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E-Learning as Media Teaching Learning Pancasila Education in Universitas Negeri Surabaya

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Abstract- **Along with the progress in information technology, learning-based on the internet at this time is a requirement, In order to increase knowledge and broad insight for students, it is necessary to be developed by using electronic media-based learning through the utilization of the Internet network called e-learning. E-learning as one of the media in learning has an important role in overcoming the limitations of space and time in the learning process. This study aims to analyze the response of the students of the Javanese Language Education program on learning Pancasila Education through e-learning at the State University of Surabaya.**

Keywords-e-learning, media, learning

I. INTRODUCTION

Educator's use of media in learning activities has long done. Educators can take advantage of learning media in the form of visual media, audio, audiovisual and multimedia. The use of the internet network as a learning medium has been widely practiced in the current global era. The global era marked by technological advances in the field of information has a major influence on learning activities. Learning that utilizes the internet network or e-learning has now been carried out, including in higher education because various information and knowledge can be obtained easily and quickly. E-learning refers to the use of information and communication technology (ICT) to enhance and/or support learning in tertiary education [1]

Currently, to be able to access information and knowledge through the Internet network not only through computers and laptops alone but can be through cellular phone or smartphone devices. This the users will more easily in search of various information and knowledge require. In learning activities in today's global era, educators are not the only source of learning. Various information and knowledge can be obtained by utilizing the internet network with the help of search engines like google and yahoo. Along with technological advances in the field of this information in learning activities now raises a learning activity called e-learning.

E-learning is a system that utilizes electronic media as a tool to assist learning activities. [2] E-learning can be defined in the application of electronic system such as internet, computer, multimedia CDs which they aim is to the reduce the amount of expenses. [3] According to Munadi, e-learning is defined as the type of teaching and learning that allows the delivery of teaching materials to learners using the internet media or other computer network media. [4] E-learning does not just move face-to-face teaching materials online like putting text files, presentation slides and learning videos in e-learning. E-learning in this context of "transfer", it means moving the learning process regular (face-to-face) to online learning. This transfer is not only in the appropriate teaching material but also requires a formal greeting, participation appraisal, class discussion, and other interactivity optimally. [5] So, e-learning is the use of internet network for learning activities.

According to Pribadi said that the use of *e-learning* is seen as one of the efforts to obtain information and knowledge has given several advantages for its users, among others 1) to provide pleasure in learning; 2) make learning process more efficient; 3) open opportunities to learn information and knowledge from a variety of globally available sources; 4) create dynamic learning interactions; 5) encourage user creativity in utilizing information and knowledge. [6] Meanwhile, according to Fahri said that some of the benefits of e-learning are the flexibility of learning activities, both in the sense of interaction of learners with the material/learning materials and learners with lecturers /teachers and the interaction between learners to discuss the subject matter. [7]

Development of Internet-based learning at this time is a necessity because of various kinds of information and knowledge can be obtained from various sites available on the internet network. Through the internet network, users can find and download information from various sources. In addition, users can also upload information and knowledge. E-learning as one of the medium for learning has an important role in overcoming the limitations of space and time in the learning process. The use of distance learning technologies and more specifically, the use of e-learning has determined the changes in the way knowledge is delivered [8]

In order to increase knowledge and broad insight for students, it is necessary to develop learning by utilizing the media based on electronics through the utilization of internet

network that online Learning is *e-learning* called *VI-learn* has been applied at the State University of Surabaya. In order to improve the utilization of e-learning, Surabaya State University has done in various ways, among others:

1. By modifying the appearance of e-learning from the original standard of module into the form of web social web display that is widely used

2. Create a blog page user e-learning in subdomain e-learning and integrated into system e-learning.

3. Teaching materials except online exams have been shared in e-learning so that students or anyone who visits e-learning can open the resource.

4. Create e-journal links so that the latest scientific articles from various fields of science can be accessed by students from e-learning

5. Systematic integration of e-learning with the relevant administrative system, for example with curriculum manager from study program / department up to university level.

6. Establishment of e-learning governance of the state university Surabaya that able to coordinate management of development and updating of e-learning which includes software, hardware, system management, content, and technology/software (supporting application). [5]

Through the various efforts, the utilization of e-learning at Surabaya State University more and more in learning. One of the courses that have implemented e-learning in the lecture is the Pancasila Education course. Pancasila Education Course is a course that gives guidance to every human being to study, analyze and solve problems of the nation and state development in perspective of Pancasila basic values as ideology and basic of the Republic of Indonesia. Therefore, students are expected to have a broad insight and always follow the developments that occur in the community in order to utilize the internet as material and media in learning the value of nationality in the life of society-nation and state.

Learning through *e-learning* can take place anywhere and anytime, not bound by space and time, so students can learn and adjust their conditions. Various information and knowledge will also be easily obtained through web or *VI-learn* that already exist. According to Songkram et al: e-learning system on the virtual learning environment, which focuses on teaching the students to participate in a virtual reality classroom to help enhance learning anywhere and anytime and to encourage formal learning. Measured from the description above, this study aims to analyze student responses on learning Pancasila through *e-learning*. [9]

II. RESEARCH METHODS

A. *Types of Research*

Research this study originated from development research using the ADDIE model. Stages of this model are arranged programmatically with systematic activities and tailored to the needs and characteristics of students. This model consists of five steps, namely: (1) analyze, (2) design, (3) development, (4) implementation, and (5) evaluation. After this development activity, students are given a questionnaire to assess the response to learning using media e-learning.

B. *Research Subject*

The Subject of this research is the students who are taking the course of Pancasila Education at Surabaya State University, especially in the Java language study program class of 2017. The subject of this study is used to measure the achievement of learning by looking at the level of student participation in accessing the lecture through *e-learning*. Education Pancasila so that it can be measured by the average percentage.

C. *Data Collection and Analysis Data*

Data collection techniques are used in this study using questionnaires about student responses in the learning process *through e-learning*. The questionnaire contained ten questions given to the seventy-six students who were sampled, with possible answers strongly agree, agree, disagree, and strongly disagree. Questionnaire Forms which is given to the semi-closed respondent. So, respondents, in addition, to answer the instrument with the answers that have been provided also have given the opportunity to say his opinion in writing about learning by using e-learning. The results of this questionnaire were analyzed using the percentage formula. The percentage formula used:

$$P = \frac{n}{N} x 100\%$$

Description:

P: final value (percentage)

n: the value of the reality of the results in the questionnaire

N: the maximum value, which is the number of respondents multiplied by the highest value

The questionnaire results in the form of percentage then explained using qualitative sentences. Through the results of this questionnaire will obtain the truth of data that can describe the student's response to learning Pancasila Education by using e-learning.

III. RESULTS AND DISCUSSION

In order to implement e-learning on learning Pancasila Education, there are several things that need to be prepared. First, to analyze the activities that will be carried out, among others (1) to analyze the competencies that must be mastered by the students; (2) analyzing the characteristics of students with respect to the knowledge, attitudes, and skills possessed by the students, and (3) analyzing the relevant material for the achievement of the desired competencies to be possessed by the students. Second, the design phase focuses on three activities, namely (1) the selection of materials according to the characteristics of the students and

the demands of the competencies to be achieved, (2) the learning strategy, (3) the form and method of assessment and evaluation. Third, the development stage by doing some activities such as search and collect the relevant sources to enrich materials, drawing illustrations, charts, and graphics required, typing, editing, and arrangements layout for e-learning. After doing these three important activities, the next activity is to implement e-learning.

In this Pancasila Education course through e-learning, all materials have been provided from the first meeting to the last. Students can access anytime and anywhere. In addition to the material presented in the form of power point, some material is also provided in the form of video. For example, for material related to Pancasila in history in Indonesia, this provided a video about the history of the movement of the Indonesian nation. Through this video show, students can know how the struggle of the Indonesian nation in achieving independence.

In addition to learning materials, through e-learning, students can also hold discussion forums with friends and lecturers. Various tasks can also be done by using this e-learning. Through e-learning, students can study wherever and whenever.

After implementing the learning through e-learning for several meetings, generally based on the questionnaire results show students express strongly agree and agree on learning using e-learning. Student response on Pancasila Education learning by using e-learning is presented in the table below:

TABLE 1 STUDENT RESPONSES IN LEARNING EDUCATION PANCASILA USING E-LEARNING

No.	Statement of	Respondents (%)			
		SA	A	D	SD
1.	Through e-learning students actively involved in the learning process	18.42	80.26	1.32	
2.	Students can combine new ideas into knowledge that has been owned previously	10.53	84.21	5.26	
3.	Students can work together in groups or communities, share ideas, suggestions, and experiences (collaborative)	19,74	73,68	6,58	
4.	Students can actively and enthusiastic to achieve the expected goals	19,74	68,42	11,84	
5.	Students benefit from the communication process both on and off campus	36.84	60.53	2.63	
6.	Students can follow the learning process through approach problem-based or case- based learning (contextual).	13.16	80.26	6.58	
7.	Students can do reflection activities	32.89	65.79	1.32	
8.	The Student can get good benefits of audio, visual and kinesthetic	48.68	51.32		
9.	Students can train high-level thinking skills and thus increase the ICT and media literacy	34.21	61.84	3.95	
10.	Students feedback received	40.79	56.58	2.63	

Description: SA = Strongly Agree; A = Agree. D = Disagree; SD = Strongly Disagree

Based on the above questionnaire results, it shows that 80.69% of students agree that through e-learning students are actively involved in the learning process. Only one student from 76 students who became respondent states disagrees. Generally responding agrees and strongly agrees. This means that through e-learning all students are actively involved in the learning process. In accessing the material, doing the tasks and discussions can be done through e-learning.

In learning through e-learning, students can combine new ideas into the knowledge that has been previously owned to understand the meaning or curiosity and doubt that has been there in the student's mind. In this aspect, the respondents' responses were 84.21%, only 5.26% of students stated that they did not agree. Through e-learning is easier for students in obtaining information and knowledge and students can perform learning activities whenever and wherever.

Learning through e-learning is felt by students can work together in groups or communities. Students can share ideas, suggestions or experiences, advice and give feedback to their fellow members. In this aspect, 19.79% of students stated strongly agree and 73.68% agreed. Students can also be active and very enthusiastic to achieve the expected goals. In this case, 19.74% of students stated strongly agree and 68.42% agreed.

The impact of the learning process as a social and dialogical process, students can feel the advantages in terms of communication both on and off campus. In this aspect, only 2.63% of respondents stated disagree. This means that through e-learning the process of communication not only takes place in the classroom when there is a learning schedule but outside the classroom communication can be done.

In learning through e-learning, in addition to students obtain learning materials; students are also given the task associated with solving actual problems in the environment around us. Learning situation is directed to meaningful learning process through problem-based learning approach. In this aspect, 80, 26% of students agreed.

Through this e-learning students can also do reflection activities, students can reflect on what has been learned and

realized what has been gained in the learning done. Only 1.32% of students said they did not agree. Most students stated strongly agree and agree that through e-learning, students do reflection activities.

The benefit for students in virtual learning is that material can be delivered in a variety of audio, visual, or kinesthetic learning modalities. In this aspect, all students stated strongly agree and agree.

Through e-learning can train high-level thinking skills and improve ICT and media literacy. Indirectly by utilizing e-learning in college students taking advantage of information technology that has been developed at this time. Students can also learn independently whenever and wherever.

Through e-learning students also feel able to feedback so they can know the strengths and weaknesses. For example, when given a test in the form of multiple choice students will know the results after working on the problem and immediately know how the right answers.

In addition to the above questionnaire results, students generally also stated that learning through e-learning is fun and more effective because learning can be implemented whenever it is not limited to space and time. Students are more disciplined in working on tasks in accordance with a predetermined schedule. Nevertheless, there are obstacles when implementing e-learning, among others, if the Internet network is slow so inhibit the completion of the task,

IV.   CONCLUSION

Based on the results of the research, showed that the student's response to learning through e-learning is very positive. In general, students express strongly agree and agree with the existence of e-learning. Learning can be done anywhere, anytime is not limited to space and time

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