



PEMANFATAN TIK UNTUK PENGAJARAN BAHASA

Prof. Herman Dwi Surjono, Ph.D.
Dosen FT dan PPs UNY
<http://blog.uny.ac.id/hermansurjono>

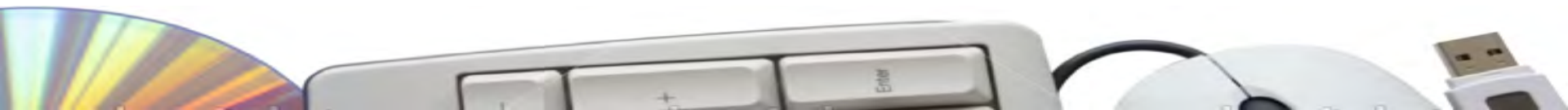


**Prodi S3 IPB Program Pascasarjana UNY
2020**

Outline



- Pemanfaatan TI dalam Pendidikan
- Fenomena Kemajuan TI
- Trend TI untuk Pembelajaran
- Pembelajaran di Era 4.0
- Pemanfaatan TI Dalam Pembelajaran
- TI dalam Language Teaching
- E-learning dan Blended Learning



Tujuan Pembangunan Berkelanjutan

(Versi PBB)



SUSTAINABLE DEVELOPMENT GOALS

17 GOALS TO TRANSFORM OUR WORLD



Peningkatan Kualitas Pendidikan (SDG 4 PBB): Melalui Pemanfaatan TI



Pemanfaatan TI

Access: TI untuk memperluas akses pendidikan bagi semua orang (e-learning, m-learning)

Quality: TI untuk meningkatkan kualitas pembelajaran (MPI, animasi, simulasi)

Equity: TI untuk memberi kesempatan belajar yg sama (VC, PJJ, MOOC)

Lifelong Learning: TI untuk mendorong belajar sepanjang hayat (Sosmed, Internet, Youtube)





Fenomena Kemajuan TI



Digital in Indonesia 2020



JAN
2020

INDONESIA

THE ESSENTIAL HEADLINE DATA YOU NEED TO UNDERSTAND THE STATE OF MOBILE, INTERNET, AND SOCIAL MEDIA USE



INDONESIA

TOTAL
POPULATION



272.1
MILLION

URBANISATION:

55%

MOBILE PHONE
CONNECTIONS



338.2
MILLION

vs. POPULATION:

124%

INTERNET
USERS



175.4
MILLION

PENETRATION:

64%

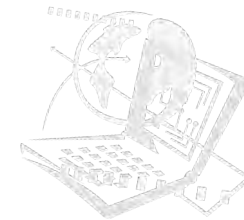
ACTIVE SOCIAL
MEDIA USERS



160.0
MILLION

PENETRATION:

59%



Digital in Indonesia 2020

JAN
2020

DAILY TIME SPENT WITH MEDIA

AVERAGE DAILY TIME THAT INTERNET USERS AGED 16 TO 64 SPEND WITH DIFFERENT KINDS OF MEDIA AND DEVICES



INDONESIA

USING THE
INTERNET



we
are
social

7H 59M

USING
SOCIAL MEDIA



we
are
social

3H 26M

WATCHING
TELEVISION*



we
are
social

3H 04M

LISTENING TO MUSIC
STREAMING SERVICES



we
are
social

1H 30M

USING A
GAMES CONSOLE



we
are
social

1H 23M

Digital in Indonesia 2020



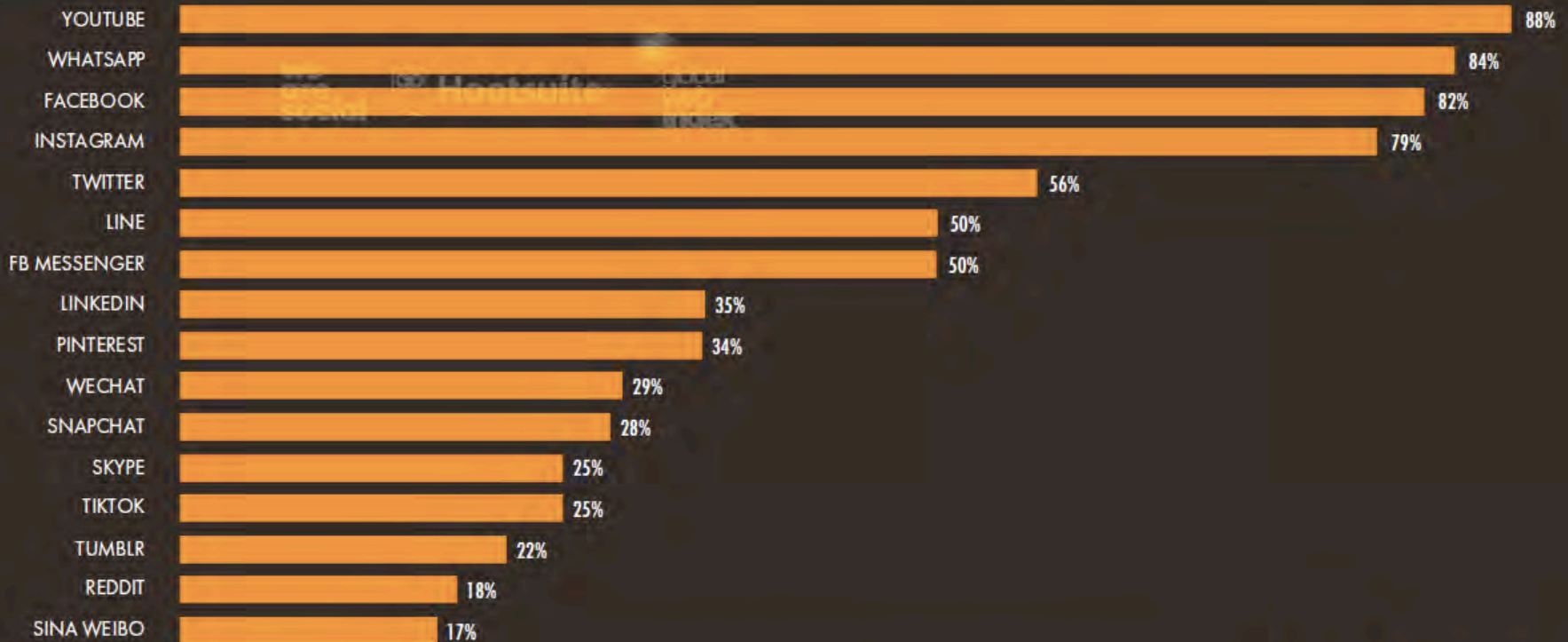
JAN
2020

MOST-USED SOCIAL MEDIA PLATFORMS

PERCENTAGE OF INTERNET USERS AGED 16 TO 64 WHO REPORT USING EACH PLATFORM IN THE PAST MONTH



INDONESIA



Digital in Indonesia 2020



JAN
2020

MOST-VISITED WEBSITES (SIMILARWEB)

RANKING OF TOP WEBSITES BY AVERAGE MONTHLY TRAFFIC ACCORDING TO **SIMILARWEB**



INDONESIA

#	WEBSITE	CATEGORY	MONTHLY TRAFFIC	TIME PER VISIT	PAGES PER VISIT
01	GOOGLE.COM	SEARCH	1,689,000,000	8M 53S	7.3
02	YOUTUBE.COM	STREAMING VIDEO	651,300,000	26M 17S	10.4
03	FACEBOOK.COM	SOCIAL	644,800,000	8M 47S	8.7
04	TRIBUNNEWS.COM	NEWS & MEDIA	216,700,000	4M 24S	3.0
05	DETIK.COM	NEWS & MEDIA	156,700,000	5M 20S	3.3
06	INSTAGRAM.COM	SOCIAL	107,500,000	8M 04S	11.8
07	WHATSAPP.COM	SOCIAL	105,700,000	2M 08S	1.7
08	UCWEB.COM	BROWSER HOMEPAGE	102,300,000	1M 35S	1.7
09	KOMPAS.COM	NEWS & MEDIA	98,950,000	4M 51S	2.2
10	TWITTER.COM	SOCIAL	90,260,000	11M 45S	13.0

SOURCE: SIMILARWEB (JANUARY 2020). FIGURES BASED ON MONTHLY AVERAGES FOR Q4 2019. **NOTES:** CATEGORIES AND CATEGORY DEFINITIONS AS PER SIMILARWEB'S DEFINITIONS. 'MONTHLY TRAFFIC' DOES NOT REPRESENT UNIQUE VISITORS. 'TIME PER VISIT' FIGURES REPRESENT THE AVERAGE DURATION OF USERS' VISITS, MEASURED IN MINUTES AND SECONDS. **ADVISORY:** SOME WEBSITES FEATURED IN THIS RANKING MAY CONTAIN ADULT CONTENT. PLEASE USE CAUTION WHEN VISITING UNKNOWN WEBSITES.

we
are
social

Hootsuite®

2019 This is What happens in an INTERNET MINUTE

facebook
973,000 Logins

 481,000
Tweets Sent


 174,000
Scrolling Instagram

 **YouTube**
4.3 Million Videos Viewed

 25,000 GIFs sent
via Messenger

 2.4 Million
Snaps Created

 38 Million
Messages

 18 Million
Text Messages

 Google play
 Available on the
App Store

Google
3.7 Million
Search Queries

 187 Million
Emails Sent

375,000
Apps
Downloaded

amazon echo
67 Voice-Fist
Devices Shipped

 1.1 Million
Tinder
Swipes

 \$862,823
Spent
Online

N
266,000
Hours
Watched

 **twitch**
936,073
Views



Photo: Lori Cullen



3 hal yg paling ditakuti mhs saat ini



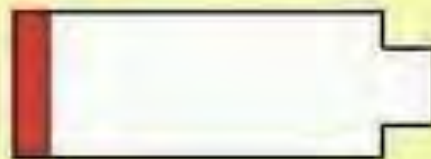
1



2



3



Trend TI Untuk Pembelajaran

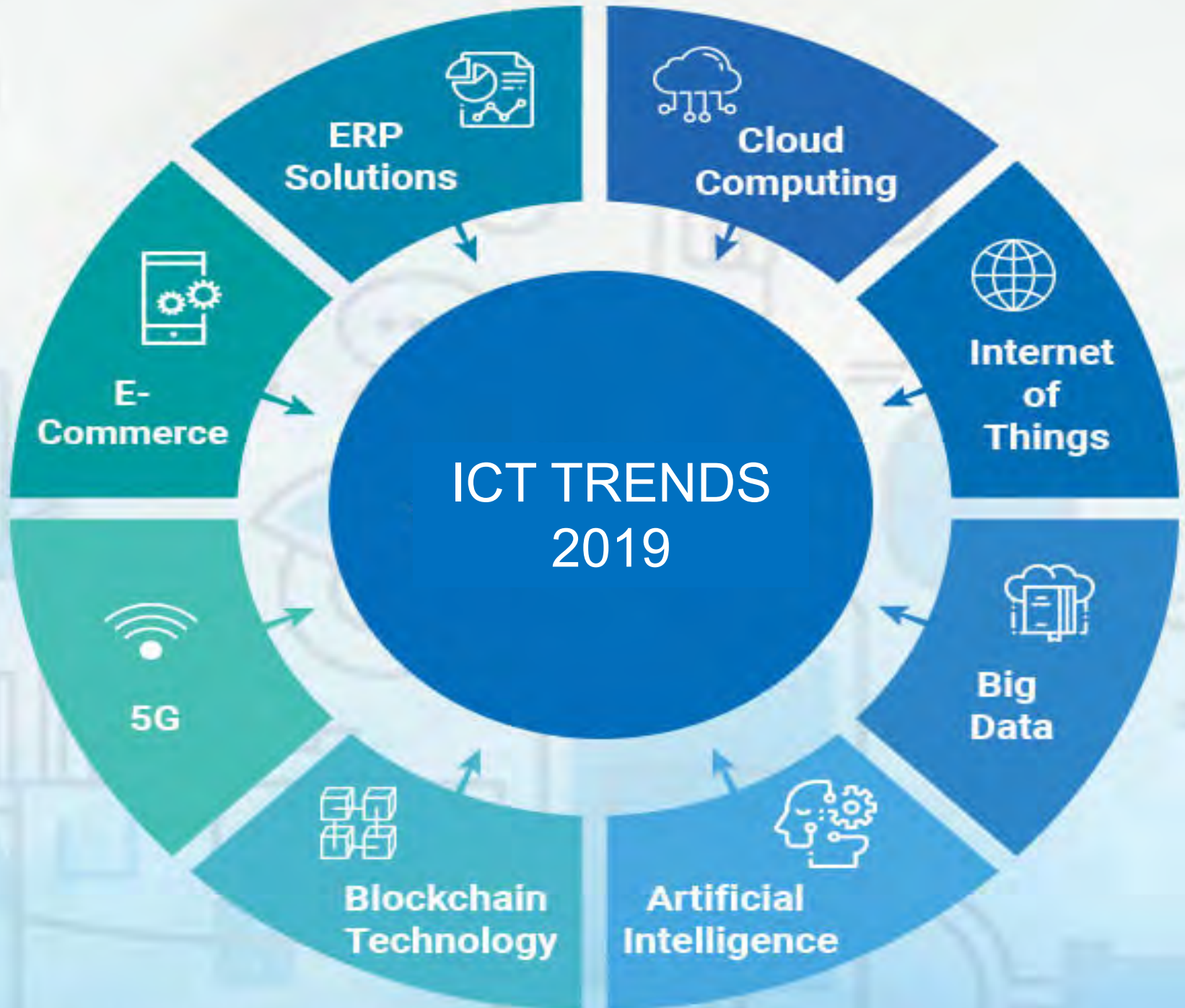


13

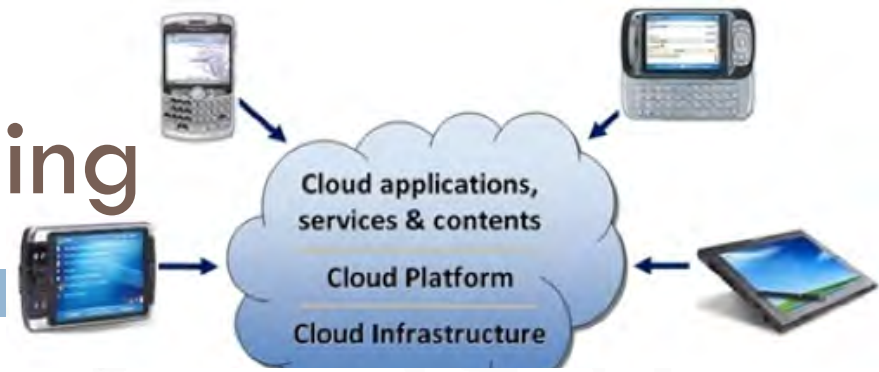
IC Prepare!
trends

UNTUK PEMBELAJARAN

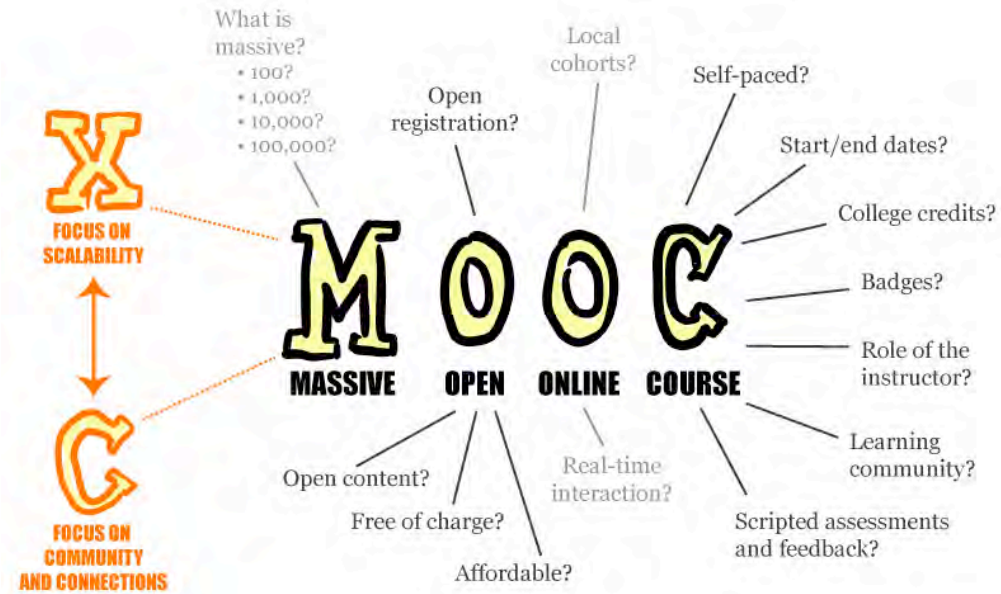




Cloud-based E-Learning



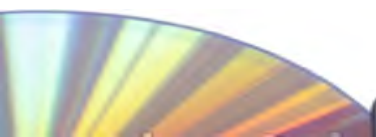
- Cloud Computing: Penggunaan berbagai layanan (platform, penyimpanan, software, server) yang diakses melalui jaringan internet.
- Aplikasi e-learning dan penyimpanan SBD.
- Google classroom, Edmodo, Moodle, MOOC



Personalization



- Pembelajaran Optimal, bila:
 - ▣ Fokus kebutuhan individu: materi, gaya belajar, waktu, alur dan jenis presentasi, kesulitan, dll.
 - ▣ Adaptasi dengan kebutuhan individu.
- Adaptive Learning



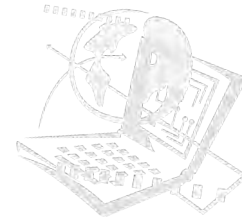
m-Learning, u-Learning



- Populasi perangkat bergerak yg terkoneksi internet semakin meningkat.
- Kebutuhan belajar kapan saja dan dimana saja.
- E-book, DLR



Learning Analytics

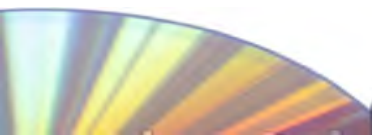


Collecting, measuring, analyzing, and reporting data about learners and their learning contexts.

Predict student performance based on data trends and patterns.

Evaluate student performance so that instruction will be tailored to suit their needs.

Customize learning experiences



Augmented Reality



- Teknologi yg menambahkan objek digital ke dalam lingkungan nyata.
- Materi pembelajaran yg rumit, abstrak, kompleks menjadi menarik dan jelas.
- Google Sky Map, GeoGoogle



Gamification



- Penerapan permainan dinamis dalam konteks non-game.
- Meningkatkan:
 - ▣ Motivasi
 - ▣ User engagement
- Dimanfaatkan di e-learning.



Pembelajaran di Era 4.0



Pokok-pokok Kebijakan Merdeka Belajar: Kampus Merdeka

1

**Pembukaan
program studi
baru**



2

**Sistem
akreditasi
perguruan tinggi**



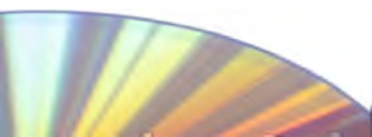
3

**Perguruan
Tinggi Negeri
Badan Hukum**



4

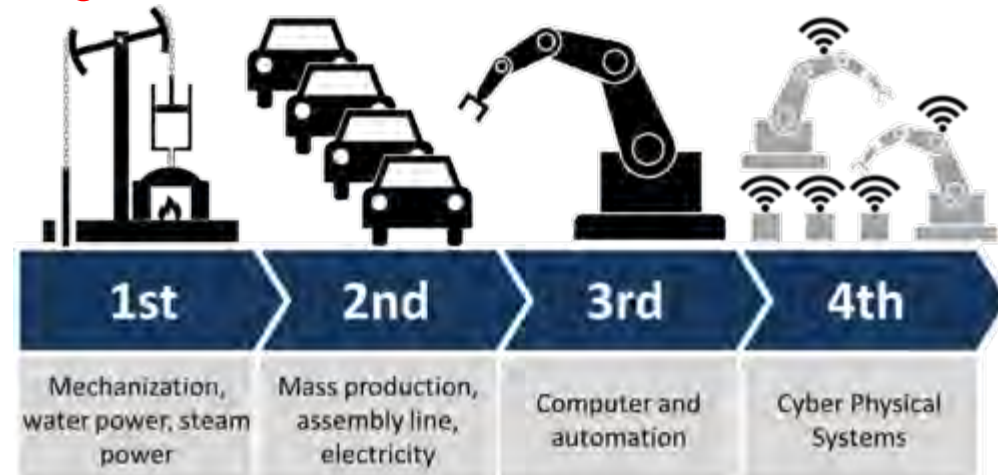
**Hak belajar tiga
semester di luar
program studi**



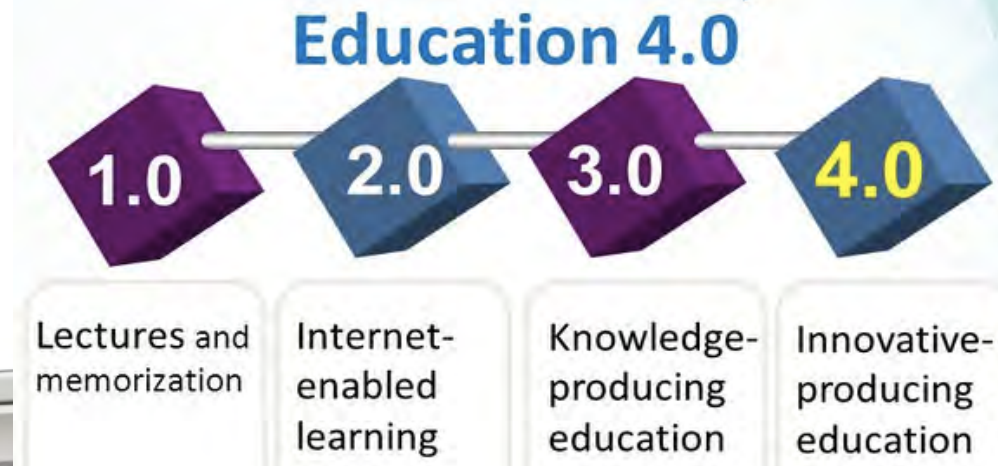
Kebijakan Kampus Merdeka no 4



- Perguruan Tinggi harus mulai mempersiapkan **Online/Distance Learning** sesuai Peraturan Perundangan



- Disruption Era
- Industry Revolution 4.0
- Education 4.0



What is Education 4.0?



Anywhere Anytime



Personal



Flexible Delivery



Peers and Mentors



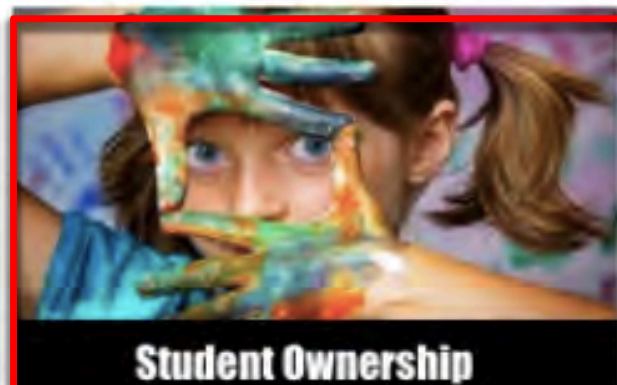
Why/Where not What/How



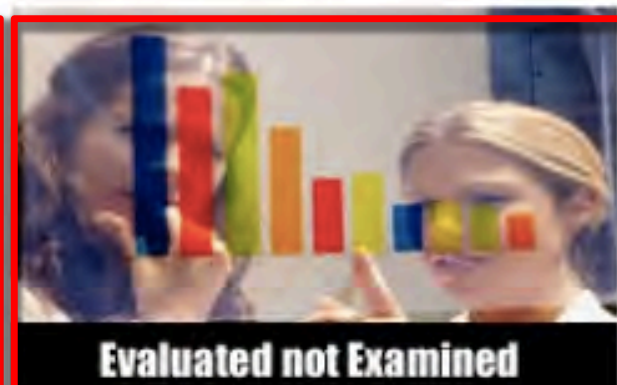
Practical Application



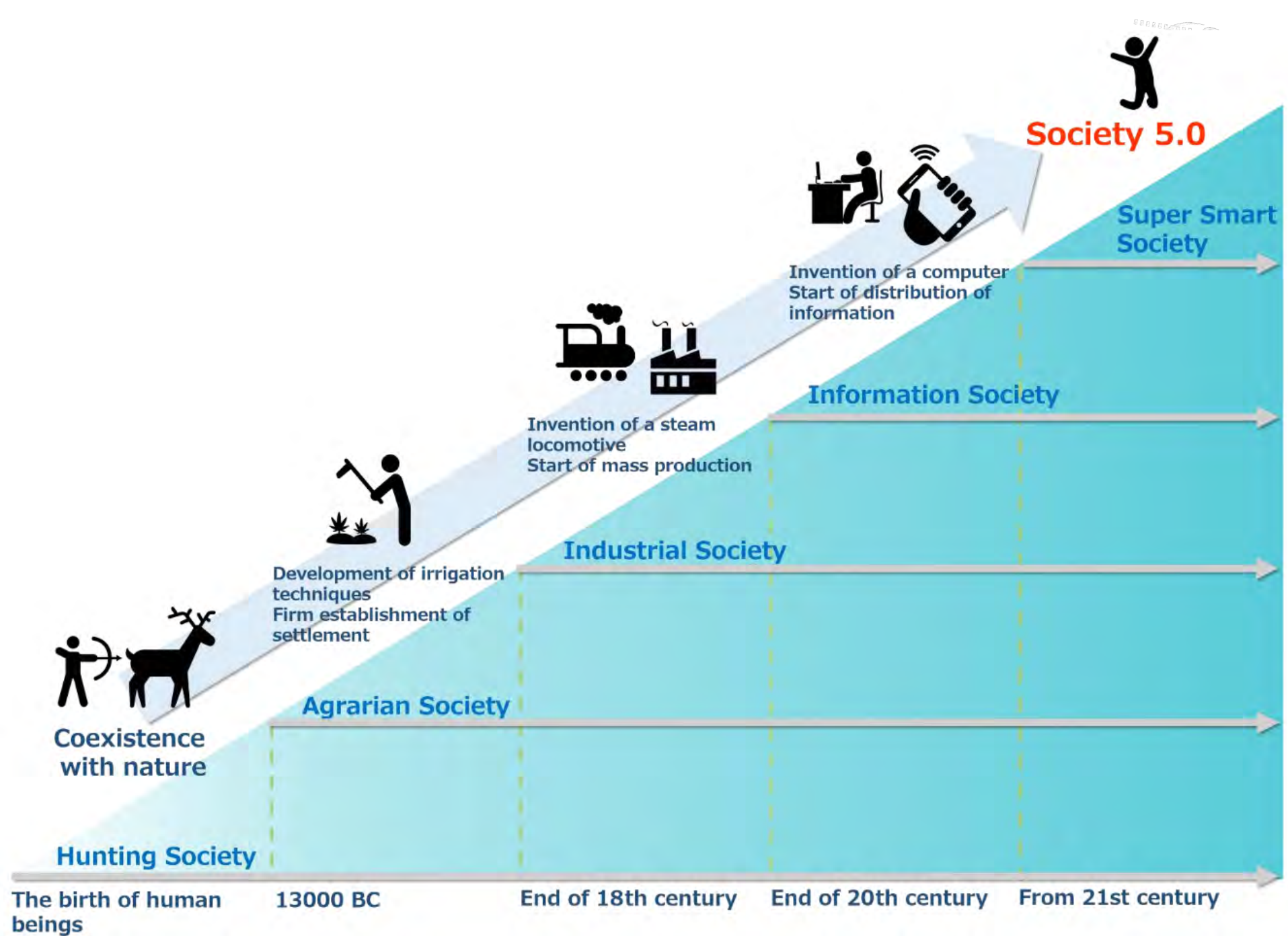
Modular and Projects

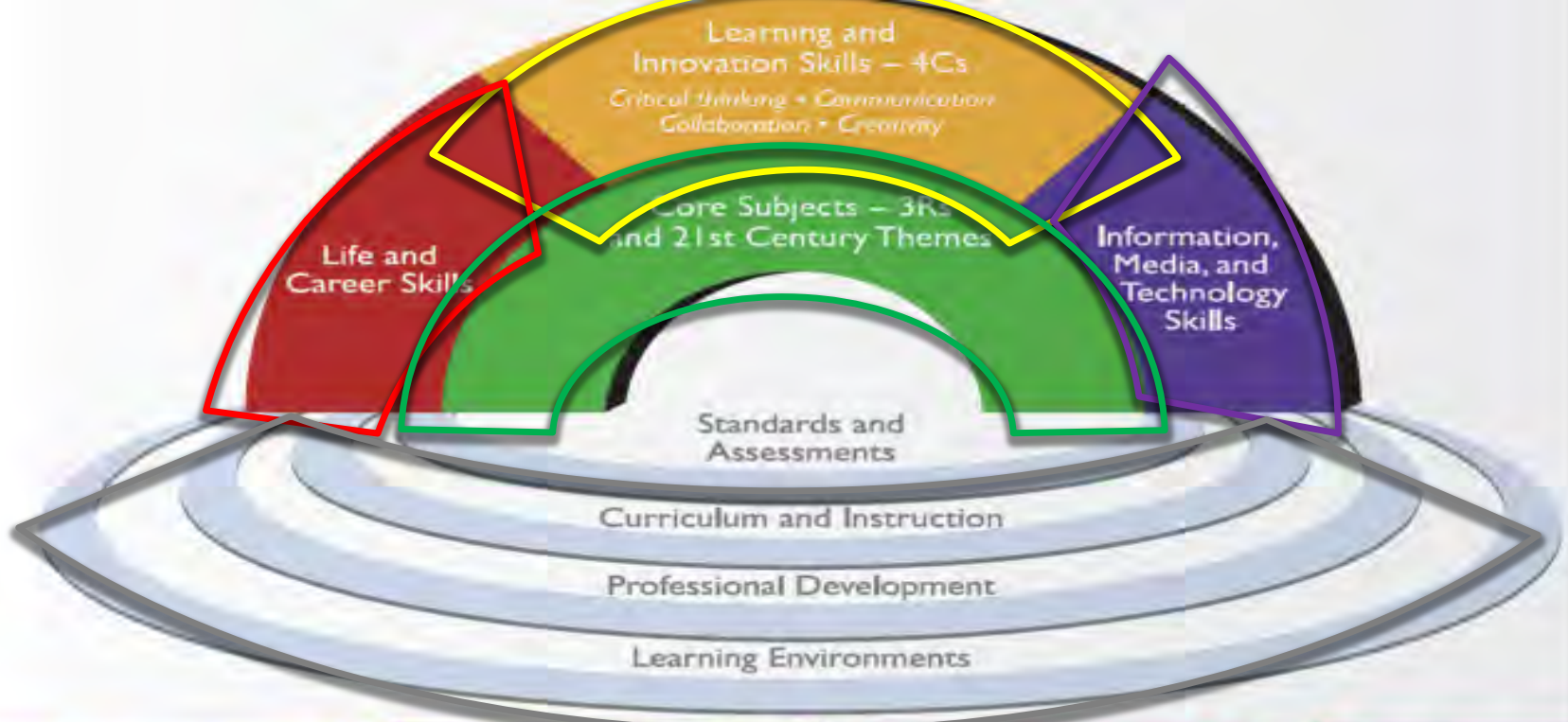


Student Ownership



Evaluated not Examined





- Creativity**
- Critical Thinking**
- Collaboration**
- Communication**

- Media Literacy**
- Information Literacy**
- Information Communication Technology Literacy**

- Productivity & Accountability**
- Leadership & Responsibility**
- Flexibility & Adaptability**
- Social & Cross Cultural Skills**
- Initiative & Self Direction**

- Environmental Literacy**
- Global Awareness**
- Financial Literacy**
- Health Literacy**
- Civic Literacy**

Keterampilan abad 21st dan pendukung

Tahapan Penerapan ICT



Specializing in the use ICT

Transforming

Creating and managing innovative and open learning environments

Understanding how and when to use ICT

Infusing

Facilitating learning using multi-modal instruction

Learning how to use ICT in subject teaching

Applying

Enhancing traditional teaching

Becoming aware of ICT

Emerging

Applying productivity tools

LEARNING about ICT

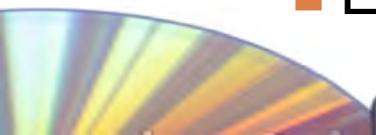
TEACHING with and through ICT



Pemanfaatan ICT dlm Pembelajaran



- ICT sebagai *tool*
- Pembelajaran Berbasis ICT
 - ▣ Pembelajaran berbasis komputer (CBL)
 - CD pembelajaran
 - Multimedia pembelajaran
 - ▣ Pembelajaran berbasis web (WBL)
 - E-learning
 - Website (situs pembelajaran, personal, blog, facebook, dll)
 - ▣ Pembelajaran berbasis mobile (m-Learning)
 - Android
 - Epub





TI dalam Language Teaching

Is ICT a must in language teaching?

Computers CAN	Computer CAN'T
<ul style="list-style-type: none">• Judge predetermined right-or-wrong answers, e.g., multiple choice and fill-in-the-blanks	<ul style="list-style-type: none">• Judge unexpected input
<ul style="list-style-type: none">• Provide immediate, yet fixed, feedback, suggestions, and encouragement	<ul style="list-style-type: none">• Provide individualized feedback beyond a predetermined list of messages
<ul style="list-style-type: none">• Provide authentic information through multimedia - texts, images, sounds, videos, and animations	<ul style="list-style-type: none">• Engage learner in rich negotiation of meaning characteristic of face-to-face interaction
<ul style="list-style-type: none">• Motivate task persistence• Record learner's writing, speech, and learning progress	<ul style="list-style-type: none">• Motivate depth and quality of engagement characteristic of human interaction

(Adapted from Meskill, 2002)

ICT for Language Learning

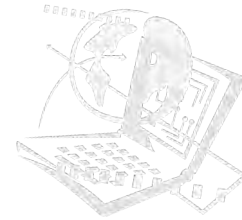


Computer technology can function as

- a multisensory wonderland (multiple modalities)
- a reference library (rich, authentic resources)
- a virtual classroom (more learning opportunities)
- a meeting place (more communication opportunities)
- a publishing space (sense of achievement)



ICT dalam Language Learning



RosettaStone



mango
languages

Language Systems
POPUP CHINESE
CHINO AHORA



Rocket Languages

ChinesePod

EnglishPod

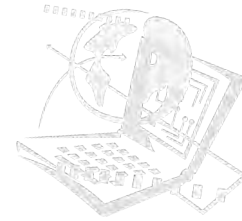
mYngle

Language lessons that come to you

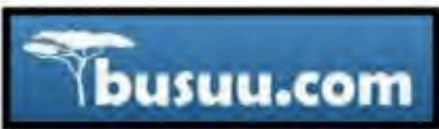
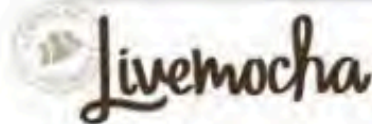
SpanishPod

A convenient way to learn Spanish that combines audio lesson podcasts with web & mobile study tools.

ICT dalam Language Learning



- [Livemocha](#) – World's Largest Language Learning Community
- [italki](#) – Language Learning Community & Marketplace
- [busuu.com](#) – Your Language Learning Community
- [My Language Exchange](#) – Find a native speaking partner!
- [Dave's ESL Café](#) – The Internet's Meeting place for ESL & EFL
- [LingQ](#) – Study online 24/7 and meet people from around the world!
- [hello-hello](#) – Interactive online language course with a community

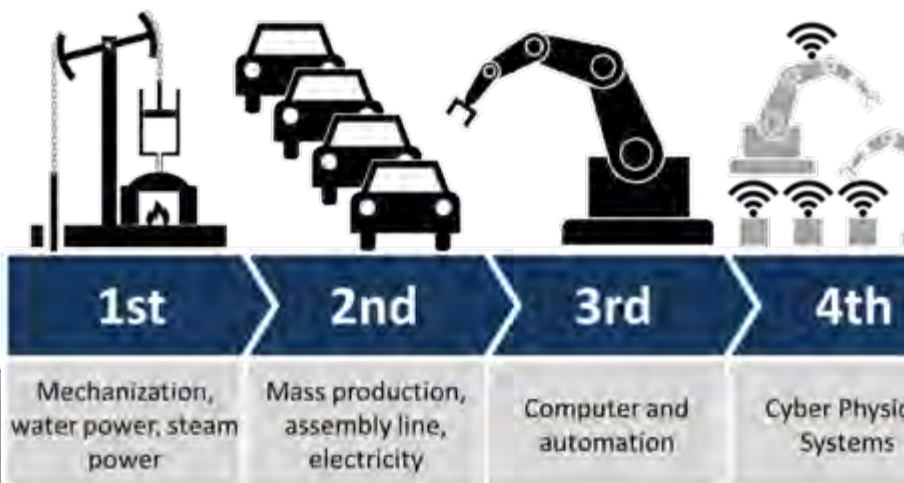


Rekomendasi Rakernas Kemenristekdikti 2018 dan 2019



- Perguruan Tinggi agar mulai/segera menyiapkan **Pembelajaran Daring (e-Learning dan Blended Learning)**

DISRUPTING HIGHER EDU



Konsep e-Learning



- e-Learning memungkinkan belajar ANYWHERE, ANYTIME, ANYONE
- Menggunakan TI



Komponen e-Learning



e-Learning

1

Sarpras: Aplikasi/sistem, Infrastruktur (bw, wifi, server), Fasilitas TI

2

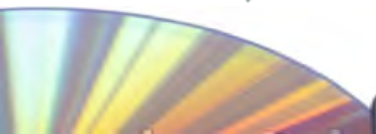
SDM: Dosen/guru, Mhs/siswa, Tutor/asisten, Ahli (materi, instruksional), Teknisi

3

Konten: Materi Pembelajaran, Aktivitas/interaksi, Strategi dan evaluasi

4

Support: Penjaminan Mutu dan Tata Kelola



Konten E-learning



□ Learning Resources (Sumber Belajar)

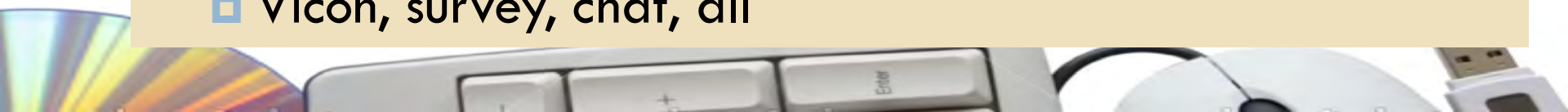


- Materi/bahan ajar berbentuk multimedia (teks, images, animasi, video) (Slide presentasi, LKS, modul, dll)
- Bahan pendukung (Kurikulum, Silabus, RPP, dll)
- Link untuk pengayaan

□ Aktivitas/Interaksi



- Forum (diskusi, perkenalan, refleksi, informasi)
- Tugas (tugas essay, tugas online, tugas offline)
- Quiz (PG, BS, isian, mencocokkan)
- Vicon, survey, chat, dll





E-learning yang Efektif

Berupa aktivitas yg menantang dan bervariasi

Hanya berisi sumber belajar (teks, video, dll)



E-learning tradisional

Belajar terisolasi
=>
Membosankan, disengaging

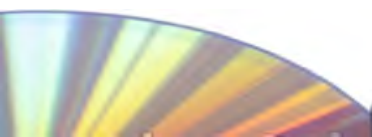


E-learning Efektif

Belajar melalui interaksi sosial
=>
Engaging, termotivasi



Sumber: <http://iversity.org/>



Blended Learning

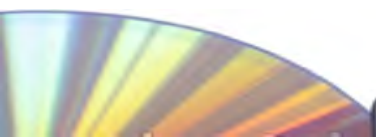
combining the best teaching methods



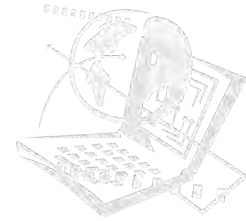
Blended Learning



- Pembelajaran yang menggabungkan aspek-aspek terbaik dari pembelajaran tatap muka dengan keunggulan pembelajaran online.



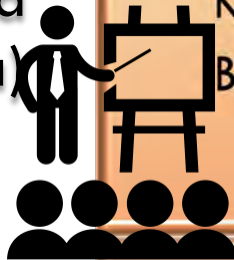
Kerangka Blended Learning



Waktu sama
(Sinkronous)

Waktu beda
(Asinkronous)

Tempat sama
(Tatap muka)



Kelas/Lab

Kuliah terjadwal
Bimb Tradisional

Studio/Bengkel

Latihan lab
Praktik



**Blended
Learning**

Tempat beda
(pakai ICT)

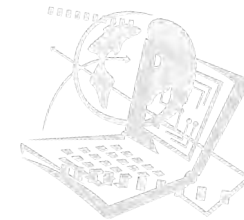


Kelas/Lab virtual
Video konferen
Chat/WA/FB

LMS

Blog/Youtube
Forum diskusi



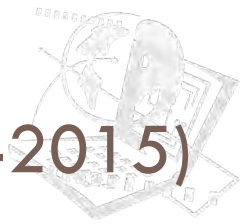


Kategori Online dan F2F

42

Proporsi Online	Proporsi F2F	Kategori
0 %	100 %	Pembelajaran konvensional/ tradisional
1 s.d. 29 %	71 – 99 %	Pembelajaran difasilitasi Online
30 s.d. 79 %	21 sd 70 %	<i>Blended Learning</i>
80 s.d. 100%	0 sd 20 %	Pembelajaran <i>Online</i>

Kategori Online Learning (updated-2015)



Mengapa Blended Learning



- Kemudahan dan kenyamanan akses (waktu fleksibel)
- Peningkatan pembelajaran
 - ▣ Rancangan instruksional bisa ditingkatkan
 - ▣ Petunjuk bisa lebih jelas
 - ▣ Aktivitas belajar bisa lebih terarah
 - ▣ Memfasilitasi Individualized learning
 - ▣ Keterlibatan meningkat melalui interaksi sosial
 - ▣ Pengaturan waktu lebih baik
- Biaya lebih murah
- Perlunya pendidikan karakter
- Perlunya skill motorik/ketrampilan praktik

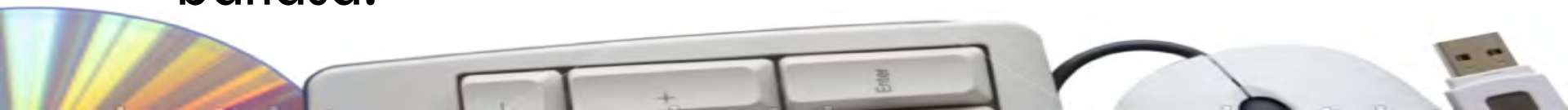


Kesimpulan



45

- Pada era digital ini, sumber pengetahuan bisa datang dari mana saja, terutama Internet.
- Dalam pendidikan, ICT dapat mendorong Akses, Kualitas, Kesamaan, dan Belajar sepanjang hayat.
- Melalui ICT kita dapat menjadikan materi pembelajaran menarik, tidak membosankan, mudah dipahami, dan dapat dipelajari kapan saja dan dari mana saja.
- Peran ICT sangat penting dalam pembelajaran bahasa.



TERIMA KASIH

