



THE 2nd ICTES 2020

International Conference on Technology and Educational Science

Technology and Educational Science Development: Issues and
Challenges for Sustainability in the Fourth Industrial Revolution

11-12 November 2020
BALI INDONESIA



BOOK OF ABSTRACT

Organized by:
Fakultas Ilmu Pendidikan
Universitas Pendidikan Ganesha

Dharmaning sajjana umerdhyaken widyaguna
kewajiban orang bijaksana adalah mengembangkan ilmu pengetahuan dan pekerti

**THE 2ND INTERNATIONAL CONFERENCE ON TECHNOLOGY AND
EDUCATIONAL SCIENCE (ICTES) 2020**

THEME:

THE NEW ERA OF EDUCATION: INNOVATION IN PRACTICE

BALI, NOVEMBER, 11TH, 2020

ORGANIZED BY:

**ORGANIZED BY THE FACULTY OF EDUCATION
UNIVERSITAS PENDIDIKAN GANESHA**



COMMITTEE CHAIR REPORT:

Nice Maylani Asril, M.Psi., Ph.D., Psychologist **General Chair Report**

The Honorable:

Rector Universitas Pendidikan Ganesha

The Honorable:

1. Vice Rector of Universitas Pendidikan Ganesha
2. Dean of Fakultas Ilmu Pendidikan Universitas Pendidikan Ganesha
3. All of The Deans in Universitas Pendidikan Ganesha
4. Vice Deans in Fakultas Ilmu Pendidikan Universitas Pendidikan Ganesha
5. Our Keynote Speakers
 - Dr. I Ketut Gading, M.Psi. (Universitas Pendidikan Ganesha, Indonesia)
 - Prof. Dato' Dr. Norazah Mohd Nordin (Universiti Kebangsaan Malaysia, Malaysia)
 - Prof. Masayuki Kakehashi (Hiroshima University, Japan)
 - Prof Seung Won Yoon (Texas A&M University, United States)
 - Prof. Lucas Walsh (Monash University, Australia)
6. Our Invited Speakers:
 - Prof. Maryam Frieda Mangunsong Siahaan (Universitas Indonesia, Indonesia)
 - Andrian Liem, Ph.D. (University of Macau, Macau)
 - Dr. Abu Yazid Abubakar (Universiti Kebangsaan Malaysia, Malaysia)

7. Our committee of the ICTES

8. Presenters and participants

OM SWASTYASTU ASSALAMUALAIKUM WR. WB.

SHALOM NAMMO BUDHAYA

SALAM HARMONI

Welcome to The 2nd International Conference on Technology and Educational Science, which organized by Fakultas Ilmu Pendidikan Universitas Pendidikan Ganesha.

Ladies and gentlemen, as a committee chair, I would like to report few things regarding this conference, as follows:

The theme of The International Conference on Technology and Educational Science is “*The New Era of Education: Innovation in Practice*”. This theme was selected to meet the need for adaptation in various aspects of life to survive in the COVID-19 pandemic.

The COVID-19 pandemic condition makes it a must for people to do a physical distancing as an effort to suppress the transmission of this very contagious COVID-19. To meet the challenge of this physical distancing, this conference will be held on-line with ZOOM application.

Abstract submission was ended on August 30th, because of the many enthusiasts of academicians, researchers, as well as practitioners who want an extension of time, we have extended until October 5th. The amount of abstract submissions is about 109. The selected abstract and the full paper will be published on Atlantis Press proceeding indexed by Web of Science. The participants come from Indonesia, Malaysia, Japan, and Australia.

It is an honor for us to be with you at this virtual conference in which yours valuable contributions will help us to broader our horizon particularly in the field of technology and education.

Ladies and Gentlemen,

This event can be held because of supports and tremendous effort from all of us. As a committee chair let me thank you all, especially to Rector of Universitas Pendidikan Ganesha, Dean of Fakultas Ilmu Pendidikan, Universitas Pendidikan Ganesha, Vice Deans of Fakultas Ilmu Pendidikan, Universitas Pendidikan Ganesha all of the keynote and invited speakers, all of the committee, presenters and the participants.

Finally, please allow me to apologize if there is any inconvenient thing happening during the conference. Please enjoy this virtual conference, may this conference beneficial for all of us.

Thank you very much.

OM SANTIH, SANTIH, SANTIH OM. WASSALAMUALAIKUM WR.WB, SHALOM
NAMMO BUDHAYA SALAM HARMONI



DEAN ADDRESS

Dr. I Ketut Gading, M.Psi
Dean of Faculty of Education
Universitas Pendidikan Ganesha

Om Swastyastu. Thank God for all of His love and blessings for all of us. It is a great honor for me to welcome all participants of The 2nd International Conference on Technology and Educational Science (ICTES) 2020 "The New Era of Education: Innovation in Practice". This time, the world has entered the era of the industrial revolution 4.0 where technological developments are increasingly sophisticated, including in the world of education. Through this conference, it is hoped that all participants (academicians, researchers and practitioners) can share their findings and discuss technology collaboration for the future of education and generate innovative ideas and actions in accordance with the challenges of the 21st century. Furthermore, I personally and institutionally apologize for any inconvenience during the conference. Finally, I would like to express my gratitude and high appreciation to the organizing committee for their hard efforts in organizing this conference. Hopefully, this conference can achieve a great success and continue to the 3rd ICTES in 2022. Thank you.



OPENING REMARKS BY RECTOR UNDIKSHA
The 2nd International Conference on Technology and Educational Science
(ICTES 2020)

Prof. Dr. I Nyoman Jampel, M.Pd
Rector of Universitas Pendidikan Ganesha

Om Swastyastu, Assalamualaikum Wr.Wb. Syalom, Namo Budaya, Salam Harmoni, best wishes for all of us.

Our distinguished keynote speakers:

- Andrian Liem, Ph.D. (University of Macau)
- Prof. Seung Won Yoon (Texas A&M University)
- Abu Yazid Abu Bakar (Universiti Kebangsaan Malaysia)
- Prof. Lucas Walsh (Monash University)
- Prof. Dato' Dr. Norazah Mohd Nordin (Universiti Kebangsaan Malaysia)
- Prof. Masayuki Kakehashi (Hiroshima University)
- Prof. Dr. Frieda M. Mangunsong, M.Ed. Psychologist (University of Indonesia)
- Dr. I Ketut Gading, M.Psi. (Universitas Pendidikan Ganesha)

All participants and committee,

Good morning, and welcome to The 2nd International Conference on Technology and Educational Science (ICTES 2020), and let us all praise God Almighty, Ida Sang Hyang Widhi

Wasa, for the blessings that we receive so we can have this conference today albeit the Covid-19 Pandemic. It is gratifying to see that despite the difficulties and restrictions brought upon us by the pandemic, experts, practitioners, and observers of education from across the globe could sit together to explore various issues and debates on educational research, policies, and experiences.

Ladies and Gentlemen,

Steve Jobs once said “Innovation distinguishes between a leader and a follower.” Why is it so? Because innovation roots from creativity, which only leader-minded people possess. Innovation drives productivity and productivity drives the growth of society. Therefore, it is necessary to understand that innovation is the key to change and to challenge existing ways of living. Those ways include theoretical and practical issues in the fields of information and communication technologies, science education and mathematics education.

Honorable speakers, presenters, and participants,

International Conference on Technology and Educational Science aims to bring together perspectives and contributions from scholars, students, and administrators from different countries. Although the conference is conducted virtually, I believe that, the spirit of this conference remains. The theme of ICTES is The New Era of Education: Innovation in Practice, which is to address theories and issues in science and mathematics education and information and communication technologies with wider audience. Thus, it is expected that through ICTES 2020, we will develop a strong network of researchers and pioneers in science education, mathematics education, and information and communication technologies world-wide.

Lastly, I would like to thank all the committee from the Faculty of Education, Universitas Pendidikan Ganesha and other parties for their cooperation to make this conference happen and hopefully it will run smoothly. I wish you a very fruitful conference.

Thank you... Om. Santih, Santih, Santih Om

KEYNOTE AND INVITED SPEAKERS



KEYNOTE SPEAKER
Dr. I Ketut Gading, M.Psi.
Universitas Pendidikan Ganesha, Indonesia
Email: iketutgading@undiksha.ac.id

Character Education, New Focus of Education

Abstract

The history of education in the world were started by the time people introduced to agriculture and industry. The needs of education for children was to form children to be obedient and push back their willingness. Today's world needs more than just obedient children as a product of education. Character education is very important for our present generation, because it could gives chance for education to help the learners to find themselves and shape better world to live at. In order to implement character education, support from all components in education are needed. Full commitment are required to ensure that the character education runs well, also reach the maximum result.



KEYNOTE SPEAKER

Prof. Dato' Dr. Norazah Mohd Nordin
University Kebangsaan Malaysia, Malaysia
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Shaping the Future of Learning: A World with Endless Innovations

Abstract

As we move towards the Fourth Industrial Revolution (4IR), advancements in technology offer educational affordances that were impossible before. The crossing of technologies in physical, digital, and biological world enables this and brings the future of learning beyond imagination. In the physical world, robotics, drone and IoT (internet of things) technologies are changing land and air environments to become smarter. With robotics, learning interactions in educational environments will change. Robots could be used for different roles in terms of teachers, learners, and tutors. In the absence of a human teacher, robot can act as facilitators of learning. With regards to tutors and learners, a robot could assist a human teacher in teaching (as a robotic tutor) and join learners in group discussions (as a robotic learner). In terms of learning environments, autonomous drones offer video footage and aerial data that could be useful in various educational fields such as future farming. In sum, the emergence and cross-boundaries of 4IR in physical, digital and biological worlds as described, would lead to the “Shaping the Future of Learning” and facilitate “A World with Endless Innovations.”

The paper is produced based on the output of research: Grant Number MRUN-RAKAN RU-2019 003/1 – 4IR Cross-Creative Learning Environment for Autism using Physical and Digital Learning Spaces



KEYNOTE SPEAKER
Prof. Masayuki Kakehashi
Hiroshima University, Japan
Email: kakehashi@hiroshima-u.ac.jp

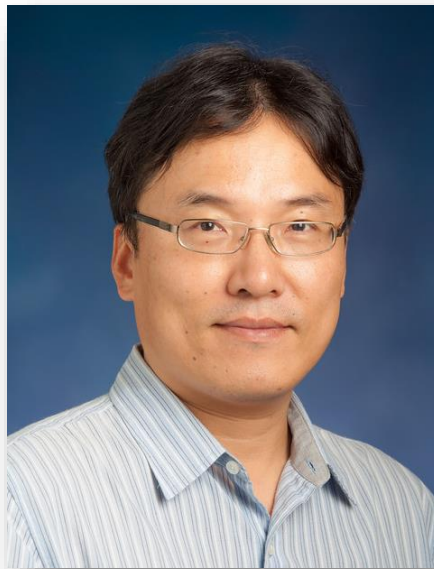
Reasons Why Mathematics and Mathematical Thinking Are Useful in Our Age for All Students in Any Discipline

Abstract

Those who say “I don’t like mathematics” are rather many. More people would be saying “I’m not good at math.” Has the education of mathematics been successful? Most people now know the need of mathematics in our society as the basis of civilization. Is the present relationship of people with mathematics really OK as it is? In this talk, I would like to present an idea about mathematics based on my experience in teaching mathematics and statistics to university students in health sciences. We are now in the middle of Information Revolution following the previous one, the Industrial Revolution. After the Industrial Revolution, people do less muscular labor by the use of power engines. Similarly, the Information Revolution is about to free people from the mental labor of ‘calculations.’ Due to the help of these artificial aids, people should become more free and happier potentially. The results of the Information Revolution are now ubiquitous including the use of artificial intelligence (AI). More data scientists are wanted in business world. But do people in any other discipline than information science not have to know about it? Misuse of such technology may cause disasters such as Lehman shock. So we must know about information science to guide our society for desired direction as citizens. We are facing many difficulties like climate change. COVID-19 is another disaster. I am doing research



about infectious disease spread and would like to tell about advantages and pitfalls of the use of mathematical models. Mathematics is useful as the tool of thinking. But it may have risks. It is important to let young people have literacy to it through education because education is always the service to persons who live in the future.



KEYNOTE SPEAKER

Prof. Seung Won Yoon

Texas A&M University-Commerce, United States of America

Email: hrdswon@gmail.com

Digital Transformation and Workplace Learning: Extracting and Systemizing Knowledge through People Analytics

Abstract

Digital transformation and pandemic global crises have brought a sense of urgency for many organizations to create an optimal mix of face-to-face and online value chains. Learning in such an environment requires a good mix of self-directed, social, and on-demand learning. Organizations must provide a learning platform, not a course or learning management system where learning experiences and knowledge acquisition and sharing must meet the needs of platform members as well as that of the organization. Until present, the dominant frame for designing and evaluating learning have been program specific. Although authentic learning represents a combination of multiple forms of formal and informal, and online and offline learning, evaluating teaching and learning was largely limited to one intervention, thus evaluating and improving the whole system were ineffective. Digital learning platform is the latest trend that attempts to integrate learning and work seamlessly. In the digital platform, people can take online courses, join learning or professional communities, find experts, connect with colleagues outside their business unit, search career opportunities, and monitor their progress through an informative dashboard. A well designed and managed platform also generates a large amount of digital footprints, hidden gems reflecting what people do and want,

whose data educators never had. How do you measure collaboration and contribution? When learners are constantly seek for upskilling and reskilling, and constantly influence and are influenced by others, how do you quantify and make evidence-based decisions or recommendations? This session will show how several leading companies in Korea are applying modern data analytic approaches, such as network analysis and machine learning to create a more effective learning platform. Educators, trainers, and institutional leaders who are interested in applying data analytics for designing and assessing a platform-based learning will find the session useful.



KEYNOTE SPEAKER
Prof. Lucas Walsh
Monash University, Australia
Email: lucas.walsh@monash.edu

Life Disrupted: Education After COVID-19

Abstract

This presentation will explore key global labour market trends, their implication for young people and for educators. Drawing from research from Asia, Canada, Europe and Australia, it will critically examine some of the key fault-lines of globalisation and identify how these might inform the work of educators. In a world characterised by viral, social, economic, political and technological disruption, what are the implications for educators teaching children and young people in the 21st century?

**INVITED SPEAKER**

Prof. Dr. Frieda M. Mangunsong, M.Ed., Psychologist
Universitas Indonesia, Indonesia
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Is Mental Health Approach Needed for Reducing Stress in era of Distance Learning in this Pandemic Era?

Abstract

In this pandemic era, the use of technology, especially in education have multifaceted functions that affected multidimensional of people's life, including people in educational institutions, teachers, families and students. Many factors could be affected the implementation of distance learning in educational areas, such as teachers that need to adjust curriculum according to desk review of Ministry of Education's policy. In Ecological Theory of Brofenbenner, there are layers that start from microsystem where student as a child in family that have interaction with teacher and school. Teachers encounter many challenges in implementing distance learning in this pandemic situation. Besides dealing with pedagogical competencies, the need on adaptation with online learning strategy affected not only psychological wellbeing of teachers, but also students and their families. In this pandemic situation, family get together in a place for a long time, working and studying using technology, could loss their achievements, get bored, failed to focus in reaching target and competencies, not doing well in online learning. Problem away from peer, limited access on social relation, make students failed to control their emotion, try the eustress not to become distress. According to family and mental health concerns it will be a

need of Psychological First Aid as tool for assisting and helping people with social emotional problem in the primary level. It gives hope for surviving the teaching learning process in this epidemic, so online learning could be done optimally. Teachers, parents and students should know how to use mental health approach program, like Psychological First Aid, in caring and helping whereas guidance needed for coping stress in the distance learning process.



INVITED SPEAKER
Andrian Liem, Ph.D.
Department of Psychology, University of Macau
Email: andrian.liem@uq.net.au

Mixed-Methods Research in The Social and Educational Sciences: An Overview

Abstract

Each quantitative and qualitative design has its own limitations. Moreover, data from one design only might be interpreted misleadingly. Combining the two approaches into a mixed-methods design can minimize the limitations and provide a more holistic interpretation of the phenomena under study. Therefore, this presentation aimed to introduce the mixed-methods design from its basic understanding, types, and advantages as well as challenges in doing mixed-methods research. The goal is enlightening the audience to use (or not) mixed-methods design in the social and educational sciences.



INVITED SPEAKER
Dr. Abu Yazid Abubakar
Universiti Kebangsaan Malaysia, Malaysia
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Online Crisis Counseling Provision during COVID-19 Pandemic

Abstract

Conventional practice of counseling is via face-to-face (f2f) mode, in order to enable the counselor to explore and understand the client's issues and problems in a clear manner. However, in time of crisis, for example, during the pandemic COVID-19 which has started at the end of 2019 and has currently affected most nations in the world, this conventional practice may not be able to be implemented as usual due to several constraints. This paper will discuss the feasibility of online crisis counseling provision during COVID-19 pandemic.

Important Dates

Description	Dates
Abstract Submission Deadline	30 September 2020
Notification of Abstract acceptance	12-19 October 2020
Payment and Confirmation	20 October – 3 November 2020
Converence Date	11-12 November 2020
Full Paper Submission Deadline	30 November 2020
Notification of Full Paper acceptance	10-14 Desember 2020
Camera Ready Deadline	21 December 2020
Publication Payment	12-24 December 2020

Proceeding Publisher



Proceeding will be submitted for indexation by:



Rundown

The 2nd International Conference On Technology And Educational Science (ICTES) 2020

Wednesday, 11th November 2020

Time	Program	Zoom Room
07:30-08:00	Registration	Main Room
08:00-09:00	Opening Ceremony 1. Opening from MC 2. Prayer 3. Singing National Anthem entitled 'Indonesia Raya' 4. Traditional dance entitled 'Sekar Jagat' 5. Welcome remarks by the Chairman of the 2 nd ICTES 2020 6. Welcome remarks by the Dean of the Faculty of Education, Universitas Pendidikan Ganesha 7. Welcome remarks by Rector of Universitas Pendidikan Ganesha	Main Room
09:00-09:50	Keynote Speaker Presentation 1 Prof. Dato' Dr. Norazah Mohd Nordin Universiti Kebangsaan Malaysia <i>"Shaping the Future of Learning: A World with Endless Innovations"</i> Moderator: Dr. Kadek Eva Krishna Adnyani S.S., M.Si.	Main Room
09:50-10:00	Coffee Break	
10:00-10:50	Keynote Speaker Presentation 2 Prof. Lucas Walsh Monash University <i>"Life Disrupted: Education After COVID-19"</i> Moderator: Dewa Gede Firstia Wirabrata, M.Psi., Psikolog	Main Room
10:50-11:40	Keynote Speaker Presentation 3 Prof. Masayuki Kakehashi Hiroshima University <i>"Reasons why mathematics and mathematical thinking are useful in our age for all students in any discipline"</i> Moderator: Ratih Ayu Apsari, M.Sc., M.Pd.	Main Room
11:40-13:00	Lunch break	
13:00-13:30	Invited Speaker Presentation Session 1 Andrian Liem, Ph.D. University of Macau <i>"Mixed-methods research in the social and educational sciences: An overview"</i> Moderator: Ni Wayan Surya Mahayanti, S.Pd., M.Pd.	Main Room
13:30-14:00	Discussion session	Main Room
14:00-15:30	Parallel Session 1	Main Room

	(10 oral presentations @5mins each)	
	Moderator: Nice Maylani Asril, M.Psi., Ph.D., Psikolog	
15:30-17:00	Parallel Session 2 (10 oral presentations @5mins each) Moderator: Dewa Ayu Puteri Handayani, S.Psi., M.Sc.	Main Room

Thursday, 12th November 2020

Time	Program	Zoom Room
08:00-08:50	Keynote Speaker Presentation 4 Prof. Seung Won Yoon Texas A&M University-Commerce <i>"Digital Transformation and Workplace Learning: Extracting and Systemizing Knowledge through People Analytics"</i> Moderator: Luh Putu Putrini Mahadewi, S.Pd., M.S.	Main Room
08:50-09:40	Keynote Speaker Presentation 5 Dr. I Ketut Gading, M.Psi Faculty of Education, Universitas Pendidikan Ganesha <i>"Character Education: New Focus of Education"</i> Moderator: Putu Ayu Prabawati Sudana, S.Pd., M.Hum.	Main Room
09:40-10:00	Coffee break	
10:00-11:00	Invited Speaker Presentation Session 2 1. Dr. Abu Yazid Abubakar Universiti Kebangsaan Malaysia <i>"Online Crisis Counseling Provision during COVID-19 Pandemic"</i> 2. Prof. Dr. Frieda M. Mangunsong, M.Ed. Psychologist Universitas Indonesia <i>"Is Mental Health Approach Needed for Reducing Stress in Era of Distance Learning in this Pandemic Era?"</i> Moderator: Putu Rahayu Ujianti, M.Psi., Psikolog	Main Room
11:00-11:30	Discussion session	Main Room
11:30-12:30	Lunch break	
12:30-14:00	Parallel Session 3 (10 oral presentations @5mins each) Moderator: Made Astawa Kusuma Mandala, S.Pd., M.A.	Main Room
14:00-15:30	Parallel Session 4 (10 oral presentations @5mins each) Moderator: Nice Maylani Asril, M.Psi., Ph.D., Psikolog	Main Room
15:30-16:00	Closing Ceremony	Main Room

Notes:

- Time follows the Central Indonesia Time (WITA)
- Time given to Keynote Speaker session and parallel session already include discussion session
- The same moderator will moderate discussion session after Invited Speaker Session in the Invited Speaker session.

TABLE OF CONTENTS

COMMITTEE CHAIR REPORT:	2
DEAN ADDRESS	5
OPENING REMARKS BY RECTOR UNDIKSHA	6
KEYNOTE AND INVITED SPEAKERS	8
IMPORTANT DATES	21
PROCEEDING: PUBLISHER & INDEXER	22
RUNDOWN	23
TABLE OF CONTENTS	26
LIST OF ABSTRACTS	35
[PAPER ID 2]	36
Management of Distance Learning in Primary Schools.....	36
[PAPER ID 3]	37
The Development of Educational Videos to Deliver Topics in Japanese Sociolinguistics Course	37
[PAPER ID 4]	38
The Freedom to Learn Model in Educational Management at Ar-Ridho Nature School of Semarang.....	38
[PAPER ID 5]	39
Design Considerations for Ubiquitous Learning Environment	39
[PAPER ID 6]	40
Application of Literation Based NHT (Numbered Head Together) Learning Models to Improve Reading Skills of Class II Students in 2020/2021 Academic Year in SD N 2 Liligundi	40
[PAPER ID 7]	41
Local Wisdom in the Process of Making the Umma Kalada of the Traditional Community of Loura	41
[PAPER ID 8]	42
The Relationship between Self-Esteem and Happiness on Smoking Adolescents in Banda Aceh City.....	42
[PAPER ID 9]	43
Relationship Between Social Support With Life Quality in Hemodialysis Patients in Regional General Hospital dr. Zainoel Abidin	43
[PAPER ID 10]	44
Ecosystem Learning in The Pandemic Time of The Covid-19 Students of Merauke Private Vocational School	44

[PAPER ID 11]	45
Analysis of Project-Based Learning Materials Development Problems to Improve SD Science Learning Outcomes	45
[PAPER ID 12].....	46
The Challenges that Indonesian Students faced in Academic Writing: A Cross-Disciplinary Study of Academic Literacies	46
[PAPER ID 13].....	47
Is Gusjigang-Based Inquiry Capable to Improve Students; High-level Thinking Skills	47
[PAPER ID 14]	48
Using Augmented Reality Media in Three-Dimensional Geometric Shape Material.....	48
[PAPER ID 15].....	49
The Development of Mathematics Learning Tools Based on Realistic Approach of Cooperative Model	49
[PAPER ID 16]	50
The Influence of Discovery Learning with Scientific Approach on Students' Creative Thinking Ability	50
[PAPER ID 17]	51
The Influence of Discovery Learning with a Scientific Approach on Students' Mathematical Communication in Makassar City.....	51
[PAPER ID 18]	52
The Impact of Discovery Learning with a Scientific Approach in Mathematics Learning	52
[PAPER ID 19]	53
The Interactive Multimedia Development Based on Visual Studio in Kinematics and Dynamics Courses of The Mechanical Engineering Education Study Program of Sriwijaya University..	53
[PAPER ID 20]	54
Implementation of Teaching Materials in Vocational High School Students in Mechanical Engineering Expertise Programs in The Time of Covid-19.....	54
[PAPER ID 21].....	55
Teacher Recruitment Negotiations: As a Form of Early Childhood Education Strategy in Indonesia	55
[PAPER ID 22]	56
Indigenous Counseling As a Therapeutic Alternative in Local Cultural Context.....	56
[PAPER ID 23]	57
Knowledge Analysis of Career Information for Mild Intellectual Disability in Transition Class	57
[PAPER ID 24]	58

The Effect of Discovery Learning Model Using Scientific Approach to Results of Vocational School Students in Palembang	58
[PAPER ID 25]	59
Development of Video-Based Learning Media: Interactive Learning	59
[PAPER ID 26]	60
Developing Civics Education Teaching Materials With Balinese Cultural Perspective for Enhancing Learning Achievement and Love of Balinese Culture Attitude at Elementary School.....	60
[PAPER ID 27]	61
Constructing Scaffolding for Multimedia Supported Critical Thinking Test on Density Concept	61
[PAPER ID 28]	62
The Exploration of Mathematical Ability of Kolok (Deaf) Students' in Inclusive Education at Elementary School Negeri 2 Bengkulu, Kubutambahan	62
[PAPER ID 29]	63
The Effectiveness of Alphabet Puzzle Media to Improve The Early Literacy Skills of Children With Mentally Retardation.....	63
[PAPER ID 30]	64
Mothers' Perceptions of Social Media as Parenting Guide in Bali	64
[PAPER ID 31]	65
Preschool Teachers' Perspectives on the Implementation of Reggio Emilia Approach in Bali .	65
[PAPER ID 32]	66
Dissecting Marlin's Authoritative Parenting Practice in Finding Nemo (2003).....	66
[PAPER ID 33]	67
Fit and Proffer of Indonesian Version Psychological Condition of Athletes	67
[PAPER ID 34]	68
Development of Interactive Multimedia Mathematics to Improve the Learning Outcomes of Grade III Students	68
[PAPER ID 35]	69
Effectiveness Of Discovery Learning And Problem Based Learning Models Using Animated Media To Increase Natural Science Learning Results	69
[PAPER ID 36]	70
The Effectiveness of School Literation Movements to Improve Writing Skills and Creative Thinking Abilities in Class IV State SD Negeri 4 Kampung Baru Students 2020/2021	70
[PAPER ID 37]	71
Teachers Sense of Efficacy in Distance Learning.....	71
[PAPER ID 38]	72

The Influence of Learning Media Based on Augmented Reality on the the Achievement of Mathematics	72
[PAPER ID 39]	73
A Case Study: The Impact of Using Games on Students' Motivation in Learning English at the Eighth Grade of SMP Negeri 2 Sigli.....	73
[PAPER ID 40]	74
Development of Learning Materials in E-Learning Courses with the Principles of Cognitive Theory of Multimedia Learning (CTML)	74
[PAPER ID 41]	75
Fatherhood and Children's Remote Learning during Covid-19 Pandemic: A Narrative Inquiry of Balinese Full Time Dads	75
[PAPER ID 42]	76
Promoting English and Global Skills Literacy Through Multiple Platforms Media in The Covid-19 Pandemic	76
[PAPER ID 43]	77
Correlation of Family Environment and Student's Learning Style towards Social Studies Learning Outcomes	77
[PAPER ID 44]	78
The Correlation of Learning Interests and Empathy Attitude toward Civic Education Learning Outcomes.....	78
[PAPER ID 45]	79
Reaffirmation of Identity through Social-Ritual Practices and Festivals in Tenganan, Bali	79
[PAPER ID 46]	80
The Value of Friendly Characters in the Android-Based Panjol Game for Children with Nomophobia Indication.....	80
[PAPER ID 47]	81
Development of Thematic Multimedia Oriented to Empowerment of Multiple Intelligences in Primary Schools	81
[PAPER ID 48]	82
Changes of Parenting Styles in Early Childhood Education During Home Based Learning.....	82
[PAPER ID 49]	83
The Process of Rupa Dance Creation As a Medium for Emotion Processing on Special Needs Children (Gifted).....	83
[PAPER ID 50]	84
Development of e-Content Using Segmentation Principles With e-Assessment in The Development of Teaching Materials Course.....	84
[PAPER ID 51]	85
The Indigenous Learning in Heritage of Skills Indonesian Traditional Baby Massage.....	85

[PAPER ID 52]	86
Panca Pramana Cycle-based Science Learning Model for Promoting 21st Century Skills Learning	86
[PAPER ID 53]	87
Reading Literation Strategies Applied by Lecturers in Learning at The Faculty of Education Universitas Pendidikan Ganesha.....	87
[PAPER ID 54]	88
Educated Spoken Arabic (ESA) in the Teaching of Arabic in Indonesia	88
[PAPER ID 55]	89
Design and Development Thematic Multimedia with Scientific Approach in Primary School .	89
[PAPER ID 56]	90
The Effect of E-Learning Based on Problem Based Learning (PBL) on Student Characters in Inferential Statistics Course	90
[PAPER ID 57]	91
Classical Javanese Dance Learning with Blended Learning.....	91
[PAPER ID 58]	92
Early Childhood Educators' Perspectives about National Characters Implementation during Distance Learning	92
[PAPER ID 59]	93
The Educational Animation As The Instructional Material Gives Positive Effects Toward The Early Childhood Development.....	93
[PAPER ID 60]	94
Take and Give Learning Model Assisted By Non-Projection Media Affecting Positive Towards Civics Learning Results	94
[PAPER ID 61]	95
The Effectiveness of The Word Square Learning Model on The Social Studies Learning Results of Elementary School Students	95
[PAPER ID 62]	96
Development of Assessment Instruments for Mathematics Learning Result in Grade IV Elementary School	96
[PAPER ID 63]	97
Application of ICT-Based Animation Media to Improve Student Creativity and Learning Outcomes.....	97
[PAPER ID 64]	98
Two Stay Two Stray Model Providing Mind Mapping Influences on The Learning Outcomes of Grade V Students	98
[PAPER ID 65]	99

The Effectiveness of Cycle “5E” Learning Model on Science Learning Outcomes of Student Elementary School	99
[PAPER ID 66]	100
Effectiveness Quantum Teaching Model in Civics Learning of Student Elementary School...	100
[PAPER ID 67]	101
The Appropriateness Of The Instrument In Assessing Children's Early Mathematical Abilities	101
[PAPER ID 68]	102
There is The Relationship if Strengthening Character Education (PPK) Towards Mathematics Learning Outcomes in Class IV	102
[PAPER ID 69]	103
Instrument Development Conversational Skills Children Age Group 5-6 Years	103
[PAPER ID 70]	104
School Strategies in Optimizing Early Childhood Education during COVID-19 Pandemic	104
[PAPER ID 71]	105
Interaction of Self Concept and Online Identity	105
[PAPER ID 72]	106
The Development of PKN Learning Media in The Form of Microsoft Power Points on The Material on The Diversity of Individual Characteristics of Class III SD/MI.....	106
[PAPER ID 73]	107
Ki Hajar Dewantara’s Educational Philosophy: Among and Student’s Academic Performance	107
[PAPER ID 74]	108
Prepared Environment as the Key Success Factor in Building Clean and Healthy Habit in Early Childhood Education.....	108
[PAPER ID 75]	109
Boomers’ Perception Towards The Implementation of Online Learning Amidst Covid-19 Outbreak.....	109
[PAPER ID 76]	110
Environmental Awareness in Disney’s (2016) Moana.....	110
[PAPER ID 77]	111
Conducting Nature-based Learning during Emergency Remote Teaching in English for Young Learners Class during COVID-19 Pandemic: Challenges and Strategies.....	111
[PAPER ID 78]	112
Gender Representation in The Illustration of Indonesian 8th Grade EFL Textbook	112
[PAPER ID 79]	113

Language and Gender Representation in Indonesian EFL Textbook for The Seventh Grade of Junior High School.....	113
[PAPER ID 80]	114
Patriarchal Binary Oppositions in Narrative Texts Included in English Textbook for Senior High School in Indonesia	114
[PAPER ID 81]	115
Social Stratification among The Upper-Class Singaporean Society Reflected in Kevin Kwan's Crazy Rich Asians (2013)	115
[PAPER ID 82]	116
The Effectiveness of Cognitive Behavioural Group Counselling to Improve Senior High School Students Career Decision Making Self-Efficacy.....	116
[PAPER ID 83]	117
The Effectiveness of The Application of The CPS (Creative Problem Solving) Learning Model and the PBI (Problem Based Instruction) Learning Model: The Impact on Students Mathematics Learning Interest	117
[PAPER ID 84]	118
An Analysis of Jesse Aarons' Character Development in Katherine Paterson's Bridge to Terabithia from The Perspective of Kohlberg's Psychoanalysis	118
[PAPER ID 85]	119
The Effect of The Think Pair Share (TPS) Cooperative Learning Model Assisted With The Sociodrama Method on IPS Learning Outcomes	119
[PAPER ID 86]	120
Youtube as Digital Learning Resources for Teaching Bilingual Young Learners.....	120
[PAPER ID 87]	121
The Effectiveness of The TSTS (Two Stay Two Stray) Learning Model on The Science Learning Outcomes of Students Elementary School.....	121
[PAPER ID 88]	122
The Effect of Guest Lecturers and Online Discussion Forum toward Students' Communication Competencies on English for Educational Technologist Course	122
[PAPER ID 89]	123
Quality Management of Cendekia Harapan School: Implementation of One-Roof School System	123
[PAPER ID 90]	124
The Effect of Social Support and Self-Efficacy on Performance among Early Childhood Inclusive Education Teachers' in Bali	124
[PAPER ID 91]	125
The Implementation of Inclusive Education Program for Early Childhood	125
[PAPER ID 92]	126

Measuring Junior High School Students Communication and Collaboration Skills in Science Learning Based on STEM.....	126
[PAPER ID 93].....	127
The Impact of Montessori Learning Methods on Self-Confidence and Mathematics Learning Outcomes in Grade 1 Students of Sekolah Dasar Gugus 4 South Kuta District	127
[PAPER ID 94]	128
The Effect of Tri Hita Karana Oriented Blended Learning Model on Students 'Character and Learning Outcomes at The Faculty of Education, Undiksha	128
[PAPER ID 95]	129
Impact of Social Media on Adolescents' Psychological Wellbeing	129
[PAPER ID 96]	130
Resilience Models for Children and Teenagers in Learning During the Pandemic	130
[PAPER ID 97]	131
Improving Student Arithmetic Ability through Interactive Multimedia Development on Mathematics Competencies of Third Grade Elementary School Students	131
[PAPER ID 98]	132
Optimizing Student Photography Skills Through Development of Project Based Learning (PjBL) based E-Learning in Photography Courses	132
[PAPER ID 100]	133
Powtoon as the Implementation of Edutainment for Young Learners	133
[PAPER ID 101]	134
Validity And Reliability: Instruments To Assess The Mobile Ability of Early Children.....	134
[PAPER ID 102]	135
Implementation of English First Application for Facilitating Autonomous Learners.....	135
[PAPER ID 103]	136
Implementation of The 2013 Curriculum Through the Women's Development Program at SDIT Daarul Muttaqien Surabaya.....	136
[PAPER ID 104]	137
Developing 21st Century Skills Through Traditional Game-Based Learning	137
[PAPER ID 105]	138
Green Entrepreneurship Education Among The Millennial Generation: The Way Towards a Green Economy.....	138
[PAPER ID 106]	139
Development of TSTS Cooperative Model Learning Devices in The Science Study Content, Theme 7, Class IV Elementary School	139
[PAPER ID 107]	140

The Development of E-Learning Model Based The Value of Tri Hita Karana Concept on The Natural Science Course in PGSD FIP Undiksha.....	140
[PAPER ID 108]	141
Parental Involvement in Speech Activities for Children with Speech Delay at Home	141

LIST OF ABSTRACTS

[PAPER ID 2]
Management of Distance Learning in Primary Schools

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Abstract

It is undeniable, distance learning is one of the choices of educational models to deal with the Covid-19 pandemic because it does not require students to be in one place with many people and for a long time. However, distance learning has many complaints from parents of students, especially elementary schools, because children only stare at the device without being able to monitor its use. This becomes dangerous if it is not resolved immediately. The method used in this study is a qualitative method with an ethnographic approach that tries to capture management in distance learning at the State University of Semarang to be used in distance learning in basic education. Sources of data obtained from observations made on ELENA, interviews with ELENA users, and documentation of the use of ELENA. The data validity used triangulation of research sources as the key instrument. The result is that Elena's learning at UNNES has features that allow for linkages with outside parties other than instructors and students that allow monitoring to ensure the quality of distance learning activities. For primary school children, this model is suitable for implementation where parents and school principals can be involved in monitoring the continuity of learning between teachers and students.

Keyword : Primary Education; Distance Learning; Management; ELENA
Topic : Primary Education

[PAPER ID 3]

The Development of Educational Videos to Deliver Topics in Japanese Sociolinguistics Course

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Abstract

The aim of this study was to develop appropriate educational videos for the Shakaigengogaku (Sociolinguistics) course in the Japanese Language Education Department UNDIKSHA and to analyze the level of feasibility. The method used was MDLC with six stages; Concept, Design, Material Collecting, Assembly, Testing, and Distribution. Data collection was carried out by semi-structured interviews and mixed questionnaires (closed-ended followed by open ended questions). The subjects involved in this study were one content expert, one media expert, and nine fourth-year students of the Japanese Language Education Department for the small group test. The objects developed in this study were four educational videos on various sociolinguistics topics, namely: Japanese dialects, bilingual education, impoliteness, and language life in Japan.

Keyword : Educational Video; Japanese Sociolinguistics; Shakaigengogaku; MDLC

Topic : Research and Development in Education

[PAPER ID 4]**The Freedom to Learn Model in Educational Management at Ar-Ridho Nature School of Semarang****Suci Sari Nur Zubaedah, Muhammad Fauzi Fitri Andika, Ilham Farisandi, Didi Pramono**

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ilhamfarisandi123@student.unnes.ac.id, didipramono@mail.unnes.ac.id**Abstract**

The freedom to learn is a policy discoursed by the Minister of Education and Culture of Indonesia. Freedom to learn has the concept of freedom to explore the potential of students and teachers in the learning process. This article aims to describe the management of the Ar-Ridho Nature School in Semarang City as a manifestation of the actualization of the freedom to learn. This research was conducted using qualitative methods and data collection techniques used were interviews, observation, and documentation. The results of research in the field show that the Ar-Ridho Nature School has different school management. The difference between Nature School management and formal schools is in the implementation of curriculum management and student management. The differences in the management of the Ar-Ridho Nature School curriculum are found in the four pillars of the learning process there is morals, leadership, scientific thinking, and entrepreneurship. Other than that, the implementation of student management focuses on developing and exploring students' abilities. The Nature School concept applies the freedom of students to learn through nature. Students are given the right to freedom of study without 'pressure'. The application of education management based on the concept of freedom to learn has a positive impact on the development of the abilities and potential of students. Therefore, the implementation of Ar-Ridho Nature School management is following the concept of the freedom to learn a policy that can be used as a role model for other educational institutions in applying the concept of learning freedom.

Keyword : Ar-Ridho Nature School; Education; Freedom to Learn; School Management
Topic : Educational Management

[PAPER ID 5]**Design Considerations for Ubiquitous Learning Environment****I Kadek Suartama**

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Abstract

In recent years, information technology has been integrated into educational practices that have produced a series of trends including electronic learning (e-Learning), mobile learning (m-Learning) and ubiquitous learning (u-Learning). The practice of u-Learning is still being developed, along with the problems that often arise from the application of e-Learning and m-Learning, such as alienating students from the real world, the difficulty of students focusing on learning goals, giving students opportunities to spend their learning time with entertainment, to the problem of increasing the cognitive load of students. u-Learning, as a continuation of the evolution of e-Learning and m-Learning, offers more than just the latest educational ideas or methods, where this system can accommodate students and their learning styles by providing adequate information anytime and anywhere based on their characteristics, needs, and desire to improve academic performance and productivity. This paper describes matters related to the development of a u-Learning environment which includes: 1) the emergence of the u-Learning concept, 2) learning theory that supports u-Learning, 3) characteristics of u-Learning, 4) comparison of e-Learning, m-Learning, and u-Learning, 5) criteria for u-Learning environment, 6) mobile devices as tools in u-Learning, 7) development of u-Learning systems with Learning Management System.

Keyword : Instructional Design; Ubiquitous Learning; Learning Management System
Topic : Educational Technology

[PAPER ID 6]

Application of Literation Based NHT (Numbered Head Together) Learning Models to Improve Reading Skills of Class II Students in 2020/2021 Academic Year in SD N 2 Liligundi

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Abstract

This study aims to see the improvement in reading skills of students II for the 2020/2021 school year at SD N 2 Liligundi through the application of literacy-based NHT (Numbered Head Together) learning models. The subjects of this study were students of class II in the 2020/2021 academic year according to 18 people. This research will be conducted in several cycles, each of which will be held three times. Each cycle consists of four stages, namely: Planning, Implementing Action, Observation and Evaluation of Actions, and Reflection. This research uses the observation method. In this study, the object of research was the students' reading skills. Data analysis used descriptive quantitative statistical analysis methods. This descriptive analysis method is used to determine the low level and reading skills of students which are converted into assessments that are in accordance with the 2013 curriculum estimates. Indicators of this implementation are assessment criteria that read students are in the Good category, and classical completeness is 80%. Based on the research that has been done, it can be found that the average reading skills of students in the first cycle was 67.86 with 57.14% completeness, while in the second cycle the students' reading skills were 81.07 with a completeness of 85.71%. Therefore, it can be ignored that the effective application of the literacy-based NHT learning model can improve the reading skills of the second grade students of the 2020/2021 school year at SD N 2 Liligundi.

Keyword : NHT (Numbered Head Together) Learning Model; Literacy; Students' Reading Skills

Topic : Early Childhood Education

[PAPER ID 7]

Local Wisdom in the Process of Making the Umma Kalada of the Traditional Community of Loura

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Abstract

This study aims to determine: 1. The stage of making Umma Kalada for the indigenous people of Loura, 2. the character values in the process of making Umma Kalada for the indigenous people of Loura. This research was conducted using qualitative methods, data collection techniques using interviews and documentation. The collected data was analyzed using the Miles and Hubberman model which consisted of data reduction, presentation, and conclusion. It was found that in the process of making umma kalada the indigenous people of Loura went through three stages, namely, 1. The pakwana ole katonga dana stage, which is the stage where all families of the kabissu (tribe) perform ritual requests to their ancestors and plan to build houses. 2. The Umma Padede Stage is the stage of collecting building materials and the construction of the Umma Kalada. 3. The Tamage umma stage is the stage of entering or inaugurating a house marked by a thanksgiving ceremony to the ancestors. The character values contained in the process of making the umma kalada of the Loura indigenous people are religion, cooperation, responsibility, love for the environment, hard work, democracy, and love for the country. The findings of this study can be used as a source of social studies learning to know, understand and appreciate Indonesian culture and can imitate and practice the character values contained in the process of making umma kalada of the indigenous Loura community.

Keyword : Umma Kalada; Traditional Community of Loura; Character Value

Topic : Education Based on Local Wisdom

[PAPER ID 8]

The Relationship between Self-Esteem and Happiness on Smoking Adolescents in Banda Aceh City**M. Reza Rifki**

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Abstract

The phenomenon of smoking among adolescents in the city of Banda Aceh which is sharia province in Indonesia is getting higher from year by year, the average of smoking is teenagers who is a troublemaker at school. They say that smoking make them feels valued, cool, and masculine. Those feelings are the concept of pursuing happiness according Seligman (2009). Seligman (2009), the concept of pursuing happiness through smoking in adolescents is erroneous. Happiness makes self-esteem of a young smoker is fulfilled. This study aims to see the relationship between self-esteem and happiness on smoking adolescent. Participants in this study are 80 adolescents aged 16-21 years and are active smokers that located in Banda Aceh City. Participants in this study are divided into several places and divided into two groups, school and outside school. Respondents are selected using purposive sampling technique and quantitative approach. Data are collected through questionnaire in the form of scale, self-esteem is modified from Coppersmith (1967) and happiness modified from Seligman (2006). The results showed that there is a very significant relationship between self-esteem and happiness on smoking adolescent. The data analysis technique is using the product moment correlation. Based on the results of analysis, the correlation coefficient (r) was 0,352; $p = 0.001$ ($p < 0.05$) means that there is a significant positive relationship between self-esteem and happiness. Based on the categorization results, it is known that the self-esteem of subjects is moderate, and the happiness of smoking adolescents is classified as moderate.

Keyword : Self-esteem; Happiness; Smoking Adolescent; Banda Aceh; Adolescent
Topic : Educational Psychology

[PAPER ID 9]

Relationship Between Social Support With Life Quality in Hemodialysis Patients in Regional General Hospital dr. Zainoel Abidin

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Abstract

Hemodialysis is the term wash blood using a dialysis machine. Hemodialysis is very closely related to the quality of life of patients. Patients undergoing hemodialysis have a low quality of life due to lack of aspects of physical health, psychological health, and social support. Social support is one of the factors that can improve the quality of life, if social support is lacking then the quality of life will decrease. This study aims to determine the relation of Social Support and the Quality of Life in hemodialysis patients in RSUD dr. Zainoel Abidin. The approach in this study was a quantitative method with a purposive sampling technique. The sample in this study were 116 hemodialysis patients who were still active. The Data collection used, was the Social Support scale and the Quality of Life scale with a Likert scale model. The collected data was analyzed using the Pearson correlation test with the help of the SPSS 20.0 program. The results showed that the hypothesis was accepted by obtaining a correlation coefficient (r-count) of 0.970 with a significance value (p) of 0,000. There was a positive relationship between Social Support and Quality of Life in hemodialysis patients at RSUD dr.Zainoel Abidin. That was the higher the Social Support, the higher the Quality of Life in hemodialysis patients in RSUD dr.Zainoel Abidin.

Keyword : Social Support; Quality of Life; Patient Hemodialysis

Topic : Guidance and Counseling

[PAPER ID 10]

Ecosystem Learning in The Pandemic Time of The Covid-19 Students of Merauke Private Vocational School

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Abstract

This study aims to describe the learning ecosystem during the Covid-19 pandemic in grade V YPPK Santo Tarsisius Biankuk Merauke elementary school, where almost all students cannot participate in online learning due to limited android communication media. The research method used is qualitative with a case study approach. Collecting data through interviews, observation, action, and documentation with descriptive data analysis. Data analysis techniques consist of data reduction, data presentation, and drawing conclusions. The results of this study indicate, (1) Learning about ecosystems during the Covid-19 pandemic really helped students understand the components of the ecosystem even though it was very limited; (2) the activeness of students in completing the observed report task looked good; (3) based on the results of the evaluation given the students are in a good category regarding the ecosystem theme; and (4) the role of collaboration between teachers and parents during the pandemic including mentoring and motivators.

Keyword : Ecosystem Learning; The Covid-19 Pandemic; Elementary School Students

Topic : Primary Education

[PAPER ID 11]

Analysis of Project-Based Learning Materials Development Problems to Improve SD Science Learning Outcomes

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Abstract

This study aims to produce the desired product, namely learning tools that are valid and suitable for use. These products are such as Learning Implementation Plans, Teaching Materials and Student Worksheets. The research method used is the research and development method, with a four-D model design consisting of four stages, namely: define, design, develop and disseminate. The instruments used in this study consisted of expert validation sheets used to validate teaching materials by scientific experts and teachers, the legibility of teaching materials, questionnaire sheets to determine the responses of students and teachers to teaching materials. The results of the analysis show that definitely is a stage for analyzing teaching materials, curriculum and learning tools. Discussions with peers about problems encountered in the field, and studying student characteristics. At the design stage, a design is made regarding the learning tools to be developed, how to present them, the distribution of projects, materials and questions. The development stage is the stage of making learning tools by showing experts to assess the validity, practicality and effectiveness of the tools being developed. And at the dissemination stage, it is done by introducing the developed learning tools to users for students, schools and related stakeholders.

Keyword : Learning Materials; Project Based Learning; Hasil Learning Outcomes

Topic : Research and Development in Education

[PAPER ID 12]

The Challenges that Indonesian Students faced in Academic Writing: A Cross-Disciplinary Study of Academic Literacies**Muflihun Muflihun, Citra Prasiska Puspita Tohamba**

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Abstract

It is undeniable that academic writing skills in university studies hold essential roles in determining successful learning. In the context of international students who studying at UK universities, some study reported that the students are somehow struggling with academic writing challenges. This study primarily aimed at investigating academic writing challenges that Indonesian postgraduate students faced at The Queen's University of Belfast enrolling at academic year 2017/2018 across disciplines. Further, designed under descriptive qualitative, a narrative interview conducted to gather data of this study. Then, a three-step qualitative data analysis, data reduction, data display and drawing conclusion and verification, has been applied to obtain the result of this study. The finding of this study confirmed that the participants initially had quite common challenges in academic writing, such as developing critical thinking, avoiding plagiarism, sentence structure and few practices and training on academic writing. Critical thinking encompassed their ability to analyse, to evaluate, to infer and to interpret an idea which then reworded into their own. Those shortcomings affected their understanding on how a plagiarism could be avoided or even minimized. Moreover, less understanding on English grammar and lack of academic writing practices were among other challenges found. In terms of academic literacies, it found that the participants had quite few experiences academic English or academic writing which influenced their ability to compose academic writing. It could be concluded that there should be more academic writing enhancement programs across universities in Indonesia in order to tackle those common problems while studying abroad.

Keyword : Academic Writing Challenges; Indonesian International Students; Academic Literacies

Topic : Language Education

[PAPER ID 13]**Is Gusjigang-Based Inquiry Capable to Improve Students' High-level Thinking Skills****Fina Fakhriyah, Sri Utaminingsih**

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Abstract

The importance of character-emphasizing learning and Higher Order Thinking Skills (HOTS) since elementary school in order to maintain the existence of Indonesian culture so as not to be eroded by the times. This study aims to determine and describe the influence of gusjigang-based inquiry learning to improve high-level thinking skills. This study uses a three-step lesson study approach, namely Plan, Do and See. The research subject was in the 4th grade of the Masehi Primary School at Kudus. The students' high level thinking skills in this study refer to the taxonomy of bloom which was revised by Kratwohl which includes analyzing (C4), evaluating (C5) and creating (C6). The results of the study show that during the learning process takes place, students' high-level thinking skills increase with the application of gusjigang-based inquiry. This is indicated by an increase in the ability of students to make observations, arrange questions or strategies, submit hypotheses, the ability to solve problems and form conclusions through a high-level thinking process. In addition, the philosophy of gusjigang strengthens students to always think highly in every learning activity.

Keyword : Inquiri; Higher Order Thinking Skills; Gusjigang**Topic** : Education Based on Local Wisdom

[PAPER ID 14]

Using Augmented Reality Media in Three-Dimensional Geometric Shape Material

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Abstract

This research was a development research with a mix method approach. This study aimed to develop augmented reality learning media that was used to help students visualize three-dimensional mathematical objects. It important research because could replace the use of teaching tools that were limited in number, so they could assist teachers in learning process. This research was based on the Plomp model so that it consists of four phases as the following: (1) Preliminary assessment; (2) Designing; (3) Realization; and (4) Tests, Evaluations, and Revisions. The purpose of this study was to examine the validity, implementation, and effectiveness of augmented reality media. The results of this study revealed that augmented reality media was valid to use based on the results of expert validation, practical to use based on the observation sheet of teacher learning and response implementation, and effective to use based on learning outcome tests and student response questionnaires.

Keyword : Learning Media; Augmented Reality; Geometry
Topic : Mathematics and Science Education

[PAPER ID 15]

The Development of Mathematics Learning Tools Based on Realistic Approach of Cooperative Model

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Abstract

This research was development research which aimed to develop mathematics learning tools based on the realistic approach of cooperative model in cube and cuboid materials. They included lesson plans, student books, teacher books, student activity sheets, and Assessment Sheets. The study subjects were students of Class V SDIT Al-Fityan School Gowa. The development procedures used in this research were the Thiagarajan models or 4-D models which included four stages, namely the limitation stage, the design stage, the development stage, and the dissemination or socialization stage. The purpose of this research was to produce learning tools that were valid, practical, and effective based on the realistic approach of cooperative model in cube and cuboid materials. Mathematics learning tools developed had been validated and revised so they were feasible to use.

Keyword : Learning Tool Development; Realistic Mathematics Learning; Cooperative Model

Topic : Mathematics and Science Education

[PAPER ID 16]

The Influence of Discovery Learning with Scientific Approach on Students' Creative Thinking Ability

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Abstract

This research was a pre-experimental study with a One Group Pretest-Posttest Design. The experimental samples in this study were students of class VIII5 in SMP Negeri 29 Makassar. The purpose of this study was to determine the description of students' creative thinking abilities if discovery learning with a scientific approach was applied in the classroom. The data in this research were obtained using a test instrument about mathematical creative thinking. The results showed that the students' creative thinking ability in mathematics generally was at level 3, namely creative. While for fluent and flexible indicators, respectively were at level 2 which was quite creative and level 3 which was creative. It showed an increase in students' creative thinking abilities if discovery learning with a scientific approach was applied.

Keyword : Discovery Learning; Scientific Approach; Creative Thinking Ability; Mathematics

Topic : Mathematics and Science Education

[PAPER ID 17]

The Influence of Discovery Learning with a Scientific Approach on Students' Mathematical Communication in Makassar City

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Abstract

This experimental research aimed to determine the improvement of students' mathematical communication skills which were better between those who took the Discovery Learning model with the scientific approach and those who took direct learning model, as well as to find out the differences students' mathematical communication skills in the high, medium and low groups. The data analysis used was the two-mean difference test to determine which were better between the experimental class and the control class. We also used one-way ANOVA with the Scheffe test to determine the differences students' mathematical communication skills in every groups. Based on the results of the study, it could be concluded that the mathematical communication skills of students who took the Discovery Learning model with a scientific approach were better than students who took direct learning model. Meanwhile, the middle student group who took the Discovery Learning model had mathematical communication skills better than student in the high and low groups. Thus applying Discovery Learning with the scientific approach could develop students' mathematical communication skills especially in facing the industrial revolution challenging.

Keyword : Discovery Learning; Mathematical Communication; Scientific Approach

Topic : Mathematics and Science Education

[PAPER ID 18]

The Impact of Discovery Learning with a Scientific Approach in Mathematics Learning

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Abstract

This study aimed to determine the impact of discovery learning with a scientific approach in mathematics learning on junior high school students in Makassar city. The research samples were students of class VIII MTs Negeri Model Makassar. Data collection methods in this research were test and interview. The test method was used to obtain learning outcome data. While interviews were conducted to obtain data about the impact of discovery learning with the scientific approach in student mathematics learning outcomes. The analysis techniques used were descriptive statistics and inferential statistics. The results of descriptive and inferential analysis showed that the average score of student mathematics learning outcomes in experimental class was 91.33 with classical completeness around 97%. It showed student learning outcomes increased after the discovery learning with the scientific approach was applied. Thus, discovery learning with the scientific approach was better than conventional learning.

Keyword : Discovery Learning; Scientific Approach; Mathematics Learning
Topic : Mathematics and Science Education

[PAPER ID 19]

The Interactive Multimedia Development Based on Visual Studio in Kinematics and Dynamics Courses of The Mechanical Engineering Education Study Program of Sriwijaya University

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Abstract

This research is a research and development that is used to find out the validity and practicality of a product. This study uses a development model proposed by Luther with 6 stages, namely concept, design, collecting, assembly, testing and distribution. Data collection techniques using interview sheets, and questionnaires and using formative evaluation namely alpha test and beta test, alpha test consists of material expert validation and media expert validation while beta test consists of 3 stages, One to One, Small group, and field test. One to One instrument sheet to find out product deficiencies based on user ratings. While expert validation, Small group, and test fields in the form of questionnaires to determine the level of validity and practicality of the product. This shows that with the use of the luther development model that is implemented in visual studio interactive multimedia is valid and practical.

Keyword : Development; Interactive Multimedia; Kinematics and dynamics.

Topic : Technical and Vocational Education

[PAPER ID 20]

Implementation of Teaching Materials in Vocational High School Students in Mechanical Engineering Expertise Programs in The Time of Covid-19

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Abstract

This study aims to develop the application of learning with teaching materials for students in the mechanical engineering expertise vocational school program during the Covid-19 pandemic. Learning material is one of the important elements that must be considered in learning. However, in the current era, there are still a lot of teaching materials needed, especially in the subject of occupational safety and health, the mechanical engineering expertise program, of course, simple and practical learning materials are needed so that they can support both theory and practice. In connection with these problems, the purpose of this study is to implement teaching materials for students of the mechanical engineering expertise vocational school program. This research was conducted at SMK Mechanical Engineering expertise program. The research method used was a quasi experiment (quasi-experimental) with a pretest - posttest control group design research design. The data analysis technique was carried out by testing using the t-test, it can be concluded that there was an effect of Android-based learning media on Vocational School students in the engineering engineering expertise program during the Covid-19 pandemic on student learning outcomes.

Keyword : Android Learning Media; Learning Outcomes; The Covid-19 Pandemic

Topic : Technical and Vocational Education

[PAPER ID 21]

Teacher Recruitment Negotiations: As a Form of Early Childhood Education Strategy in Indonesia

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Abstract

This paper aims to uncover the extent to which the recruitment of high quality Early Childhood Education teachers is still a challenge to date, especially in areas (villages / remote areas) in Indonesia. This article is based on the assumption that one of the professionalism of teachers is influenced by the teacher recruitment system at each institution. This research uses a meta-analysis of research and previous literature on teacher recruitment for Early Childhood Education. The findings of this article are expected to explain the extent to which Early Childhood Education teacher recruitment campaigns overcome the challenges in recruiting, selecting and hiring Early Childhood Education staff by making the Early Childhood Education sector an attractive choice. It is hoped that this paper will inform that effective recruitment and selection will positively impact educational institutions. recruitment of early childhood education teachers, early childhood education

Keyword : Recruitment; Early Childhood Education Teachers; Early Childhood Education

Topic : Early Childhood Education

[PAPER ID 22]

Indigenous Counseling As a Therapeutic Alternative in Local Cultural Context

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Abstract

The purpose of writing this article is to analyze the best counseling practices that come from local cultures. In this paper, these counseling practices are referred to as indigenous counseling. In addition, this paper also analyzes how the appropriate indigenization process is to produce a conceptual approach, model, and indigenous counseling techniques. To analyze the best practice of counseling and the indigenization process, the method used is a literature review. The literature review process begins with determining the concept to be developed, identification and tracing of previous research results, mapping and classification of research results, classification analysis and theme determination, analysis of relationships between themes, and conclusions. Based on the literature review process, several themes were found in the discussion, namely; (1) understand the meaning of indigenous; (2) indigenization process; (3) the process of building indigenous counseling; and (4) evidence based practice. The themes of the discussion above can be concluded that in the application of psychological theory and counseling, it is necessary to consider and accommodate cultural factors in which theories and concepts are practiced. Evidence based practice shows that culture contributes significantly to the effectiveness of the counseling process. Therefore indigenization is needed as an attempt to contextualize theory based on context.

Keyword : Indigenous Counseling; Therapeutic Alternatives; Local Culture

Topic : Guidance and Counseling

[PAPER ID 23]

Knowledge Analysis of Career Information for Mild Intellectual Disability in Transition Class**Edi Purwanta, Viga Saputi**

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Abstract

Career was the roles that a person played during the life span. Meeting career needs were began with understanding career information. Career information aimed to provide basic information about various career choices, including job options to prepare future career maturity. The objectives of this research were to find the knowledge of career information on mild intellectual disability students in 6th grade elementary school. Research was conducted in SLB Tunas Bhakti Pleret, SLB N Pembina, and SLB PGRI Trimulyo which located in Yogyakarta. Research subjects were 6 mild intellectual disability students in 6th grade and 3 their teachers. This research was qualitative research. Data collection techniques used interviews, observation, and documentation. Data validity using triangulation techniques and sources. Data analysed using qualitative analysed were began with data reduction, data display, and conclusions. The results of research were: 1) The types of job information known to students included Realistic (e.g. tailor, carpenter, mechanic, etc), Investigative (e.g. leech therapist and doctor), Artistic (e.g. soap opera player, singer, and making batik cloth), Social (e.g. teacher, security, lawyer, etc), Enterprising (e.g. seller), and Conventional (e.g. office workers and bank employees); 2) Job characteristics known to students were job description, work place, tools, number of employees, and job requirements; 3) Students got the job information from teachers, parents, siblings, neighbors, also television; and 4) Job information that students wanted to know were doctors, singers, bakers, etc.

Keyword : Career Information; Mild Intellectual Disability; Transition; Elementary School

Topic : Special Needs Education

[PAPER ID 24]

The Effect of Discovery Learning Model Using Scientific Approach to Results of Vocational School Students in Palembang

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Abstract

The purpose of this study was to determine the effect of the Discovery Learning learning model using a scientific approach to vocational student learning outcomes. This type of research used in this study is the True Experimental design form of this research design is Posttest-Only Control Design that is by using the final test. The study population was 322 students from 2 public vocational schools and 2 private vocational schools. Using a random sampling technique, the sample of this study was 285 students. Data is collected through multiple-choice tests and observer sheets. The results showed that the t-count obtained was higher than the t-table ($16.9 > 2.042$), meaning that there was a significant influence between the experimental class and the control class. So it is said that there is an influence of discovery models using a scientific approach to the learning outcomes of vocational students in Palembang. To improve learning outcomes, the Discovery learning model with, using proper scientific approach.

Keyword : Discovery Learning Model; Scientific Approach; Learning Outcomes

Topic : Technical and Vocational Education

[PAPER ID 25]

Development of Video-Based Learning Media: Interactive Learning

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Abstract

This study aims to produce valid, practical, and effective video-based learning media to be used in the learning process in PDTM subjects. This type of research is research and development (Research and Development). The stages of development carried out are: 1. defining, 2. designing, 3. developing, and 4. disseminating. Data obtained by using questionnaires and interviews then analyzed using quantitative descriptive analysis techniques. The trial was conducted on 32 students of class X at SMK Negeri 2 Palembang. The results showed that the results of the one to one feasibility test used interviews with the results of the level of understanding and satisfaction of the participants and the absence of negative comments on this media, the small group got a questionnaire score of 88% and the field test got a questionnaire score of 90%. In conclusion, it can be said that this media is suitable for use in the PDTM learning process at SMK Negeri 2 Palembang.

Keyword : Learning Media; Vidio-based; Interactive Learning

Topic : Technical and Vocational Education

[PAPER ID 26]

Developing Civics Education Teaching Materials With Balinese Cultural Perspective for Enhancing Learning Achievement and Love of Balinese Culture Attitude at Elementary School

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Abstract

This study aimed at developing civics education teaching materials with Balinese cultural perspective. This study was a development research using the ADDIE (Analysis, Design, Development, Implementation, Evaluation) model. The subjects of this research were a third grade teacher and twenty three third grade students. To measure the validity of the teaching materials an expert's evaluation sheet was used and to evaluate the implementation of the civics materials teachers' and students' responses questionnaires were used. The results of the study were 1) one civics teaching material, seven lesson plans, and 7 student worksheets which have been developed with Balinese cultural perspective. The material that was developed was under the topic "Bangga Menjadi Anak Indonesia" (Proud to become Indonesian children)." 2) This product has been validated by an expert in civics education, an instructional design expert, a Balinese culture expert, and an evaluation expert and an education expert, yielding CVR of 1.00 and CVI of 1.00, categorized as valid and feasible to be tried out. 3). This product has been tried out on a limited scale in the third grade and the result showed that the produce could enhance learning achievement of the students with the averages of 81.04, 86.83, and 90.22, in the first, second and third meetings respectively, and love of Balinese culture attitude of the students with the averages of 86.90, 88.46 and 91.42.

Keyword : Balinese Culture; Learning Outcomes; Developing Learning Tools, Loving Attitudes

Topic : Education Based on Local Wisdom

[PAPER ID 27]

Constructing Scaffolding for Multimedia Supported Critical Thinking Test on Density Concept

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Abstract

One of the important teacher competence is develop an instrument for assessment and evaluation of the learning process and learning outcomes. This study aims to construct scaffolding for multimedia supported critical thinking test on density concept. Critical thinking adopted in this study is Halpern critical thinking framework that has been developed and adapted to scientific critical thinking indicators. The method utilized was research and development 3D-1I model, the steps are define, design, develop and implementation. Participant of this research was 30 pre-service physics teachers who have studied in fluid course. Scaffolding have been validated by expert and have been implemented by pre-service physics teachers. Result of implementing multimedia critical thinking test, critical thinking categories which got high score is problem solving and decision making with domain specific examine the relevance of procedure in solving problems that got score 76%. It could be concluded that multimedia supported critical thinking test can measuring pre-service physics teachers' critical thinking effectively

Keyword : Scaffolding; Multimedia Supported Critical Thinking Test; Density Concept

Topic : Mathematics and Science Education

[PAPER ID 28]**The Exploration of Mathematical Ability of Kolok (Deaf) Students' in Inclusive Education at Elementary School Negeri 2 Bengkulu, Kubutambahan****I Made Suarjana**

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Abstract

The research objectives were (1) to describe the ability of Kolok (deaf) students to learn mathematics; (2) describe the normal role of students in helping kolok(deaf) students; and (3) describe the role of parents / family in helping kolok (deaf) students learn mathematics. The research subjects were 3 grade VI students who were kolok (deaf) at SD Negeri 2 Bengkulu, Kubutambahan. This research is a phenomenological study emphasizing the meaning of experience for a number of individuals, focused on the abstract analysis schema of a phenomenon related to a special situation. To determine the ability of kolok (deaf) students in mathematics, especially arithmetic, data were collected by means of tests. To determine the role of normal students in helping kolok (deaf) students learn mathematics, data were collected using the observation method. To find out the parenting styles of the students' parents / families in helping kolok (deaf) students in learning mathematics, data were collected using observation and interview methods. Data analysis was performed with descriptive statistics to describe the object under study, data exploration, and to describe all information that supports the research results. The results showed that (1) the mathematical abilities of kolok (deaf) students in mathematics, especially arithmetic, were still lacking, (2) collaboration between normal and kolok (deaf) students in online learning was lacking, and (3) the role of parents / families in helping kolok (deaf) students learn mathematics at home are severely lacking due to their limitations in technological abilities and mathematical abilities.

Keyword : Exploration; Inclusive Education; Mathematics**Topic** : Primary Education

[PAPER ID 29]

The Effectiveness of Alphabet Puzzle Media to Improve The Early Literacy Skills of Children With Mentally Retardation**Kadek Suranata, Ketut Susiani**

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Abstract

Early literacy skills are the capacity to name letters and write them down, spell simple words, recognize letters and signs around them, identify books from titles, and perform book-related activities. Early literacy consists of nine components, namely language, rules/provisions/habits, knowledge of letters, awareness of language elements, the suitability of phonemes, pretend reading, pretend writing, notation, and cognitive skills. However, mentally retarded children only emphasize the recognition of vowels as the basis of initial literacy. This study aims to improve early literacy skills in mentally retarded children in SDLB 2 Singaraja, Bali through literacy learning using alphabet puzzles. The experimental research design used was one group pre-test-post test. A total of 6 students with mental retardation were involved as research subjects. Data on initial literacy skills were obtained through observing students' abilities in (1) mentioning vowels, (2) showing vowels, and (3) pronouncing vowels. Data analysis used One sample Wilcoxon Rank which was carried out with the JASP statistical analysis program. The results showed that there was a significant increase in the early literacy skills of mentally retarded students after participating in learning using alphabet puzzle media with a significance of $p > 0.05$. These results indicate that the alphabetical puzzle media is effectively used to improve early literacy skills in literacy learning for mentally retarded children.

Keyword : Literacy; Puzzle; Learning Media; Mental Retardation
Topic : Special Needs Education

[PAPER ID 30]

Mothers' Perceptions of Social Media as Parenting Guide in Bali

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Abstract

Objective: This study aims to describe the perception of young mothers towards the influence of social media (its advantages and disadvantages) as source of information or parenting guide. **Methods:** This research was conducted using both qualitative and quantitative approach (mix methods). Participants of this study were 24 young mothers who have been selected through purposive sampling technique. Data were collected using observation, questionnaire, and in-depth interview. Qualitative data was analyzed using Milles and Huberman's model of analysis. **Findings:** Most of the participants used Instagram to access information about parenting. There are 8 reasons according to young mothers who choose social media as source of learning about parenting. However, based on participants' perceptions, there are 3 challenges of using social media as parenting guide. **Conclusion:** Motherhood can be very challenging and exciting at the same time. Mothers surely want the best for their child. However, it is important to be more selective and wise in choosing parenting information on social media in order to give the best decision during the parenting process.

Keyword : Parenting; Mothers; Social Media; Postnatal

Topic : Early Childhood Education

[PAPER ID 31]

Preschool Teachers' Perspectives on the Implementation of Reggio Emilia Approach in Bali

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Abstract

Background: The Reggio Emilia approach is still rarely used by Early Childhood Education and Care (ECEE) in Bali. This approach views children as human beings who have the freedom to explore their curiosity about the world. Objective: This study discusses about preschool teachers' perspectives (strengths and challenges) during the implementation of Reggio Emilia approach. Method: This study was conducted using a qualitative method with descriptive approach. Participants of this study were 3 preschool teachers from TK Kebun which is located in Bali. Data was collected using observation, documentation and in-depth interviews. Findings: Based on the teachers' perspectives, there are 5 (five) key elements of Reggio Emilia that are considered as strengths of this approach. However, these key elements have its own challenges that can be minimized through teacher training and development program. Conclusion: Reggio Emilia can be incredibly beneficial for the children as long as it is followed by teachers' competences in implementing the Reggio Emilia approach. Furthermore, parents' involvement within this approach is necessary in order to create collaborative relationship.

Keyword : Preschool; Teachers; Perspective; Reggio Emilia

Topic : Early Childhood Education

[PAPER ID 32]

Dissecting Marlin's Authoritative Parenting Practice in Finding Nemo (2003)**Ni Komang Arie Suwastini, Jesica Vanessa Hutapea**

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Abstract

As animated films are interesting for children, Marlin's seemingly protective style of parenting in Disney's Finding Nemo may raise concern if that was appropriate or it can be improved. Arguing that Marlin's protective parenting may lead to the authoritative style, this present study focused on unearthing the aspects found in Marlin's authoritative parenting style. By utilising McKee's textual analysis, the current study identified several aspects that belong to two dimensions of the authoritative parenting style. Marlin's care, warmth, understanding, and support are the aspects of the responsiveness dimension. Meanwhile, the high degree of supervision and strictness that Marlin often emphasises on Nemo, are the aspects of the demandingness dimension. Through mise-en-scene, the aspects of Marlin's authoritative parenting style are shown in the form of utterances, actions, gestures, facial expressions, and voice intonation, to which these forms ease the identification on every authoritative parenting aspect. Since films become a bridge to educate every layer of society, Finding Nemo may be possible to improve parenting skills and to be used as a medium in promoting parenting education.

Keyword : Disney; Finding Nemo; Authoritative Parenting; Parenting Education**Topic** : Other Areas in Education

[PAPER ID 33]**Fit and Proffer of Indonesian Version Psychological Condition of Athletes****Yogi Parta, Ketut Susiani, Kadek Suranata**

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Psychological conditions are one of the aspects that can affect the achievements of athletes by sports in every competition that's allows athletes to achieve glorious performance. This study aims to examine the feasibility and validity of the psychological scale of the Indonesian version of athletes. A total of 92 scale items were developed based on seven theoretical dimensions, namely: (1) attention or focus control, (2) goal setting, (3) self-image, (4) relaxation and activation, (5) self-talk, (6) emotional control. , and (7) automation. The assessment of the feasibility of the item content involved three raters. Data for testing the validity of items and scale factors were obtained through an online survey involving 320 athletes in the province of Bali. The first stage analysis of the expert's assessment of the feasibility of item scale items was carried out with the formulation of item feasibility and the scale from Lawshe by calculating the CVR of each item and the CVI of the scale. The second stage of analysis was carried out by calculating the validity of items and factors through CFA which was carried out by the JASP program. The study results showed that (1) the athlete's psychological condition scale met the eligibility based on CVR and CVI values, (2) CFA analysis showed that only 60 of 92 items had a good loading factor and were grouped on two factors or dimensions. The reliability factor of both dimensions is at good reliability, namely in dimension 1 is 0.88, and factor 2 is 0.91.

Keyword : Instrument Validity; Assessment; Psychological; Athletes
Topic : Assessment in Psychology and Education

[PAPER ID 34]

Development of Interactive Multimedia Mathematics to Improve the Learning Outcomes of Grade III Students

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Abstract

This research is motivated by the problem of low mathematics learning outcomes in grade III students of SD N 1 Paket Agung. This research is a development research with the ADDIE model. The methods used in data collection are interviews, document recording, observation and questionnaires. The results of the research (1) the design of interactive multimedia mathematics includes five stages, namely: analysis, design, development, implementation, and evaluation. (2) the results of validation tests conducted by experts and product trial subjects indicate that interactive multimedia mathematics is valid based on: (a) the results of reviews by experts on learning content with very good qualifications (97,77%), (b) the results of reviews by experts in learning design with very good qualifications (91,42%), (c) the results of reviews of instructional media experts with very good qualifications (96,66%), (d) the results of individual trials with very good qualifications (94%), (e) and the results of trials a small group with very good qualifications (93,33%). Thus, research shows that interactive multimedia mathematics is in excellent qualification.

Keyword : Interactive Multimedia; Mathematics; ADDIE

Topic : Research and Development in Education

[PAPER ID 35]**Effectiveness Of Discovery Learning And Problem Based Learning Models Using Animated Media To Increase Natural Science Learning Results****Ni Wayan Suniasih**

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Abstract

This research aims to find out the effectiveness of discovery learning and problem-based learning models using animation media to increase natural science learning result in 5th grade of elementary school. This study was designed using quasi-experimental with the Nonequivalent Control Group Design. Natural science learning results data were collected through test. The research population was all 5th grade of elementary school. The research sample was determined using classter random sampling technique. SD Negeri 2 Legian was taught using the discovery learning model using animation media, while SD Negeri 3 Legian was taught using a problem based learning model using animation media. furthermore data analyzed by partial eta squared to determine its effectiveness. The results of the One Way Variance analysis obtained $F_{hitung} = 17.855$, $Sig\ 0.000 < 0.05$. This means that there is a significant difference in science learning results between the learning group using the Discovery Learning model, the group using the Problem-based Learning model using animation media, and the group of students who are taught conventionally. The next step is to calculate the effectiveness of the learning model to improve the learning results of Natural Science using Partial Eta Square, the result is Partial Eta Square (η^2) = .247. So it can be concluded that the application of the Discovery Learning and Problem based Learning models using animation media is effective in increasing the learning results of Natural Science with an effectiveness of .247 in the medium category.

Keyword : Discovery Learning; Problem Based Learning; Animation Media; The Learning Results Of Natural Science

Topic : Primary Education

[PAPER ID 36]

The Effectiveness of School Literation Movements to Improve Writing Skills and Creative Thinking Abilities in Class IV State SD Negeri 4 Kampung Baru Students 2020/2021

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Abstract

This study aims to determine the effectiveness of the school literacy movement to improve writing skills and creative thinking skills in students. The subjects of this study were the fourth grade students of SD Negeri 4 Kampung Baru, totaling 24 students. The object of this research is the students' writing skills and creative thinking skills after the implementation of the school literacy movement. This research was conducted in several cycles. Each cycle consists of four stages, namely: Planning, Implementing Action, Observation and Evaluation of Actions, and Reflection. The data collection method used in this study is the test method. Methods of data analysis using quantitative descriptive statistical analysis methods. The criterion for the success of this research is if the classical average writing skills and creative thinking skills of students are in the minimum category "good" with the predicate of the increase in the minimum score gain is "moderate". Based on the research that has been done, it can be concluded that the school literacy movement can effectively improve students' writing skills and creative thinking skills. This is indicated by the average writing skills of students in the first cycle of 67.67, increasing to 78.67 in the second cycle. While the creative thinking ability of students in the first cycle was 63.33, increasing to 75.10 in the second cycle. The improvement of students' writing skills and creative thinking abilities from cycle I to cycle II was in the medium category.

Keyword : School Literacy Movement; Reading Skills; Creative Thinking Skills

Topic : Early Childhood Education

[PAPER ID 37]

Teachers Sense of Efficacy in Distance Learning

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Abstract

Amid distance learning during this pandemic era, the number of complaints goes to government policy to obligate online learning at all school levels. Despite the involvement of many influential aspects, the focus is still owned by teachers who play a significant role in terms of learning success. This research aimed to investigate teachers' sense of efficacy in achieving the planned learning objective. It was measured by interpreting their reaction to certain situations during the application of online learning. It involves ten items about planning, organizing, learning a new skill, applying new learning methods, observing others, and responding to other external issues. Each item implies two contradicting options of internal and external beliefs of aspects influencing the success. Unlike numerous research denoting the heavy relation between years of experience to teachers' efficacy, the efficacy level in this research is objectless. However, some familiarity is unfolded by newly experienced teachers in their likeliness to organize the plan. They also believe that internet connection and students' situation has a signifying role in it. All teachers with medium experience perceive the importance of applying a new method. Teachers who have experienced more than ten years are all varied in all of the aspects. This research profound the findings in efficacy measure whose result is very unlikely to non-distance learning. Teachers' efficacy in distance learning is directed by other factors which should be set by other sounding hypotheses.

Keyword : Distance Learning; Teacher Efficacy; Online Learning

Topic : Educational Psychology

[PAPER ID 38]**The Influence of Learning Media Based on Augmented Reality on the the Achievement of Mathematics****Gusti Ngurah Sastra Agustika, I Gusti Agung Ayu Wulandari**

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Abstract

This study was aimed to determine the effectiveness of using augmented reality based learning media on mathematics competencies in elementary school. This study used a pre-experimental approach in learning geometry with the one-group pretest-posttest design and the research subject was selected randomly. Before being given the treatment, the selected group of students was given a pretest to find out the students' prior knowledge about geometry. The selected group was taught about geometry by using augmented reality-based learning media and given posttest afterwards. The instrument used for data collection in this study was 40 valid and reliable items. Furthermore, from the posttest and pretest scores obtained a gain score using paired sample t test to determine whether there were differences in knowledge competencies before and after using augmented reality-based learning media. The findings of the study revealed that the average posttest result was 87.89 and the pretest average result was 82.73. The data was obtained the calculated value of 9.198, with $df = 31$ and $\alpha = 0.05$, the t table value was 2.040. This results showed that there are significant differences in the students' mathematical competencies before and after using augmented reality based learning media. Since the average posttest is greater than the average pretest, it can be concluded that augmented reality-based learning media is effective to be applied as a learning media for elementary school.

Keyword : Mathematics Learning; Augmented Reality; Media Learning
Topic : Primary Education

[PAPER ID 39]**A Case Study: The Impact of Using Games on Students' Motivation in Learning English at the Eighth Grade of SMP Negeri 2 Sigli****Irhamni Irhamni, Jamaliah Jamaliah, Fauziah Fauziah**

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Abstract

This study focuses on the ways used by English teachers to motivate students in learning English and the impact of using games on students' motivation in learning English in the eighth-grade students at SMP N 2 Sigli. The research was a descriptive qualitative study. The participants of the study were the English teachers and the eighth grader students at SMP Negeri 2 Sigli. Interview, questionnaire and documents analysis were utilized as the instruments of the study. In validating the data, the researcher used data source triangulation by comparing the result of interview, questionnaire, and documents analysis. This research was analyzed by using Miles and Huberman interactive model of data analysis including the data reduction, the data display and conclusion, and verification. The findings showed that the ways that the English teachers used to motivate students in learning English were introducing English common words or phrases, applying games and song, providing positive punishments and reward, giving challenges in form of project based, sharing experience and advise about the importance of learning English. There were academic and non-academic impact of using games on students' motivation in learning English. In academic domain, the students were more knowledgeable and easier in understanding the lesson, and increased the students' ability in English especially vocabularies. Non academically the students became excited and enthusiasts in learning English, focused on the lesson, felt challenged to learn more, showed a sense of cooperation in group work, and enjoyed the lesson.

Keyword : Motivation; Games; ELT**Topic** : Language Education

[PAPER ID 40]

Development of Learning Materials in E-Learning Courses with the Principles of Cognitive Theory of Multimedia Learning (CTML)

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Abstract

The objectives to be achieved in this development are as follows: 1) describe the process of developing learning materials in the E-Learning Development course in accordance with the principles of cognitive theory of multimedia learning, 2) describe the feasibility of learning materials for the E-Learning Development course according to experts content and learning media experts. This research is focused on developing learning materials in the E-Learning Development course in accordance with the principles of cognitive theory of multimedia learning. The research subjects were one subject content expert, one learning design expert, one media expert, and 30 students for the trial. The data collection methods in this study were questionnaires and tests. The data analysis technique used in this research is qualitative descriptive analysis and quantitative descriptive analysis. The results showed that: 1) the process of developing learning materials through: a) the analysis stage, b) the design stage, c) the development stage, d) the implementation stage, and e) the evaluation stage, 2) the learning materials developed were feasible based on a review by: a) content experts with very good qualifications (96.4%), b) learning design with very good qualifications (95%), c) media experts with very good qualifications (96.5%), and d) trials to students with very good qualifications (95.6%). Based on the results of the development and feasibility that has been done, the learning materials are suitable for use in learning in the E-Learning course.

Keyword : Development; e-Learning; Instruction; Learning Materials
Topic : Educational Technology

[PAPER ID 41]**Fatherhood and Children's Remote Learning during Covid-19 Pandemic: A Narrative Inquiry of Balinese Full Time Dads**

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Abstract

Relational power supremacy is determined by culture, which impacts women's and men's capacity to make decisions in the family and community. As a part of strong patriarchal culture, Balinese men's involvement in parenthood deals with their self-concept and identity. Although there has been a growing literature discussing fatherhood in many cultural settings, a limited study focusing on how men in strong patriarchy culture transmit their full-time fatherhood has been conducted. Besides, the emergency shifting of learning due to the COVID-19 pandemic conveys more hitches to shelter. The present study examined whether and how Balinese fathers' parenting styles may influence attachment style and their children's remote learning activities. By using self-concept and identity lenses, qualitative approach of analysis was carried out using a narrative inquiry. Three fathers with children who are having remote learning activities were recruited using a snowball sampling technique. An in-depth interview was used for data collection using a virtual videoconference. The results indicated that fathers' parenting style, their perception about the fatherhoods, their coping strategies, and responses from the society were related to the attachment style and children's remote learning activities during the COVID-19 pandemic.

Keyword : Fatherhood; Children's Remote Learning; Patriarchy; Narrative Inquiry
Topic : Other Areas in Education

[PAPER ID 42]

Promoting English and Global Skills Literacy Through Multiple Platforms Media in The Covid-19 Pandemic**Ahmad Zamzam, Muhammad Amin, Hajriana Arfah**

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Abstract

Due to the COVID-19 pandemic, with the school closures, the use of multiple platform learning management systems (LMS) is rapidly increasing by the beginning of 2020. The cultural shock because of the pandemic cannot be avoided by some lecturers. They should design and deliver the instruction through virtual meetings with low technological skills, low internet budgets, and less readiness for an available LMS. However, the pandemic forces the teachers and lecturers to familiarize and utilize information and communication technology (ICT) in the teaching of English as a foreign language (EFL). This research described the practices of English literacy development as well as global competence at the English Education Department of a university in Lombok, Indonesia. 105 students were involved in the research subjects. The data were collected through questionnaires, semi-structured interviews, and observation to obtain the various platforms used by the subjects and their effectiveness. The data analysis results show that the lecturers do not use a single platform as instructional media; the university-designed LMS is the most dominant, followed by Google Classroom, Google Form, Zoom, Google Meets, Big Blue Button, WhatsApp, and Facebook. Most students claim that their English is increase as well as global competence literacy development. And, some of the global competence indicators are increasing although some of the rest felt that this distance learning is harder and more complicated than the regular direct meeting.

Keyword : English Literacy; Global Skills Literacy; Multiple Platforms; Distance Learning

Topic : Global Issues in Education and Research

[PAPER ID 43]

Correlation of Family Environment and Student's Learning Style towards Social Studies Learning Outcomes**Rizky Desiana**

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Abstract

This study was conducted based on the factors that influence students' learning outcomes. This study aims to analyze the significant correlation between family environment and student learning styles on social learning outcomes. This study used ex-post-facto research design with non-test method using simple regression and multiple regression analysis. Based on the analysis at the significance level of 5% = 0.05, found that: there was a significant correlation between family environment and social studies learning outcomes with $r_{xy} = 0.724$ (52.4%), there was a significant correlation between student learning styles and social studies learning outcomes with $r_{xy} = 0.614$ (37.7%), and simultaneously, there was a significant correlation between family environment and student learning styles on social studies learning outcomes of fourth-grade Elementary School students in Cluster III Buleleng with $r_{12} = 0.764$ (58.4%). Therefore, as the result, student's learning outcomes are influenced with these factors, especially factor of family environment and student's learning style.

Keyword : Family environment; student's learning styles; social studies learning outcomes.

Topic : Primary Education

[PAPER ID 44]

The Correlation of Learning Interests and Empathy Attitude toward Civic Education Learning Outcomes**Putu Ria Irdianti**

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Abstract

This research was based on various factors that influenced learning quantity and quality further effecting students' learning achievement. This research aimed to identify the significant relationship between students' learning interest and empathy attitude toward students' civic education learning achievement. This research was an expose-facto research. The research population were 132 students and the sample were 120 students. Based on the analysis of 5% significance level, it is obtained a significant relationship between learning interest and civic education learning achievement with $rx1y = 0,526$ and contribution value of 27,6%, there is a significant relationship between empathy attitude and civic education learning achievement with $rx2y = 0,539$ and contribution value of 29%, simultaneously, there is a significant relationship between learning interest and empathy attitude toward civic education learning achievement with $rx1x2y = 0,601$ and contribution value of 36,1%. Based on the conclusion drawn, it is identified that the factors of learning interest and empathy attitude can be used as a benchmark indicator of the learning successes especially in civic education subject.

Keyword : Learning Interest; Empathy Attitude; Civic Education Learning Outcomes**Topic** : Primary Education

[PAPER ID 45]**Reaffirmation of Identity through Social-Ritual Practices and Festivals in Tenganan, Bali****I Wayan Suyadnya**

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Abstract

The habitual activities such as social- ritual practices and festive events are an important part of a life-span of community. These activities that structure the whole lives of the community are relevant on shared by and to a member of the community. Specifically, I ask whether these activities inform the extent to which individual experience of the practices as a meaningful factor for expressing their social identities. This paper believed that habitual practices are significant to reaffirm their identity in a globalized world, both in their group or what they performed in public. In the indigenous community more of those habitual practices are closely linked to important events. Based on ethnographic fieldwork in Tenganan Pegringsingan Bali, Indonesia, the paper is dealing with how are the local institution, ritual and festive practices help reinforce a sense of identity. By considering the ritual such as meteruna nyoman (the young non-formal education) and festival of usaba sambah, the paper present that these practices are strongly affected by the change of community because they depend so much on the participation of others. My research shows that processes such as the introduction of formal education, migrations, the influence of Agama Hindu Bali, and other effects of globalization have a particular effect on their ritual/social and festive practices. My findings resonate with the sociological and anthropological literature on identity theories that the social/ritual practices and festive events as a meaningful experience in negotiating their identity.

Keyword : Non-formal Education; Identity; Ritual Practices; Festivals**Topic** : Nonformal Education

[PAPER ID 46]

The Value of Friendly Characters in the Android-Based Panjol Game for Children with Nomophobia Indication

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Abstract

Communication is an activity that cannot be separated from the interaction activities between individuals in everyday life. One must watch out if it is found that children who tend to be introverted are less sociable, especially those who like to be alone playing games using smartphones. This has an impact on the tendency to be addicted to playing games and close oneself with other friends (nomophobia) so that the value of a friendly character in him is not built. This research article aims to describe the use of an android-based panjol game which contains friendly character values for children who are indicated by nomophobia. The character values contained in the android-based panjol game are: 1) panjol frees friends from enemy prisoners, 2) panjol invites friends to finish, 3) panjol does not discriminate against ethnicity, 4) panjol shows the harmony between tribes. This research article uses a descriptive qualitative approach. The object of this research is children aged grade 4 elementary school in Kudus City.

Keyword : Friendly Characters; Panjol Games; Android-based Games; Nomophobia
Topic : Character Education

[PAPER ID 47]

**Development of Thematic Multimedia Oriented to Empowerment of Multiple Intelligences
in Primary Schools**

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Abstract

This study aims to produce multimedia for the empowerment of multiple intelligences in elementary schools. Learning multimedia is developed using the Luhter development model which includes 5 stages, namely: concept, design, material collection, manufacture, testing, and distribution. Mutlimedia is evaluated using formative evaluation techniques from Carey and Carey (2005) which includes 3 stages, namely expert evaluation, individual evaluation and small group evaluation. Data about the validity of multimedia were collected using an instrument in the form of a questionnaire and the results were analyzed using descriptive statistical techniques. Based on expert judgment, aspects of learning design, media aspects, and aspects of learning content get very good categories. At the test stage, individuals and small groups obtained the very good category.

Keyword : Multimedia; Multiple; Intelligences; Thematic
Topic : Educational Technology

[PAPER ID 48]

Changes of Parenting Styles in Early Childhood Education During Home Based Learning

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Abstract

Changes in parenting styles for early childhood during online learning. The Covid-19 epidemic has made a lot of public activity turn into at home, including school. Changes in this situation resulted in shifting the duties of school teachers to parents at home. This study aims to describe how the changes in parenting styles of parents towards their children after becoming online learning at home at the age of 5 to 6 years. This study used a quantitative descriptive study through a survey method with parents of kindergarten children in the city of Padang selected by random sampling technique. The research instrument is a Guttman scale questionnaire to get a firm answer to a problem. From this study, it was found that there were changes in the parenting styles of parents towards. Keywords: parenting styles, early childhood, Home Based Learning

Keyword : Parenting Styles; Early Childhood; Home Based Learning
Topic : Early Childhood Education

[PAPER ID 49]

The Process of Rupa Dance Creation As a Medium for Emotion Processing on Special Needs Children (Gifted)

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Abstract

Children with special needs (gifted) need emotional processing media following the expression of their feelings. This study aimed to develop dance as a medium for processing positive emotions for children with special needs (gifted). The research method was research and development (R & D) using a dance creation model which consists of four stages, namely: (1) exploration, (2) improvisation, (3) composition, and (4) evaluation by involving children with special needs. The dance product "Rupa" is then implemented in dance instruction for children with special needs. The data collection technique was carried out by participatory observation. The results showed that the dance created by involving children with special needs could be a medium for processing positive emotions and a medium for creative expression for children with special needs.

Keyword : Dance Creation; Emotional Processing; Gifted

Topic : Special Needs Education

[PAPER ID 50]**Development of e-Content Using Segmentation Principles With e-Assessment in The Development of Teaching Materials Course****Desak Putu Parmiti, Alexander Hamonangan Simamora**

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Abstract

This study aims to produce e-content which is developed based on one of the multimedia principles, namely the segmentation principle. E-content will be presented section by section (segment). After several segments, an e-assessment will be presented which is used to measure the level of understanding of students after studying the material in the segment. Specifically, the objectives of this research are: (1) to produce e-content based on the principle of segmentation which is considered valid from the aspects of content, aspects of media and learning design, (2) to produce interesting e-content based on student assessments. This research is a development research and e-content is developed using the 4D model which includes the stages of define, design, development, and disseminate. Furthermore, e-content is evaluated using formative evaluation (Dick, Carey, & Carey, 2005) which includes (1) expert validation, (2) individual trials, and (3) small group trials. The methods and instruments used to collect data in this study were questionnaires. The questionnaire is used to collect data from content experts, media and learning design experts, as well as students according to the evaluation stage. The data obtained through a questionnaire were then analyzed using descriptive statistics. The development results show that, e-content has been successfully developed using the 4D model. Based on expert judgment, e-content is declared valid from the aspects of content, media and instructional design. Likewise, based on student assessment that e-content has met the attractiveness aspect.

Keyword : e-Content; Segmentation; e-Assessment**Topic** : Educational Technology

[PAPER ID 51]

The Indigenous Learning in Heritage of Skills Indonesian Traditional Baby Massage

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Abstract

Traditional baby massage is unique from various aspects, one of which is the regeneration process of the massager. It is known that traditional baby massage is an old medical technique that has existed since the days of our ancestors; however, over time, it can still be found even though not on a large scale. Regeneration of traditional baby massagers occurs internally, which is only passed on to the biological offspring. This causes an irregular regeneration process, which eventually becomes one of the factors of extinction of the local wisdom of traditional baby massage. This study aims to determine the pattern of regeneration in the inheritance of local wisdom of traditional infant massage skills from families, which includes a description of regeneration and informal learning in it. This research uses a qualitative approach to the type of case study. They were collecting data using in-depth interviews and observation techniques on the main and supporting informants. The data obtained were analyzed and tested for their validity using triangulation techniques in the form of source and time triangulation. The results of this study were (1) the pattern of regeneration in the inheritance of traditional baby massage skills from generation to generation, (2) indigenous learning in the process of inheriting traditional baby massage skills from generation to generation.

Keyword : Regeneration; Indigenous Learning; Traditional Baby Massage; Local Wisdom

Topic : Other Areas in Education

[PAPER ID 52]

Panca Pramana Cycle-based Science Learning Model for Promoting 21st Century Skills Learning

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Abstract

This study aimed to analyze the needs to develop a science learning model based on the Panca Pramana learning cycle to improve the 21st-century skills of elementary school student teachers (PGSD). The study population was PGSD students and PGSD lecturers who taught science courses. Through purposive random sampling, 107 students and 9 lecturers were recruited. The method used in this research is a survey study by distributing questionnaires. The results showed that developing a science learning model based on the Panca Pramana learning cycle is needed in designing meaningful learning for students, especially in improving 21st-century skills. The average score of students' responses about local wisdom learning development was 80.61 in the excellent category. The lecturers' average score regarding developing the Panca Pramana learning model was 88.89 in the outstanding category. It indicates that students and lecturers support developing a science learning model based on the Panca Pramana learning cycle.

Keyword : Science Learning Model; Local Wisdom; Panca Pramana; 21st-century Skills

Topic : Education Based on Local Wisdom

[PAPER ID 53]

Reading Literation Strategies Applied by Lecturers in Learning at The Faculty of Education Universitas Pendidikan Ganesha

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Abstract

This research is survey research. The population of this study were 57 civil servant lecturers and 490 students of semester 3 and 5 of the Faculty of Education, Ganesha University of Education. The research sample selected by purposive random sampling was 32 lecturers and 200 students who were spread over four study programs. The data collection techniques used were questionnaires and interviews. The data analysis used quantitative descriptive analysis and qualitative descriptive analysis. The results showed that (1) there were eleven strategies applied by lecturers in reading literacy, (2) there were various problems faced by lecturers in implementing reading literacy, (3) the lecturers had implemented various solutions in solving reading literacy problems, (4) the Students of the Faculty of Education are most interested in reading in printed form (66.82%), then those who are interested in reading in softcopy (28.81%), and finally those who are interested in other types of reading (3.37%), and (5) There are 20 problems faced by students in reading literacy activities.

Keyword : Strategy; Reading Literacy; Learning

Topic : Higher Education

[PAPER ID 54]

Educated Spoken Arabic (ESA) in the Teaching of Arabic in Indonesia

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Abstract

The variety of Arabic language that can be found in written texts is different from what the Arabs use in daily conversations. The former is often called fusha, which has evolved into Modern Standard Arabic (MSA), while the latter is known as ammiya. This creates a problem for Arabic language teachers and program developers, who might find it difficult to decide which language variety they must teach to ensure that Arabic language learners can use the language effectively. Educated Spoken Arabic (ESA), which is said to combine both varieties, emerges and offers a solution for this problem. The method of literature review was employed in order to understand the nature of ESA and its suitability for Arabic language teaching in Indonesia. Based on the literature review, it can be concluded that having ESA as a base to develop communicative skills might be beneficial, but it does not mean that MSA should be left behind. The basic rules of ESA and teachers' knowledge about ESA also need to be considered carefully. The information provided in this research paper will enhance Arabic language practitioners' knowledge regarding ESA. It can also be used as a reference by practitioners who wish to include ESA in their programs.

Keyword : Educated Spoken Arabic; Arabic; Language Teaching

Topic : Language Education

[PAPER ID 55]

Design and Development Thematic Multimedia with Scientific Approach in Primary School**Dewa Gede Agus Putra Prabawa, Made Prima Restami**

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Abstract

Information and communication technology (ICT) is indispensable in education. Primary school is a level of education that is still minimally touched by information and communication technology. The implementation of ICT based learning media is still at least in primary schools. The application of ICT is expected to make learning more effective and efficient. For this reason, the implementation of ICT based media learning, especially during the Covid-19 pandemic, is very important. However, there are very few media designed based on a scientific approach in primary schools. Based on these problems, the purpose of this study is to design and develop thematic multimedia with scientific approach to optimize the learning process of primary school students. Multimedia is developed using a 4D model which consists of: define, design, develop, disseminate. The validity of multimedia is carried out through expert testing and the attractiveness of multimedia is known through individual tests, small group tests, and field tests. Data were collected using a questionnaire instrument. The data from the questionnaire were analyzed descriptively and converted using a standard assessment scale of 5. The results showed that multimedia variability from the aspects of content, media, and instructional design was in the "very good" category. Likewise, the attractiveness of media in individual, small group, and field tests is in the "very good" category.

Keyword : Multimedia; Thematic; Scientific
Topic : Educational Technology

[PAPER ID 56]

The Effect of E-Learning Based on Problem Based Learning (PBL) on Student Characters in Inferential Statistics Course**I Gde Wawan Sudatha, Anak Agung Gede Agung**

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Abstract

In the era of information technology, learning activities are no longer limited by building walls. ICT has opened wide access to participate in a more flexible learning activity. As the demands of the 21st century require the development of aspects such as cooperation, respect for opinions, knowing yourself, and others, problem-solving skills and the like need to be cultivated in learning. In fact, character as human behavior is now becoming more attractive through the educational process using e-learning. This study aims to determine the significant effect of PBL based e-learning on the character of the fourth semester students in the Department of Educational Technology. This type of research is a quasi-experimental study using a post-test control group design. The study population was 36 fourth semester students consisting of 2 classes, namely class A (experimental group) and class B (control group). Data were collected using non-test instruments. The research data were analyzed using t-test statistics assisted by the SPSS program. The average score of the experimental class characters was 88.15 and the control class was 78.26. Based on the t-test, it shows a significance smaller than 0.05, so that there are significant differences in character between students who learn using PBL based e-learning and students who learn with direct instruction based e-learning. Thus it can be concluded that there is a significant effect of PBL based e-learning on the character of students who take inferential statistics courses in the Department of Educational Technology.

Keyword : e-Learning; Problem Based Learning; Character; Learning**Topic** : Educational Technology

[PAPER ID 57]

Classical Javanese Dance Learning with Blended Learning

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Abstract

The problem with face-to-face learning of traditional Javanese classical dance practice is the limited learning time and the high dependence on the role of the teacher / lecturer. On the other hand, learning with e-learning does not provide maximum opportunities for students to experience firsthand what they are learning. Blended learning is a solution for combining the two modes of learning to make it more optimal. This study aims to determine (1) the blended learning model that students like the most, (2) the learning implementation strategy with the blended that students like the most, (3) structuring the course content that students like the most, and (4) structuring the order of the lecture content that students like the most. This study used a survey method with 25 students as research subjects who were taking classical Javanese dance in Surakarta II style (couple dance). The data were obtained using a questionnaire technique and analyzed descriptively quantitatively. The results showed that: (1) the blended learning model that students liked the most was the Enriched Virtual Model (2) the most preferred learning implementation strategy was the alternating model between face-to-face and online learning, (3) the content of the material and its arrangement referred to the Spada Brightspace model, and (4) the content and order of the presentation of the material are arranged based on elaboration theory.

Keyword : Dance Practice; Javanese Classical Dance; Blended Learning

Topic : Educational Technology

[PAPER ID 58]

Early Childhood Educators' Perspectives about National Characters Implementation during Distance Learning

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Abstract

Various studies have shown decrease of the nationality values and characters in Indonesian society especially during covid-19 pandemic outbreak. The Distance Learning Model adopted by educational units during the pandemic, impacts directly in the decreasing role of schools to children's character building. The objectives of this study is to explore perspectives and strategies in growing nationality characters during the distance learning period. The methodology used in this study was a qualitative method, where the data obtained through interviews and observations. The results of the study shows that not all the early childhood educators recognized the five values included in the national characters, those are: religiosity, nationality, integrity, independence and collaboration. However, it was concluded that early childhood educators are still trying to promote and instill the habituation of good character even if they experience the distance and lack of emotional attachment with children. The cultivation of nationality values and characters during the distance learning is carried out by: 1) sharing character values with parents; 2) giving assignments in the form of character activities; 3) creating virtual class rules; 4) creating video and habitual songs, and 5) home visit based on the pandemic health protocol.

Keyword : National Characters; Early Childhood; Distance Learning

Topic : Character Education

[PAPER ID 59]

**The Educational Animation As The Instructional Material Gives Positive Effects Toward
The Early Childhood Development**

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Abstract

This study aims to determine the quality of the development of instructional materials aided by educational animated film media to increase motivation for early childhood learning. The development model used in this study is the ADDIE model. Model ADDIE consist of analyze, design, development, implementation and evaluation. from the five stages, two of them were not used because of limited time and situations which made it impossible to carry out implementation and evaluation activities. Three of the development stages are used as a reference in producing and validating the developed teaching instrument. The validation of the teaching material instrument was carried out by three experts namely material experts, instructional design experts, and education evaluation experts. Data was collected using a questionnaire method to test the validity of the material, lesson plans, and LKPD. The results of this study are obtained teaching material to develop early childhood learning motivation which is valid based on expert tests with the results of the CVR and CVI values of 1.00.

Keyword : Teaching Materials; Educational Animated Film Media; Learning Motivation

Topic : Early Childhood Education

[PAPER ID 60]

Take and Give Learning Model Assisted By Non-Projection Media Affecting Positive Towards Civics Learning Results

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Abstract

The low learning results of students in participating in learning Civics became the main problem in this study. This is because the learning model is less varied and the condition of students who are still passive in receiving material in class. Through these problems, this study aims to determine the effect of the take and give learning model assisted by non-projection media on civics learning results. This type of research is a quasy experiment with a post test only control group design. The population in this study were all students of class V with a total of 121 students. The sample in this study were 52 students in grade V SD with random sampling technique to determine the sample pairs. Civics learning results data were collected using a multiple choice test instrument. The analysis technique used is the independent sample t-test. The results showed that there was a significant difference in the take and give learning model assisted by non-projection media on students' Civics learning results (t-count = 8,057 with a significance value of 0,000 <0> 12.76). It can be concluded that the take and give learning model assisted by non-projection media has a positive effect on Civics learning results.

Keyword : Civics learning results; take and give; non-projection media

Topic : Primary Education

[PAPER ID 61]

The Effectiveness of The Word Square Learning Model on The Social Studies Learning Results of Elementary School Students

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Abstract

This study aims to find out the effectiveness of the word square learning model of social studies' learning outcomes for students in elementary schools. The study used meta-analysis. The sample of this study consists of six articles which published in 2013 until 2019 at the elementary school, especially the experimental research using the word square learning model of the learning outcomes of social studies of the students. Quantitative descriptive used in this study to calculate the effect size of those six articles by identifying the mean, variance and standard deviation of t-test calculations. The results of the overall analysis showed that the mean of the effect size was 1.33. It revealed that, the categorization has large effect. After analyzing six articles with effect size, the effectiveness of the word square learning model that has the largest effect size is a study conducted by Kd. Tia Lestari, Ni Kt. Suarni and I Wyn. Suwatra (2013). Based on the results of the analysis of the effect size it can be concluded that the word square learning model has a great influence in improving social studies learning outcomes in elementary school.

Keyword : Meta-analysis; Word Square Learning Model; Social Studies Results
Topic : Primary Education

[PAPER ID 62]

Development of Assessment Instruments for Mathematics Learning Result in Grade IV Elementary School**Ni Putu Krismayanti Sentana Putri, Ni Wayan Arini, Luh Putu Putrini Mahadewi**

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Abstract

This research was motivated by many factors, one of which was that the teacher had difficulty in developing instruments for assessing mathematics learning outcomes in grade IV. The purpose of this study was to describe the stages of instrument development, to test the validity of the instrument, and to test the reliability of the instrument for assessing mathematics learning outcomes. This development research used the 4 D model, such as: defining, designing, developing, and distributing stages. The subjects of this study were fourth grade students. Data collection methods from this study were interviews, document recording, questionnaires, and tests. Based on the data collection method, the assessment instruments used were agenda, questionnaires, and learning outcome test kits. The data collected from the instrument were analyzed by using descriptive data analysis techniques, quantitative descriptive data analysis, product moments, and KR-20 statistical analysis. The results of this study were 1) the stages of developing an instrument for assessing the learning outcomes of mathematics in flat shape material, 2) this product has been validated by mathematicians with an average value of 34.46 so that it is categorized as "good", and this product has been tested on fourth grade students in which there were as many as 25 questions with the results of 20 valid questions and 5 invalid questions, 3) the reliability of the product has been tested resulting 0.94 with the category "very high reliability". Thus, it can be concluded that the assessment instrument developed was suitable for measuring student mathematics learning outcomes.

Keyword : Instrument; Assessment; Learning Outcome; Mathematics**Topic** : Research and Development in Education

[PAPER ID 63]

Application of ICT-Based Animation Media to Improve Student Creativity and Learning Outcomes

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Abstract

Progress in the world of education today is very important for the development of computer technology. With computer technology, the learning process will be interesting and not monotonous. One way to make the learning process more interesting is the presence of animation media so that students will be more interactive. This research was conducted based on ICT in semester 4 students 2019/2020 majoring in mathematics education at Wiralodra University. This study aims to apply ICT-based animation media to improve student creativity and learning outcomes. This research consists of planning, implementing, reflecting and revising the lesson planning. The results of the analysis in this study can be concluded that there is an increase in the average creativity cycle I 54.93 % and cycle II 84.12 %, as well as an increase in the average learning outcomes of the first cycle 64.31 and cycle II 84.31.

Keyword : Animated Media; Creativity; Learning Outcomes

Topic : Educational Technology

[PAPER ID 64]

Two Stay Two Stray Model Providing Mind Mapping Influences on The Learning Outcomes of Grade V Students**Mona Ratuliu Nadapdap, Ni Wayan Arini, Luh Putu Putrini Mahadewi**

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Abstract

The low science learning outcomes of grade V SD Gugus I, Buleleng District was the main reason for this research. This study aims to determine the effect of the two stay two stray learning model providing mind mapping on the science learning outcomes of fifth-grade students of SD Gugus I, Buleleng District, Buleleng Regency, 2019/2020 academic year. This research is a quasi-experimental research type and uses a non-equivalent post-test only control group design experiment. The population in this study were 180 students in 6 classes of class V. Determination of the sample using simple random sampling technique in order to obtain class V SDN 5 Banyuning as the experimental class and SDN 6 Banyuning as the control class. Data were collected using a multiple-choice test method. The results of the calculations show that the average science learning outcomes of the experimental group students are higher than the control group. The data obtained were analyzed using descriptive statistical analysis and inferential statistics. Based on the hypothesis test, it was obtained that count 5.21 was greater than ttable 2.02, thus it was concluded. Thus it can be concluded that there was an effect on the use of the tsts learning model providing mind mapping on students of class V SDN in Cluster I Buleleng District, Buleleng Regency Academic Year 2019/2020. This research as a whole has a positive impact on students. Students become more active, have high self-confidence, and are able to establish good interactions between fellow students.

Keyword : Learning Outcomes; Mind Mapping; TSTS
Topic : Primary Education

[PAPER ID 65]**The Effectiveness of Cycle “5E” Learning Model on Science Learning Outcomes of Student Elementary School****I Dewa Ayu Intan Pratiwi, I Gusti Ngurah Japa, Dewa Nyoman Sudana**

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The lack of schools in using innovative learning models is a problem in this study. This study aims to determine the effectiveness of the “5E” Learning Cycle Model on science learning outcomes of elementary school students. The subject of this research is to calculate the effectiveness of the article. This study uses a document recording method related to the Learning Cycle “5E” model on science learning outcomes in elementary schools which is analyzed using a quantitative descriptive approach using meta-analysis with steps that can be done including; (1) determine and study the research topics to be summarized, (2) search and collect a number of predetermined topics and select them, (3) calculate the effect size, and (4) draw conclusions and interpret the results of meta-analysis research. Obtained 8 articles obtained through a google scholar search or google scholar, the results of the calculation of the effect size range from high to very high. The effect size results show that 1 article gets a very high category, namely getting 2.02 results and 1 article getting a high category. So it can be concluded that the overall “5E” Learning Cycle model is able to improve students’ science learning outcomes in elementary schools. For further research, in order to be more detailed in including the completeness of research data on methods, sample data and research data.

Keyword : Learning Cycle 5E; Science; Effectiveness**Topic** : Research and Development in Education

[PAPER ID 66]

Effectiveness Quantum Teaching Model in Civics Learning of Student Elementary School**Ketut Senmay, Gede Wira Bayu, Made Sumantri**

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Abstract

The lack of teachers in using effective learning models is a problem in this study. This study aims to determine the effectiveness of the Quantum Teaching learning model on Civics learning outcomes, this study uses the method of recording documents on articles in ejournals related to the Quantum Teaching learning model on Civics learning outcomes, from the results of recording documents obtained four similar articles with research objectives. In this, data analysis of the four articles uses a quantitative descriptive approach, namely calculating the effect size by identifying the mean and standard deviation of the t test calculations that have been carried out, the results of the effect size analysis show that the Quantum Teaching learning model is effective on student Civics learning outcomes by mostly getting very high category. The results of data analysis with the effect size of the article also found that from the four articles, the highest effectiveness of the Quantum Teaching learning model lies in the research conducted by Martini (2013) entitled the effect of the quantum teaching model based on social problems on learning outcomes. Civics class IV SD students. This social problem-based Quantum Teaching learning model can improve student civics learning outcomes because the social problem-based Quantum Teaching learning model is a model that creates an effective learning environment through interactions that occur in the classroom. So it can be concluded that the Quantum Teaching learning model is effectively used in SD Civics learning.

Keyword : Quantum Teaching; Civics; Effective**Topic** : Research and Development in Education

[PAPER ID 67]

The Appropriateness Of The Instrument In Assessing Children's Early Mathematical Abilities**Ni Wayan Intan Wahyuni, Putu Aditya Antara, Putu Rahayu Ujjanti**

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Abstract

Lack of children's preliminary mathematics assessment skills causes the learning process in the classroom to be less optimal. This study aims to determine how the appropriateness of the instrument for assessing children's early mathematical abilities is seen from its validity and reliability. This type of research is development research (Research and Development) which is carried out using the RDR (Research, Development, Research) model. The subject of this study was an instrument for assessing the students' initial mathematical abilities which consisted of a grid and a questionnaire with a total of 14 items. The instrument for assessing students' initial mathematical abilities has been tested by two experts to measure the validity and reliability of the instrument. The results of the data analysis showed that: (1) 12 valid statements were made by calculating the validity of the student's initial mathematics ability assessment instrument of 0.75 with high validity criteria, and (2) the reliability of the student's initial mathematical ability assessment instrument was 0.80 with the criteria very high reliability. With the existence of an instrument for assessing children's early mathematical abilities, it can be used as a guide or reference for teachers in designing the learning process in the classroom, especially in mathematics learning.

Keyword : Early Childhood; Early Math Skills; Assessment Instrument**Topic** : Early Childhood Education

[PAPER ID 68]

There is The Relationship if Strengthening Character Education (PPK) Towards Mathematics Learning Outcomes in Class IV**I Made Suarjana, Kusuma Wardani Wardani, Ndara Tanggu Renda**

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The attitude of students who play when learning activities take place, and do not obey the rules of school discipline when learning Mathematics can cause low Mathematics learning outcomes in grade IV students. Therefore, this study aims to determine the relationship between strengthening character education and learning outcomes of fourth grade students. This type of research is Expost-Facto research. The population in this study were all 202 class IV students, and the total sample of this study was 108 students who were obtained through saturated sampling technique. The data collection method in this study was to use a questionnaire to obtain data about the effect of strengthening character education and document recording to obtain student mathematics learning outcomes. The analysis prerequisite test in this research is the normality test of the data distribution, linearity test, and hypothesis testing using simple regression techniques. The research analysis shows that the value of r table can be obtained with the degrees of freedom ($df = N - 2$). At the 5% significance level and $df = 108 - 2 = 116$, the r table is 0.189 while r count = 0.98. Because $r_{count} > r_{table}$, it means that there is a significant relationship between character strengthening education and mathematics learning outcomes of fourth grade elementary school students. The implication of strengthening character education in Mathematics learning, teachers have the opportunity to increase character values ??such as discipline, honesty, hard work, creativity and responsibility. Keywords: character education, learning outcomes

Keyword : Character Education; Learning Outcomes; Xpost-Facto; Questionnaire
Topic : Primary Education

[PAPER ID 69]

Instrument Development Conversational Skills Children Age Group 5-6 Years

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Abstract

The problem faced related to the quality of the current assessment is the use of an instrument for assessing children's conversational ability which is still doubtful, so the research was carried out with the aim of finding out how the appropriateness of the research instrument for the conversation ability of group B children seen from its validity and reliability. This type of research is development research (Research and Development) which is carried out using the RDR (Research, Development, Research) model. The data collection method used was a validation questionnaire sheet involving two experts to test the feasibility of the instrument. The subject of this study was an instrument for assessing the conversational skills of the group B children consisting of a grid and a questionnaire with a total of 12 items. The data analysis technique used for the validity test was the Gregory formula and the reliability test used the Kuder Richardson-20 formula. The results of the data analysis showed that 10 valid statements were made with the calculation of the validity of the instrument for assessing the ability of conversation in group B children of 0.83 with very high validity criteria, and the reliability of the instrument for assessing the ability of conversation in group B children was 0.81 with very high reliability criteria. . Thus the assessment instrument developed in this study has shown to be valid and reliable so that it is suitable to be used to measure the conversational ability of children in group B.

Keyword : Conversational Skills; Assessment Instrument; Children Age Group 5-6 Years
Topic : Early Childhood Education

[PAPER ID 70]

School Strategies in Optimizing Early Childhood Education during COVID-19 Pandemic**Kasihani Lestari, Puji Yanti Fauziah**

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Abstract

Abstract: Purpose: The aim of this study is to describe schools strategies in optimizing early childhood education in the middle of the Covid-19 pandemic at the kindergarten level. Method: The study used a quantitative descriptive approach. A survey method was conducted with 40 kindergarten teachers in West Kalimantan through a stratified random sampling technique. The research instrument of this study was Guttman scale questionnaire in order to obtain appropriate results. Findings: The results showed that the strategies implemented by kindergartens in optimizing early childhood education during Covid-19 pandemic are: (1) making instructional videos; (2) online learning; (3) home visits; and (4) direct learning in groups. **Abstrak Tujuan:** tujuan dari penelitian ini adalah untuk mendeskripsikan strategi yang digunakan oleh sekolah dalam mengoptimalkan pendidikan anak usia dini di tengah pandemi Covid-19 dijenjang Taman Kanak-kanak (TK). **Metode:** metode yang digunakan dalam penelitian ini adalah deskriptif kuantitatif melalui metode survei yang dilakukan kepada 40 orang guru TK di Kalimantan Barat melalui teknik stratified random sampling. **Instrument penelitian** yang digunakan adalah kuisioner skala Guttman agar memperoleh hasil yang sesuai antara kesatuan dimensi dan sikap atau sifat yang diteliti. **Temuan:** strategi yang dilakukan sekolah dalam mengoptimalkan pendidikan anak usia dini di tengah pandemi Covid-19 yaitu: (1) membuat video pembelajaran, (2) pembelajaran daring (3) kunjungan rumah (4) luring secara berkelompok.

Keyword : School Strategy; Early Childhood Education; The Covid-19 Pandemic**Topic** : Early Childhood Education

[PAPER ID 71]

Interaction of Self Concept and Online Identity**Lidia Sandra**

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Abstract

This paper aims to explore the psychological dynamics of the interaction of self-concept and online identity of late childhood, adolescents and young adult internet users in Indonesia. Applying a mixed method, it answers two main questions "how is the interaction of self-concept and online identity of Internet users in Indonesia?" and "how is the psychological dynamics of this interaction?". Quantitative data collection is using questionnaires and scales, while qualitative using observation, interviews and focus group discussions. Quantitative data collection using questionnaires and scales, while qualitative using observation, interviews and focus group discussions. Analysis for the quantitative data involved cross tabulation, exploratory factor, anova, discriminant, multidimensional scaling and SEM analysis while qualitative using grounded theory analysis. Result of this study suggested that the interaction of self-concept and online identity is a cycle of identity construction consisting of five elements, namely goal, activity, object, outcome and impact. This study found that psychological factors of interaction among late childhood, adolescents and young adult demonstrated significant difference in the choice of interaction, interaction consideration, self-exploration and self-exposure. Child see this interaction just like "playing"; identity exploration was conducted for being "fresh" and to be able to "fit in" with the desired social environment. Teens see this interaction manily for social affair and exploring identity to find the best suited identity. Young adults puts more instrumental consideration on the interaction especially related to career and relationship with the opposite sex.

Keyword : Psychological Dynamics; Interaction Of Self-Concept; Online Identity
Topics : Other Areas in Education

[PAPER ID 72]

The Development of PKN Learning Media in The Form of Microsoft Power Points on The Material on The Diversity of Individual Characteristics of Class III SD/MI

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Abstract

This study aims to develop learning media for microsoft power point that can be used as an innovative learning medium in Civics lessons at SD N 1 Banjar Bali. With learning media in the form of power points, this makes students more interested and active in learning in the classroom. This research used the Borg and Gall model of research and development (R&D) which was carried out in only six stages because school conditions were not conducive due to the Covid-19 pandemic so that it could not be tested in the field and only reached the sixth stage. The steps taken are (1) analysis of potentials and problems, (2) data collection, (3) product design, (4) design validation, (5) design revision and (6) individual trials. The evaluation of the development of learning media in the form of power points was assessed by 3 expert validators, namely (1) content expert test, an average score of 92% was obtained in the very feasible category, (2) the instructional design expert test obtained an average score of 93 at very feasible category and (3) media expert test obtained an average score of 92% in the very feasible category. While the media test subjects were only carried out in the individual test stage, namely 3 students who were drawn from high, moderate, and low abilities, it was obtained an average of 93% who were in the very feasible category.

Keyword : Learning Media; Power Point; Diversity of Individual Characteristics
Topica : Educational Technology

[PAPER ID 73]

Ki Hajar Dewantara's Educational Philosophy: Among and Student's Academic Performance**Donny Ryan Juniar, Lidia Sandra**

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Abstract

This paper describes an overview of the implementation of Ki Hajar Dewantara's educational philosophy and concept of among. In line with the government policy, Merdeka Belajar, Freedom of Learning that was rolled out in Cendekia Harapan School in Bali has been proven effectively increasing student's academic performance. We call it CH Way of Learning (CH stands for Cendekia Harapan School). Emphasizing the freedom of "among" in each student, teachers' role as "pamong" are to facilitate students to realize their greatest potential. Using a qualitative approach, observation and interviews; a way of learning model is formulated. This is later called "CH Way of Learning" which combines elements of interest, talent, individual speed, learning styles and games into a fun and productive learning model. The longitudinal results of the 2-years study show that students who choose to use this learning method are happier and more satisfied with their performance which correlates with academic performance and students' achievement.

Keyword : Ki Hajar Dewantara's Educational Philosophy; Among; Academic Performance

Topics : Philosophy of Education

[PAPER ID 74]

Prepared Environment as the Key Success Factor in Building Clean and Healthy Habit in Early Childhood Education

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Abstract

This research aims to create a model for building clean and healthy habit formation and to find out what are the most significant factors to influence the clean healthy habit. Using mixed method, at first we are using interviews and observation with all stakeholders and then examining the model using SEM Analysis. We found that prepared environment encourages love of learning, independence, exploration and experiments among children. The research shows that Prepared Environment, an environment which prepares students to think and act freely, remain in structure and a certain order, an environment highly committed to beauty and decency, a socially friendly and intellectual-stimulating environment is an automatic entry to clean and healthy education as well as innovative and healthy habit. The environment shapes human behavior and therefore produces culture, then a well prepared environment based on the six principles above by being friendly with local natural characters will automatically encourage culture healthy and innovative.

Keyword : Prepared Environment; Behavior; Clean and Healthy Habits

Topic : Other Areas in Education

[PAPER ID 75]

Boomers' Perception Towards The Implementation of Online Learning Amidst Covid-19 Outbreak

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Abstract

The COVID-19 Outbreak has shifted the way education is delivered to students from conventional ways in the classroom to online interaction, requiring the use of ICT tools to assist teachers in online learning which can be a challenge for boomers as a generation who were born before the rapid development of technology. Using a narrative approach, this study aimed at exploring the experiences and perceptions of eight boomer teachers who conducted online learning during this pandemic in three junior high schools in the Klungkung regency. The findings revealed that from eight teachers, four teachers perceived that online learning in this pandemic was difficult to do as they admitted that they were not familiar with ICT tools; two teachers perceived that online learning as a chance to enhance the teachers' and students' technology literacy; and two teachers admitted conventional face-to-face meetings as the best teaching method. While all eight teachers deemed online class as a positive change, they admitted that there were challenges to tackle, namely students' accessibility, and adjustment of time allocation from conventional to online teaching. This implies that boomers need training on using ICT tools and how to choose and use online learning platforms, as well as strategies to adjust time allocation for each learning goal to improve the quality of online learning, so the learning objectives are achieved well.

Keyword : Baby Boomer; Challenge; Covid-19 Pandemic; Online Learning; Perception
Topics : Social Science Education

[PAPER ID 76]

Environmental Awareness in Disney's (2016) Moana

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Abstract

As children tend to learn in entertaining ways, animated films for children can be an alternative for raising awareness about environmental awareness, which has become a global issue nowadays. The present study aims at identifying messages about environmental awareness in Disney's (2016) Moana. Adapting the model of interactive qualitative data analysis from Miles and Huberman (1994), the study reveals that Moana loved animals as her characterizations show that she was caring, compassionate, helpful, and nurturing towards animals around her. Moana was depicted to love the ocean as she was connected with the ocean, being respectful as well friendly considering the ocean as part of her life and friend rather than being exploited. Further, towards the human, non-human world and nature, Moana was found to be compassionate and respectful even towards evil creatures, while she was also resourceful, where she chose to use her intelligence to solve problems than to use violence. The study also found that Maui, the Demi-God, behaved like an arrogant and greedy human, which lead to environmental destruction. Another important message about the environment was about how to respond to natural disasters: when nature turned hostile, it could be as a warning towards humans to change attitudes on how to treat nature. This study suggests that children at their young age should be introduced to character education values as a reflection of how they should act in a real-life situation, and films like Moana can be an entertaining alternative to raise awareness about the environment.

Keyword : Children; Environmental Awareness; Exploitation; Film Animation; Nature
Topics : Character Education

[PAPER ID 77]

Conducting Nature-based Learning during Emergency Remote Teaching in English for Young Learners Class during COVID-19 Pandemic: Challenges and Strategies**Ni Wayan Nilam Puspawati, Ni Komang Arie Suwastini, Putu Kerti Nitiasih**

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The sudden shift of teaching from face-to-face meetings into online learning due to the COVID-19 outbreak has affected all school communities. Teachers and the school principal of nature-based schools are highly impacted by emergency remote teaching as they are the least frequent parties utilizing technology in teaching. Due to this issue, this study was aimed at examining challenges faced by teachers in teaching English for young learners in a nature-based school in remote teaching setting during the beginning outbreak of COVID-19, as well as the strategies applied to tackle those challenges. The data were collected through interviews with the English teachers to reveal that challenges encountered comprised of technological; teaching tools to include objects from nature into the online learning process, extended teaching hours, and unstable internet connection. The strategies employed by the teachers included incorporating pictures and videos about nature, employing games with nature as themes, merging two or more subjects into one meeting session to avoid overtime; employing flipped classroom by giving offline activities to complete the materials that could not be covered online and, preparing emergency activities when the internet connection did not work. Although still deemed less than ideal by the teachers, these strategies maintained the aspects of nature-based learning in the learning process, implying that more strategies are needed to tackle the challenges and to improve the quality of remote nature-based teaching as the pandemic may linger longer than wished for.

Keyword : Challenges; Strategies; Nature-based School; Online Teaching; English for Young Learners
Topics : Language Education

[PAPER ID 78]

Gender Representation in The Illustration of Indonesian 8th Grade EFL Textbook**Ni Nyoman Artini, Ni Nyoman Padmadewi, Ni Komang Arie Suwastini**

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Abstract

Along with the growing awareness of gender equality, language learning should start working on issues of gender equality besides focusing on language acquisition. Using interactive qualitative methods from Miles, Huberman, and Saldana as well as Peirce's semiotics, this study aims to examine the depiction of gender roles displayed in illustrations of English textbooks for eighth grade students. The results showed that there were attempts to deconstruct the gender roles of both men and women, although gender stereotypes remained common. The emerging stereotypes were depictions of men with darker skin colour or male characters doing outdoor activities. In addition, the proportion of female characters appeared less frequent than male characters. Meanwhile, the deconstruction that was raised was the role of men in household activities such as cooking, sweeping, wrapping gifts, and setting up the dining table as well as using clothes in pastels. Even though female characters have been depicted as engaging in outdoor activities, they tend to get safer settings than male characters. Given that social role inequality is perpetuated through language, it is important for parties involved in language learning to be aware of things that can continue gender role disparities found in the widely accessed learning material such as textbooks and address these issues while conducting their language instruction.

Keyword : Language Textbooks; Gender Equality; Gender Role; Semiotics**Topics** : Language Education

[PAPER ID 79]

Language and Gender Representation in Indonesian EFL Textbook for The Seventh Grade of Junior High School**Ni Putu Wiraningsih, Ni Nyoman Padmadewi, Ni Komang Arie Suwastini**

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The issues on gender inequality raised the women empowerment movement in educational areas considering that unequal representation of gender potentially affects student's life. Thus, the present study aimed to describe the concepts of gender represented in EFL textbook. Following interactive qualitative research design by Miles, Huberman, and Saldana, the data in the form of dialogue were observed under categories on language features and power by Lakoff. The result of the study revealed that the language features of women such as the use of lexical hedges and fillers, empty adjectives, tag questions, and intensifiers confirmed that women are less confident to talk than men as the result of subordinate position in society. The powerless position was also shown through domestic roles associated with women such as cooking and taking care of the family while men are the leader. The deconstruction was shown through the presence of women's features on men's language such as tag questions and men who take part in doing household activities such as going to the market and waking up his son. Although the attempt to deconstruct the stereotype was done, at the same time, several aspects still corroborate the stereotypes that make this data ambivalent such as the depiction of a son who helped his mom washing dishes. In conclusion, the textbook attempted to deconstruct the concept of language and gender although remains confirmed the stereotypes and ambivalent. It was expected that educators pay attention to the gender awareness while delivering the instructional content.

Keyword : Textbooks; Language and Gender; Gender Equality; Gender Roles; Language Features**Topics** : Language Education

[PAPER ID 80]**Patriarchal Binary Oppositions in Narrative Texts Included in English Textbook for Senior High School in Indonesia****Gede Wisma Krisna Ari Aditya Blangsinga, Ni Komang Arie Suwastini**

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Patriarchal binary oppositions, which place men and women in dichotomies that marginalized women, can be reproduced through texts, including textbooks. The present study traces these binary oppositions in the narrative texts in EFL Textbook for Tenth Grade High School in Indonesia, by focusing on the characterizations of the male and female characters in the narrative texts included in the textbook. Adapting the interactive model of qualitative data analysis from Miles, Huberman, and Saldana (2014), the present study took Kate Millet's feminist perspective to closely read the three narrative texts included in the book to reveal that the male characters like Malin Kundang in The Legend of Malin Kundang, Issumboshi, The Lord, and the Grandfather in Issumboshi, and Strong Wind in Strong Wind were given stereotypical male characterizations, such as strong, brave, rational, ambitious, hardworking, rough, smart, independent, honest, handsome, and careless. On the other hand, the female characters like Malin Kundang's mother in The Legend of Malin Kundang, the Grandmother and Princess, in Issumboshi; and Strong Wind's Sister, Older Daughter and Younger Daughter in Strong Wind were given stereotypical feminine traits such as weak, fearful, irrational, passive, nurturing, articulate, stupid, dependent, untrustworthy, beautiful, and caring. However, there were also efforts to deconstruct the binary oppositions by inserting non-stereotypical characterizations for both the male and female characters in these texts. This implies that deconstruction of gendered-binary opposition has started to be pioneered by English textbooks, and hopefully it will be improved in the next production of English textbooks.

Keyword : Binary Opposition; Gender; Marginalization; Narrative Text; Textbook.
Topics : Language Education

[PAPER ID 81]

Social Stratification among The Upper-Class Singaporean Society Reflected in Kevin Kwan's Crazy Rich Asians (2013)

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Abstract

Although Kevin Kwa's Crazy Rich Asian seems to highlight the lives of the richest Asian family as members of the upper class, the novel also underlines hierarchies within this upper-class society. This present study was conducted to reveal the representation of social stratification within the upper-class society reflected in the novel Crazy Rich Asians (2013) based on the stereotypes of each social classes within the upper-class society by utilizing a cyclical process of analysis modeled upon the qualitative research model from Miles, Huberman, and Saldana (2014). It was identified that the upper-class Singaporean society reflected in the novel Crazy Rich Asians (2013) was divided into three groups which are the Old Money as the Upper-Upper Class, the Middle-Upper Class, and the Nouveau Riche as the Lower-Upper Class. The four connected families namely the Young, the Leong, the Cheng, and the Khoo were recognized as the Old Money meanwhile the other four families which are Wu, the Ming, the Goh, and the Lee were identified as the Nouveau Riche. Moreover, there were also families such as Tai, The Ling, the Foo, the Shaw, and the Lim who categorized as the Middle-Upper Class as they were identified to be in the middle of the transition process from the Nouveau Riche to the Old Money. The result of this study implies that as long as there is a social stratification within a society, people who belong to the lower position still need to conduct enough effort to reach an equalization in the society.

Keyword : Hierarchies; Novel; Social Stratification; Upper Class Society;

Topics : Language Education

[PAPER ID 82]

The Effectiveness of Cognitive Behavioural Group Counselling to Improve Senior High School Students Career Decision Making Self-Efficacy

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Abstract

This present study aims at investigating the effectiveness of cognitive behavioural group counselling to improve senior high school students career decision making self-efficacy (CDMSE). This study employs a single subject reasearch with multiple baseline across subject design. There are three students in SMA Lab Undiksha involved in this study. In order to gather the data, the researcher utilizes career decision making self-efficacy scale and ideas sheet. Further, the data are analysed visually which cover under condition analysis and between condition analysis. Accordingly, this study shows that students are able to improve their career decision making self-efficacy on intervention phase. This reflects that cognitive behavioural group counselling effectively improves students' career decision making self-efficacy (CDMSE). Thus, this study implicates both the theoretical and practical perspective of the effort to improve students' career decision making self-efficacy (CDMSE).

Keyword : Group Counselling; Cognitive Behavioural; Career Decision Making Self-Efficacy

Topics : Social Science Education

[PAPER ID 83]

The Effectiveness of The Application of The CPS (Creative Problem Solving) Learning Model and the PBI (Problem Based Intruction) Learning Model: The Impact on Students Mathematics Learning Interest**Ayu Wulandari**

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Abstract

The purpose of this study was to determine the effectiveness of the implementation of the learning model on the fifth grade elementary school students' interest in learning mathematics between classes. with the CPS (Creative Problem Solving) learning model and the class with the PBI (Problem Based Intruction) learning model. This type of research is a quasi-experimental design using a posttest only no treatment control design. The population in this study were all grade V elementary school students in the General Sudirman cluster in South Denpasar for the 2019/2020 school year. Determination of the research sample using random sampling technique. The data collected is the interest in learning mathematics with a questionnaire. The results of this research are that there are differences in student interest in learning between the two classes, as seen from the results of the t-test, namely $t_{count} > t_{table}$. The result of the effect size test is 0.74 with moderate criteria. So that the application of the CPS (Creative Problem Solving) learning model is more effectively used, outperforming the PBI (Problem Based Intruction) learning model in the mathematics learning interest of elementary school students in class V.

Keyword : Effectiveness of The Learning Model; Interest In Learning; The CPS Model; PBI Model

Topics : Primary Education

[PAPER ID 84]

An Analysis of Jesse Aarons' Character Development in Katherine Paterson's Bridge to Terabithia from The Perspective of Kohlberg's Psychoanalysis**Ni Komang Arie Suwastini**

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Abstract

Children entering early adolescence can undergo a psychologically complicated process. The present study aims at elaborating the stages of Jesse Aaron's moral development as he was going through internal and external changes during his adolescence in Katherine Paterson's Bridge to Terabithia. Following McKee's (2003) textual analysis, the present study employs Kohlberg's (1971) stages of moral development. From the analysis, it is revealed that Jesse Aaron's moral development during the pre-conventional morality includes obedient and punishment orientation as well as also individualism and exchange; during the conventional morality includes intrapersonal relationship and maintaining social order, and during the post-conventional morality, it includes individual rights. During the transition from pre conventional to the conventional stage, Jesse Aaron became braver and more imaginative as the effect of his friendship with Leslie. Yet, the lost of his friend has led him to the post conventional level as he finally gain acceptance and openness by the help of the adults such as his father and his teacher. It is implied that children entering adolescence should be supported by the understanding and caring adults around them to smoothen the transitions during childhood to adulthood.

Keyword : Adolescence; Conventional; Moral Development; Post Conventional; Pre Conventional

Topics : Educational Psychology

[PAPER ID 85]**The Effect of The Think Pair Share (TPS) Cooperative Learning Model Assisted With The Sociodrama Method on IPS Learning Outcomes****Desak Ketut Eni Sapitri, Made Sumantri, Ni Wayan Rati**

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This research intended to obtain the significant effect of the learning model Think Pair Share assisted by the Sociodrama Method on learning outcomes IPS grade students V Cluster VI, Seririt District, 2019/2020 academic year. This research is a research quasi experiment by design post test only control group design. The population in this study are all fifth grade students of SD Cluster VI, Seririt District, 2019/2020 academic year which totaled 137 students. Samples were taken by technique Random Sampling. The sample in this study, namely fifth grade students of SD Negeri 4 Patemon as an experimental group totaling 26 students and grade V SD Negeri 1 Unggahan, totaling 26 students as the control group. The learning outcome data were collected using the test method, namely a multiple choice objective test with four answer choices (a, b, c, d). The data obtained were analyzed using descriptive statistical analysis techniques and inferential statistical analysis (t-test). Obtaining an average post-test score of the experiment is 23.96 which is in the high category, while the average post-test control was 20.12 which is in the medium category. The results of t-test analysis obtained $t_{count} = 4.52$ and t_{table} (at the 5% significance level) = 2.01. This shows that $t_{count} > t_{table}$ so that H_0 is rejected and H_a is accepted. Thus it can be concluded that there is significant effect of the learning model Think Pair Share assisted by the Sociodrama Method on learning outcomes IPS grade students V Cluster VI, Seririt District, 2019/2020 academic.

Keyword : Social Studies Learning Outcomes; Think Pair Share; Sociodrama Method; Learning Algorithm; Probabilistic Automata;

Topics : Research and Development in Education

[PAPER ID 86]

Youtube as Digital Learning Resources for Teaching Bilingual Young Learners**Ni Kadek Meri Listiani, Ni Komang Arie Suwastini**

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Abstract

As Youtube has become an integral part of students' daily social media consumption, the present study argues that it can also be a valuable source of teaching and learning materials for teachers and students. This present study aims at investigating the use of Youtube as a digital resource for teaching English for bilingual young learners. Library research was conducted to investigate the previous study on how teachers use Youtube for teaching resources. The findings of the study expose that Youtube is generally deemed as a good learning resource for young learners and studies have highlights the positive impacts of using Youtube for improving young learners' English skills. The strengths in using Youtube as a learning resource include abundant choices of interesting videos for teaching and learning activities in the forms of blogs, vlog, animated videos, presentations, and others that associated with various fields of study; while it also provides ease of access because Youtube can be accessed from smartphones, notebook, desktop, tablets, as well as smart televisions. However, the study also finds some threats and weaknesses of using Youtube as a learning resource for young learners, namely prerequisite stable internet connection to access Youtube, irrelevant ads that cut in the middle of the videos, as well next-videos suggestions that are not always relevant with the learning material in focus. Thus, while Youtube can be a good learning resource, strategies to tackle its weaknesses are needed to optimize the benefits of using Youtube as learning sources for young learners.

Keyword : Bilingual; Learning Source; Young Learners; Youtube
Topics : Language Education

[PAPER ID 87]

The Effectiveness of The TSTS (Two Stay Two Stray) Learning Model on The Science Learning Outcomes of Students Elementary School

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Abstract

This study aims to determine the Effectiveness of the Two Stay Two Stray Learning Model on Science Learning Outcomes of Elementary School Students. This research approach is descriptive quantitative using meta-analysis, through data collection activities by searching for articles through google scholar search or google scholar. The steps in this meta-analysis research are as follows: (1) determine and study the research topics to be summarized, (2) find and collect a number of predetermined topics and select them, (3) calculate the effect size, and (4) attract conclusions and interpret the results of the meta-analysis research. The characteristics of the subject of this study are articles related to the Two Stay Two Stray learning model on the national science learning outcomes of elementary school students, which have been recorded in the last five years from 2015 to 2020, the articles collected have the following similarities: 1) articles made by students of school education study programs, teachers in elementary schools, and researchers in the field of primary school education (2) using experimental research methods that have been implemented in elementary schools, (3) articles are quantitative research using the t test hypothesis test and meet the effect size data, and (4) the coverage of the research sample is carried out in the Indonesian region. Research conducted by Pratiwi, Suartama, and Sumantri (2016) The effect of the Two Stay Two Stray Cooperative Model on Science Learning Outcomes has a very high effectiveness value.

Keyword : Effectiveness; Two Stay Two Stray; Science

Topics : Research and Development in Education

[PAPER ID 88]**The Effect of Guest Lecturers and Online Discussion Forum toward Students' Communication Competencies on English for Educational Technologist Course****Luh Putu Putrini Mahadewi, Ketut Pudjawan**

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Abstract

Rapid development of ICT especially in the 4.0 industrial revolution era has brought impacts on human's life including in education. One of the impacts is learning can be conducted anytime and anywhere through online learning setting. Despite of the high potential ability of ICT development can bring, strategies to deliver online class remain hold important roles to the successful of online learning. So far, limited online learning strategies were implemented to teach students in online classes at the Department of Educational Technology at Universitas Pendidikan Ganesha. Because of it, effective online learning strategies are needed. The goal of this research was to test the effect of guest lecturers and online discussion forum toward students' communication competencies on English for Educational Technologist course. The current research is a quasi-experiment research. The research design is post-test control group design. Subjects of the research are all students who were taking English for Educational Technologist course. The method that was used to collect the data are performance test. Based on the method, the instrument used to collect the data was performance test rubric. The collected data were then analyzed by using descriptive technique and inferential statistical technique. The results show the implementation of guest lecturers and online discussion forum has significant effect toward students' communication competencies on English for Educational Technologist course. Students' become highly motivated to learn the learning materials and actively involved in the discussion forums. Based on the research results, further studies on effectiveness of online learning strategies are strongly recommended.

Keyword : In Class Guest Lecturers; Online Discussion Forum; Online Learning
Topics : Educational Technology

[PAPER ID 89]

Quality Management of Cendekia Harapan School: Implementation of One-Roof School System**Juwaria Muqtadir, Lidia Sandra**

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Abstract

One of the problems in the education sector, related to the problem of the quality of education in Indonesia today is that the level of education quality is still low and far from the expectations of society as stakeholders and consumers of education as well as the ideals of legislation in our country. One of the efforts that schools can do is to carry out the management of the quality of a school. The purpose of this study was: to analyse the quality management Cendekia Harapan School. This is descriptive-qualitative research with field research, focusing on the quality management of the school in the Cendekia Harapan School. Data collected was analysed by NVivo 12 program to describe the quality management of Cendekia Harapan School. The result shows that the quality management of Cendekia Harapan school can be categorized into three aspects, namely aspects of input, process, and output. The input aspects of the the quality management at Cendekia Harapan school, consist of the strategic market, sources of funds, culture, and human resource qualifications. Aspects of the process consist of service, leadership, HR performance, HR commitment, new student admission systems, innovative programs, pathways, and learning characteristics. Meanwhile, the output aspects consist of the competence of graduates, student performance, and school achievement.

Keyword : Management; Quality; One-Roof School**Topics** : Educational Management

[PAPER ID 90]**The Effect of Social Support and Self-Efficacy on Performance among Early Childhood Inclusive Education Teachers' in Bali****Luh Ayu Tirtayani, Nice Maylani Asril**

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Abstract

This study aimed at finding out the effect of social support and self-efficacy on performance among early childhood inclusive education teachers' in Bali. Teachers as educators have an important role in implementing inclusion classes, especially in early childhood education (PAUD). The proffer of inclusive program implementation is closely related to teacher's performance. As an educators, teacher's belief of their ability to manage class and perception of social support become an important factor. This study focused on teacher's performance, self-efficacy, and social support. This study used quantitative approach and there were 170 teachers participated on the survey. The result showed that there was a significant correlation (sig. <0.05) between social support and self-efficacy toward teacher's performance. Social support has a negative effect on the teacher's performance. If social support increase, teacher's performance would decrease. The result is different in self-efficacy aspect, when self-efficacy increased then teacher's performance would increase too. This research is concluded that social support and self-efficacy have an effect on PAUD teacher's performance. Furthermore, in an effort to achieve optimal performances among inclusive PAUD teachers in Bali, the aspect of self-efficacy is need to be consider.

Keyword : Teacher's Performance; Social Support; Self-efficacy; Early Childhood Education; Inclusive Education

Topics : Early Childhood Education

[PAPER ID 91]

The Implementation of Inclusive Education Program for Early Childhood**Putu Rahayu Ujianti**

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Abstract

It understood and stated by the law that every child has right to access education. It is even more important for young children to enrol in to early childhood education program in order to get stimulation as early as possible for their growth and development. Inclusive program became the answer for children whose access were limited to special need school. The purpose of this article is to describe the implementation of inclusive education program in early childhood (early childhood education program). The research was conducted at two kindergarten in Singaraja, Bali, between Januari-March 2020. This research used qualitative approach with study case method. Data collection techniques were interview, observation, and documentation. Data analysis techniques using interactive models Miles and Humberman. The result showed (1) not all teachers familiar with concept of inclusion, (2) however teachers showed positive attitude toward students with special need, (3) the learning which were designed based on the need of special children were limited, (4) teachers need support to enhance their skill to do early detection and create the appropriate learning and approach for children with special need in their class, (6) the facility to support special need children in school is very limited.

Keyword : Inclusive Education; Early Childhood Education Program; Special Need Children

Topics : Early Childhood Education

[PAPER ID 92]**Measuring Junior High School Students Communication and Collaboration Skills in Science Learning Based on STEM****Binar Ayu Dewanti, Agus Santoso**

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Abstract

This study aims to measure the communication and collaboration skills of junior high school students in STEM-based science learning. Communication and collaboration skills are one of the 21st century skills that are quite important for students in this era of the industrial revolution 4.0. In science learning, these skills can be demonstrated through a STEM-based learning approach that can be done through practicum activities and projects. The measurement of student communication and collaboration skills uses performance appraisal instruments in the form of student activity observation instruments, as well as project assessment instruments. The subjects of this quantitative research using descriptive statistical analysis techniques were students of class VII SMP. The results showed that the average value of student communication skills in STEM-based science learning in practicum activities was 85.47 (very good) and in project activities was 81.09 (very good). The results that were not much different were shown in the measurement of collaboration skills, where the average value of student collaboration skills in STEM-based science learning in practicum activities was 90.17 (very good) and in project activities was 86.75 (very good).

Keyword : Communication Skills; Collaboration Skills; Science Learning; STEM**Topics** : Mathematics and Science Education

[PAPER ID 93]**The Impact of Montessori Learning Methods on Self-Confidence and Mathematics Learning Outcomes in Grade 1 Students of Sekolah Dasar Gugus 4 South Kuta District****I Gede Saman**

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Abstract

This study was aimed to determine The Impact of Montessori Learning Methods on Self-Confidence and Mathematics Learning Outcomes in Grade 1 Students of Sekolah Dasar Gugus 4, South Kuta District. This research is a quasi-experimental research with the Nonequivalent Control Group Design. The study population was all grade 1 students of SD Gugus IV with 200 students in total. The sample of this study was determined by conducting random sampling technique. It is shown that IB class of SD 10 Jimbaran as an experimental group (a class that was taught by providing Montessori Learning Methods) and grade 1 students of Widiatmika as a control group (a class that was taught by providing conventional learning methods). Self-confidence data was collected by means of a questionnaire and Mathematics learning outcomes using multiple choice tests. Data were analyzed using Manova analysis powered by SPSS 17.00 for Windows. The results show that: 1) there is a significant difference in self-confidence between students who follow the Montessori learning method and students who take conventional learning in grade I SD Gugus 4, South Kuta District, 2) there are significant differences in Mathematics learning outcomes between students who follow the Montessori learning method compared to students who take conventional learning in grade I SD Gugus 4, South Kuta District, and 3) there are significant differences in self-confidence and Mathematics learning outcomes between students who take the Montessori learning method and students who take conventional learning in grade I SD Gugus 4, South Kuta District.

Keyword : Mathematics Learning Outcomes; Montessori; Self-Confidence
Topics : Primary Education

[PAPER ID 94]**The Effect of Tri Hita Karana Oriented Blended Learning Model on Students 'Character and Learning Outcomes at The Faculty of Education, Undiksha****Ignatius I Wayan Suwatra, Anak Agung Gede Agung, I Made Tegeh, Luh Putu Putrini Mahadewi, Luh Putu Putrini Mahadewi**

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Abstract

This study adapts the blended learning model. This model was chosen to overcome the weaknesses that occur in conventional learning activities. This study examines the effect of Tri Hita Karana-oriented Blended Learning in improving the character and learning outcomes of students at the Faculty of Education, Undiksha. The research aims to determine the differences in character and learning outcomes between students who learn using the Tri Hita Karana oriented blended learning model with the Direct instruction learning model. This research is a quantitative research with a quasi-experimental approach. The research design was a posttest only control group design. The population in this study were all students of the Faculty of Education which about 1719 people. The research sample was determined by using purposive sampling technique. The instruments used were character observation sheets and learning outcomes tests. Data were analyzed using descriptive statistics and inferential t-test statistics. The results showed that there were 2 subjects that had significant differences in learning outcomes between the experimental class and the control class, namely (1) Introduction to Educational Technology and (2) Descriptive Statistics. Two other subjects, namely (1) Student Development and (2) Early Childhood Mathematics Education, shows that there is no significant difference in learning outcomes between the experimental class and the control class. In the character variable, there were significant differences in the character of students in the Introduction to Educational Technology and Descriptive Statistics courses, while in the Student Development and Early Childhood Mathematics Education courses there was no significant difference.

Keyword : Blended Learning; Tri Hita Katana; Character; Learning Outcomes
Topics : Education Based on Local Wisdom

[PAPER ID 95]

Impact of Social Media on Adolescents' Psychological Wellbeing

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Abstract

The massive amounts of information presented on social media forms an ideal, unattainable, image for adolescents. This ideal image is perpetuated by influencers who seem to set certain standards on how these teenagers should be. Failure to achieve this standard ultimately leads to the emergence of self-rejection. This rejection can generally be in the form of feelings of anxiety, inferiority, stress, and even depression. These feelings then drive them to try and identify what they experience by looking through various sources of information. The article aims attempts to understand the psychological dynamics of adolescents that are a result of the large amounts of information presented to them through social media. The method used is systematic literature review (SLR), in which an electronic search is performed from a number of journal databases with certain criteria related to the discussion. The results show that the use of social media has a dominant influence on the formation of self-image in adolescents. Meanwhile, the process of identifying feelings independently carried out by adolescents leads to the practice of self-diagnosis, where the behaviours, state, and cycles of their mental health are labeled. When adolescents view that they are in a worse state due to assumed problems with their mental health, instead, there is a double burden on their mental health.

Keyword : Social Media; Adolescents; Self-image

Topics : Educational Psychology

[PAPER ID 96]

Resilience Models for Children and Teenagers in Learning During the Pandemic**Lidia Sandra, Juwaria Muqtadir**

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Abstract

One of the government policy from more than 120 countries is a school closures as the imposition of restrictions on social distancing due to the Corona Virus Disease (COVID-19) pandemic. This has affected 1.6 million students worldwide. In Indonesia, schools have been closed since March 2020, so that approximately 60 million students are given the alternative learning through online processes and remotely throughout the region. It is almost six months for children and teenagers to experience learning during the pandemic. Lack of direct interaction and limited physical activity, are prone to causing problems in mental health and endurance for children and teenagers. This study aims to construct a mental resilience model for children and teenagers in learning during the pandemic situation. The method used is through a Systematic Literature Review (SLR). This method is used to identify, study, evaluate, and interpret research which are relevant to the research topics through by constructing the relevant research questions. Based on the results of the study, it is known that several factors affect mental endurance for children and teenagers in learning during the pandemic, including the ability to adapt to the change, Cognitive Behavior Therapy (CBT), and sustainability of mental health care services. Teenagers reported worse mental health, yet people from various religions and ethnic groups did not differ significantly in reported mental health.

Keyword : Mental Resilience; Child; Teenagers; Pandemic**Topics** : Global Issues in Education and Research

[PAPER ID 97]

Improving Student Arithmetic Ability through Interactive Multimedia Development on Mathematics Competencies of Third Grade Elementary School Students

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Abstract

Until now, Mathematics has become a subject that needs special attention because it is always seen as difficult. This stigma often causes the enthusiasm of students to take part in mathematics lessons to be lower so that it has implications for students' arithmetic abilities to become weak which is evident in learning outcomes. Referring to this problem, development research to produce interactive multimedia to improve the arithmetic operation skills of elementary school students was carried out. The objectives of this development research are 1) to describe the interactive multimedia design of arithmetic operations; 2) Describe the validity of interactive multimedia product development products on arithmetic operations through expert assessments and student group tests; and 3) To determine the effectiveness of interactive multimedia on arithmetic operations in improving students' arithmetic abilities based on learning outcomes. The development process carried out refers to the ADDIE development model stages. This study involved learning content experts, media experts and learning design experts as product validators and third grade elementary school students as research subjects.

Keyword : Interactive Multimedia; Arithmetic; Elementary School Students

Topics : Educational Technology

[PAPER ID 98]

Optimizing Student Photography Skills Through Development of Project Based Learning (PjBL) based E-Learning in Photography Courses

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Abstract

Even at this time photography is becoming a trend, apparently it does not have a major impact on college students' mastery of theoretical concepts in photography courses. The reality that happens is that the understanding of the basic concepts of photography is not very good, so it has implications for his skills. Based on the data obtained in the field, student learning outcomes are not satisfactory. Based on this phenomenon, development research is carried out to produce e-learning products based on project-based learning model to improve student photography learning outcomes. The development process carried out refers to the stages of the ADDIE development model which involves media experts, learning design experts, learning content experts as media validators and semester II students as research subjects. This study aims to 1) describe design the project based learning (PjBL) based e-learning; 2) Describe responses of experts and students to quality of project based learning (PjBL) Based e-learning wich had been developed; 3) To determine the effectiveness of the product (project based learning (PjBL) Based e-learning) in improving student photography learning outcomes.

Keyword : E-Learning; Project Based Learning; Photography

Topics : Educational Technology

[PAPER ID 100]

Powtoon as the Implementation of Edutainment for Young Learners

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Abstract

Combining education and entertainment or edutainment is a new and trending idea in teaching young learners. Edutainment may enhance fun, interesting, creative, innovative, and meaningful learning. Edutainment in this study was teaching using Powtoon-based video media, which was used to support the teaching and learning process in experiment class. The purposes of this study were to investigate the effectiveness of Powtoon-Based video media in classroom where five grade students learn English as a foreign language (EFL) and their responses to the teaching learning process. This study utilizes a mixed-method research with explanatory design. The finding of the independent sample t-test showed significant difference between the post-test scores of treatment and control groups. As the result, this study has found that combination of education in teaching English for young EFL students and entertainment by using interesting Powtoon-based video media, showed positive effects on the students' comprehension and gained positive response from the students. The implication of the study showed that edutainment learning can be used by primary school English foreign language teachers to improve students' comprehension and engagement.

Keyword : Edutainment; Powtoon; English as Foreign language

Topics : Language Education

[PAPER ID 101]**Validity And Reliability: Instruments To Assess The Mobile Ability of Early Children****I Ketut Gading, Putu Aditya Antara, Yassinta Septyarini**

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Early childhood development in learning is very important. The child development can be seen through the child's motor development. The child motor can be divided into two, namely gross motor and fine motor. This research aims to develop early childhood motion capability assessment instruments using development research with RDR (Research, Development, Research) development models. The movement of the child locomotor is included in the development of gross motors. The locomotor movements of children include leaping, jumping, and running. Group A early childhood locomotor motion capability assessment instruments at Taman Kanak-Kanak Gugus VI of Buleleng Sub-District were the subject of the study by designing the blueprint and developing into a questionnaire with 12 statements. Each statement item has been tested by experts in their field so that the validity and reliability of an instrument can be fulfilled. Developed instruments have very high validity and reliability with scores of 0.91 and 0.81. These results indicate that the instruments that have been developed can be applied and used as they should be in learning.

Keyword : Assessment Instrument; Early Childhood Locomotor Motion; Validity; Reliability

Topics : Early Childhood Education

[PAPER ID 102]**Implementation of English First Application for Facilitating Autonomous Learners****G. A. P. Suprianti, Gede Mahendrayana, I Nyoman Laba Jayanta**

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Shifting of educational system in the 21st about the teacher's role in the learning process has brought some implications. Language teachers are encouraged to promote digital literacy and self-directed learning to their students. To do so, teachers could use accessible and proper technology in language learning. In relation to the use of technology in learning, a lesson study model implementing English First Application was conducted in an EFL context. The study was conducted by involving 58 freshmen year students in North Bali. Formative assessment was distributed to analyze the main score from the students after using the application. The findings from the formative assessment showed that there was significant improvement score after the students used English First application. An interview was conducted as well to enrich the data obtained. The interview result indicated that the students gave positive feedback and response toward the opportunity given by the application to be autonomous learners. Based on the evidence on this research, it could be suggested for teacher and other educational practitioners to integrate technology in learning process in order to promote attractive and fun digital literacy and self-directed learning.

Keyword : Autonomous Learners; English First; Lesson Study**Topics** : Language Education

[PAPER ID 103]**Implementation of The 2013 Curriculum Through the Women's Development Program at SDIT Daarul Muttaqien Surabaya.****Lilik Hafidloh**

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Abstract

The female development program is coaching and guidance given specifically to female students which is this implementation affects to the implementation of the curriculum in schools. The research objective is to describe the female development program which includes: the form of the program, the implementation method, and the media used in the female development program; describe the implementation of the curriculum, and describe the impact of the female development program on curriculum implementation. The research approach is qualitative, data collection techniques by interview, documentation, and observation. Analyze data by condensing, presenting data, and drawing conclusions. The results showed, (1) the implementation of female development was carried out in the form of personality development through building morals and menstrual development, and building skills through building batik, weaving, embroidery, cooking, and make-up. (2) the implementation method with lectures for building morals and menstruation, counseling for menstruation development, and practice for all skill builders, (3) the media are manuals, menstrual teaching aids, batik equipment, weaving equipment, embroidery tools, make-up kits, and cooking equipment. (4) curriculum implementation with the Decree of the Foundation, integrated system, spiritual paradigm, school culture, integrated treatment, (5) impacts include: faith and obedience (KI-1), being polite and helpful (KI-2), increasing knowledge about femininity (KI-3), and creative and skilled students (KI-4). Suggestion: female training is carried out more than once a week, the menstrual development method can be done by discussing and solving problems, schools provide a special room for menstruation guidance such as a women's clinic.

Keyword : Implementation of Curriculum 2013; Women's Development Program; Affect of It

Topics : Character Education

[PAPER ID 104]

Developing 21st Century Skills Through Traditional Game-Based Learning

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Abstract

Traditional Game-Based Learning is a learning model that introduces several traditional games that are loaded with local cultural values through learning activities in schools that aim to internalize these values so that they can be used as a counterweight to modern technology games that are closer to the current generation. Traditional Game-Based Learning in social studies lessons in elementary schools is integrated with other lessons that are bound in a theme. Every game selected in this traditional game-based learning is carefully chosen with the aim of improving 21st century skills that are adapted to the characteristics of elementary school age children. The instructional design for this study was expressed through learning tools that contained learning objectives, traditional game-based learning steps, descriptions of the roles of teachers and students during traditional game-based learning, learning evaluation and learning reflection. Traditional game-based learning scenarios are made to encourage students to play an active role in each step of learning which leads to 21st century skills called 4C, namely Critical Thinking and Problem Solving, Creativity, Communication Skills, and Collaborative Ability to Work. Research findings show that (1) Traditional Game-Based Learning can develop 21st century skills such as Problem Solving, Creativity, Communication Skills, and Collaborative, (2) can influence student motivation, and (3) certainly have a significant impact on learning outcomes.

Keyword : Traditional Game-Based Learning; 21st Century Skills; Elementary School

Topics : Education Based on Local Wisdom

[PAPER ID 105]

**Green Entrepreneurship Education Among The Millennial Generation: The Way
Towards a Green Economy**

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Abstract

Current research seeks to predict the trend toward green entrepreneurship among millennials. This study uses a deductive approach by collecting data through questionnaires. Undergraduate students who have received entrepreneurship education as respondents. The lesson analyzed 412 survey questionnaires that can be used to obtain data results. The results obtained by the district using the Structural Equation Model (SEM) showed positive and significant results, namely the impact of sustainability orientation and sustainability education on the trend of green entrepreneurship. However, the effect of relation support which is not significant to the tendency of green entrepreneurship education is detected from the respondents answers. The research findings are expected to support government policies and university authorities to develop programs tailored to the needs of universities through curriculum development that can facilitate the formation of green and sustainable entrepreneurship education. The result is a green economy and environmental sustainability for generations to come around the world.

Keyword : Green Entrepreneurship Education; Green Economy; Sustainability Orientation;
Sustainability Education; Relational Support

Topics : Other Areas in Education

[PAPER ID 106]

**Development of TSTS Cooperative Model Learning Devices in The Science Study Content,
Theme 7, Class IV Elementary School**

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Abstract

The purpose of this study is to develop learning tools based on the Two Stay Two Stray type of cooperative learning model (TSTS) on the content of science lessons, theme 7, grade IV elementary school in Jembrana Regency. The intended learning device consists of; 1). Syllabus, 2). Learning implementation plan and student worksheet. The research design used in this study is Research development or often known as development research, using the development model in this study, namely 4D (four-D). The stages of the 4D development model are divided into 4, namely Define, Design, Develop, and Disseminate. The subjects in this study were learning experts, science knowledge experts, and 2 fourth grade teachers from different elementary schools in Jembrana Regency. The object of the research used is the development of learning tools in the form of syllabus, learning implementation plan, and student worksheets based on TSTS type of cooperative learning models. The average overall toolkit is syllabus = 4.13, learning implementation plan = 4.22, student worksheets = 4.41. The conversion of values based on the Five Scale Benchmark Assessment gets a Very Good category so that the learning tool is based on the TSTS type of cooperative learning model which goes through a trial process of 4 experts and declared Valid.

Keyword : Cooperative Learning model TSTS; Learning Tools; Science
Topics : Research and Development in Education

[PAPER ID 107]

The Development of E-Learning Model Based The Value of Tri Hita Karana Concept on The Natural Science Course in PGSD FIP Undiksha

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Abstract

This research aims to (1) develop e-learning model based the value of Tri Hita Karana concept on the natural science course in PGSD Study Program (2) to determine the quality of e-learning model based the value of Tri Hita Karana concept on the natural science course in PGSD study program, and (3) to determine the effectiveness of e-learning model based the value of Tri Hita Karana concept on the natural science course in PGSD Study Program. The type of this research was research and development in education by using the 4D model, namely Define, Design, Develop and Disseminate. Define was an activity to collect various information needed. Design was an activity to design an initial product or a draft of e-learning model based the value of Tri Hita Karana concept on the natural science course. Develop was the activity of developing a product or learning devices. Disseminate was an activity to prepare research reports and articles for publication. Based on the results of the research, it can be concluded that : (1) e-learning model based Tri Hita Karana concept have been developed on the natural science course in PGSD study program, (2) the quality of the e-learning model based Tri Hita Karana concept on natural science course in PGSD study Program have developed and it was in very good category (92%), and (3) e-learning model based Tri Hita Karana concept on natural science course in PGSD study program could improve on students' learning outcomes (88%) effectively.

Keyword : The Development; E Learning Model; The Value Tri Hita Karana;
Topics : Research and Development in Education

[PAPER ID 108]

Parental Involvement in Speech Activities for Children with Speech Delay at Home

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Abstract

Speech activities are used as intervention for children with speech delay to assist their language development. Children with speech delay tend to face difficulties in speaking. However, these speech activities need to be implemented regularly at home as a reinforcement to the speech therapy session at hospital. Therefore, this study aimed to explore the parental involvement in implementing speech activities at home. Three parents of children with speech delay were interviewed using semi-structured questions. Triangulation was utilised using two types of data collection technique: interview and document analysis. The ATLAS.ti (version 4.1) software was used to analyse the interview transcripts and parents' personal notes throughout the speech therapy sessions with the speech therapist. The findings show that parental involvement were influenced by a) perceived language development, (b) emotion, (c) knowledge, (d) children's performance, and (e) support. Furthermore, the children were motivated to do the speech activities with their parents because of the variation of activities, pretend-play, and sing-along activities. As a conclusion, parents are aware of their roles and responsibility in implementing the speech activities needed regularly at home. Parental involvement in the speech activities encourages and motivates the children to participate in the activities to overcome their difficulties in speech.

Keyword : Speech delay; speech activities; parental involvement; speech therapist
Topics : Special Needs Education



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