P-ISSN: 2808-0467
E-ISSN: 2808-5051
Homepage: https://iss.internationaljournallabs.com/index.php/iss

IMPLEMENTATION OF EDUCATIONAL TECHNOLOGY TO INCREASE STUDENTS' LEARNING INTEREST DURING PANDEMIC

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ARTICLE INFO

Received:
November 2021
Revised:
November 2021
Approved:
November 2021

ABSTRACT

Background: Technology itself from time to time has increased significantly so that it can be utilized in various fields, especially in the field of education itself. In the midst of the COVID-19 pandemic, students are unable to take part in learning at school face to face with teachers. So here the role of educational technology is very important to apply.
Aim: The purpose of this study was to determine the implementation of educational technology to increase student interest in learning during the pandemic.
Method: Research used literature research is combined with qualitative approaches. Research is conducted by collecting from various sources of literature from various journals and books that have a relationship with our research theme, namely the implementation of educational technology to increase students' learning interest in pandemic times.
Findings: The application of educational technology acts as an effort to improve and launch the current online learning process, it can be said that educational technology is not only as bridging teaching and learning activities but becomes the heart of the process of ongoing activities.

KEYWORDS *The implementation of technology, giving motivation, pandemic era*

INTRODUCTION

Education is a place for a person to study by providing teaching, training, and guidance. In the ongoing role of an educator is very important in the ongoing education itself. The role of an educator is considered very important because educators have a role in education such as providing knowledge, guiding learners, setting a good example for their students, and educating with the educator's code of ethics. In the course of course there are obstacles or intensity of learners will go up and down so as to make learners inconsistent in learning. Therefore, the role of educators for their learners provides motivation, provides moral support, directs them to return to a better path so as to make learners become passionate and can increase the interest in learning students themselves.

Pandemic is an outbreak of a virus that hit and spread to an area so quickly. In the midst of the COVID-19 pandemic, the education process does not work in general and as it should. This makes educators and learners unable to meet face to face so that it is very bad for education itself because educators cannot supervise directly. In learning, the government recommends online or online learning. This online learning utilizes technology such as mobile phones or laptops. In conditions in this pandemic period activities in various fields of education must continue to run because for a student the provision of knowledge at this time is very important for the future of learners themselves. Along with the rapid development of technology many features in it that can be used for learning to keep going even though not face to face.

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Technology in the present is a scourge for society because with the rapid development not only in the field of education the use of technology becomes a means in various fields. Today people say that technology can change a person's life. In its use, of course, technology has its own positive and negative impact.

Online learning certainly has a significant impact in terms of its positive impact such as an educator getting to know and utilize technology to learn, discuss, and utilize the features that are available properly. While the negative impact such as lack of supervision, learning activities are not conducive, and educator participants get less attention from educators. In online learning, the role of parents is very important to always control their children.

Cultivating students' learning interests has the meaning of giving its own encouragement by using an approach towards students so that a student can be interested and passionate in learning and following learning and teaching activities. The cause of students' lack of learning interest has its own problem factors that are facing a learner. How an educator solves the problem is also included in the responsibility as an educator. The way that can be taken in the form of an approach to learners, understanding the characteristics of learners, providing motivation, and opening consultation sessions for learners to solve their problems.

To foster students' learning interest through the implementation of technology in education, an educator is required to be able to seek innovation in the selection of learning methods, motivate, provide encouragement in the form of moral support, better understand and through approaches to learners, and be more creative in the use of technology itself. In the use of technology for learning an educator is also required to learn technology so that it can adjust to the circumstances.

METHOD

The research used is literature research combined with qualitative approaches. The research was conducted by collecting data from various journals and books that have a relationship with the theme of this research, namely the implementation of educational technology to increase students' learning interest in pandemic times. Data selection is done by searching for related digital references. From the various references collected then developed so as to get new ideas.

RESULTS AND DISCUSSION

Education

Education according to Ahmad D. Rimba is a conscious effort made by educators to learners with the aim of forming a personality that is primary physically and spiritually. Meanwhile, Ki Hajar Dewantara argued that education is a form of guidance on the power of destiny in every child so that they can grow and develop as human beings who can achieve salvation and happiness in their lives.

Education is divided into two, namely formal and non-formal education. Formal education is an education that can follow all activities that are structured and planned by the government such as schools and universities. Meanwhile, non-formal education can be accessed through activities of daily life that are not bound by government institutions, such as self-study through one's own experiences and others, reading books, and others. Another thing is informal

education, an education gained through the experience of daily life from birth to death either consciously or unconsciously.

The purpose of education in the national education system article 20 of 2003 states that education aims to develop the potential of students to become human believers and fear God Almighty, be noble, healthy, knowledgeable, creative, independent, and become democratic citizens are also responsible.

Educational Technology

In the Great Dictionary of Indonesian, educational technology is a systemized method for using, planning, and assessing the overall activities of teaching and learning by observing and paying attention both from technical sources and from humans and the interaction between the two, so that the form of education gets an effective form. In a narrow sense, educational technology is a tool used in the world of education to be more effective, efficient and successful.

According to the Webster Dictionary, technology or *technologia* in Greek means systematic treatment. While techne as the basis of the word technology has the meaning of art, skill, science. Thus, educational technology can be interpreted as the systematic implementation of education (Mahmud, 2020). Educational technology is a multidimensional concept that includes a systematic process involving the application of knowledge as an effort to find solutions that can be used to solve learning problems. Second, products such as textbooks, software, audio, video, television, and others. The third is a profession consisting of various categories of jobs. Lastly, as a specific part of education.

Educational technology has a blend of various human elements, ideas, procedures, machines, and their management. In this case, educational technology is abstract which we can understand as a complex and integrated process involving many people. AECT (Associate Educational Comunication and Technology) (2004) in Warsita is a study and practice that facilitates learning activities and improves performance by creating, using, and managing technological processes and resources appropriately (Padmini & Tyagita, 2015).

From various definitions of educational technology, it can be concluded that educational technology is a systematic way of implementing, designing, and evaluating an overall process of learning and learning to form specific learning goals in humans, using a combination of human and non-human learning resources to make learning more effective.

Learning Interest

The word interest means "a strong desire or a high heart's tendency towards something". Slamito expressed his opinion that a mandate also means a sense of attraction to a thing or activity without anyone telling and forcing (Anam, 2015). Meanwhile, according to Melani and Ricardo (2017) the interest in learning is a sense to like or be interested in something and learning activities without the commission or compulsion to learn (Asrul & Afil, 2020). Interest in learning is an interest from within yourself without any compulsion or invitation from others in doing something / learning what we like. With the interest in learning that exists in yourself, the process of receiving learning activities will be easier and more effective.

COVID-19 in Indonesia

The COVID-19 pandemic began at the end of 2019 in Wuhan, China. The virus is thought to be due to exposure to wholesale markets that sell various species of animals and seafood. Initially there were five patients who complained of pain such as pneumonia symptoms. The five were treated with Acute Respiratory Distress Syndrome (ARDS), but in some time cases of patients are increasing and spreading throughout China. With a short period of time this disease quickly spread throughout the world is no exception Indonesia. WHO has declared iconvid-19 a public health emergency of international concern (Putri, 2020).

Coronavirus Disease 2019 (COVID-19) is a new type of outbreak that has never been identified before in humans. Based on scientific evidence, this virus can be transmitted from human to human through coughing or sneezing (Droplets). People most at risk of contracting it are those who are in close contact with iconvid-19 patients including with people who care for patients such as doctors, nurses or family patients (Putri, 2020). In order to break the chain of spread of the COVID-19 virus, the Indonesian government has issued a disaster emergency from February 29, 2020 to May 29, 2020 (Buana, 2017).

As an effort by the government in dealing with the spread of this virus, several policies were issued such as socializing the social addict movement by shortening the hours of outside activities, keeping the imam's distance from other humans at least 2 meters (physical distancing), using masks, not direct contact with others, and avoiding mass crowds (Indonesia, 2020). Various appeals from the government have been proclaimed to stay away from the crowd by staying at home and carrying out all activities from home. Some cities also implement large-scale social restrictions (PSBB) which means limiting the activities of citizens (Fatwa, 2020). The impact of government policies in this pandemic period is not only felt in the health sector but also provides limits on all fields such as the economy, tourism, banking, and including education. The government issued policy regulations in the form of learning from home (Parikesit et al., 2021).

In order to prevent the transmission of the virus, it is expected that with restrictions on face-to-face learning activities will reduce the rate of increase in the virus. The very fast policy carried out by the Indonesian government to facilitate the course of education along with reducing restrictions on physical contact of course learning activities from home becomes the right way for now.

Implementation of Educational Technology in Learning in Pandemic Times to Increase Students' Learning Interest

Government policies in this pandemic era provide a major change for the field of education. Educators and learners are required to be able to adapt to new system changes. If before the pandemic learning activities are carried out face-to-face, then this is the case during the pandemic. Learning is done from home during a pandemic. Learning systems are being replaced with virtual internet networks (Ningsih, 2020). Learners are connected to learning resources in (databases, experts / instructors, libraries) that are physically separate or far apart but can still carry out communication, interaction, or collaboration (directly / synchronously and indirectly / asynchronous). Online learning is a form of training / distance learning that utilizes telecommunications and information technology such as the internet (Arizona et al., 2020).

According to M Hosnan (2014) there are five principles used in learning activities, namely: first, learning centered on learners, learning done in the classroom should involve learners. Not only teachers who convey the material but learners also participate in participating in learning in the form of discussions, giving opinions, asking questions, and others. Second, develop the creativity of learners. Third, create pleasant class conditions. Fourth, charged values (Knowledge), ethics (Attitude), aesthetics (Works) and others. Fifth, provide a fun, effective and efficient learning experience (Nursyam, 2019). Sari Liani (Sari, 2020) explained that the decline in learners' learning outcomes is due to the lack of interest in learning students to ask questions and only answer questions when appointed by educators, students usually only listen to explanations from teachers and digest and record what is explained by the students.

Its implementation is in the form of the application of multimedia applications, object-oriented and web-based program applications through internet media, and the implementation of integrated software package applications. The function of information technology in Education is: as a storehouse of science; as a tool of learning; as an educational facility; as a competency; as an administrative support; as a management tool; and as an educational infrastructure (Sari, 2020).

Learning media is a combination of learning materials with learning tools and is part of learning resources to be used as the delivery of messages and information in learning. So that the learning goal can be achieved optimally and increase the effectiveness of achievement results. Learning media can also be used to improve learning processes and outcomes in learning. Utilization and design of learning media well will help learners in understanding learning materials.

The application of educational technology as an effort to improve and launch the current online learning process, it can be said that educational technology is not only as bridging activities but becomes the heart of the process of ongoing activities. There are several information technology platforms as an online learning medium that is used with various options such as to just send messages (Chat) to through video conference media that displays videos between each other or even more (Hakim, 2020). The learning media can be accessed through Whatsapp, Whatsapp group, e-learning, Google Meet, Google Classroom, Zoom, Webex Meet, Padlet, Google Form, email, YouTube, TVRI broadcast and many others.

Whatsapp

This application is one of the communication media that is so popular among all over the world. In this application everyone can have conversations via text, voice, and video either individually or in groups (Whatsapp group). The application is very simple, easy, yemeni, reliable, and available worldwide so it is not surprising that this application is in demand at least i83% of the 171 million internet users are whatsapp users who connect the wider community, it was revealed by Niken as secretary general of the Ministry of Communication and Informatics (Suni Astini, 2020).

E-learning

Hartanto (2016) suggests that e-learning is an information and communication technology to be able to make students more active in learning anywhere and anytime. There are two types of ie-learning, the first being that synchronous interaction occurs directly between teacher and

student with virtual, and the second is asynchronous means indirect. Asynchronous use then students can access material from the teacher simultaneously. Students can complete the learning according to a predetermined schedule range. Such learning can take the form of animations, tests, quizzes, task collection, reading, and other educational games.

Zoom

Zoom is an HD meeting communication medium with video and screen sharing for up to 100 people. The app is unpaid and can be used through mobile devices, desktops, to phone and space systems (Suni Astini, 2020).

Google

Various Google features offer a variety of conveniences in activities. Every day tens of millions of people access Google features. Through Google Meet, you can conduct video meetings and share your screen directly with others. Google classroom makes it easy for teachers to assign tasks, explain, discuss, and collect the contents of the page. There is also a Google form for analyzing data. There are many more google features that can be developed in learning activities.

Youtube

Youtube application becomes a familiar platform by presenting various videos from movies, news, cartoons, tutorials, sensations, and more. Here, students can also find a variety of learning videos so that less understandable things can be searched through Youtube.

TVRI Broadcast

Kemendikbud cooperates with the national television channel TVRI as an educational TV that is part of a learning program from home. Paud to high school / vocational school education level in accordance with the schedule of getting some teaching materials through early education tv. In addition to television broadcasts, other programs learned from home are also provided by the Ministry of Education in the form of audio, my mother studied independently and worksheets, print teaching materials and also props, as well as learning media available in the surrounding environment (Kemendikbud RI, 2020).

Various technology platforms make a full contribution to the empowerment of online learning. The use of interactive learning media is able to provide motivation / interest in learning students so that they can get good achievements in accordance with their wishes, it will be different if the learning media is not interactive it can make it difficult for students to increase their learning interest. The existence of the COVID-19 pandemic not only has a bad impact on life, the positive thing that can be taken from below is the increasing development of technology in the field of education. Before the pandemic, the Indonesian government had launched an educational technology program in an effort to face the challenges of revolution 4.0.

In the unconventional era schools have combined the medium of educational technology in some learning but in its implementation is still in less intensity or even not wearing at all. Habits that still depend on learning resources in the form of paper scribbles and lectures from teachers are still so strong, that when the pandemic comes with government policies that change

drastically making teachers and students as unprepared to face it. Teachers must be able to handle the era of early education transformation deftly. The system demands that teachers be able to master existing information technology. Thus, it can be said that the change in the education system is not only students who have to learn in technology but teachers as student guides are required to work more extra to develop creativity processing educational technology media. So many learning media are available, it is expected that teachers are able to provide different learning innovations.

CONCLUSION

Based on the results of the discussion it can be concluded that: (1) Education is divided into two of which are informal and non-formal education. Informal education is an education that can follow activities that are structured and planned by the government such as schools and universities. Meanwhile, non-formal education can be accessed through activities of daily life that are not bound by government institutions. (2) Educational technology has a blend of various human elements, ideas, procedures, machines, and their management. In this case, educational technology is abstract that we can understand as a complex and integrated process that involves many people. (3) Interest in learning is an interest from within yourself without any coercion or invitation from others in doing something / learning iapa that we like. With the interest in learning that exists in yourself, the process of receiving learning activities will be easier and more effective. (4) Coronavirus Disease 2019 (COVID-19) is a new variant disease that has never been identified before in humans. Based on scientific results, this virus can be transmitted from human to human through coughing or sneezing (droplets). People most at risk of contracting it are those who are in close contact with COVID-19 patients including with people who care for patients such as doctors, nurses or patient families. (5) The application of educational technology as an effort to improve and launch the current online learning process, it can be said that educational technology is not only as bridging teaching and learning activities but becomes a part of the process of ongoing activities.

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