FINAL EXAM

Challenges in Indonesian Online Education

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ABSTRACT

Indonesia is an archipelago that has many islands here. With a large enough population of the country and spread throughout the region, education becomes a serious problem. The state's goal in educating the nation's life becomes very central in the world of education. Progress in the world of education is being moved by large and developing cities. The decline in education still exists and is present in areas that are not covered by development and technology. The presence of technology as a medium in learning becomes a solution that might solve the solution. Call it the current application is the teacher's room. Its presence is able to bring progress to the world of education but it remains questionable that it can appear in the limited access to the application. For people who are unable and unable to access the internet will face obstacles in using this application. Not to mention other problems faced where education through online media only teaches theory and two-way discussion to the public but motor education and socialization are reduced. The information dissemination must use electronic media such as cellphones, laptops, personal computers, etc.

This research intends to find out how effective an online education is in meeting the country's goal of educating the nation's life and equitable education in every region of the country. Besides that, of course looking for the phenomenon of problems that will arise from the education system via online. In every education system must have different problems both conventionally and via online but by conducting in-depth analysis it can apply additional alternatives to fill the shortcomings of any existing education system.

Education via online only focuses on hard skills than a student but does not teach soft skills which are obtained from interactions within the wider community. The combination of online education and conventional education is something that is currently possible to meet the educational needs of today. Soft skills can be learned through educational media online and hard skills are obtained through conventional educational media. What needs to be done is to make integrating the two systems to produce a new system that is easier, cheaper, safer and effective for the achievement of shared goals between the community, government and the state.

Keyword :Online Education system, Problems. Digital Technology.

LITERATURE REVIEW

leading to negative and destructive directions. Globalization is suspected of suppressing the values of local wisdom, identity and identity as sovereign individuals, communities and nations. In sarcastic language, globalization is suspected to bring about a moral and identity chaos for society.

Departing from the above paradigm, then efforts will emerge to provide a bastion of the negative impact of globalization through the cultivation of noble values, the strengthening of identity, national identity and character so that they become more entrenched. One such effort is through the educational process which still has a great influence in educating the lives of the young generation of the Indonesian nation academically. Still a belief in society, education is only interpreted as a transfer of knowledge, without noticing that education is also a transfer of value which means education is not only the process of developing a variety of potentials possessed by humans outside of academic intelligence. But there are also many human abilities that must be developed, such as relational abilities, talents, talents, arts and cultural abilities as well as physical abilities. The explanation above shows that education is very important for the development of students. Included in this case is character education that teaches how humans become creatures civilized, obedient to his Lord, can socialize well with their environment, optimizing one's potential possessed, and become a superior person not only for lessons taught in the classroom.

There are several bases that can be used as a reference, in the implementation of character education in Indonesia so that it is easy to apply in the school environment, among others, religion, Pancasila, culture and national education goals. The foundation here is intended so that the character education taught, does not deviate from the identity of the Indonesian people and nation. Various literature states that, character education in Indonesia is based on nine basic character pillars including, 1) love for God and the universe and its contents; 2) responsibility, discipline, and independence; 3) be honest; 4) respect and courtesy; 5) love, care and cooperation; 6) confident, creative, hard work, and never give up; 7) justice and leadership; 8) kind and humble; 9) tolerance of love for peace and unity. 4 Between the pillars and the foundation are interrelated, because the foundation has a role as a reference point and the basic pillar is a value in every implementation. So that it must be developed as a guideline for character education in Indonesia. The problem that arises then is, many schools still consider the main interests above other interests, namely when high academic grades with millions of targets to be met by students are still exalted. This then becomes the school culture, regardless of the talents and other talents possessed by students. The result, students who have from the beginning ability academically in above average always gets the highest score. While other students who have abilities outside of academic talent, do not get the attention and facilities as they should, so there will be a killing of students' characters. God gives human character from birth. So that in essence, every human being has the potential to become a servant who is virtuous and has good character if he gets

facilities and attention according to his abilities. In addition, humans can also have bad temperaments and have negative character if their talents and abilities are not channeled as they should. Today, the flow of technological development is accelerating. This requires humans to be able to adapt to the development of ICT if they do not want to be obsolete, and to face global challenges. With these conditions, education will not be separated from the internet, computers, and other technological facilities as the main tool in the process of learning activities. To be able to utilize technology in improving the quality of learning, there are three things that must be realized, namely: 1. Students and teachers must have access to digital technology within the educational institution. 2. The existence of quality material and useful for teachers and students. 3. Teachers must have knowledge and skills in using digital learning media to help students achieve academic standards and develop their potential.

DISCUSSION

According to the Greek language, the origin of technology is "Techne" with the meaning of art, crafts or expertise. For the ancient Greeks, technology was recognized as a special activity and as knowledge. Educational technology is the study and practice of helping the learning process and improving performance by making, using, and managing adequate technological processes and resources. The term educational technology is often associated with learning theory and learning. If the theory of learning and learning includes processes and systems in learning and learning, educational technology includes other systems used in the process of developing human capabilities. In general, learning technology can be interpreted as a media that was born as a result of a communication revolution that can be used for learning purposes besides teachers, textbooks, and blackboards. According to AECT (1977) Educational technology is a complex process and integrated that involves people, procedures, ideas, tools, and organizations for analyze problems, plan, implement, evaluate and manage problem solving that involves all aspects of human learning.Menurut Hackbarth (1996) Educational technology is a multidimensional concept which covers; 1) a systematic process which includes; 1) a systematic process that involves the application of knowledge in the search for solutions that can be applied to problems in teaching and learning, 2) products such as texts, TV programs, 4) is a specific part of education. Furthermore, according to Anglin (1995) Educational technology is a combination of learning, learning, development, management, and other technologies applied

to solve educational problems. Educational Technology is the study and practice of ethics to facilitate and improve learning performance. The study and ethical practices can be through creation, use, process regulation and technological resources. Educational technology is a combination of human elements, machines, ideas, procedures, and their management. Educational technology is abstract. In this case Educational Technology can be understood as a complex, integrated process involving people, procedures, ideas, tools, and organizations to analyze problems, find ways to overcome problems, implement, assess, and manage problem solvers that cover all aspects of learning humans (Fitria, 2013). Educational technology is also a systematic way of designing, implementing, and evaluating the overall process of learning and learning in specific learning objectives, based on research in learning theory and communication in humans and using a combination of sources learn from humans and non-humans to make learning more effective. From some of the opinions above, it can be concluded that the notion of educational technology is a systematic and critical approach to education through problem solving processes using technological methods or tools in solving educational problems. earning, learning, development, management, and other technologies applied to solve educational problems. Educational Technology is the study and practice of ethics to facilitate and improve learning performance. The study and ethical practices can be through creation, use, process regulation and technological resources. Educational technology is a combination of human elements, machines, ideas, procedures, and their management. Educational technology is abstract. In this case Educational

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Development of Educational Technology in Indonesia

Technological advances that are developing very rapidly have indirectly affected all aspects of human life, both in the political, economic, cultural, even in the field of education. Technological progress is something that we cannot avoid in modern times like today, because the more advanced science, the more advanced technological development. Advances in technology have enabled the creation of a global learning environment related to networks that places students in the middle of the learning process, surrounded by various learning resources and

electronic learning services. Every technology must have both positive and negative impacts. The positive benefits that can be obtained from technological advances are providing facilities in the field of education, especially as one source of knowledge and references in learning, but in addition to providing positive benefits, technological advances can also have a negative impact that can plunge into things that are not good, so it must be careful about using technology. Information and Communication Technology as part of science and technology in general are all technologies related to the collection, collection, processing, storage, distribution and presentation of information. When viewed at this time, the development of information technology, especially in Indonesia is increasingly developing. With the information and communication technology can make it easier for us to learn and get the information we need from anywhere, anytime and anywhere. In the world of education the development of information technology is starting to have a positive impact because the development of information technology in the world of education has begun to show significant changes. Nowadays distance and time are not a significant problem to gain knowledge, various applications have been created to facilitate teaching and learning activities. The emergence of new learning methods that facilitate students and teachers in the learning process. With technological advancements, of course, it will be accompanied by the creation of new methods and with the advancement of these technologies students are expected to be able to understand well the material which is still abstract. The learning system does not have to go through face-to-face, with advances in technology the learning process does not have to

bring students and teachers together, but can also use internet services and others. With the development of technology, all of that can be done in a nutshell. There are several benefits obtained from technological developments, namely learning will be more effective and interesting, can help teachers deliver material through visual / audio visual media, the use of time will be more efficient, creating a new atmosphere in the learning process. In addition to positive influences, there are also negative effects of technology on the world of education in Indonesia, including students being lazy to learn, with the advancement of technology it should be able to facilitate students in learning, such as the use of gadgets, laptops with internet networks, this is what makes students lazy individuals learn, sometimes many of them only spend time on the internet that only brings pleasure solely not to increase knowledge, such as playing online games, facebook, youtube, instagram, twitter, Tik Tok, etc. all of which will affect student interest in learning. The occurrence of immoral violations, often we see on television and print media there are very many cases of immoral violations committed by students or victims are students. That all stems from technological advances both Facebook, YouTube or others. The emergence of deviant behavior, such as students who only spend time playing online games, facebook, chat, so that the time that should be used to learn will be wasted in vain (Kristiawan, 2015). The government as the controller of the information system and stakeholders, the government should be more assertive towards the owners of companies such as: facebook, instagram, youtube, twitter, etc. by making regulations that restrict access to information for children under age.

Obstacles in the Development of Educational Technology in Indonesia

Technological developments in the milineal era like now do have many benefits, especially in the field of education. Therefore, many once people who want to master and take advantage of technological developments. However, it cannot be denied that the use of technology in the education sector has several obstacles, including:

1. The lack of technology infrastructure procurement is due to the difficult reach of certain regions in Indonesia, so that its distribution is uneven. There are still many areas that are difficult to reach by means of transportation. To reach the destination area, it can only be reached on foot. While on foot, it is not possible to carry various multimedia equipment.

2. The use of used multimedia devices in educational institutions that are still in rural areas. This used multimedia device certainly still uses specifications that are outdated, so that their use is unable to compete with the rapid development of technology.

3. Lack of telecommunications infrastructure and legal instruments that govern it. Because, Cyber Law has not been applied in the world of Indonesian law.

4. The high cost of procurement and use of ICT facilities. This was returned to the government. We can see that the government still allocates little funds for the provision of ICT facilities that can support Indonesian education. For example, the provision of facilities in rural areas is still very minimal. While

in the city is almost evenly distributed, especially in leading educational institutions.

Solution to Problems with the Development of Educational Technology in Indonesia.

To overcome these obstacles, we need completion steps that also function as prerequisites for successful implementation ICT in learning. According to Mahmud (2008: 13) in his book titled ICT for Excellent Schools, there are several requirements in order to apply information and communication technology-based learning, namely the availability of infrastructure that supports technology-based learning. Further explained several requirements that must be met in implementing technology-based learning, as follows:

a. Teachers and students must have access to digital technology and the internet in classrooms, schools and educational institutions. This means that schools must have adequate infrastructure related to information and communication technology, such as the availability of computers / laptops, internet networks, computer laboratories, multimedia equipment such as CDs, DVDs, and infocus.

b. Quality, meaningful, and cultural support material must be available for teachers and students. These materials can be in the form of interactive learning materials assisted by computers / laptops, such as CDs, DVDs and infocus in interactive learning.

c. Teachers must have knowledge and skills in using digital tools and resources in teaching and learning activities in order to achieve the Minimum Criteria for Completeness Criteria (KKM).

d. There must be sufficient budget or funds to procure, develop and maintain the Information and Communication Technology infrastructure.

e. And no less important is the existence of willingness and support from all parties, in this case the principal, teachers, and students to implement learning with the support of communication and information technology.

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