. Its attractive appearance, like the usual social media display, makes the process of delivering material very easy to understand. The teachers managed to create an account and practice the Edmodo stages right up to question making. The first speaker from the community service team who delivered material about edmodo was M. Noor Fitriyanto, M.Pd. who is a lecturer from the Information Technology Study Program.

The next material was delivered by Dr. Chandra Anugrah Putra, M.Ikom on strengthening learning motivation during the Covid-19 pandemic which is associated with the use of creative learning resources such as flash animation displays that help teachers in the learning process. The need for teachers to be highly motivated so that they are ready to provide online learning as requested by the Education Office.

The availability of facilities and infrastructure in the form of a computer laboratory owned by the Muhammadiyah University of Palangkaraya to support the Tri Dharma of Higher Education plays an important role in helping the success of the workshop activities. The internet network is also stable so that activity participants can easily follow the material and practice it through the existing computer.

But of course, there is always a record in every activity that is carried out. Even though the time allocated for the workshop activities is 20 hours, of course it has not been maximally able to meet the cognitive levels and skills acquired. But at least, by understanding Edmodo and providing reinforcement of this motivation, it can change the cognitive level and skills of teachers from those who are not yet capable.

4. Conclusion

Conclusion:
1. E Learning using edmodo is an affective way of implementing distance learning, the very good and enthusiastic teacher input indicates that edmogo is a solution to the use of information technology during the Covid 19 pandemic.
2. The learning motivation that students feel needs to be improved in the first way is to increase teacher motivation in teaching, with high teacher motivation in

teaching, the teacher will try to develop their skills in selecting and making interesting teaching materials.

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