Prinsip & Implementasi Blended Learning di Perguruan Tinggi
Dunia di Tahun 2050: Society 5.0

https://www.youtube.com/watch?v=ABrjdyavqkl
**Pendidikan**

**Pendidikan** adalah proses pengubahan sikap dan tata laku seseorang atau kelompok orang dalam usaha mendewasakan manusia melalui upaya pengajaran dan pelatihan.

Belajar
Mengajar
Pengajaran

*Education ....is characterized by rich, cross-institutional, cross-cultural educational opportunities within which the learners themselves play a key role as creators of knowledge artifacts that are shared, and where social networking and social benefits outside the immediate scope of activity play a strong role.....*

**PENGALAMAN BELAJAR**

Belajar
*Engagement*

Pedagogy is leading people to a place where they can learn for themselves. It is about creating environments and situations where people can draw out from within themselves, and hone the abilities they already have, to create their own knowledge, interpret the world in their own unique ways, and ultimately realize their full potential as human beings.
New Learning Space: Real vs Virtual
Proses Belajar Baru
The future is now.... ➔ THE NEW NORMAL
Model Pembelajaran Baru

- Trainers & experts
- Facilities
- Other students
- E-books, e-journals
- System & the net
- Lab/workshop
- Learning resources
- Learning outcomes
- Learning experience
- Learning resources
- assessment

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SISTEM PEMBELAJARAN Baru

Materi disampaikan sebelumnya secara daring, sesi belajar di kelas → diskusi, peer review, problem-solving activities).
Perancangan Pembelajaran Daring

FAKTOR

Modalitas

- Fully online
- Blended (over 50% online)
- Blended (25–50% online)
- Web-enabled F2F

Rasio Siswa – Dosen/Tutor

- < 35 to 1
- 36–99 to 1
- 100–999 to 1
- > 1,000 to 1

Pacing

- Self-paced (open entry, open exit)
  - Class-paced
  - Class-paced with some self-paced

Pedagogy

- Expository
- Practice
- Exploratory
- Collaborative

Evaluasi Hasil Belajar Daring

- Determine if student is ready for new content
- Tell system how to support the student (adaptive instruction)
- Provide student or teacher with information about learning state
- Input to grade
- Identify students at risk of failure
Perancangan Pembelajaran Daring

FAKTOR

Peran Mahasiswa
- Active instruction online
- Small presence online
- Listen or read
- Complete problems or answer questions
- Explore simulation and resources
  - Collaborate with peers

Peran Dosen/Tutor

Pengalaman Belajar
- PBL
- Flip Learning
- Blended Learning

Delivery
- Asynchronous only
- Synchronous only
- Some blend of both

Umpan Balik
- Automated
- Teacher
- Peers
Pembelajaran berbasis Projek

Research-Teaching Nexus

STUDENTS ARE PARTICIPANTS

4. Research-tutored
Engaging in research discussions

3. Research-based
Undertaking research and inquiry

2. Research-oriented
Developing research and inquiry skills and techniques

1. Research-led
Learning about current research in the discipline

EMPHASIS ON RESEARCH CONTENT

EMPHASIS ON RESEARCH PROCESSES AND PROBLEMS

STUDENTS FREQUENTLY ARE AN AUDIENCE

Figure 2: Conceptions and modes of student inquiry
Source: Based on Levy and Petrulis (2007, 3)

**Student-led**

**Information-active**
Students explore the knowledge-base of the discipline by pursuing questions, problems, scenarios or lines of inquiry, in interaction with the knowledge-base of the discipline. Higher-order information literacy is emphasised.

**Exploring and acquiring existing disciplinary knowledge**

**Information-responsive**
Students explore the knowledge-base of the discipline in response to questions, problems, scenarios or lines of inquiry formulated by staff. Guided information-seeking is emphasised.

**Discovery-active**
Students pursue their own questions, problems, scenarios or lines of inquiry, in interaction with the knowledge-base of the discipline. Higher-order information literacy is emphasised.

**Participating in building disciplinary knowledge**

**Discovery-responsive**
Students pursue questions, problems, scenarios or lines of inquiry, as formulated by tutors, in interaction with the knowledge-base of the discipline. Higher-order information literacy is emphasised.

**Staff-led**

Blended Learning

- Proses belajar yang memadukan pembelajaran tatap muka dan pembelajaran daring (hybrid or mixed-mode learning)
- Blended learning memadukan fitur terbaik dari pembelajaran daring dan tatap muka, misalnya 24/7 accessibility, flexibility, synchronous maupun asynchronous, face-to-face& offline interaction.
- Di masa Covid-19: + belajar mandiri
Flipped Learning

http://www.washington.edu/teaching/teaching-resources/flipping-the-classroom/
Pengembangan Karakter

Cerdas, tangguh, jujur, peduli

religius
nationalist
smart
persistence
independent
Honesty and integrity
Care

https://www.youtube.com/watch?v=WjoDEQqyTig
Teknologi

Persyaratan teknologi bagi mahasiswa

akses terhadap materi kapan saja, dimana saja, siapa saja

Tersedianya navigasi ke berbagai domain sumber belajar daring

Learning Management System (LMS) yang User friendly

Keragaman sinkronus dan asinkronus

Pembelajaran yang menarik, interaktif, menyenangkan

Semua sumber belajar menyebutkan sumbernya atau hak ciptanya dengan jelas.
Assesmen Pembelajaran

- Asesmen mandiri: asesmen oleh mahasiswa sendiri
- Asesmen oleh dosen untuk menilai hasil belajar mahasiswa
- Asesmen non-test: projek, diskusi, dll.

Mata Kuliah → Proses Belajar Blended → Asesmen (penilaian hasil belajar)

- CP 1, 2, 3: Tugas/latihan
- CP 4, 5, 6: UTS
- CP 7, 8, 9…dst: UAS

Nilai Akhir: ...

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TERIMA KASIH