PEMBELAJARAN BERBASIS TIK

Learning Management System (LMS)

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LATAR BELAKANG

- PERKEMBANGAN TEKNOLOGI
- WORLD CLASS UNIVERSITY
- . INOVASI PROSES PEMBELAJARAN
- . KONTEN vs ICT
- PERSAINGAN PENDIDIKAN
- KUALITAS PENDIDIKAN
- PERAN GURU

DASAR

- UU No 20 Tahun 2003 Tentang Sisdiknas
- UU No. 14 Tahun 2005 Tentang Guru & Dosen
- PP 19 Tahun 2005 Tentang Standar Nasional Pendidikan
- UU Nomor 15 Tahun 2020 Tentang Belajar Dari Rumah
- Permendikbud Nomor 3 Tahun 2020 Tentang Merdeka Belajar

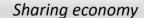
Revolusi Industri Ke-4

Wajah Kegiatan Ekonomi Dunia saat Ini



Saat ini berbagai macam kebutuhan manusia telah banyak menerapkan dukungan **internet dan dunia digita**l sebagai wahana interaksi dan transaksi.

KONTRIBUSI PENDIDIKAN TINGGI???







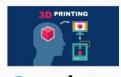








Smart Manufacturing





e-Education



Marketplace





Smart City



e-Government



Online Health Services

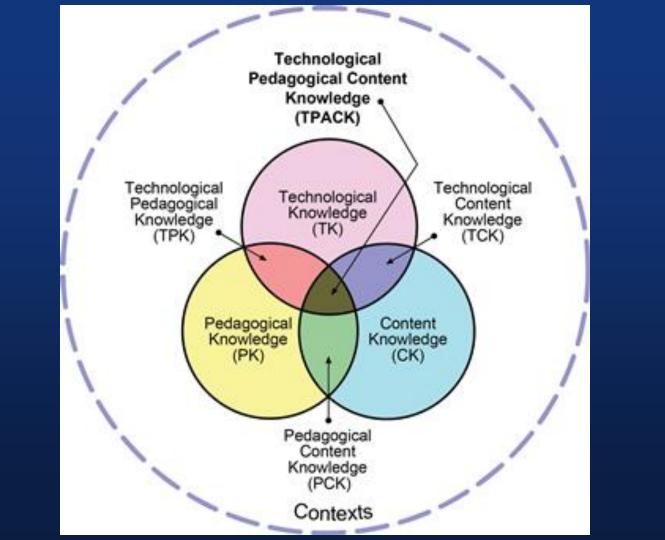


Smart Appliances









e-learning: Media yang dapat dipergunakan sebagai penghubung antara pelajar (*student*) dengan sumber belajar (database, pakar/pengajar, perpustakaan) yang secara fisik terpisah atau bahkan berjauhan, namun dapat saling berkomunikasi, berinteraksi, atau berkolaborasi secara langsung (*synchronous*) maupun tidak langsung (*asynchronous*).

e-learning : pembelajaran yang difasilitasi dan didukung oleh pemakaian teknologi informasi dan komunikasi

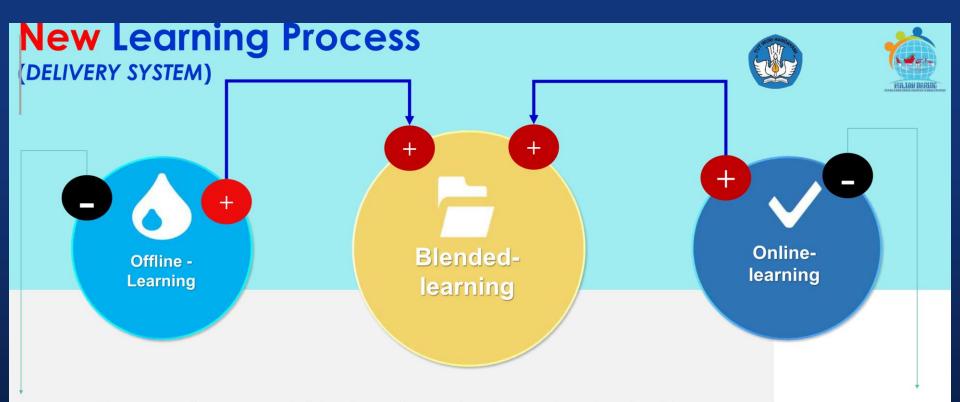


Bagaimana Merespon Masa Depan?

- 1. Komitmen **peningkatan** investasi di pengembangan *digital skills*
- 2. Selalu mencoba dan menerapkan *prototype* teknologi terbaru, *Learn by doing!*
- 3. Menggali bentuk **kolaborasi baru bagi model sertifikasi atau pendidikan** dalam ranah peningkatan *digital skill*
- 4. Dilakukannya **kolaborasi** antara dunia industri, akademisi, dan masyarakat untuk mengidentifikasi permintaan dan ketersediaan skill bagi era digital di masa depan
- 5. Menyusun kurikulum pendidikan tinggi yang telah memasukan **materi terkait** *human-digital skills*







All materials are available digitally in the form of individual learning objects or elearning packages, while "class time" is for discussion, problem solving activities, peer-review and argumentation

KUNCINYA PADA GURU

"SEBAGAI ARSITEK PEMBELAJARAN"







Modal #1

POLA PIKIR (AGILE/DINAMIS)

Modal #2

KEINGINAN (MOTIVASI)

Modal #3

KEMAMPUAN (KOMPETENSI)



Aplikasi <u>perangkat lunak</u> untuk kegiatan <u>dalam jaringan</u>, program <u>pembelajaran elektronik</u> (*elearning program*), dan isi pelatihan (Wikipedia).

- menggunakan layanan self-service dan self-guided
- mengumpulkan dan menyampaikan konten pembelajaran dengan cepat
- mengkonsolidasikan inisiatif pelatihan pada platform berbasis "web scalable"
- mendukung portabilitas dan standar
- personalisasi isi dan memungkinkan penggunaan kembali pengetahuan.
- Mengelola user, role, courses, instructor, facility.
- Course calendar
- Learning Path
- User Messaging dan notification
- Assesment dan testing yang dilakukan sebelum atau sesudah pembelajaran (Pre-test dan Post-test).
- Menampilkan nilai (score)
- Course yang disusun sesuai grade
- Penyajian yang berbasis web, sehingga bisa diakses dengan web browser



PLATFORM DENGAN LMS

MOODLE



GOOGLE CLASSROOM



SCHOOLOGY



EDMODO



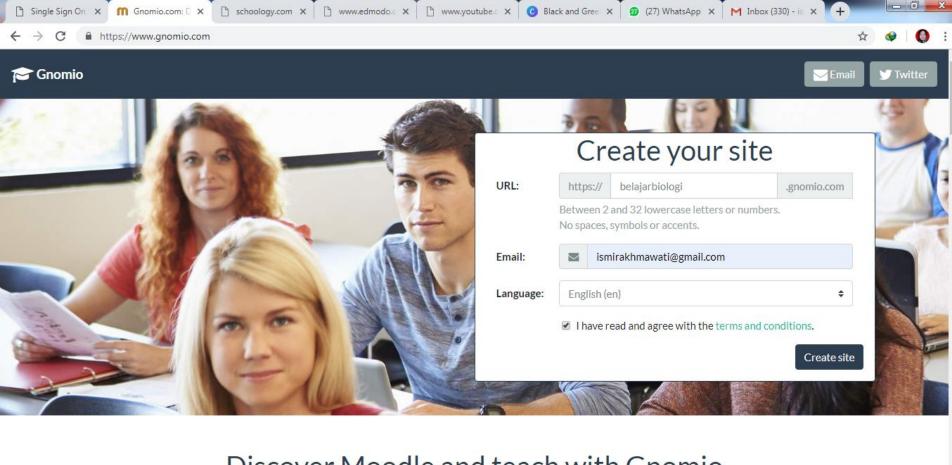
QUIZIZZ



KAHOOT

Kahoot!





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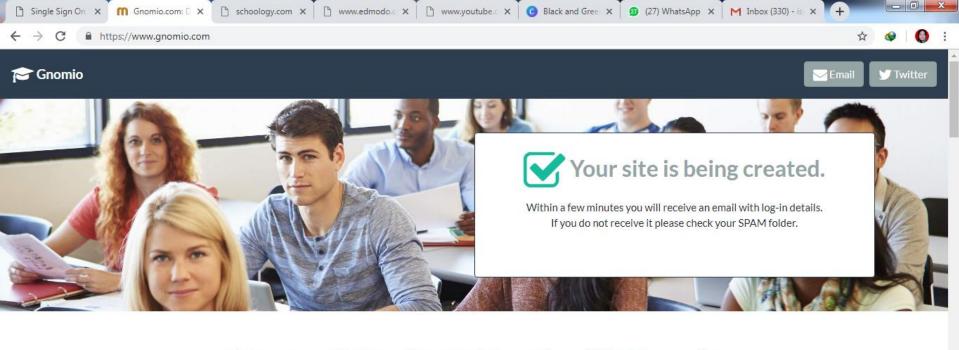












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With us you can discover the most widely used open source learning tool, and create your own online learning community.

In a few minutes you can have your virtual classroom active, with your own subdomain, secure HTTPS access throughout the site, complete administration privileges, without limitations on the number of courses or users and completely free.







1.473.006 Users



106.859 Courses





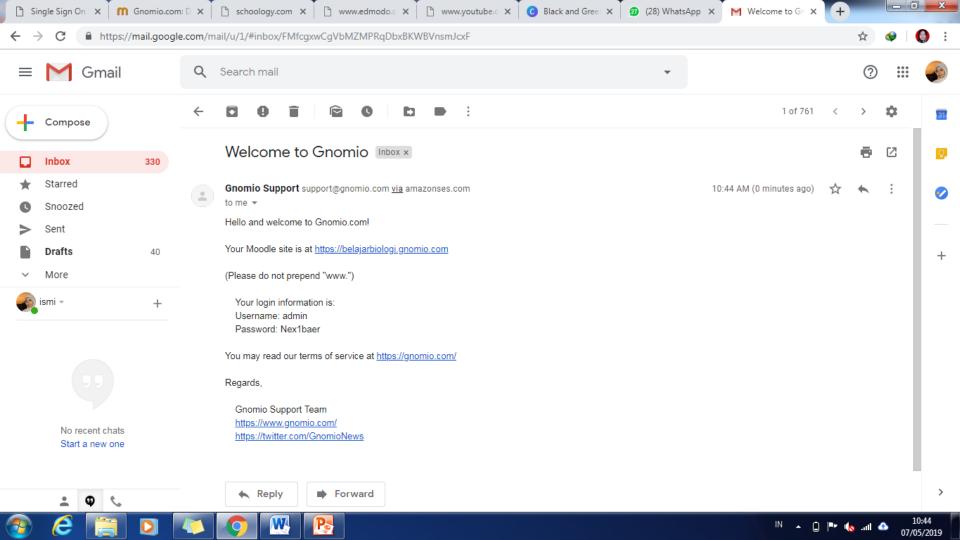


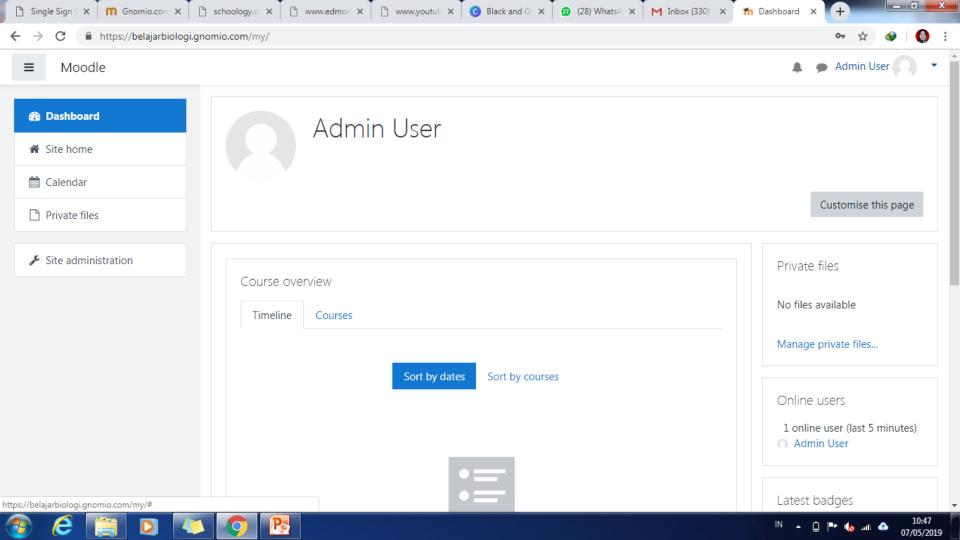


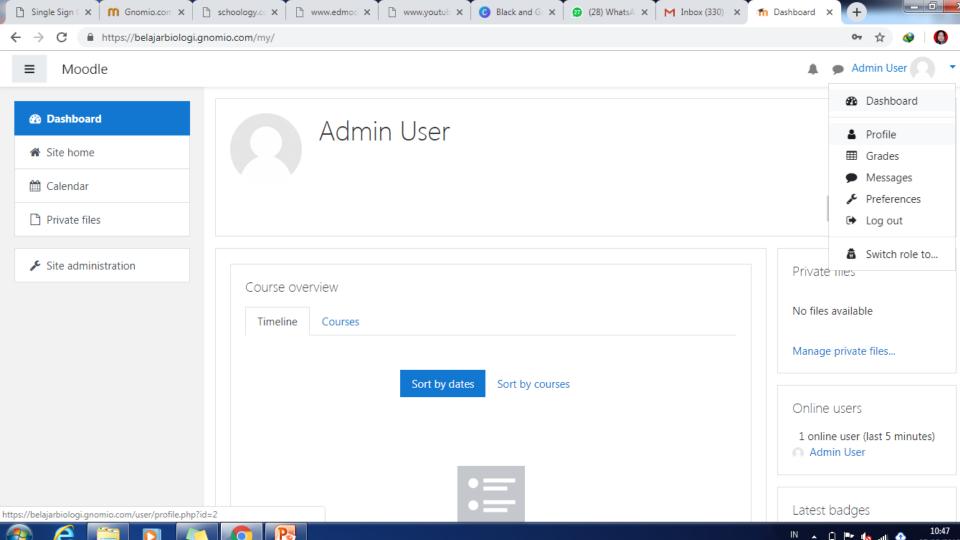


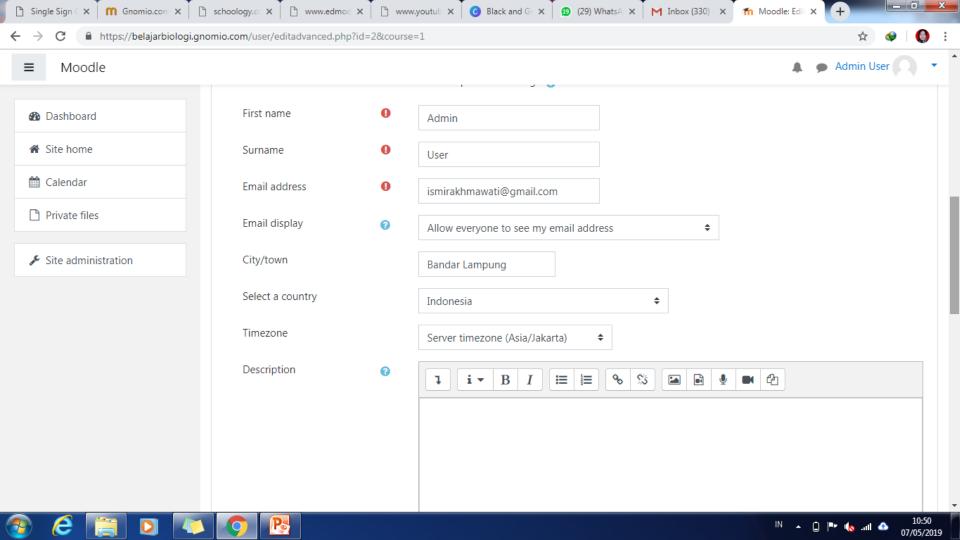


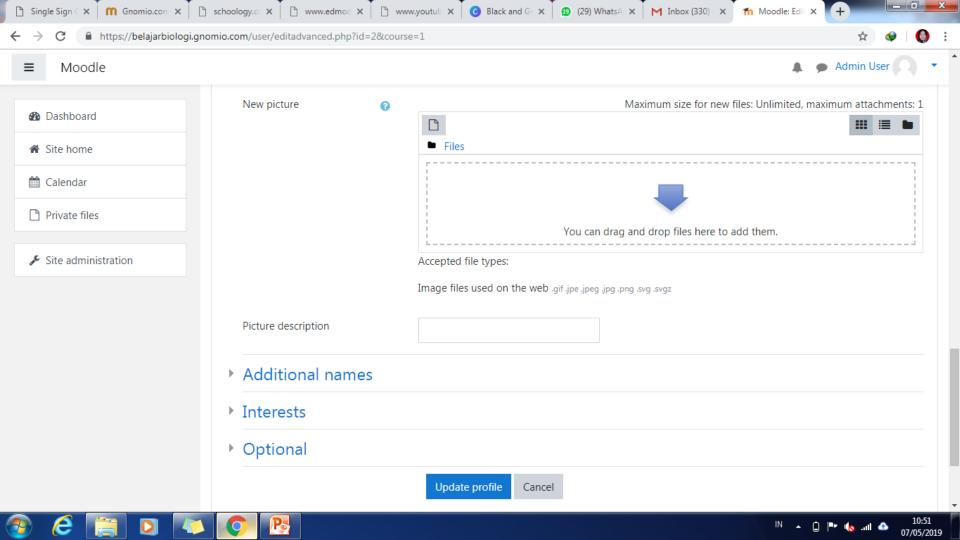


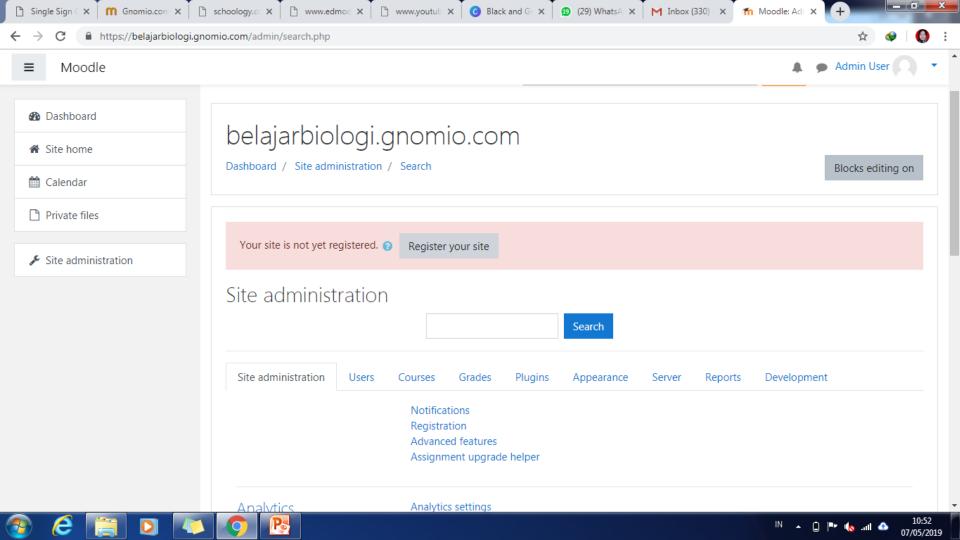


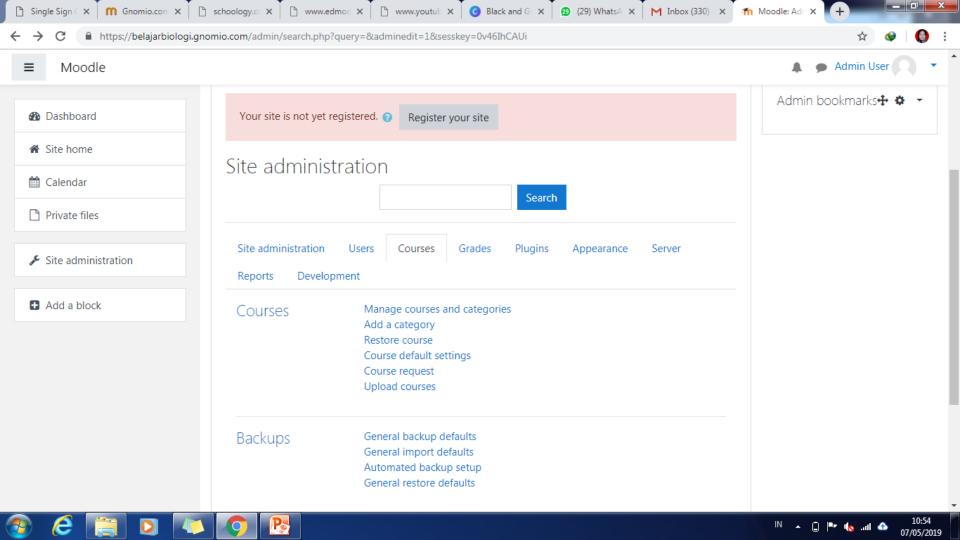


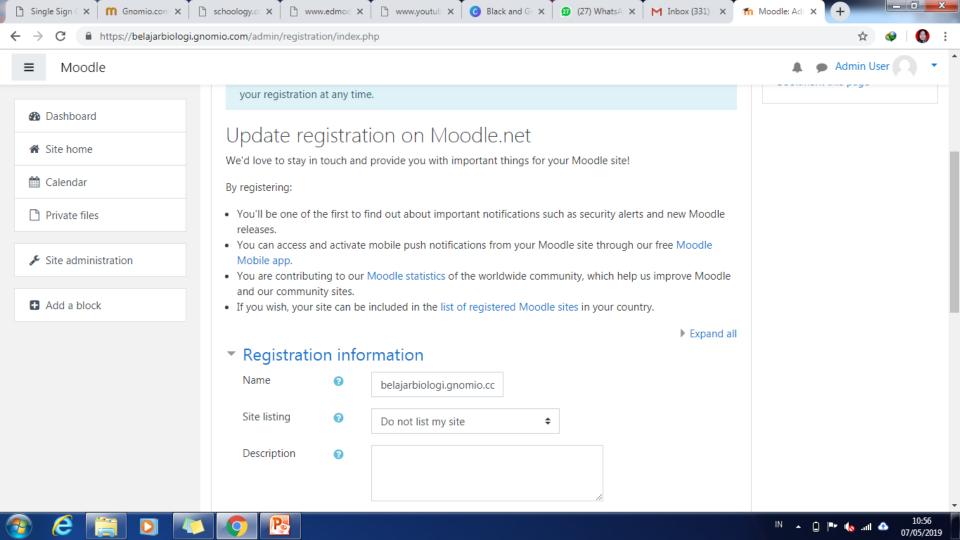


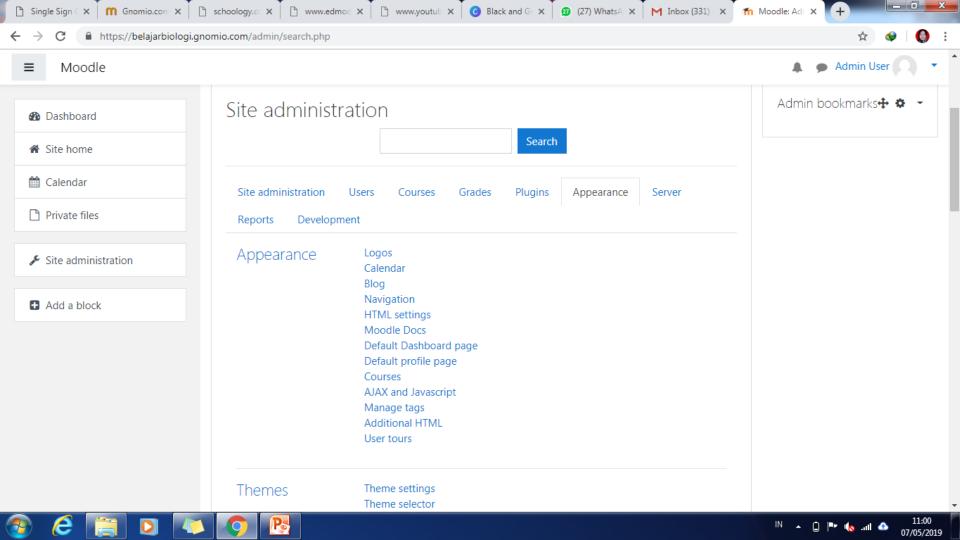


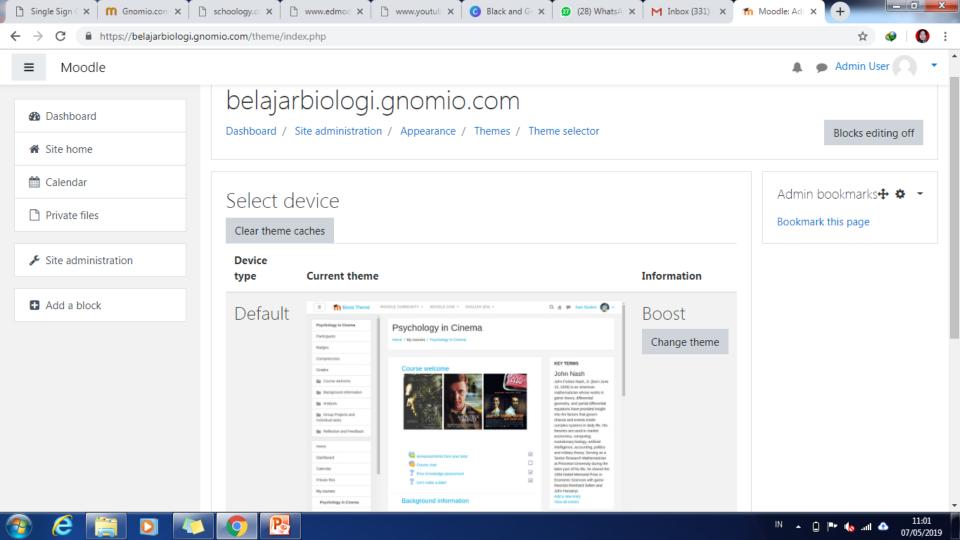


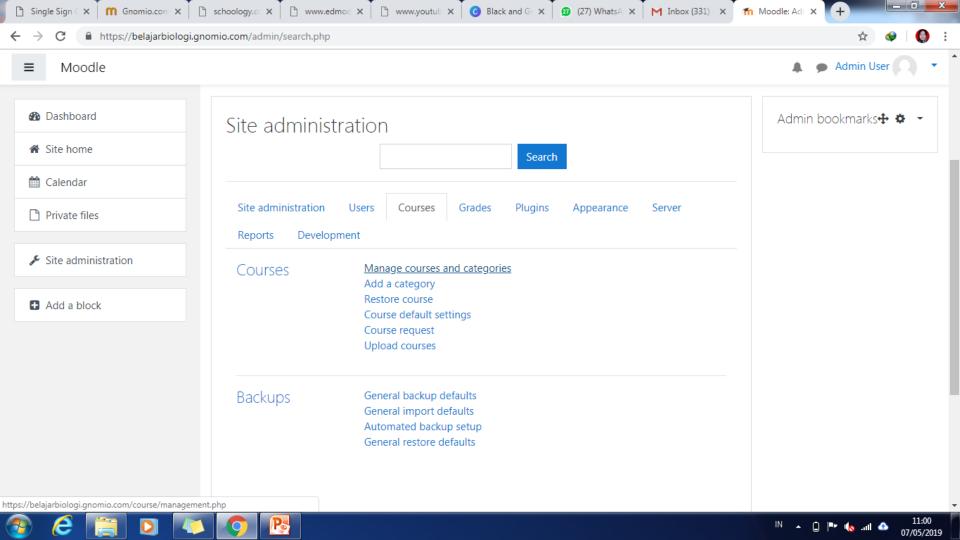


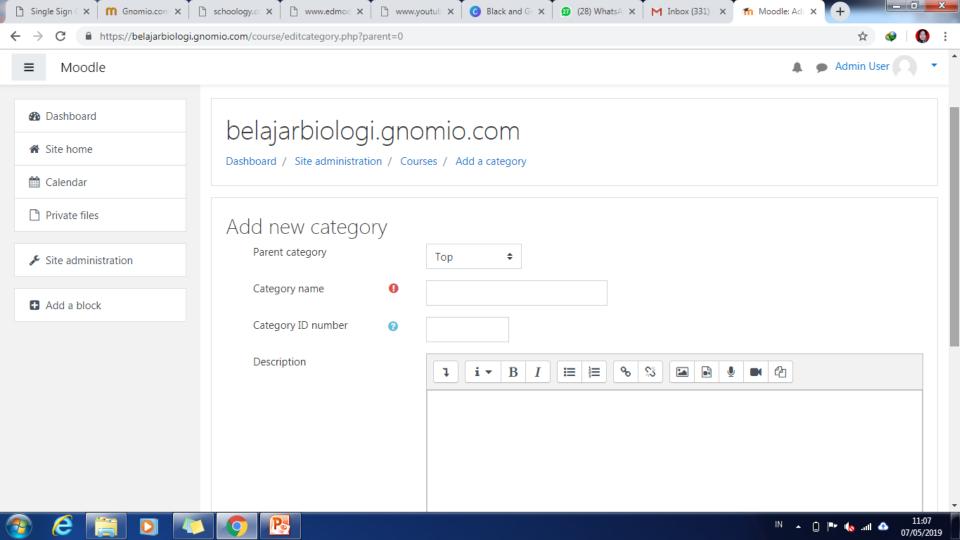


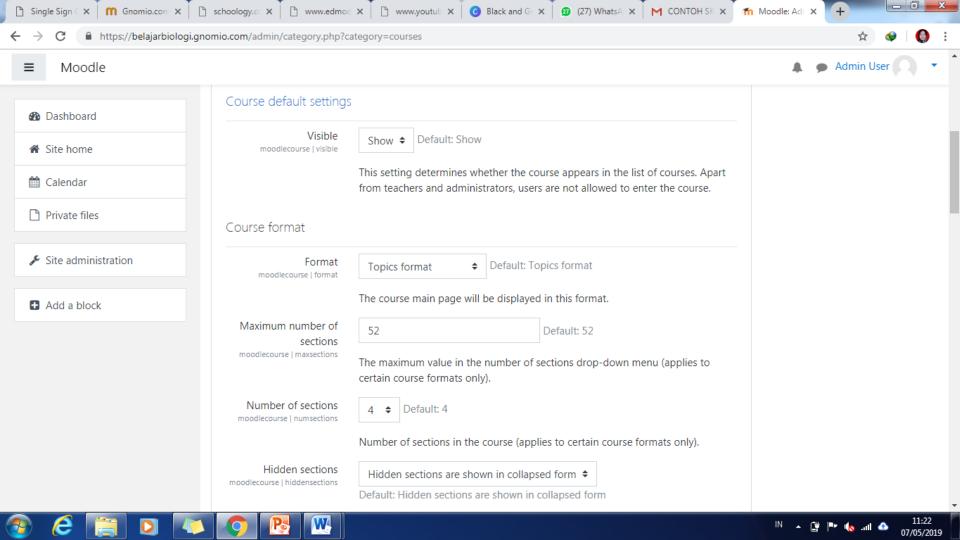


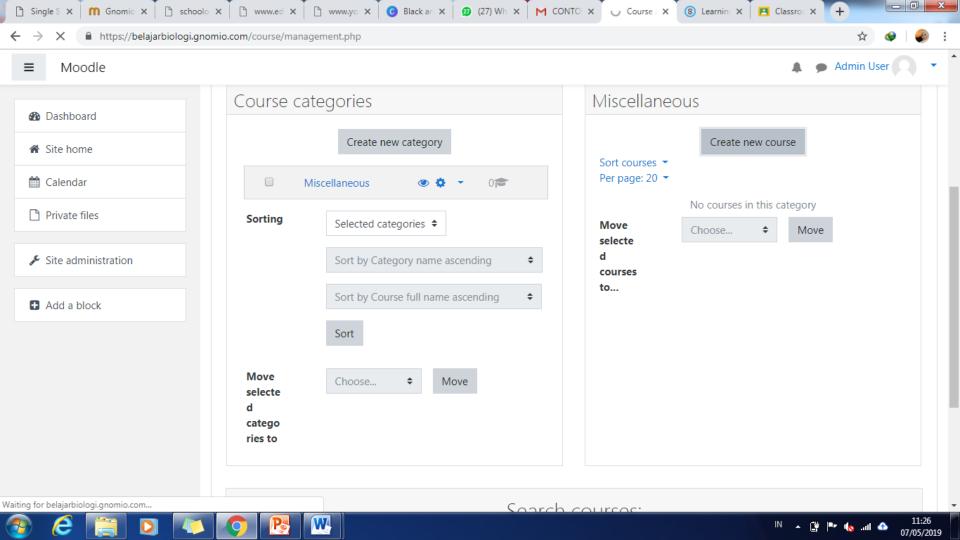


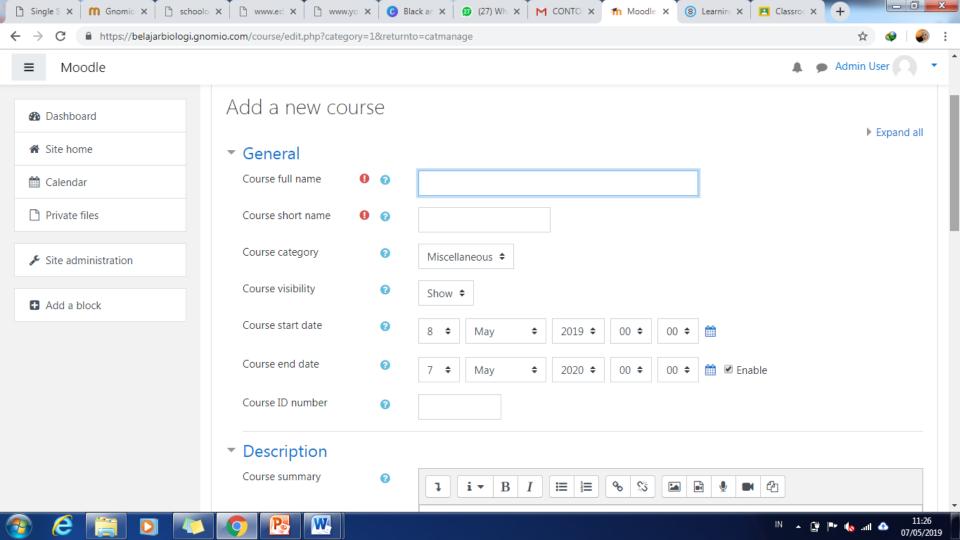


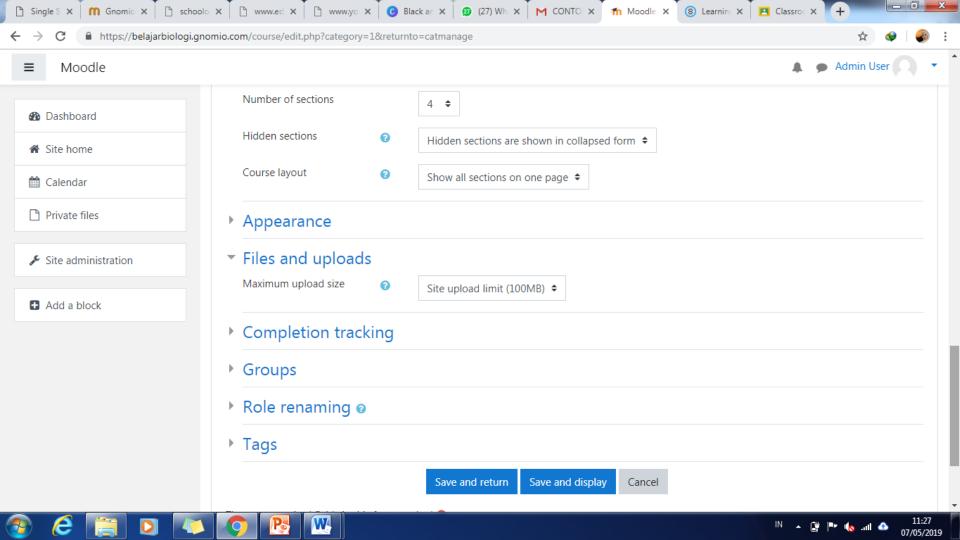


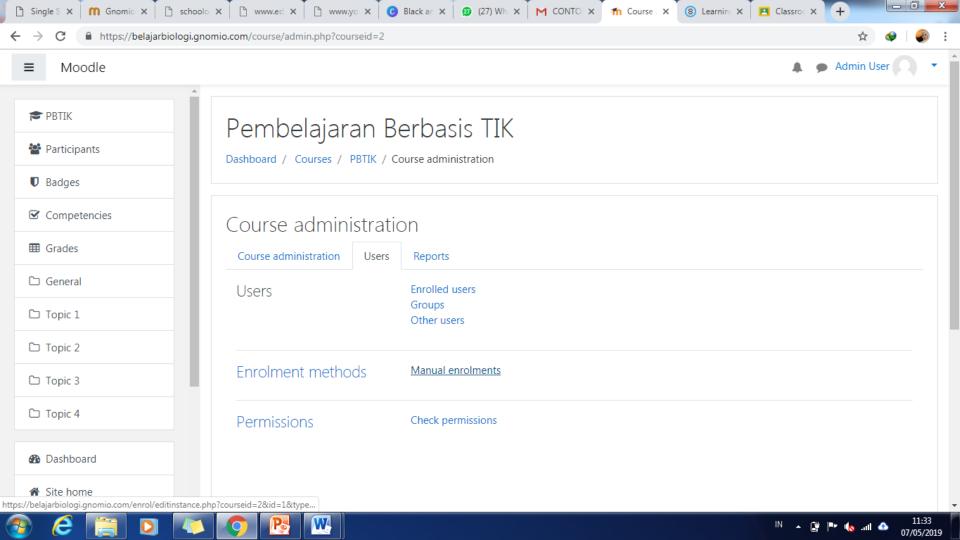


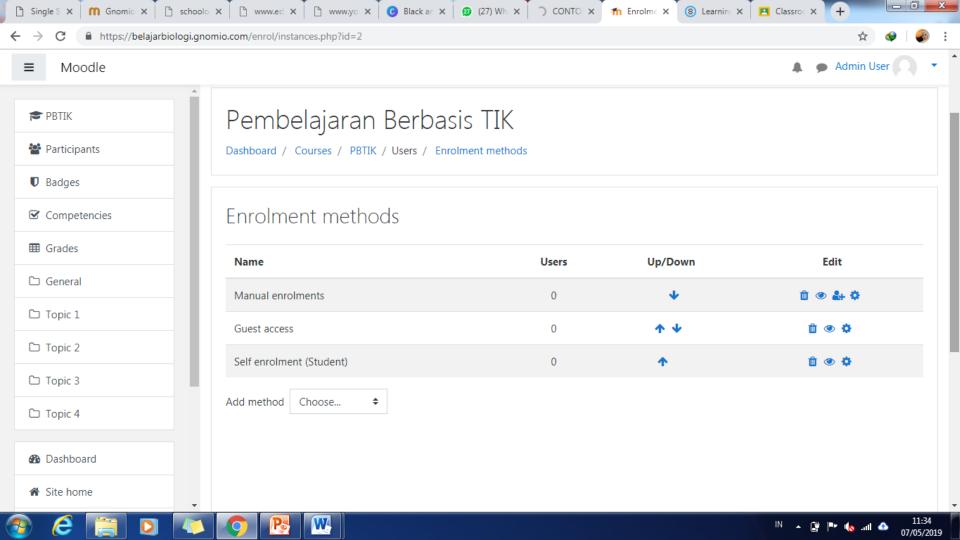


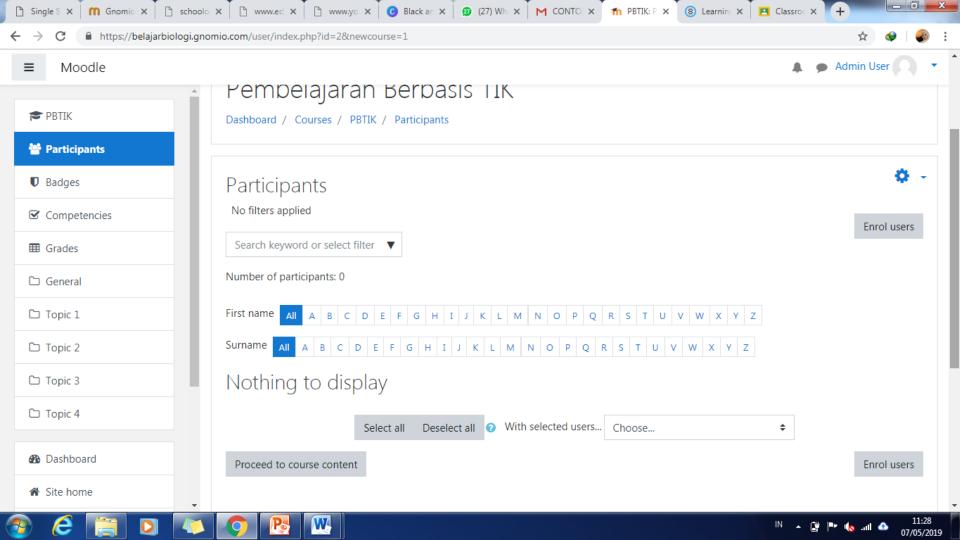


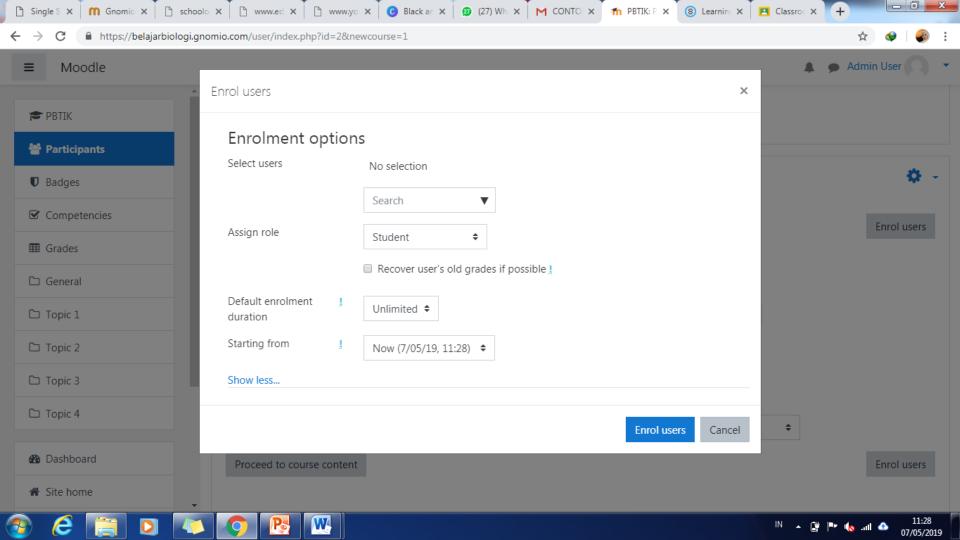


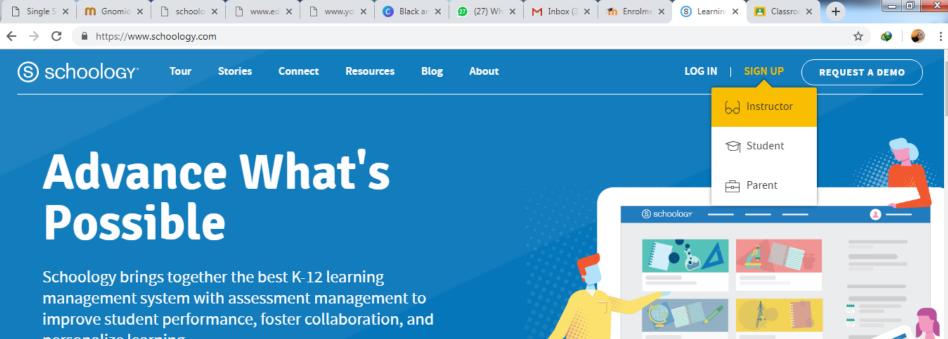












personalize learning.

REQUEST A DEMO











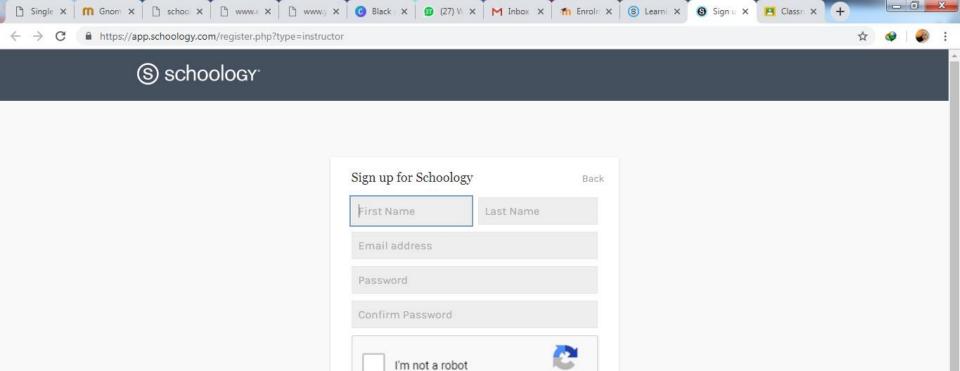












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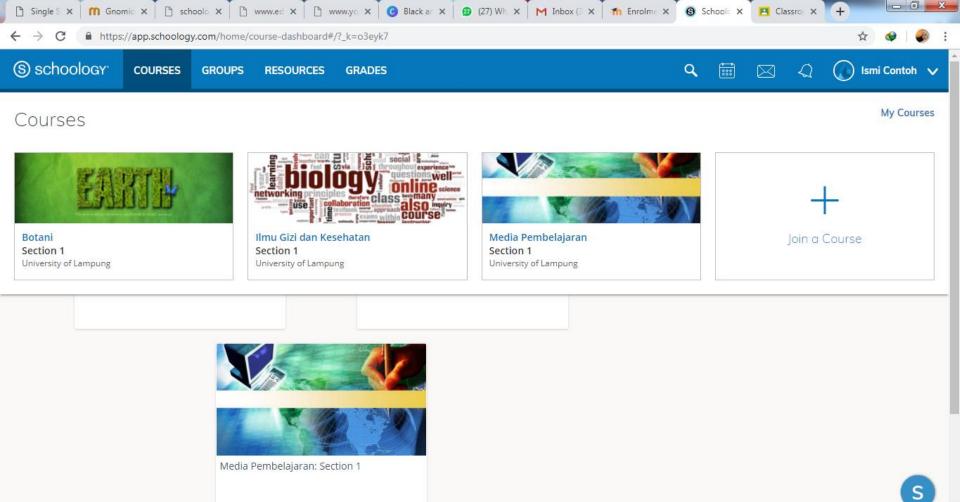




























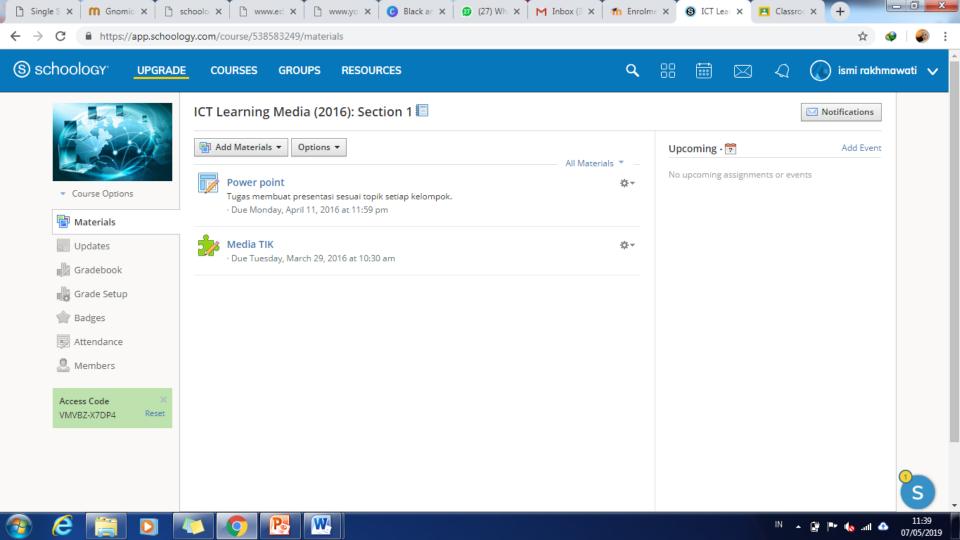


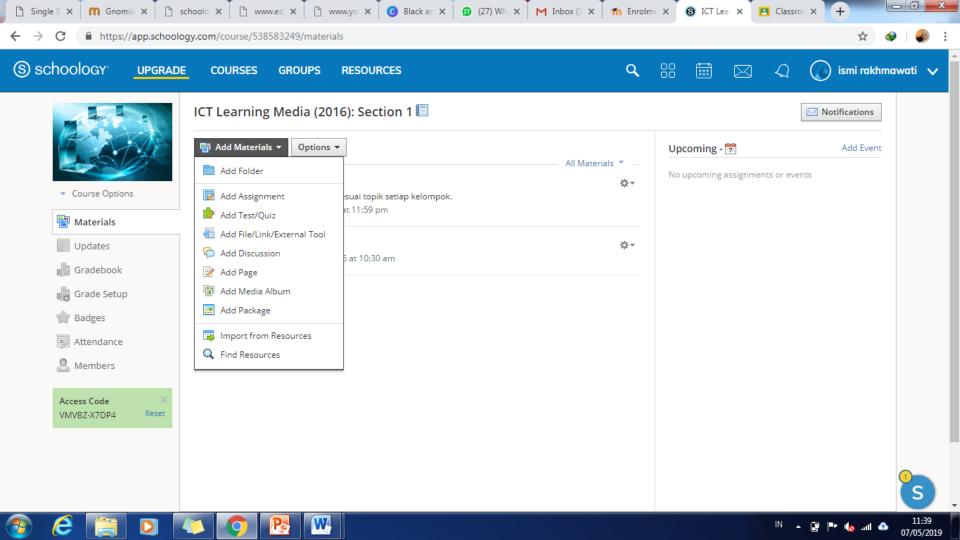












THANKYOU