



THE ROLE TECHNOLOGY AND INTERACTIVE MEDIA IN OPTIMIZING THE INDEPENDENT CURRICULUM TO INCREASE STUDENT ACTIVENESS

Kemal Fauzi Gaja¹, Rizka Indriani²

^{1, 2}Elementary School Teacher Education, Faculty of Teacher Training and Education, Universitas
Muhammadiyah Sumatera Utara

Email: ¹ kemalfauzygaja@gmail.com, ² rizkaindriani008@gmail.com

Abstract

With the development of technology, it facilitates all activities in everyday life, especially in the field of education. In the era of the Industrial Revolution 4.0, some things become unlimited by computer technology and unlimited data, which is caused by the development of the internet and digital technology as a reaction to the mobility and interaction of humans and machines. Technological developments in the field of education can make it easier for teachers to create learning tools, one of which is the use of media. With the renewal of the independent curriculum, teachers are required to be creative, creative and innovative and friendly with technology. If all this time teachers more often use learning media only images or even without using learning media, now in the 21st century with technological advances teachers can make learning media creatively and innovatively. This can make it easier for teachers to explain the material to be conveyed and achieve learning objectives. Student activeness in learning is an important thing. It is considered important that teachers can find out whether the learning objectives have been achieved and the classroom atmosphere does not seem passive. With the development of technology today, teachers can be creative and innovative in making learning tools. Teachers can utilize technological advances by creating a technology-based learning media. Interactive media is a learning media that every step and maker uses technology. In this way, teachers meet the standards of the independent curriculum by providing breadth and making it easier for educators to make learning more in- depth according to the needs of students. Student activeness can help teachers evaluate learning whether the learning can be conveyed and achieve learning objectives.

Keywords : Independent Curriculum, Technology, Student Activeness

Introduction

Nowadays, technological developments are increasingly widespread both in the fields of economy, health, transportation, and even in the field of education. With the development of technology, it facilitates all activities in daily life, especially in the field of education. In the era of the Industrial Revolution 4.0, some things become unlimited by computer technology and unlimited data, caused by the development of the internet and digital technology as a reaction to the mobility and interaction of humans and machines. The requirements of the modern world of work in the Industry 4.0 era can only be met if graduates are transformed into human resources who have the independent curriculum gives freedom to schools, teachers and students to be free to innovate, learn independently and creatively, and a pleasant learning atmosphere. This will create an active classroom atmosphere and students explore the material more deeply. Student activeness in learning is an important thing. It is considered important that the teacher can find out whether the learning objectives have been achieved and the classroom

atmosphere does not seem passive. According to (Primartadi, Suyitno, Widiyatmoko, Kurniawan, & Efendi, 2022) student learning activeness is all student efforts with physical activities including reading, listening, writing, practicing skills and so on, while psychic tends to the thinking process in an effort to gain experience in learning so that the learning process can be said to be successful.

Research Methodology

The method in this research is a literature study or literature review. Literature study is an activity that includes searching, analyzing, reading, from various credible sources such as journals and books and various other relevant sources. Literature study in a research is an important part of all steps of the research method (Rihani, Maksum, & Nurhasanah, 2022).

Result & Discussion

The Role of Technology

Advances in technology have changed the role of humans in all areas of life, including education and learning. Technology is an important part of the learning process. In education, innovation and creativity are needed in order to develop the learning process and be able to compete with developments in other fields. Technology provides a variety of interactive resources, simulations, games and evaluations specifically designed to engage learners to play an active role. Technology facilitates collaboration between teachers and students and between peers to work together on projects, share ideas and discuss. By utilizing technology, it helps students solve problems in everyday life (Said, 2023). With the advancement of technology today, it can facilitate all activities in daily life. Technology can attract students' interest so that learning is more effective and efficient. According to Clark in (Lestari, 2018) that there are significant economic benefits that can be obtained from using technology to deliver learning, namely utilizing time, costs, logistics and other institutional issues.

Interactive Media

Interactive learning media is very popular in the 21st century. This is because it utilizes technological developments. Learning by utilizing technology in order to facilitate the learning process in utilizing the creativity of students and teachers who continue to innovate in creating the learning process (Br Sembiring & Listiani, 2023). Interactive media is media by utilizing technology in assembling or creating a learning media. According to Haryanto, Dwiyoogo, and Sulistyorini in (Manoi & Soesanto, 2022) Soesanto, 2022) interactive media is the media that students like the most, can build innovative, interesting, interactive learning, and can improve the quality of student learning. Interactive media is a multimedia-based tool that can describe messages or information from teachers to students in which the process occurs two-way active communication between multimedia and users or whose purpose is to facilitate the learning process (Puspitasari, 2019). From some of the above definitions, it can be concluded that interactive media is media designed by utilizing technology to facilitate the learning process.

Independent curriculum

With the existence of an independent curriculum that has been established at this time, the learning carried out becomes more relevant and interactive through project activities that provide great opportunities for students to be more active and confident in conveying actual issues, such as environmental, health, and other issues in developing character and Pancasila profile competencies (Hartoyo & Rahmadayanti, 2022). The independent curriculum provides freedom to teachers in exporting and creating learning and provides greater opportunities for students to play an active role, develop creativity and be able to innovate. In an independent curriculum, learning will not be teacher-centered. However, in an independent curriculum, learning will be student-centered. The independent curriculum focuses more on essential material, character development and competence. One of the characteristics of the independent curriculum is applying more interactive and collaborative learning methods. Apart from this, the independent curriculum also has components. According to (Lestari, Asbari, & Yani, 2023) the curriculum component is in the form of material that serves to realize curriculum objectives or what is referred to as content standards. Furthermore, the independent curriculum component is an experiential process which is an action to achieve goals. The Pancasila profile is a reflection of superior Indonesian students with lifelong learning, character, global competence and behavior in accordance with the values of Pancasila, acting as a reference to direct educational policies including being a reference for teachers in building student character and competence (Hartoyo & Rahmadayanti, 2022). In the independent curriculum, there are 6 dimensions in the Pancasila profile,

namely faith, devotion to God Almighty and noble character, global diversity, mutual cooperation, independence, critical reasoning, and creativity.

Student activity

According to (Br Sembiring & Listiani, 2023) student activeness is a condition in the learning process where students are actively involved and interact with teachers and fellow students to make the learning process run optimally. The indicators of student activeness according to Rikawati & Sitinjak in (Br Sembiring & Listiani, 2023) include, the enthusiasm of students in participating in learning, students have the courage to ask and answer questions, and dare to convey their understanding of learning in front of the class. The indicators of student activeness according to (Br Sembiring & Listiani, 2023) namely: (1) Students have enthusiasm for learning (2) Students ask questions (3) Students volunteered to answer questions (4) Students interact and cooperate with teachers and fellow students during the learning process. According to (Manoi & Soesanto, 2022) student activeness is all forms of student involvement, as a fundamental thing that can bring students to bring changes towards the better, and support effective and conducive learning. Student activeness can help teachers evaluate learning whether the learning can be conveyed and the achievement of learning objectives

Conclusion

With the development of technology today, teachers can be creative and innovate in making learning tools. Teachers can utilize technological advances by creating a technology-based learning media. Interactive media is a learning media that uses technology every step of the way. In this way, teachers meet the standards of an independent curriculum by providing breadth and making it easier for educators so that learning is carried out more deeply according to the needs of students. With an independent curriculum using interactive media, teachers can build a student-focused learning atmosphere. High student activeness will make it easier for teachers to convey material and can overcome student learning difficulties. Stimulating student stimulus can make students become active or respond during learning.

References

- Br Sembiring , E. H., & Listiani, T. (2023). Game Based learning Berbantuan Kahoot! dalam Mendorong Keaktifan Siswa pada Pembelajaran Matematika. *GAUSS : Jurnal Pendidikan Matematika*, 6(1), 26-40.
- Hartoyo, A., & Rahmadayanti, D. (2022). Potret Kurikulum Merdeka, Wujud Merdeka Belajar di Sekolah Dasar. *Jurnal Basicedu*, 6(4), 7174-7187.
- Lestari , D., Asbari, M., & Yani, E. E. (2023). Kurikulum Merdeka : Hakikat kurikulum dalam Pendidikan. *JISMA : Journal of Information Systems and Management*, 2 (5), 85-88.
- Lestari, S. (2018). Peran teknologi dalam Pendidikan di Era Globalisasi. *Edureligia : Jurnal Pendidikan Agama Islam*, 94-100.
- Manoi, G., & Soesanto, R. H. (2022). Stimulus Keaktifan Siswa Melalui Penerapan Media Interaktif pada Pembelajaran Matematika secara Daring. *JOHME : Journal of Holistic Mathematics Education*, 6(1), 43-56.
- Primartadi, A., Suyitno, Widiyatmoko, Kurniawan, A., & Efendi, Y. (2022). Meningkatkan Keaktifan belajar Siswa dengan Metode Project Based Learning. *Jurnal Taman Vokasi*, 10(2), 174-179.
- Puspitasari, Y. (2019). Peningkatan Pemahaman Siswa Kelas VI Materi Sistem Peredaran Darah Manusia Menggunakan Media Interaktif. *Proceeding of Biology Education*, 3(1), 84-93.
- Ramadani, F., Darmansyah, & Desyandri. (2022). Studi Literatur : Peran teknologi bagi Pendidikan dalam Revolusi 4.0. *Jurnal IKA : Ikatan Alumni PGSD UUNARS*, 2(2), 247-258.
- Rihani , A. L., Maksum, A., & Nurhasanah, N. (2022). Studi Literatur : Media Interaktif Ispring suite terhadap Hasil Belajar Peserta Didik Kelas V Sekolah Dasar. *JKPD : Jurnal Kajian Pendidikan Dasar*, 7(2), 123-131.
- Said, S. (2023). Peran Teknologi sebagai Media Pembelajaran di Era Abad 21. *Jurnal PenKoMi : Kajian Pendidikan & Ekonomi*, 6(2), 194-201.