



Research article

Utilization of the MOOC IndonesiaX Application as an Online Learning Media

Ika Yuniwati¹, Dina Destari², Khasanah³, Noor Ellyawati⁴, Erna Adita Kusumawati⁵

ORCID

Ika Yuniwati: https://orcid.org/0000-0001-6964-294X

Abstract.

The challenge faced by educators in this contemporary era is finding suitable and effective ways to incorporate technology into classroom teaching. The purpose of this article is to offer an online learning approach using IndonesiaX learning media. This study uses a descriptive qualitative approach, with data analysis based on observations and recording of previously published articles. Findings and data from field studies in the information technology study program have been presented qualitatively. According to this study, the MOOC IndonesiaX application can be used as a media and online-based learning tool. The results of this study can be verified by looking at the learning conditions when using the Indonesia program, which can produce an engaging, entertaining, and relaxed atmosphere of social discussion between the two classrooms. Indonesia can be a practical and alternative choice in online lectures because the results of this study have practical benefits that educators and students in sharing information also feel.

Keywords: MOOC; IndonesiaX; Multimedia; Online Learning

Corresponding Author: Ika Yuniwati; email: ika@poliwangi.ac.id

Published 5 July 2022

Publishing services provided by Knowledge E

© Ika Yuniwati et al. This article is distributed under the terms of the Creative Commons

Attribution License, which permits unrestricted use and redistribution provided that the original author and source are credited.

Selection and Peer-review under the responsibility of the ICASI Conference Committee.

1. Introduction

For educators, the digital era of the twenty-first century has ushered in a new paradigm in classroom learning. However, the most significant task in this era is to improve the Indonesian education system by embracing and implementing the fourth industrial revolution (Industry 4.0) in classroom teaching. This forces all Indonesian educational institutions to integrate their digital knowledge to adapt to changing employment trends (1). Blended learning that combines online and conventional learning (face to face) is one of the pillars for universities to adapt to the times in this digital era. As a result, the value of blended learning as a learning method that combines face-to-face and online learning compensates for the limitations of both learning processes (2). IndonesiaX is

□ OPEN ACCESS

¹Mechanical Engineering Department, Politeknik Negeri Banyuwangi, Jawa Timur, Indonesia

²English Education Department, Universitas Islam Negeri Sultan Aji Muhammad Idris Samarinda, Indonesia

³Universitas Siber Asia, DKI Jakarta, Indonesia

⁴Fakultas Keguruan dan Ilmu Pendidikan, Universitas Mulawarman, Indonesia

⁵STIKES Mitra Husada Karanganyar, Indonesia

an online education portal that provides MOOCs (Massive Open Online Courses) from universities, institutes, and practitioners in various disciplines to educate the nation[3]. IndonesiaX is a project that aims to promote high-quality online education and training in the country. The Massive Open Online Course (MOOC) platform with the most advanced learning management system can increase public access to high-quality education and life skills (LMS)[4]–[7]. This LMS is tailor-made for Indonesians and is offered in Indonesian. This is done to realize the Indonesian government's goal of expanding public access to recognized training and the best education. MOOC IndonesiaX can be used as a substitute for Google Classroom or LSM Moodle in mixed learning. The MOOC IndonesiaX app, on the other hand, can be used alone and in conjunction with other e-learning courses. Therefore, this study aims to explain the use of android applications as learning media in the digital era, namely the MOOC IndonesiaX application.

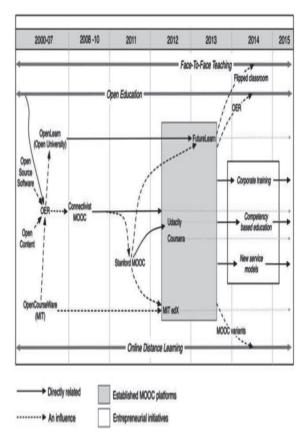


Figure 1: History of MOOC Development(3).

1.1. MOOC in Indonesia

Online course or learning service providers in Indonesia emerge although video-based ones are still few. IndonesiaX is a project dedicated to the development of high-quality

online education and training in Indonesia. This MOOC was released on August 17, 2015, in commemoration of the 70th anniversary of the independence of the Republic of Indonesia. Through the Massive Open Online Course (MOOC) platform, the goal is to increase public access to superior education and life skills. The LMS is tailor-made for Indonesians and is provided in Indonesian. This is done to realize the goal of the Government of Indonesia to expand public access to certified training and the best education.

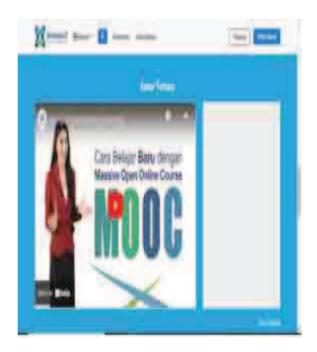


Figure 2: MOOC IndonesiaX (4).

2. Methodology

Data from observation and collection of articles related to the LMS application (5,6) using MOOC IndonesiaX were analyzed using qualitative descriptive techniques. The purpose of qualitative research is to dig deeper when monitoring students who are studying MOOC IndonesiaX. The author also describes how MOOC IndonesiaX works in an online course without face-to-face interaction. In addition, the researcher uses a paradigm framework to explain the researcher's perspective on the facts in the field and the researchers' treatment of the use of MOOC IndonesiaX. In this situation, the researcher also becomes an observer and participant in the field (7). In general, research paradigms can be divided into two categories: research in natural settings is quantitative and qualitative research (8). IndonesiaX is a new learning media in this digital era. They

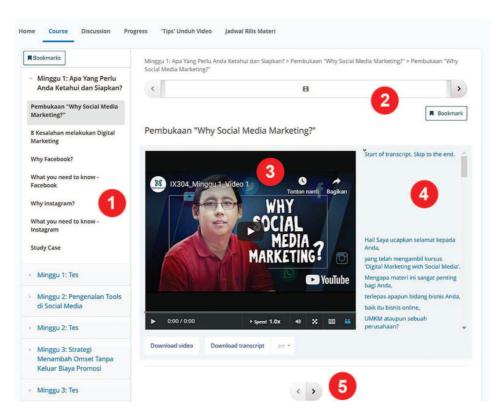


Figure 3: Interface Indonesia X Material Content (4).

are described in detail. A naturalist qualitative approach is used to describe the fact that the MOOC IndonesiaX program can be used as a learning medium.

3. Results and Discussion

Information and technology-based learning media help teachers gain knowledge and facilitate learning outside the classroom (1,9--11). It has become a task and demand of modern times for educators to take advantage of and take advantage of the development of information and communication technology. As a result, teachers born before the digital era must have competencies that are up to date with current needs. One form of the use of information technology in learning is the creation of information technology-based learning media relevant to the current situation because the rapid development of information technology affects attitudes, character, and human behavior. Education is also not immune to the effects of rapidly changing times. Even the dynamics of the teaching and learning process in the classroom can be done outside the classroom, at home, or anywhere. With the advancement of digital technology, educators must be able to innovate and adapt to use technology as a medium in the learning process. This has



influenced the transition from traditional teaching approaches to hybrid and blended learning (12). Educators can use electronic-based learning media such as television, radio, Google Books, online newspapers, online magazines, and so on as tools in the learning process.

Due to advances in information and communication technology, educators can now use it as a learning medium. Therefore, the demands for the emergence of ideas and creativity of an educator to students, both in the form of material delivery and presentations, must be changed to make it more interesting, for example, by using the MOOC IndonesiaX application, which can make social interactions more engaging. Interaction in learning is livelier and more interactive, so it has its charm for students. Online Learning or Courses or online learning is a learning and teaching strategy(13-16). Teachers and students connect via a web browser, or smartphone device that can access anytime and from any location. Online courses are a type of distance education. Students can study without needing to attend class. Can also select study hours based on when students are most productive.

4. Conclusion

Advances in technology and information greatly support the world of education. Educators and students can easily use the utilization of technology as media and learning information. This article has enriched learning media through the MOOC IndonesiaX application as an online learning medium. IndonesiaX provides convenience in learning, including: (1) learning is not bound by classrooms, (2) can be used for the same subject/subject for two or more different classes, (3) provides features that encourage interaction and communication between participants (members) (4) allows learning to have more than two lecturers or experts, (5) interaction can be done with text channels and voice channels.

5. Authors' Contributions

In utilizing the MOOC IndonesiaX Application as an Online Learning Media research, each author contributes and complements each other's data.

References

[1] Fjørtoft H. Multimodal digital classroom assessments. Comput Educ. 2020 Jul;152.



- [2] Hegarty M. Multimedia Learning About Physical Systems. In: The Cambridge Handbook of Multimedia Learning. Cambridge University Press; 2012. p. 447–66.
- [3] Im T, Kang M. Structural relationships of factors which impact on learner achievement in online learning environment. Int Rev Res Open Distance Learn. 2019;20(1).
- [4] Adriyanto AR, Santosa I, Syarief A, Irfansyah. Design and multimedia learning principles on mooc indonesiax. Cakrawala Pendidik. 2021;40(1):92–106.
- [5] Stav JB, Bergh R. Digital classrooms facilitating vocational workplace learning in industry. MCCSIS'08 IADIS Multi Conf Comput Sci Inf Syst Proc e-Learning 2008. 2008;2:119–22.
- [6] Postlethwaite D, Wallace MW, Zboray DA, ... Learning management system for a real-time simulated virtual reality welding training environment. US Pat App 14 2015;1(19).
- [7] Díaz-Lázaro JJ, Solano Fernández IM, Vera M del MS. Social learning analytics in higher education. An experienceat the primary education stage. J New Approaches Educ Res. 2017;6(2):119–26.
- [8] Queirós A, Faria D, Almeida F. Strengths and Limitations of Qualitative and Quantitative Research Methods. Eur J Educ Stud. 2017;3(9).
- [9] Advanced Learning. Advanced Learning. 2012.
- [10] Iwantoro. Kompetensi Guru Pendidikan Agama Islam Dalam Pembelajaran Di Era Digital. Islam Educ. 2017;II(2):139–52.
- [11] Tretinjak MF, Andelic V. Digital Competences for Teachers: Classroom Practice. In: 2016 39th International Convention on Information and Communication Technology, Electronics and Microelectronics, MIPRO 2016 Proceedings. 2016. p. 807–11.
- [12] O'Byrne WI, Pytash KE. Hybrid and Blended Learning. J Adolesc Adult Lit. 2015;59(2).
- [13] Hoi SCH, Sahoo D, Lu J, Zhao P. Online learning: A comprehensive survey. Neurocomputing. 2021;459.
- [14] Wei HC, Chou C. Online learning performance and satisfaction: do perceptions and readiness matter? Distance Educ. 2020;41(1).
- [15] Chung E, Subramaniam G, Dass LC. Online learning readiness among university students in Malaysia amidst Covid-19. Asian J Univ Educ. 2020 Jul;16(2):45–58.
- [16] Dong C, Cao S, Li H. Young children's online learning during COVID-19 pandemic: Chinese parents' beliefs and attitudes. Child Youth Serv Rev. 2020;118(8):105440.