

DESIGNING AUGMENTED REALITY AS A ROLE-PLAYING STRATEGY: EXTENSIVE READING

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DESIGNING AUGMENTED REALITY AS A ROLE-PLAYING STRATEGY: EXTENSIVE READING



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First, we would like to give thanks for Allah's love and grace for us. Thanks to Allah for helping us and give us chance to finish this TUTORIAL E-Learning BASED on BLENDED LEARNING: BLOG, EDMODO, GOESMART, HOT POTATOES, QUIPPER, WIZIQ, PREZI and MOODLE. We also would like to say thank you to our college and My Tutor BILQIS. 6 We also give thanks to all of our friends who give us support and much suggestion for this assignment.

This TUTORIAL is made in order to fulfill the assignment related to the use of sort of media in electronic learning, which in this case is using blog. We know that technology is going better longer, so it will probably influence all aspects of our life included educational development. The old learning is a conventional learning in the classroom. Whereas today, it has been updated into electronic learning, which will be discussed in this paper.

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At last, we realize this assignment is not perfect, so critics and suggestion are needed to make this assignment better. Thank you.

Surabaya, Juni 2018

INTRODUCTION

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Di era yang sangat modern ini perkembangan ilmu pengetahuan dan teknologi atau biasa disingkat IPTEK sudah menunjukkan perkembangan yang sangat signifikan khususnya di Indonesia, hampir semua kegiatan atau alat yang kita gunakan di dalam kehidupan sehari-hari menggunakan teknologi atau dunia digital.

1

Di dalam dunia pendidikan guru dituntut untuk mengenal dan memanfaatkan teknologi sebagai sarana atau media untuk belajar mengajar di sekolah agar tidak dikatakan gaptek (gagap teknologi), penggunaan media komputer untuk mata pelajaran TIK saja tapi mencakup semua mata pelajaran dituntut untuk menggunakan media pembelajaran berbasis digital, di Quipper School ini bapak/ibu guru akan di manjakan dengan fitur-fitur yang terdapat di portal online ini seperti memberikan tugas kepada siswa dan bapak/ibu guru tidak perlu mengoreksi hasil belajar seperti halnya pembelajaran metode konvensional yang merepotkan dan menghabiskan waktu dan tenaga, ketika siswa selesai mengerjakan tugas di Quipper School maka otomatis hasil belajar atau nilai siswa akan di munculkan secara otomatis dan bisa di kontrol perkembangan siswa anda melalui akun bapak/ibu guru buat di Quipper School.

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E-learning merupakan dasar dan konsekuensi logis dari perkembangan teknologi peserta ajar (learner atau murid) tidak perlu duduk dengan manis di ruang kelas untuk menyimak setiap ucapan dari seorang guru secara langsung. E-learning juga dapat mempersingkat jadwal target waktu pembelajaran, dan tentu saja menghemat biaya yang harus dikeluarkan oleh sebuah program studi atau program pendidikan.

Fasilitas belajar online yang diberikan Quipper School memberikan kemudahan kepada bapak/ibu guru disekolah, seperti memberikan tugas dan materi kepada siswa bapak/ibu tidak perlu mengoreksi hasil belajar siswa akan diperiksa oleh sistem yang ada di Quipper School ini, disamping kemudahan untuk guru layanan platfrom belajar online ini membangkitkan minat belajar siswa, siswa lebih senang dan antusisa dalam belajar. Jadi, antara siswa dan guru sangat diuntungkan dengan layanan belajar online di Quipper School ini.

E – LEARNING

Definition of E-Learning

In recent decades, the use of information and communication technologies (ICT) for educational purposes has increased, and the spread of network technologies has caused e-learning practices to evolve significantly (Kahiigi et al., 2008). However, any definition of e-learning must settle the issue of what is and what is not e-learning (Guri-Rosenbilt, 2005). The multiplicity of perspectives surrounding e-learning causes confusion and, sometimes, even contradictions (Mason & Rennie, 2006). Not only have different concepts been attributed to e-learning, but the term has also been substituted by others, such as *computer-based learning*, *technology-based training*, and *computer-based training*, which actually predate the first mention of e-learning in the mid-1990s (Friesen, 2009) or the more recent *online learning*.

“E-learning can be defined as 'learning facilitated and supported through the use of information and communications technology'. It can cover a spectrum of activities from the use of technology to support learning as part of a 'blended' approach (a combination of traditional and e-learning approaches), to learning that is delivered entirely online. Whatever the technology, however, learning is the vital element.”- Jisc e-learning definition from <http://www.jisc.ac.uk/elearning>

According to Purbo & Hartanto, 2002, the term e-learning is used as a term for any technology used to support the efforts of teaching via the internet electronic technology. Therefore, the term e-learning is more appropriately addressed in an effort to create a transformation process of teaching and learning in your school / university into a digital form that is bridged by the Internet technology.

Quite simply, e-learning is electronic learning, and typically this means using a computer to deliver part, or all of a course whether it's in a school, part of your mandatory business training or a full distance learning course. In the early days it received a bad press, as many people thought bringing computers into the classroom would remove that human element that some learners need, but as time has progressed technology has developed, and now we embrace smartphones and tablets in the classroom and office, as well as using a wealth of interactive designs that makes distance learning not only engaging for the users, but valuable as a lesson delivery medium. Building partnerships with quality training providers, and combining this with a dedicated experienced technical team and support staff, Virtual College provides the perfect blended learning environment, offering anyone the chance to take their online training to the next level.

ADVANTAGES AND DISADVANTAGES

Advantages:

Learning with e-learning choose a lot of advantages as follows:

1. Provide interesting and meaningful experiences for learners because it can interact directly, so the understanding of learning will be more meaningful, easy to understand, easy to remember and also can be explained again easily.
2. Can improve the level of understanding and one's memory (retention of information) of the knowledge that is conveyed, since the content is varied, interesting interactions attention of immediate feedback, and the interaction of e-learning and other e-Instructor.
3. Cooperation in their on-line communities, so it can facilitate the transfer of information, so there is no shortage of learning resources.
4. Centralized administration and maintenance.
5. Reduce or save the cost of education, such as transportation or books.
6. Learning with the support of the internet makes the center of attention focused on the learner.

In the education of students do not rely entirely to the teachers, students learn on their own to explore science using internet and other information technology media, they would be formed for learners in demand to study and develop independently.

In addition, Bates and wulf (1996) adds that e-learning also has the following advantages:

1. Improving the learning interaction (Enhance interactivity)

If designed carefully, learning via the Internet can increase the levels of learning interactions between learners with learning materials, learners with teachers and among students. This is different from the conventional learning. Not all learners can in conventional activities brave or have the opportunity to ask questions or express their opinions in the discussion. In the conventional learning, opportunities exist or which provide teachers to discuss or ask very enjoy unlimited responsibility. Enjoy unlimited opportunities tend only dominated by a few learners are responsive and have no shyness. Such situation is in line with the thinking of Margaret lotus (lotus, 2001) which says that "in a real classroom, a few student may dominate the discussions, and shy individuals do not stand a chance. By contrast, both the shy and pushy can speak up on-line ". In learning activities electronically via the Internet, learners are separated from each other and are also separated from the teacher more flexibility or freedom to express their opinions or ask questions because no other learners who are physically observing himself.

Through on-line learning, each learner to feel the freedom to ask questions or giving opinions / thoughts without fear accompanied humiliated in front of many people who

witnessed by his teacher. Learning climate and a feeling conducive learners like this can encourage learners to increase the levels of interaction in the learning activities, so that more optimal learning results.

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2. Facilitate the learning interaction from anywhere and at any time (time and place flexibility)

Regarding the learning resources that are packaged electronically and is available to be accessed by students via the Internet, the learners can interact with these learning resources anytime and wherever he is (Kerka, 2001; Wulf, 2001). Likewise, the task in learning activities that can be submitted to the teacher so completed the assignment need not have to wait until an appointment to meet with the teacher, also does not need to wait until there is time to spare teachers to discuss the results of the implementation of tasks when in want. Through Internet technology, all such things can be overcome. Learners do not have to be bound tight with the time and venue for learning activities as well as on conventional learning activities.

3. It has a wider range of (potential to reach a global audience)

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Learning is flexible in terms of time and place, the number of students learning activities that can be reached through the Internet more and more, or open Information (knowledge) accessibly wider (from a distance) and complete, not limited by time because it can be done anytime. Space and place and time no longer a barrier. Anyone, anywhere, and anytime a person can learn through interaction with the learning resources that have been packaged electronically and readily accessible through the Internet, not only in the classroom or the school, but it can be done at home, in the room, or anywhere else. Learning opportunities really wide open for anyone who needs it.

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4. Facilitate refinement and storage of instructional materials (easy updating of content as well as achievable capabilities). Facilities available in internet technology and various software continues to grow helped facilitate the development of electronic learning materials. Likewise, improvement or updating of learning materials that have been in the container can be done periodically with an easier way in accordance with the demands of the development of material science.

In addition, updating the presentation of learning materials can be done, both based on feedback from learners as well as on the assessment of teachers who is in charge or builder learning materials. Knowledge and skills for the development of electronic learning materials need to be controlled in advance by those responsible in the development of electronic learning materials. Likewise, the management of their own learning activities. There must be a commitment from teachers to regularly monitor the development of learning activities and motivate learning.

Disadvantages:

E-learning using the Internet for long distance learning has some disadvantages, such as:

1. One characteristic of distance learning is a physical separation between teachers with learners, making the interaction between teachers with learners or learners with other learners be nothing or less all.
2. Technology is an important part of education, but if it is more focused on technological aspects and not on aspects of education, then there is a tendency to pay more attention to the technical aspects or aspects of business / commercial, and ignore the aspect of education to change the academic skills, behaviors, attitudes, social, or skills of the learner.
3. The process of learning and teaching respectively inclined towards the training of the education is more emphasis on the aspect of knowledge or psychomotor and affective aspects less attention.
4. Teachers are required to know and master the strategies, methods, or techniques based learning information and communication technology for learners who may be less conventional mastered.
5. The process of learning through e-learning using the internet service that requires learners to learn independently to acquire knowledge or information with its own access to the internet and do not rely on information from teachers.
6. The weakness of the technical aspects, that not all learners can avail the internet facility because it is not available or the scarcity of computer with internet.
7. The problem of the limited availability of software (software) that cost is still relatively expensive, it is necessary efforts to obtain the software cost is not expensive, for example, collaborates with the provider computer or the parties concerned and interested in education.
8. If a computer with internet facility has been provided full and there are no constraints, the problem will arise due to lack of knowledge and abilities or skills (skills and knowledge) operationalize computer and internet capitalize optimally

IMPLEMENTATION OF E-LEARNING

Organize E-Learning is not as easy as turning the palm of the hand. Lots of things to be done and prepared. Steps to organize E-Learning as follows:

1. Strategy in E-Learning development

Strategy development is a fundamental step that must be done before running E-Learning. In this step is done:

- Analysis

Before deciding whether an institution will host E-Learning or not, should be decided based on careful analysis. Analysis carried out based on the needs and objectives to be achieved institute without prejudice to the capabilities and readiness owned by a institutions, both in terms of human resources, costs, infrastructure and the existing culture. From analysis this will then appear items opportunities that can be done and the weaknesses of an institution.

- Grand Design

The results of the analysis becomes a foothold in this step, if the results of the analysis it was decided E-Learning to be held by an institution, then the analysis results can be continued into a more concrete form, that is grand design in the form of the system to be run. Grand design is general overview of E-Learning system that will be run, which contains scenarios, E-Learning goals, system design, human resources management mechanism including its costs. In this step also created a strategy for E-Learning implementations and strategies in order to make E-Learning will be able to achieve the goal.

2. Preparation of Human Resources (HR)

Human Resources is a very vital factor in the implementation of E-Learning, therefore, it needs to be prepared as well as possible before the E-Learning run. HR can include the person in charge of policy / management institutions along with his staff and other supporters of human resources (security, cleaning, etc.). HR setup can be done from several aspects, including the paradigm and skill.

- Paradigm

Paradigm is a person's perspective on things. Related E-Learning, HR an institution must have a paradigm that E-Learning into the needs of the institution to achieve the vision and mission of the institution, so that the E-Learning should be done. This paradigm would bring consequences and require changes, such as changes in work culture in an institution. Undertaking policy will also make appropriate policies with the need to run E-Learning. So did the staff, will adjust work patterns into patterns of work that support the implementation of E-Learning. This is what must be understood together, and each one must be possessed HR same perception.

- Skill

As mentioned above, that to run E-Learning is not as easy as turning the hand, so the skill of the manager of E-Learning needs to be prepared as well as possible. Expertise or skill that must be prepared include:

- skills to manage content,
- skills to manage learning,
- skill to manage the implementation of E-Learning,
- skills to manage infrastructure E-Learning.

3. Selection and Implementation of E-Learning technology

- Selection of technology

In this step begins the process implementation, which starts from selecting technology to be used, which include:

- technology for E-Learning system,
- technology for content creation
- other supporting technologies such as technologies for discussions, presentations, etc.

What are the considerations when choosing technology? So that the selection of the technology that is used does not deviate, then there are some things that must be considered, including:

- formulation to technology needs, both in terms of the content and system of E-Learning
- Ability SDM will use technology
- Ability or financial reviews
- The development will be done in the future

- Implementation

At this step to apply what is planned in all the previous steps into a system of E-Learning, which is to realize a system of E-Learning and its content is used for learning. In this step also conduct socialization to potential users use the system, both in terms of academic and infrastructure

4. Management

Once the system is running the next step is pengelolaan. Pengelolaan include E-Learning management system with tools / infrastructure related. This management is to ensure the system can run and well used. Management also includes the manufacturing of backup systems in anticipation of damage or disruption to the system.

5. Launching System

At this stage the system is ready for use, and the system is running the management is still being done. In addition to ease beginners use the system, also provided some kind of assistance or call center to provide assistance if a user is having trouble.

In Indonesia, the implementation of e-learning to high school students are still rare. Due to making the school implement e-learning, it takes attention to such things as the skill of the teachers themselves and the views of students and staff of the school will implement e-learning. In some schools in Indonesia, usually there are some teachers who began to apply the learning in e-learning. ICT teachers sometimes applied e-learning in their classes. But it is still rare high school teachers use Hot Potatoes as a learning aids on e-learning. Edmodo or blogger that is normally used by the teacher in e-learning class

BLOG

DEFINITION OF E-LEARNING AND BLOG

E-learning, which is an acronym of *Electronic Learning*, is a new way of learning that uses electronic media, especially internet, as the main system. E-learning is the base and logical consequence form ICT (Information, Communication, and Technology) development. Some experts try to define some definition of e-learning, which are:

Michael (2013:27). 5

Learning compiled with the aim of using electronic or computer systems and to support the learning process

Chandrawati(2010). 5

Distance learning process by combining the principles in the process of learning with technology

Ardiansyah (2013)

Learning system used as a tool for teaching and learning process is carried out without having to meet directly between teachers and students

Jaya Kumar C. Koran (2002)

E-learning as any teaching and learning using electronic circuits (LAN, WAN, or Internet) to deliver learning content, interaction, or guidance.

Dong (Kamarga, 2002)

E-learning as asynchronous learning activities through the device electronic computers obtain learning materials that fit their needs.

Rosenberg (2001)

E-learning refers to the use of Internet technology to transmit a series of solutions that improve the knowledge and skills

Darin E. Hartley [Hartley, 2001]

E-learning is a type of learning that allows the teaching materials to students using the Internet media is unacceptable, Intranet or other computer network media .

LearnFrame.Com dalam Glossary of eLearning Terms [Glossary, 2001]

E -Learning is an education system that uses an electronic application to support teaching and learning with the Internet media, computer networks, as well as stand-alone computer

One of the media used in E -Learning is a blog . These are the definition of blog that quoted from various sources :

- a. Blog is a website that is easy to use without being required to understand the language, in which a person can quickly post their own thoughts and interact with others.
- b. Blog is a website written in accordance with the timeline, and then displayed in reverse chronology shipments (the new items will appear above items is longer) and there is a comment facility that enables communication, discussion, or even debate among visitors to the blog with the blog owner
- c. Blog is short form of web log, a web application that resembles the form of writings (published as a post) on a public web page. Web sites like these can usually be accessed by all Internet users in accordance with the topics and goals of the user.

THE LACK OF E-LEARNING AND BLOG

Lack of E learning by L. Gavrilova (2006 : 354) is a model of learning. It requires additional equipment more (such as computers, monitors, keyboards, etc). Lacks of E -learning outlined by Nursalam (2008 : 140) are :

- a. The lack of interaction between teachers and students or between students themselves.
- b. The tendency of ignoring the aspect of academic or social aspects and instead make the growth aspects of business / commercial.
- c. Teaching and learning process tends towards training rather than education.
- d. The changing role of the teacher who initially mastered the conventional learning.
- e. techniques , are now also required to know the techniques of learning using ICT (Information, Communication, and Technology).
- f. Not all of the available internet facilities (related to the question of access to electricity, telephone, or computer).
- g. Lack of human resources who control the internet.

- h. Lack of mastery in computer languages.
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- i. Learners could be frustrated if they cannot access the graphics, pictures, and video because of inadequate equipment.
- j. Learners can feel isolated.

Whereas, the lacks of using blog for education are :

- a. It is vulnerable to the virus, hacker or spyware.
- b. It is less human touch, easily misused its functions, and less accountable in writing the blog.
- c. It is prone to be copied and pasted freely.

THE LUCK OF E-LEARNING AND BLOG

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Luck of E -learning is to provide flexibility, interactivity, speed, visualization through the various advantages of each medium (Sujana , 2005: 253) . According to L. Tjokro (2009 : 187), E -learning has many advantages, those are :

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- a. Easier to be absorbed, means that it uses multimedia facilities in the form of images, text, animation, sound, and video.
- b. Much more effective in cost, means that not need an instructor, does not need a minimum audience, can be anywhere and anytime, and cheap to be propagated.
- c. Much more compact, means that not many formalities class, directly on the subject, subjects as needed.
- d. Available 24 hours/day - 7 days/week, which means that the mastery of the material depends on the spirit and the absorption of students, can be monitored, can be tested by E-test.

In addition to some of the luck above, Triluqman (2007) suggested some of the luck of E -Learning those are:

- a. Availability of e - moderating facilities, where teachers and students can communicate easily through the internet facility on a regular basis.
- b. Educators and learners can use teaching materials or manual learning that is structured and scheduled via the internet.
- c. Learners can learn or reviewing the instructional materials at anytime and anywhere if necessary given teaching materials stored in the computer.
- d. If students require additional information pertaining to material he had learned, he can access on the Internet.
- e. Changing role of learners of which are usually passive to active.
- f. Relatively more efficient . For example for those who live far from a conventional college or school , for those who are busy at work , for those who served on the ship , abroad , and so on.

The following are the luck of using blogs in e -learning:

- a. Increase the competencies and qualities of a teacher. With a blog, a teacher can write anything about activities in schools.
- b. Become mirror self-evaluation. Because of the writings are also commented by many people with different viewpoints, so that comments can be used to learn to understand the character of people and the perspective of someone in addressing a problem.
- c. For students or learners, blog can be used as a medium of learning for teaching materials will be provided in schools appear as a web page layout.
- d. Encourage students to always show the document inside their minds. Every piece of mind that they managed to document, should be given the appreciation in the form of feedback, recognition, praise and even criticism of what they successfully documented.
- e. Replace discussion classes that had always limited time and a physical space, so that the learning process can be conducted with more flexibility.
- f. An effective way to increase interest in learning the students .For example a teacher post an issue or subject matter are arranged in a formal language but more relaxed. The students could then blog-walking to the blog and learning activities can be more fun

THE ADVANTAGES OF IMPLEMENTING E-LEARNING

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Some advantages of implementing e-learning according to Pranoto, dkk (2009:309) are :

- a. The use of e-learning to support teaching and learning activities can increase students' capability of understanding about the materials.
- b. Increasing students' active participation
- c. Increasing students' ability in learning independently
- d. Increasing quality of teacher's materials and training
- e. Increasing capability of showing information using information technology equipment

In detail, Smaratungga (2009) explains the advantage of e-learning looked from two sides

- a) Students' side

By having e-learning, there may be a probably to develop high flexibility of studying, means that students are able to access the materials every time and continuously. Students are also able to have a communication with their instructor every time. Therefore, students can ensure their understanding about the material.

- b) Teacher's side

- a. It will be easier to do a completion of materials that being his responsibility according to the newest update of technology and education.
- b. Teacher can do experiment to increase his knowledge because of much rest time.
- c. Teacher can control students' activities.
- d. Teacher can check whether students have done the exercise after learning a topic
- e. Examining students' answer and letting them know their result.

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In the other hand, according to A. W. Bates (Bates, 1995) and K. Wulf (Wulf, 1996), the advantages of using blog as a media in e-learning are :

1. Increasing learning interaction standard among students and teachers / instructors
Shy or doubtful students have big choice to ask or state without feeling pressured from their classmate. (Loftus, 2001).
2. It may probably be there learning activity wherever and whenever. According to electronically packed materials and be able to be accessed by students from internet, they can have an interaction with this source everywhere and every time. (Dowling, 2002).
3. Reaching students in wide range. By the flexibility of time and place, the amount of students that can be reached by e-learning activity may be higher and wider.
4. Helping in complete and save the materials. The available facility in internet technology and other developed software can make easier the development of electronic materials.

WAYS OF IMPLEMENTING BLOG AS AN E-LEARNING MEDIA

There are some ways used by teacher and student in using blog as an alternative learning media in order to create students' learning varieties. This method mainly focused on teacher's role as learning facilitator, active in writing and looking for information from many sources, and students' role as learners. Therefore, there are some ways in using blog to increase teacher and students' quality :

First step : introducing blog to teacher

Learning using blog as an e-learning media is very possible to be applied in school. Teacher should have a blog account to be able to use the facility inside the blog, such as comment box, posting box, and many more.

This is a thing that should be known and applied by teacher. The government may go to schools and hold a seminar or workshop about creating and using blog, so teacher will have his own account consists of his materials (both writing and e book are possible) that can be downloaded by students and all people.

Second Step : Teacher and students use the blog

For schools which have computer and internet facility, or schools which are in the big cities where the teacher and students often access the internet, this way is very appropriate to be applied. Because they have much time for using internet, they should be able to handle the blog well.

A significance advantage of this second method is that students will have deeper spirit while competing among their peer. It will not only students that compete, but teacher also competes with their friends. Teacher will find another blog of her friend then s/he can learn from those blog to make his own better. Students and teacher are also able to communicate indirectly using comments box.

Every material showed in the classroom is uploaded by teacher, so students are probably able to download it every time for studying. Besides, some exercises or tasks may be posted to let students easily accessed. In order to chase much material, it can be shared through blog, too. Therefore, learning will be more impressing, interesting, maximal, and easily understood because it suites to students' average ability.

Well, here are given some ways to lead you making your blogspot account :

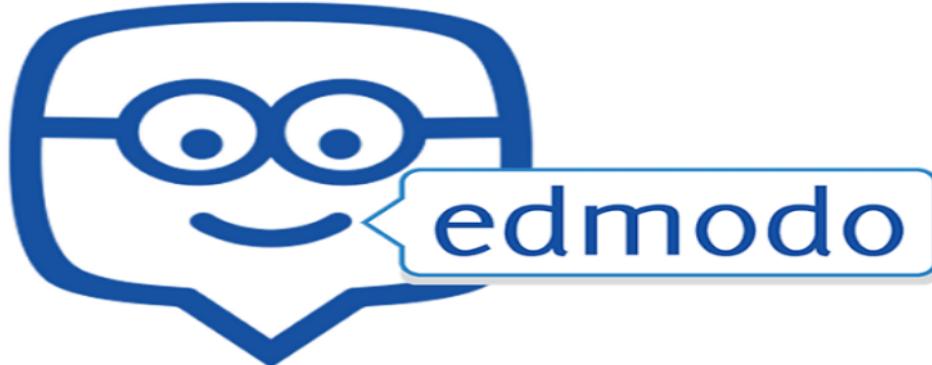
1. Open link on blogger.com
2. Fill all columns inside the blogger, by fulfilling on :
 - a. Your first and last name
 - b. Email address
 - c. Password for twice
 - d. Year/month/date of birth
 - e. Sex
 - f. Phone number (it can be whether filled or not, but it is recommended to be filled for anticipating some troubles later)
 - g. Email for anticipating as the phone number does
 - h. Fill the verification number
 - i. Give a "check" to ensure that you are agree to the blog's rules
3. Click on the button "next step" or take your profile picture first before going to your main blog
4. You have had a blogger account, but you have not had a blogspot account, so click on button "return to blogger"
5. Click on the button "continue to blogger" to make your own blogspot address. You can find it on the top left to make a new blog by clicking "new blog"
6. If you have suited with your blogspot address, click on "create blog" button

2. Pengertian, Manfaat, Fitur-Fiturnya Wajib Diketahui

7

Semakin berkembangnya teknologi informasi yang didukung dengan kehadiran internet dengan memiliki dampak positif, diantaranya dimudahkannya proses belajar mengajar antara mahasiswa dengan dosen. Berbagai macam website, aplikasi, dan bahkan media sosial dibuat untuk tujuan ini. Salah satunya adalah Edmodo, sebuah jaringan sosial yang terbukti sangat membantu jutaan guru dan murid dalam melakukan proses belajar mengajar.

Edmodo memiliki manfaat yang sangat luas sebagai jaringan sosial antara guru dan murid yang dapat dipantau pula oleh orang tua. Apalagi didukung dengan berbagai fitur canggih yang membuat proses belajar mengajar lebih efektif, efisien, dan terorganisir, seperti misalnya fitur polling, gradebook, quiz, file and links, library, assignment, award badge, dan parent code.



Pengertian Edmodo

Edmodo is an educational technology company offering a communication, collaboration, and coaching platform to K-12 schools and teachers. Edmodo adalah platform pembelajaran berbasis jejaring sosial dan kelas maya untuk guru dan siswa. Guru dan siswa dapat berbagi catatan, tautan, dan dokumen. Guru ⁷ juga memiliki kemampuan untuk mengirimkan peringatan, acara, dan tugas untuk siswa. Edmodo

Edmodo merupakan platform pembelajaran berbasis jejaring sosial yang diperuntukan untuk guru, murid sekaligus orang tua murid. Edmodo pertama kali dikembangkan pada akhir tahun 2008 oleh Nic Borg dan Jeff O'hara dan Edmodo sendiri bisa dibilang merupakan program e-learning yang menerapkan sistem pembelajaran yang mudah, efisien sekaligus lebih menyenangkan. Edmodo menjadi salah satu jaringan sosial yang paling cepat berkembang di tahun 2011 awal, terbukti dengan adanya sekitar 1 juta pengguna di dalamnya. Hanya beberapa bulan kemudian, pengguna bertambah menjadi 7 juta orang dan akhirnya pada tahun 2015, terdapat 50 juta pengguna Edmodo yang berasal dari berbagai belahan dunia.

Edmodo dirancang untuk membuat siswa bersemangat belajar di lingkungan yang lebih akrab. Di dalam Edmodo, guru dapat melanjutkan diskusi kelas online, memberikan polling untuk memeriksa pemahaman siswa, dan lencana penghargaan kepada siswa secara individual berdasarkan kinerja atau perilaku. Edmodo memudahkan untuk melacak kemajuan siswa. Semua nilai dan rencana belajar ditugaskan atau diberikan melalui Edmodo disimpan dan mudah diakses. Guru bisa mendapatkan masukan dari ruang kelas melalui interaksi siswa untuk kuis, tugas, dan ¹⁶ posting diskusi yang menangkap pemahaman, kebingungan, atau kesulitan siswa. Edmodo membantu sekali dalam proses pembelajaran. Edmodo menyediakan cara yang aman dan mudah untuk membangun kelas virtual berdasarkan pembagian kelas layaknya di sekolah. Desain tampilan yang dimiliki Edmodo hampir sama dengan desain tampilan Facebook. Dengan Edmodo, guru/ dosen dapat mengirim nilai, tugas, maupun kuis untuk siswa/ mahasiswa dengan mudah. Bukan hanya proses belajar mengajar antara murid dan guru yang semakin dimudahkan, guru pun dapat saling berdiskusi dengan guru-guru lainnya yang berada di belahan dunia lain, berbagi pengalaman mengajar, dan sebagainya.

Dalam penggunaan Edmodo, terdapat beberapa hal yang perlu diperhatikan seperti kode khusus untuk setiap kelas/ grup. Jika siswa ingin bergabung pada suatu grup, maka siswa terlebih dahulu mengetahui kode khusus grup tersebut.

Artikel Terkait:

- [Cara mudah membuat akun email di gmail dan yahoo](#)
- [Cara main COC di PC atau laptop dengan mudah](#)
- [Cara menghapus akun instagram sementara atau permanen](#)
- [Pengertian dan fungsi HTML yang perlu diketahui](#)

Manfaat Edmodo untuk Pembelajaran

- ¹¹
1. Edmodo merupakan wahana komunikasi dan diskusi yang sangat efisien untuk para guru dan murid.
 2. Dengan Edmodo, siswa satu dengan siswa lainnya dapat dengan mudah berinteraksi dan berdiskusi dengan pantauan langsung dari gurunya.
 3. Edmodo mempermudah komunikasi antara guru, murid sekaligus orang tua murid.
 4. Sebagai sarana yang tepat untuk ujian maupun quiz.
 5. Guru dapat memberikan bahan ajar seperti pertanyaan, foto, video pembelajaran kepada murid dengan mudah. Selain itu, murid juga dapat mengunduh bahan ajar tersebut

6. Dengan adanya Edmodo, orang tua murid dapat memantau kegiatan belajar anaknya dengan mudah.
7. Mempermudah guru dalam memberikan soal dari mana saja dan kapan saja.

Fitur-Fitur yang Terdapat pada Edmodo

Terdapat banyak sekali fitur-fitur yang ditawarkan Edmodo untuk menunjang proses pembelajaran. Berikut fitur-fitur yang terdapat pada Edmodo :

1. Polling



Polling merupakan salah satu fitur yang hanya dapat digunakan oleh guru. Fitur ini biasanya digunakan oleh guru untuk mengetahui tanggapan siswa mengenai hal tertentu. Fitur Edmodo yang satu ini merupakan cara yang sangat baik untuk mendapatkan feedback instan mengenai sebuah event yang baru saja terjadi, tugas, dan sebagainya.

Polling dapat digunakan untuk membuat para murid memahami makna ilmu yang baru dipelajari. Untuk menggunakan fitur polling, lakukan langkah-langkah berikut :

- a. Pada halaman grup yang Anda miliki, klik "Poll" di toolbar bagian atas.
- b. Ketik pertanyaan yang akan dijadikan polling pada bagian kotak "Question".
- c. Ketik pilihan jawaban yang ingin Anda berikan untuk dipilih murid pada kotak "Answer". Jika ada lebih banyak jawaban untuk dipilih, Anda tinggal menambah jawaban tambahan dengan meng-klik "Add Answer".
- d. Ketik nama murid, guru, atau grup tujuan yang Anda ingin menjawab polling tersebut.
- e. Anda bisa memilih untuk "Send Now" (jika ingin dikirimkan saat itu juga) atau "Send Later" (jika ingin dikirimkan nanti pada waktu tertentu (besok, besok lusa, dll), atau istilahnya dijadwalkan).

2. Gradebook

Fitur gradebook mirip seperti catatan nilai siswa. Dengan fitur ini, guru dapat memberi nilai kepada siswa secara manual maupun otomatis. Fitur ini juga memungkinkan seorang guru untuk

memanajemen penilaian hasil belajar dari seluruh siswa.

| Grades | | Badges | |
|----------------|-------|-----------------------------|---------------|
| New Grade | | Finding Figurative Language | Participation |
| Student | Total | | |
| Jane Addams | 68% | - | - |
| Sophia Andrews | 88% | - | - |
| Trey Armstrong | 83% | - | - |
| Jamie Benson | 59% | - | - |
| Tucker Bowman | 88% | - | - |

Penilaian tersebut juga dapat diexport menjadi file. Pada fitur Gradebook, guru memegang akses penuh pada fitur ini sedangkan siswa hanya dapat melihat rekapan nilai dalam bentuk grafik dan penilaian langsung. Fitur gradebook sangat membantu untuk membuat catatan nilai yang terorganisir dengan cepat. Guru dapat dengan mudah menambahkan periode penilaian pada Progress Book, menambahkan tugas dan nilai menggunakan komputer, dan kemudian memantau nilai-nilai dari tiap murid dengan mudah. Data yang terorganisir juga membuat guru lebih mudah memantau progress tiap-tiap murid, kemajuannya dalam proses belajar, serta peringkat murid di sebuah kelas.

8

3. File and Links

Fitur ini berfungsi untuk mengirimkan note dengan lampiran file dan link. Biasanya file tersebut ber-ekstensi .doc, .ppt, .xls, .pdf. Sewaktu-waktu, ketika menjelaskan sesuatu, terkadang guru membutuhkan tambahan materi seperti gambar agar murid dapat lebih memahami pelajaran yang diberikan. Disinilah gunanya fitur File and Links yang ada pada Edmodo. Hanya dalam waktu singkat, guru dapat mengunggah gambar, video, teks, atau apapun yang menurutnya dapat meningkatkan rasa keingintahuan murid ketika belajar.

Jika suatu tambahan materi tersebut sudah tersimpan di dalam komputer, maka guru dapat menggunakan fitur file untuk mengunggahnya agar dapat dilihat murid. Sementara jika tambahan materi tersebut masih berada di dalam website tertentu dan ukurannya cukup besar untuk diunduh, guru dapat memberikan link yang dapat diakses siswa untuk memahami suatu pelajaran.

8

4. Quiz

The screenshot shows a 'Latest Posts' section on Edmodo. A post from 'Mr. Taft' titled 'Digital Citizenship (P1 Language Arts 2015)' is displayed. The post includes a small profile picture of Mr. Taft, the title 'Digital Citizenship Activity', a 'Take Quiz' button (which is highlighted with a red box), the due date 'Due Dec 12, 2014', and a note indicating '1 Question'. Below the post, there is a 'Reply' button.

Fitur Quiz hanya dapat dibuat oleh guru, sedangkan siswa tidak mempunyai akses untuk membuat quiz. Mereka hanya bisa mengerjakan soal quiz yang diberikan oleh guru. Quiz digunakan oleh guru untuk memberikan evaluasi online kepada siswa berupa pilihan ganda, isian singkat maupun soal uraian.

Dengan menggunakan edmodo, quiz pun terasa lebih mengikuti perkembangan zaman, karena guru dapat membuat sebuah quiz dengan menyisipkan gambar atau bahkan video sebagai bahan pelengkap pertanyaan quiz. Guru juga dapat menyimpan pertanyaan quiz dalam Library pada edmodo, sehingga di kemudian hari dapat digunakan lagi di kelas selanjutnya.

Setelah mengerjakan quiz, murid pun dapat mengetahui hasilnya dengan cepat dan dapat melakukan *Retake quiz* jika dirasa nilainya masih kurang.

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5. Library

Dengan fitur ini, guru dapat mengunggah bahan ajar seperti materi, presentasi, gambar, video, sumber referensi, dan lain-lain. Fitur ini juga berfungsi sebagai wadah untuk menampung berbagai file dan link yang dimiliki oleh guru maupun murid.

Fitur library ini sangat berguna untuk para guru yang kewalahan memiliki ratusan file di komputer sekolah, atau daftar bookmark panjang untuk halaman web yang berguna sebagai materi pembelajaran. Library Edmodo menyediakan kapasitas tanpa batas yang membuat setiap guru mampu menyimpan, mengurutkan, membagi, dan mengorganisir berbagai macam dokumen hanya dalam satu akun.

21

Dokumen yang terdapat dalam Library virtual ini kemudian juga dapat diakses dimanapun dan dibagikan dengan guru-guru lainnya.

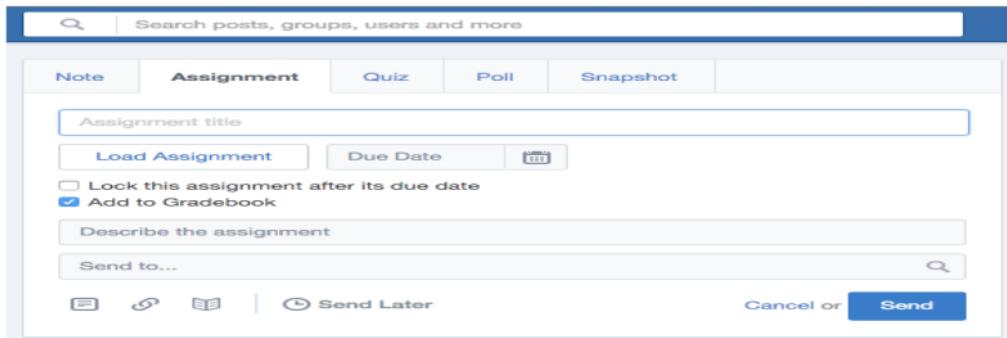
14

6. Assignment

Fitur ini digunakan oleh guru untuk memberikan tugas kepada murid secara online. Kelebihan dari fitur ini yaitu dilengkapi dengan waktu deadline, fitur attach file yang memungkinkan siswa untuk mengirimkan tugas secara langsung kepada guru dalam bentuk file document (pdf, doc, xls, ppt), dan juga tombol “Turn in” pada kiriman assignment yang berfungsi menandai bahwa siswa telah menyelesaikan tugas mereka.

Di bagian feature inilah guru juga dapat lebih dimudahkan perannya. Assignment atau tugas yang sebelumnya pernah diberikan pada murid di periode sebelumnya, bisa kembali diberikan pada murid di periode berikutnya.

Tugas untuk murid ini bisa disimpan di Library untuk digunakan kembali di masa depan, sehingga tidak terbuang atau tercecer begitu saja. Sesama guru juga dapat saling berbagi materi tugas yang diberikan pada murid sehingga tugas lebih bervariasi.



8

7. Award Badge

You can award badges from a group's Progress page or a student's Profile.

My Student Badges (61)



Untuk memberikan suatu penghargaan kepada siswa atau grup, biasanya guru menggunakan fitur award badges ini. Badge yang diberikan tentunya akan menunjukkan track record positif

murid. Guru dapat dengan mudah menyediakan badge untuk murid-murid berprestasi yang telah mengerjakan quiz dan tugas lainnya dengan hasil sangat baik.

Badge ini juga dapat menjadi motivasi bagi murid untuk mengerjakan berbagai tugas dengan baik. Adanya penghargaan membuat seseorang lebih bersemangat untuk mengerjakan sesuatu. Guru pun dapat mengatur juga untuk memberikan badge untuk beberapa murid sekaligus. Sayangnya, badge hanya dapat diberikan dari guru oleh murid, tidak untuk sesama guru lainnya. Walaupun begitu, beberapa Badge Edmodo diberikan otomatis kepada guru, misalnya jika guru tersebut adalah guru pertama dari suatu sekolah yang bergabung dengan Edmodo.

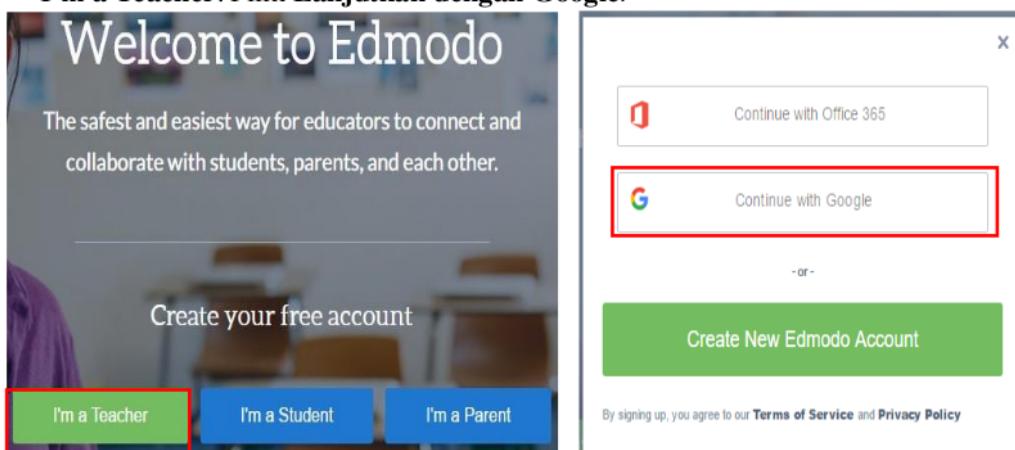
8. Parent Code

Setiap kali seorang murid membuat akun student di Edmodo, murid tersebut otomatis juga akan mendapatkan sebuah Parent Code unik yang dapat digunakan oleh orang tuanya untuk juga membuat akun khusus orang tua.²¹ Setiap orang tua hanya membutuhkan satu *Parent Account*, yang dapat memantau semua grup yang diikuti oleh murid. Jika sepasang orang tua memiliki lebih dari satu anak, orang tua tersebut hanya membutuhkan satu buah akun yang dapat memantau proses belajar semua anaknya hanya dari satu akun tersebut.¹⁴

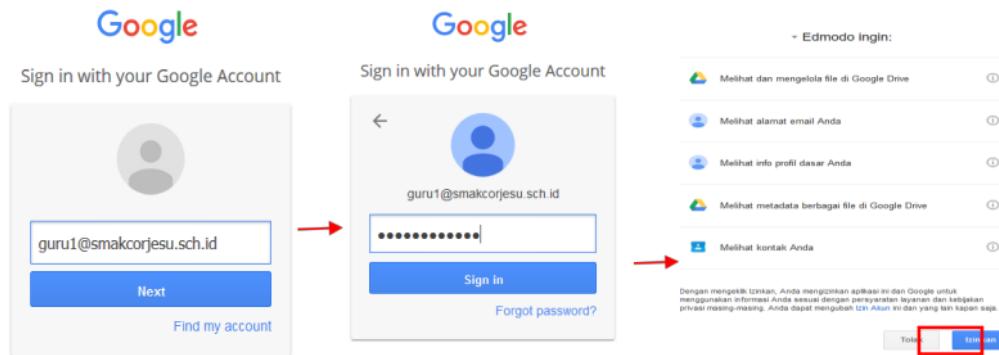
Dengan fitur ini, orang tua murid dapat memantau aktifitas belajar yang dilakukan anak-anak mereka. Untuk mendapatkan kode tersebut, orang tua murid dapat mendapatkannya dengan mengklik nama kelas/ grup anaknya di Edmodo atau dapat memperolehnya langsung dari guru.

SIGN UP EDMODO

1. Buka www.edmodo.com di browser Anda. Terdapat 3 pilihan keanggotaan. Pilih **I'm a Teacher**. Pilih **Lanjutkan dengan Google**.



2. Isi dengan akun GAF-E Anda. Pilih **Next**. Masukkan password Anda. Pilih **Sign in**. Edmodo akan meminta izin akses ke Drive Anda. Klik **Izinkan**.



3. Pilih **Create Account**. Isi kolom yang disediakan dengan panggilan Anda, nama awal, dan nama akhir. Jika sudah, klik **Continue**.

Finish Creating Your Account

Edmodo! Please create a new account or log in to account.

Create Account

OR

Already an Edmodo user? Connect to your existing account.

Email or Username

Password

Forgot Password?

Connect and Login!

Tell us a little about yourself

Ms..... Klik

Lusy Klik

Tunik M

Continue

4. Masukkan nama sekolah Anda,SMAN 5. Pilih **Select School**. Pilih **Skip**.

Join your school community

Collaborate with colleagues and find students and parents.

Search for a school

Back Skip **Select School**

Sharing ideas and resources just got easier

5 colleagues at Smak Cor Jesu are already collaborating on Edmodo.



Back **Skip** Invite Others To Join

- Buat kelas pertama Anda. Isi **Group Name** dengan nama kelas Anda. Pilih **Grade** dengan tingkatan kelas. Pilih **Subject** sesuai mata pelajaran yang Anda ampu. Jika sudah, klik **Continue**. Klik **Get Started**. Kelas Pertama siap

Pengenalan Dashboard

Home



- Home berguna untuk kembali ke halaman utama. Menampilkan time line.
- Progress adalah fitur untuk memantau kemajuan siswa dalam mengerjakan tugas.
- Library adalah tempat segala materi belajar dan kuis Anda disimpan.
- Search adalah fitur untuk mencari hal yang berkaitan dengan postingan, grup, dan pengguna.
- Spotlight adalah aplikasi tambahan Edmodo. Ada yang berbayar, ada yang gratis.
- Notification adalah tempat segala pemberitahuan terbaru tentang aktivitas kelas yang Anda kelola.
- Account adalah tempat pengaturan akun guru. Anda dapat mengatur foto profil, ubah password, dan lain-lain.
- Groups adalah tempat segala grup dikelola dan ditampilkan.
- Topics adalah fasilitas dari Edmodo yang memungkinkan kita untuk mengikuti satu topik tertentu.

Membuat Kelas Baru

Sebenarnya di Edmodo tidak dikenal namanya kelas. Edmodo menyebutnya dengan Group.

Cara untuk membuat grup baru, sebagai berikut:

1. Di bagian dashboard sebelah kiri, **Groups**, pilih **Create a group**. Isi form yang diminta. Jika sudah, klik **Create**.

The screenshot shows the Edmodo Groups dashboard on the left and the 'Create a Group' dialog box on the right. The dashboard has sections for 'SMAK Cor Jesu Group Directory' and 'Kahoot'. Below these are buttons for 'Manage Groups', 'Create a Group' (which is highlighted with a red box), and 'Join a Group'. The 'Create a Group' dialog box contains fields for 'Name your group' (with a red letter 'a'), 'Select Grade' (with a red letter 'b'), 'Subject Area' (dropdown menu), and 'This Group will be primarily used with:' (radio buttons for 'Teachers' and 'Students', with 'Students' selected). It also has a dropdown for 'Select who can find and join this Group' (set to 'Private to Group Members') and a 'Change Color' button. At the bottom are 'Learn more' and 'Create' buttons, with 'Create' highlighted by a red box.

Nama grup Anda

- Kelas
 - Mata pelajaran
 - Tujuan grup, apakah ditujukan untuk guru ataukah untuk murid?
 - Fitur untuk mengatur siapa yang dapat menemukan dan bergabung dengan grup
 - Warna dapat diubah, untuk membedakan dengan kelas yang lainnya.
2. Jika berhasil, Edmodo akan menampilkan kode grup Anda. Silahkan bagikan kode grup tersebut pada siswa. Siswa yang tidak mempunyai kode kelas, tidak dapat bergabung. Jika tidak ada kode kelas yang muncul, silahkan masuk ke kelas tersebut, lihat di bagian kanan atas, kode kelas ditampilkan di situ.

The screenshot shows a modal window with a 'Group Code' input field containing 'mkgnw9' (highlighted with a red box) and a green 'Invite Group Members' button below it.

Posting di Kelas

Edmodo memberikan berbagai fasilitas untuk membudahkan guru membuat konten.

Beberapa fasilitas tersebut:

Note

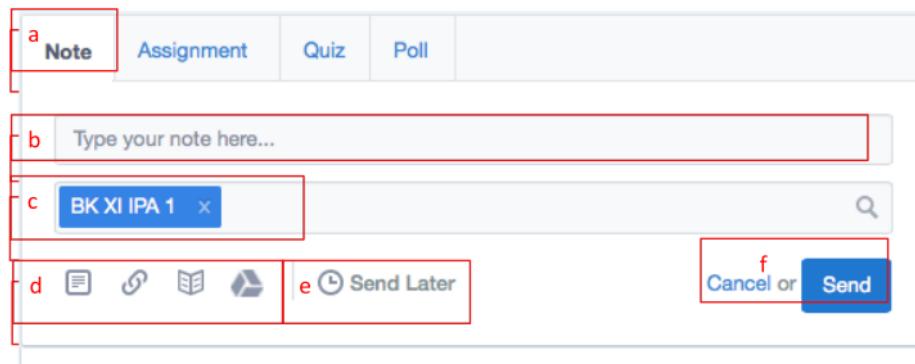
Note berguna bagi guru untuk berbagi catatan dengan siswa. Guru dapat memberikan pengumuman dan catatan kecil terkait materi pelajaran. Ketika membuat Note, guru dapat juga memberi lampiran berupa link, file yang diunggah dari komputer, atau file dari Drive.

Cara membuat Note:

1. Pilih kelas. Daftar kelas tertampil di dashboard sebelah kiri. Klik kelas tersebut. Misal, saya ingin membuat Note di kelas BK XI IPA 1, maka saya klik kelas t.



2. Akan muncul dashboard kelas.
 - a. Pilih **Note**.
 - b. Ketikkan catatan atau pengumuman yang ingin Anda buat.
 - c. Jika ingin membuat pengumuman ke beberapa kelas sekaligus, silahkan tambahkan kelasnya.
 - d. Anda dapat melampirkan file atau link.
 - e. Klik **Send Later** jika Anda ingin menjadwalkan note tersebut untuk tanggal dan jam tertentu
 - f. Klik **Send** untuk mengirim.



Assignment

Assignment adalah fasilitas untuk memberi tugas pada siswa. Assignment dapat diatur kapan batas terakhir siswa mengumpulkannya.

1. Pilih kelas. Daftar kelas tertampil di dashboard sebelah kiri. Klik kelas tersebut. Misal, saya ingin membuat Note di kelas BK XI IPA 1, maka saya klik kelas tersebut. Klik

The screenshot shows a user interface for creating an assignment. At the top, there are four tabs: Note, Assignment (which is selected and highlighted in red), Quiz, and Poll. Below the tabs, there is a section labeled 'Assignment title' (b) with a text input field. Next to it is a 'Load Assignment' button (c), a 'Due Date' field (d) with a calendar icon and time selector (11:45 PM), and a checkbox for 'Lock this assignment after its due date' (e). Below these is a 'Add to Gradebook' checkbox which is checked. A section for 'Assignment Description' (f) follows, with a text input field and a search icon. Underneath is a dropdown menu for selecting a class, currently set to 'BK XI IPA 1' (g). At the bottom left are several icons: a document, a link, a book, and a file. To the right of these are two buttons: 'Send Later' (i) and 'Cancel or Send' (j).

- a. Klik Assignment.
- b. Beri judul tugas yang ingin dibagikan pada siswa.
- c. Jika sebelumnya Anda telah mempunyai tugas yang telah diposting di kelas lain, Anda dapat menggunakan kembali melalui fasilitas ini.
- d. Anda dapat menentukan tanggal dan jam pengumpulan tugas siswa.
- e. Pada bagian ini, Anda dapat menentukan apakah siswa tetap dapat mengumpulkan jawaban meski masa pengumpulan tugas telah lewat. Jika iya, centang **Lock this assignment after its due date**. Selain itu, Anda dapat juga memilih, apakah nilai ini akan masuk buku penilaian atau tidak. Jika iya, maka centang **Add to Grade book**.

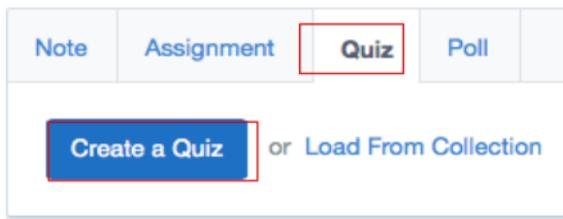
Quiz

Quiz adalah fasilitas yang disediakan oleh Edmodo untuk membuat berbagai soal dan pertanyaan untuk siswa. Terdapat 5 jenis soal yang disediakan, yaitu pilihan ganda, Benar salah, jawaban pendek, mengisi titik-titik, dan mencocokkan. Dalam satu Quiz, dapat berisi berbagai jenis soal. Misal no 1-5 Guru ingin multiple choice, 6-10 soal benar salah.

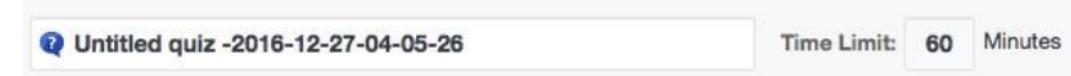
Jika Anda pernah membuat satu Quiz, maka Quiz tersebut akan otomatis tersimpan dan dapat digunakan di kelas lainnya.

Cara membuat Quiz:

1. Buka dashboard Edmodo Anda. Pilih **Quiz**. Pilih **Create a Quiz**.



2. Beri judul Quiz. Ganti tulisan Untitled Quiz dengan judul Quiz Anda. Tentukan berapa lama waktu pengerjaannya.



Multiple Choice

1. Pilih **Multiple Choice**. Klik **Add First Question**.

Add your first question to start creating a quiz...

Type **Multiple Choice** **+Add First Question** or Load

2. Pertanyaan di kolom Question Prompt. Isikan pilihannya di kolom responses. Anda dapat mengubah jawaban benar dengan cara klik set as correct answer.

True False

Untuk menambahkan soal true false, klik tanda tambah di sebelah kiri atas. Jika sudah menjadi nomor 2, maka pilih tipe soal menjadi **True False**. Isi pertanyaan di kolom yang disediakan. Pada bagian response, pilih jawaban yang benar, true atau false.

The screenshot shows a user interface for creating a question. At the top, there's a dropdown menu labeled "Type" with "True False" selected, and a "Points" field set to 1. Below this, a "Question Prompt" text area is empty. On the left, a "QUESTIONS" sidebar lists items 1 and 2, with a plus sign (+) button highlighted by a red arrow. A hint below says "Hint: Drag 'n drop question numbers to reorder". At the bottom, a "Responses" section includes a green "Correct Answer" button and a dropdown menu set to "True", also highlighted by a red arrow.

Short Answer

Untuk menambahkan soal short answer, klik tanda tambah di sebelah kiri atas. Jika sudah menjadi nomor 3, maka pilih tipe soal menjadi **Short Answer**. Isi pertanyaan di kolom yang disediakan. Untuk penilaian, dibutuhkan moderasi guru untuk mengetahui benar salahnya jawaban siswa.

The screenshot shows a user interface for creating a question. At the top, there's a dropdown menu labeled "Type" with "Short Answer" selected, and a "Points" field set to 5. Below this, a "Question Prompt" text area is empty. On the left, a "QUESTIONS" sidebar lists items 1, 2, and 3, with item 3 highlighted by a red dot. A plus sign (+) button is visible. At the bottom, an "Attach" button is shown.

Fill in the Blank

Tambahkan soal dengan cara klik tanda tambah di bagian samping kiri. Pilih tipe soal Fill in the Blank. Buat soal di kolom yang telah disediakan. Untuk titik-titik dalam soal, gunakan tanda underscores (_). Di bawah soal, isikan jawaban yang tepat. Nantinya jawaban siswa yang dinilai harus identik dengan jawaban guru.

Type **Fill in the blank** Points per answer: 1 Total Points: 4

QUESTIONS

| |
|-----|
| 1 |
| 2 |
| • 3 |
| 4 |

Question Prompt: **Cor Jesu berdiri pada tahun _____**

Use '_' underscores

Attach

Hint: Drag 'n drop question numbers to reorder

Cor Jesu berdiri pada tahun **1901**

Quiz takers will have to answer in the exact order for question to be graded correctly.

Matching

Matching adalah tipe soal mencocokkan. Tambahkan soal, pilih tipe soal Matching. Isikan jawaban sesuai dengan pasangannya. Tidak perlu bingung mengacak pasangan jawaban. Edmodo akan otomatis melakukannya.

Type **Matching** Points per answer: 1 Total Points: 3 Remove

QUESTIONS

| |
|-----|
| 1 |
| 2 |
| • 3 |
| 4 |
| 5 |

Instructions:
Match each letter with the correct answer.

Isi soalnya

Attach

Enter options and their matching choices (A-1, B-2, etc.). The choice organization will be randomized when students see them.

| | | | |
|---|--|---|--|
| A | | 1 | |
| B | | 2 | |
| C | | 3 | |

Isi pasangannya

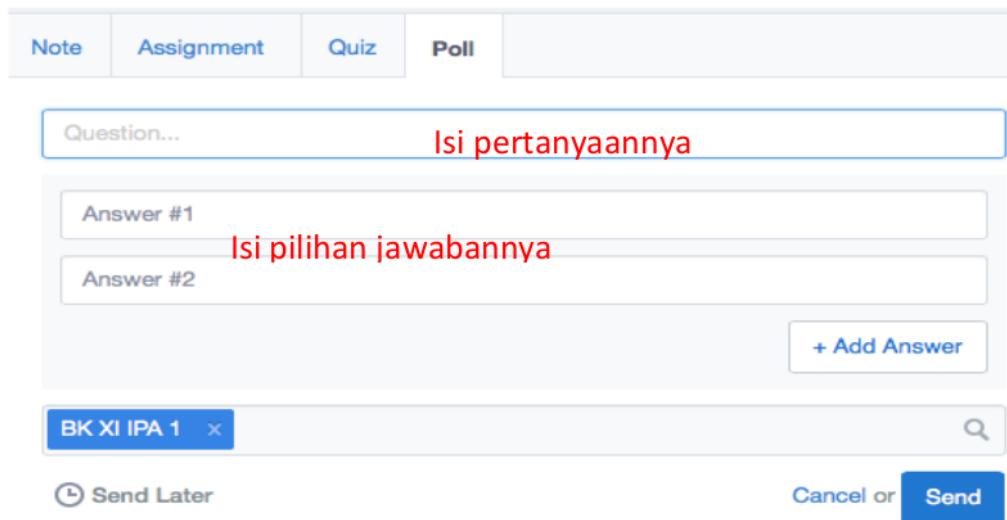
Add

Poll

Poll adalah fasilitas yang disediakan Edmodo untuk survey. Dengan fasilitas ini, guru dapat melakukan jajak pendapat dengan siswa dan mengetahui hasilnya secara langsung. Meski fitur ini cukup membantu, sayangnya fitur ini hanya dapat memuat satu pertanyaan saja sekalipun survey.

Cara melakukannya cukup mudah:

1. Pilih Kelas tujuan. Klik Poll.



2. Sama seperti mengirimkan Note, dalam Poll Anda dapat juga melakukan penjadwalan atau mengirim secara langsung.

Kemajuan Siswa

Anda dapat melihat kemajuan dan nilai siswa secara langsung berdasarkan tugas-tugas yang telah Anda berikan. Caranya cukup mudah.

1. Pilih kelas tujuan. Di dashboard kiri atas, ada pilih simbol grafik. Edmodo akan menampilkan kemajuan masing-masing siswa berdasarkan tugas yang telah mereka kerjakan. Jika ingin mengunduh dalam bentuk Excel, klik export di bagian kanan atas.



Demikian tutorial Edmodo untuk Guru. Apabila ada kesulitan atau pertanyaan, silahkan kirim email ke lusytm_fbs@uwks.ac.id. Terima kasih dan selamat mencoba!

Kesimpulan

Dilihat dari manfaat dan juga fitur-fiturnya, edmodo merupakan pilihan yang sangat tepat untuk digunakan sebagai media pembelajaran online. Selain itu, Edmodo juga mempermudah kegiatan belajar mengajar antara guru dan murid. Dari segi guru, murid, maupun orang tua, semua pihak dapat diuntungkan dengan kehadiran Edmodo.

Guru menjadi lebih mudah memberikan materi pada murid. Pengarsipan berbagai dokumen yang diperlukan untuk mengajar pun lebih terorganisir, juga materi pengajaran yang lebih luas karena dapat berbagi dengan guru-guru lainnya. Guru juga lebih mudah untuk memantau perkembangan tiap murid. Sementara itu, dari sisi murid, belajar jadi tidak monoton duduk di kelas dan mendengarkan guru menjelaskan saja.

Murid jadi lebih memahami pelajaran dengan adanya tambahan-tambahan ilustrasi dari file atau link yang diberikan guru. Murid pun bisa jadi lebih termotivasi dengan pemberian badge sebagai tanda penghargaan. Begitu halnya dengan orangtua yang lebih mudah memantau anaknya belajar, melihat hasil anaknya belajar yang dirangkum dalam gradebook, sehingga dapat memotivasi buah hatinya ketika dibutuhkan.



Definisi Goesmart

Menurut Neza (2011) Goesmart adalah social media pendidikan yang diperuntukan bagi pelajar, guru, orang tua dan alumni yang berbasis web multimedia yang bersifat interaktif, komunikatif dan informatif yang bertujuan untuk mewujudkan generasi cerdas bagi bangsa Indonesia. Guru dapat mengupload materi pelajaran ke situs goesmart dan murid bisa mempelajarinya sebagai materi tambahan selain yang didapat dari sekolah. Selain itu, murid dan guru juga bias berinteraksi langsung melalui forum diskusi, untuk memastikan materi masuk ke situs terdapat tim khusus yang menyeleksi materi yang di upload oleh para guru sehingga materi tersebut sesuai dan pantas dipelajari oleh para murid, Neza (2011).

Kekurangan dan Kelebihan dari Goesmart

Kekurangan

19

1. Dengan e-learning, diperlukan SDM guru yang mumpuni dalam hal teknologi.
2. Tidak bisa berdiskusi secara tatap muka.
3. Membutuhkan koneksi internet.

Kelebihan

1. Gratis.
2. Cara mendaftar yang sangat mudah.
3. Fitur - fitur yang terdapat pada goesmart sangat lengkap.
4. Banyak materi dan juga soal-soal latihan.
5. Bisa melakukan banyak diskusi dengan banyak teman yang lain.

Manfaat Goesmart

Manfaat bagi siswa

19

1. Menghemat pembelajaran dari segi waktu. tidak perlu lagi mencatat pelajaran yang dituliskan guru pada papan tulis seperti pada zaman dulu. Siswa dapat meng-copy pelajaran yang guru berikan melalui media flashdisk.
2. Menghemat pembelajaran dari segi biaya. Siswa tidak lagi diharuskan mempunyai buku pelajaran, karena buku-buku pegangan itu bisa diperoleh dengan mengunggah buku sekolah elektronik yang ada.
3. Pembelajaran membuat siswa aktif. Siswa yang didampingi orangtua menjadi lebih aktif untuk mencari sendiri buku pelajaran yang dibutuhkan, mengerjakan tugas sekolah seperti kliping dengan bantuan internet.
4. Pembelajaran menjadi menyenangkan. Siswa tidak lagi jenuh belajar di kelas dengan selalu duduk manis.
5. Sarana berkumpulnya kembali teman-teman semasa sekolah.

Manfaat bagi guru

19

1. Guru tidak perlu menuliskan materi pada papan tulis karena materi sudah tersedia dalam media pembelajaran goesmart.
2. Guru cukup membuka laptop atau netbooknya ketika mengajar di kelas dan tidak perlu lagi membawa sejumlah buku pelajaran.
3. Memantau kegiatan belajar para siswa.

D. Bagaimana Cara menggunakan Goesmart?

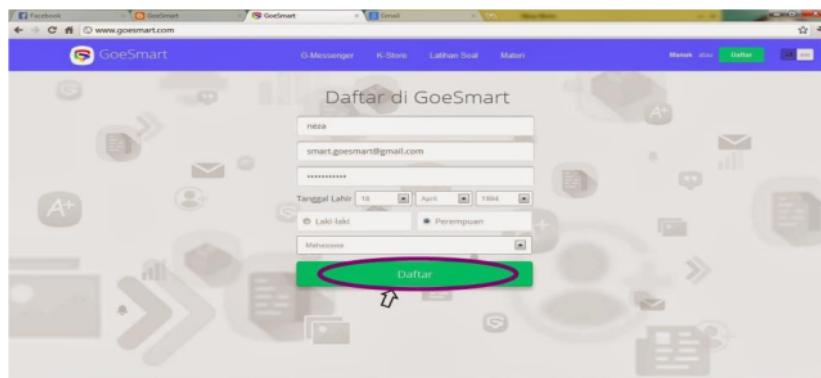
- Klik www.goesmart.com, maka akan keluar tampilan awal dari **goesmart.. Langsung saja klik "Daftar Sekarang"**



Tampilan awal goesmart

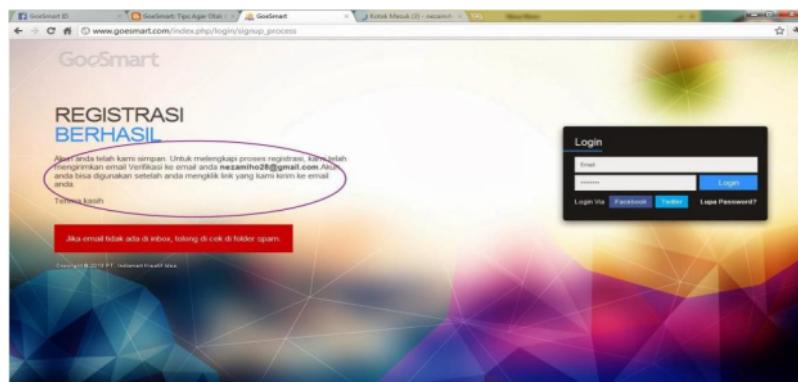
- Isi kolom pendaftaran nama, email, password akun goesmart kamu, tanggal lahir, gender dan status kamu. lalu klik "Daftar".

Tampilan identitas goesmart



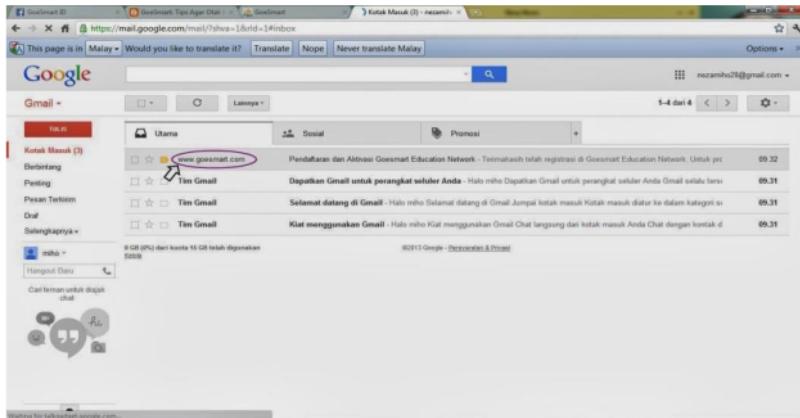
- Maka akan tampil layar.. selanjutnya buka email anda untuk dapat memverifikasi akun goesmart anda..

Tampilan verifikasi goesmart



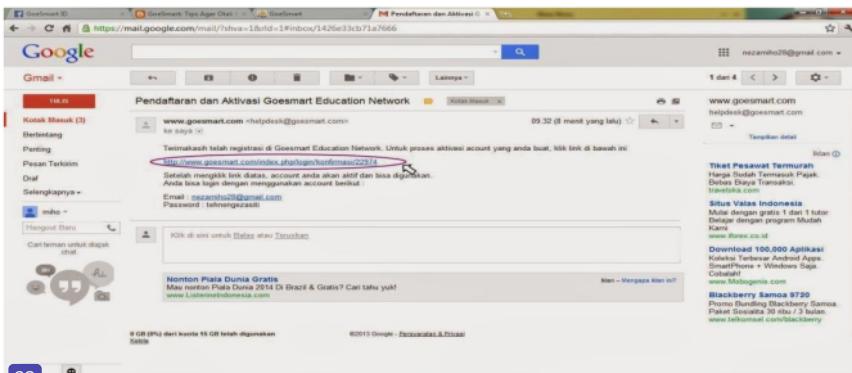
- Buka email goesmart, apabila di inbox pesan anda tidak kunjung masuk email baru dari goesmart, coba cek di spam email anda..

Tampilan pesan goesmart



- Klik link nya dan secara otomatis anda sudah memiliki akun goesmart

Tampilan menu goesmart



- 23 Login dengan memasukan email dan password akun goesmart anda.



Tampilan login goesmart

E- LEARNING USING HOT POTATOES



DEFINITION of Hot Potatoes

1.1.Definition of Hot Potatoes

Hot Potatoes was created by the Research and Development team at the University of Victoria Humanities Computing and Media Centre. Commercial aspects of the software are handled by Half-Baked Software Inc. Hot Potatoes has been free ware since October 2009. Hot Potatoes was first released in version 2.0 in September 1998, at the Euro CALL conference in Leuven, Belgium.

The Hot Potatoes software suite includes five applications that can create exercises for the World Wide Web. The applications are J-Cloze, J-Cross, J-Match, J-Mix and J-Quiz. There is also a sixth application called The Masher, that will compile all the Hot Potatoes exercises into one unit.

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Hot Potatoes was first released in version 2.0 in September 1998, at the Euro CALL conference in Leuven, Belgium.

"Hot Potatoes: Free Tools for Creating Interactive Language Exercises for the World Wide Web". Hot Potatoes is Computing and Media Centre which usually used to create interactive quizzes in HTML format. We just need to enter the questions, the answer key and feedback (if necessary) the program will create a web page. The Hot Potatoes software five applications that can create exercises for theWorld Wide Web. The applications are JCloze, JCross, JMMatch, JMix and JQuiz. There is also a sixth application called The Masher, that will compile all the Hot Potatoes exercises into one unit.

JQuiz

20

This application develops short answer quizzes. Here, the learner types the answer in the text field and receives the feedback from the computer. Like the previous section, maximum four possible correct answers are available, assuming that the teacher has included them. Here, according to Cazaux's review, Holmes and Arneil, who are among the main creators of the program, did not approve of a "one click right/wrong" interface (Holmes & Arneil, 1999). Therefore, they developed a facility in the program to provide more expanded feedback for the users. Afterwards, the computer points out what part of your answer is correct, which in turn involves students more effectively. This is especially helpful for spelling trials and is more subtle than the right or wrong programs

A combination of JQuiz and JBC in previous versions. With JQuiz we can make:

- (1) MCQ (Multiple Choice Questions) with the number of items that can be set themselves.
- (2) about the short stuffing (Short Answer Question) that provides a text box as a matter of typing a response.
- (3) a combination of multiple choice questions and short stuffing (hybrid question), that is a matter that must be answered by filling in a text box, but if the first answer is wrong then the answer options appear.
- (4) is MCQs compound (multi-select question), namely, the question with more than one answer choice.

Jmix

This part of the program makes jumbled sentence exercises which, in nature, resemble those that can be made with paper and scissors. The biggest plus with this program is that the teachers are able to include different and all combinations of answers, therefore, the learner does not encounter correct suggestions which are not accepted by the computer.

It is suitable for learning english, which is to create a quiz in the form of random words (jumble words) and random sentences (jumble sentences). It is like construct words using the letters irregular location (example: t c a arranged into words cat). To arrange the words you can click the letters in sequence or draw and compose the letter (drag and drop).

Jcross

20

This program can produce small sized crossword puzzles with 20x20 letters in size. The clues can be entered either in word-form or in the form of pictures.

Well this is fun. Only by inputting answers in a row and clicking the "manage grid" then we've become a matter of TTS shape, simply insert a "clue" to each answer.

Jmatch

This section can further generate both listing exercises and matching exercises. For instance,
linking countries and capital cities or beginning and ending of sentences and putting frequency adverbs in the correct order. As for JCross, photos can be placed instead of words

From the name predictable that this menu is to create questions match. Way too easy. Enter the words on the left side and his partner on the right and the program will automatically randomize the order when we enter the command "create a web page".

Jcloze

20

Finally this application creates gap-filling exercises. In this part, the java-script searches for parts of correct answers, but only one true answer for each gap is accepted and the feedback does not include much detail in this section.

Well the latter is to make the matter complete the sentence. To make it we must include a complete sentence or paragraph. Mark the section to be vacated by the command gap, then when finished there will be an empty part of the middle of a sentence that is required of students. Well this is a new introduction to the facility in Hot Potatoes. Ways of making the quiz will be discussed one by one.

Actually there is one more facility that is The Masher is a facility to combine a variety of quizzes that we have created. For a free this facility can only merge the three quiz, if you want unlimited ya have to pay. Likewise, if we are going to make a quiz with commercial purposes are required to pay, but incredibly payment software license is used for social activities.

- The Masher. According to the software's manual, the Masher, which is probably the most useful feature of this program, is a tool designed to help users with larger sites containing many different Hot Potatoes exercises. The main application of this feature is to collect a large number of different Hot Potatoes exercises in one test format. Further, since it mixes the exercises, it automatically sets the URLs of the next exercise navigation buttons, in order for the learners to easily go through the exercises in the given order. Beside this, colors can be set and arranged the way you wish and you can also choose which navigation buttons to display on the screen. Furthermore, she added that for the learners, titles and instructions are constantly displayed. It is possible to have them either in the first or second language. The color of the text as well as the font and its size could also be altered from the main page. The program further makes it possible for users to include pictures if necessary. And the default settings offer sufficient information to the student which means no change in the setting is necessary. The available reviews of the different sections and applications of this program are almost all

very akin, uniform and objective. They all conform to what has been published in the official web site of Hot Potatoes software with insignificant variations.

Hot Potatoes

a. Advantages:

The first advantages of using this software is that it is free to use and can be accessed anywhere once it has been downloaded, so the teacher can start creating activities. Furthermore, it gives the teacher a variety, making the students more motivated as the lessons are neither repetitive nor are they solely based on the traditional pen and paper. Moreover, by using activities such as those that can be created by Hot Potatoes, students are becoming more independent in their learning and also more computer literate

- Hot Potatoes can facilitate the teachers in constructing the exercises with minimal training of using this application. Teachers do not have to be stressed to produce one piece of exercise to the students.
- The exercises that have been produced by hot potatoes are interactive as the teachers can includes sounds and pictures to attract students interest in completing the tasks.
- The interactivity of the exercises will motivate the learners to act independently and help them in keeping their motivation level high. Learners also will have more control (pace, choices, etc) in doing the tasks rather than a paper exercise where any one word can be the stumbling block to understanding as this type of exercise provides the tools to overcome the difficulty.
- Hot Potatoes is free to use and can be accessed anywhere once it has been downloaded, so the teacher can start creating activities.
- Hot Potatoes gives the teacher a variety, making the students more motivated as the lessons are neither repetitive nor are they solely based on the traditional pen and paper.

b. Disadvantages

Firstly, it has limited interaction between the learners, teachers and the computer itself. It is all too often a "click-and-go" approach, which can mean that the student is not given sufficient scaffolding or support in the learning process. Secondly, it creates the tendency of the learners to operate a binary correction strategy whereby the learners use the assumption 'If X is wrong, then Y must be the answer'. Hot Potatoes could only be used as a self-learning or a self assessment tool, but does not have merit as a testing tool.

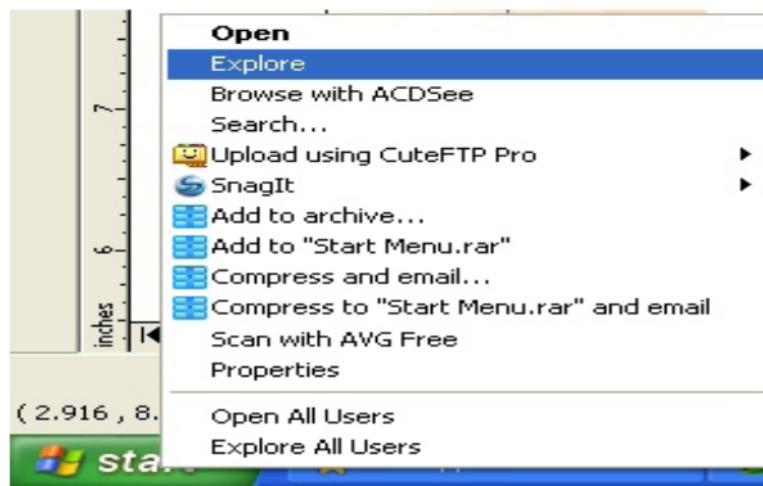
One of the disadvantages of using Hot Potatoes from what I could see was that it seemed like quite an old software. Since Technology has advanced, perhaps there are many more digital activities which can be created by a teacher to promote learning through technology. Furthermore, it is quite time-consuming creating the activities and making something which is attractive enough for students to want to do. With the range of wonderfully decorated textbooks that there are on offer these days with splashes of colour throughout it seems like this program is taking students back in time to a black and white textbook with limited graphics (though the block colours can be changed and images can be added).

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How to Use Hot Potatoes

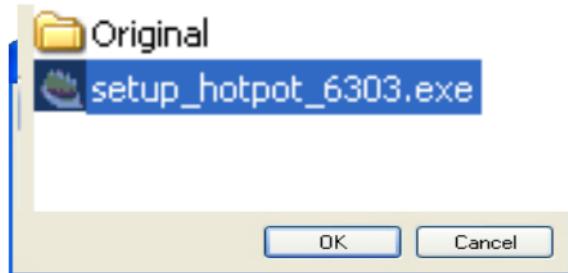
- Download Hot Potatoes Application.

- Right-click on the Start button > Explorer

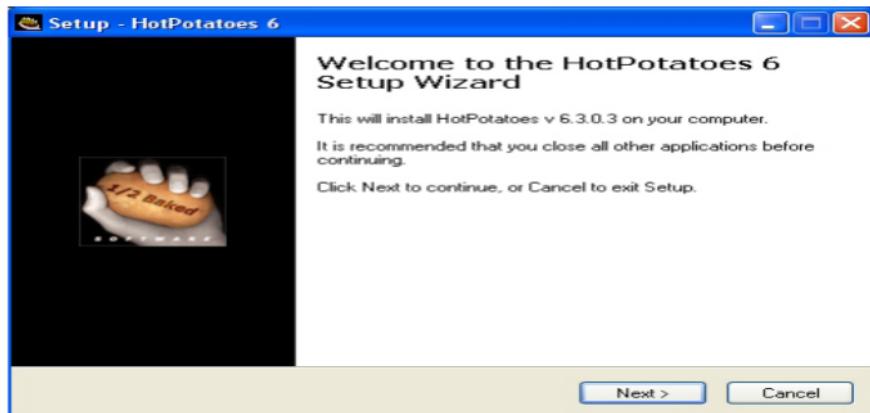


- Hover Hot Potato in which the program is stored, to appear like to see below: Then click on the file setup_hotpot_6303.exe.

Shown choice of language, the default language used is English. If already selected click ok.



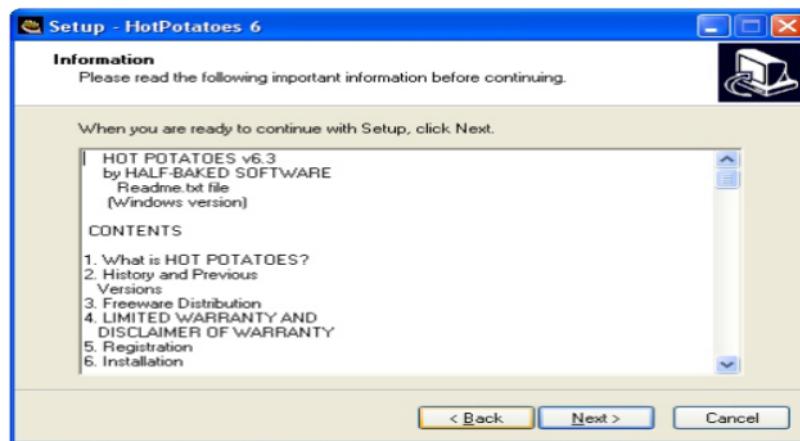
- On the display welcome to hotpotatoes 6 ... click next.



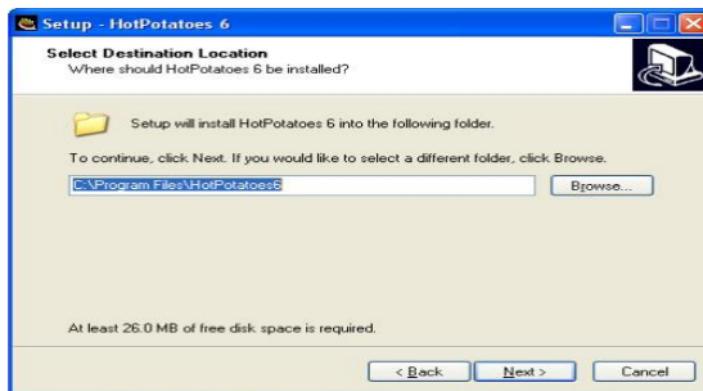
- License Agreement section, tick the part I accept the agreement, then click next.



- Next information about what tools will be installed on the user's computer. Click the Next button



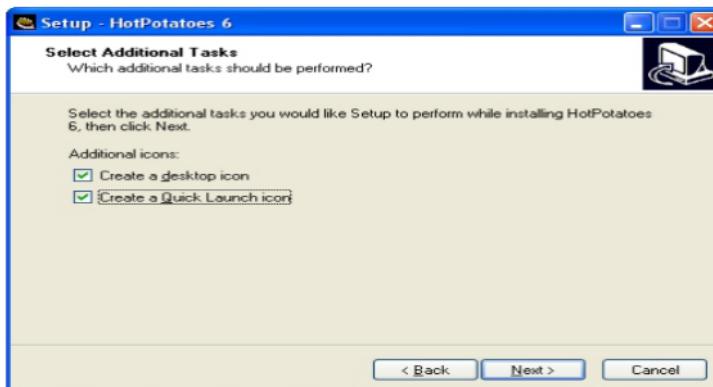
- Then the hot potato of information which the software will be installed. default address for the installation is C:\Program Files\HotPotatoes6. Click Next.



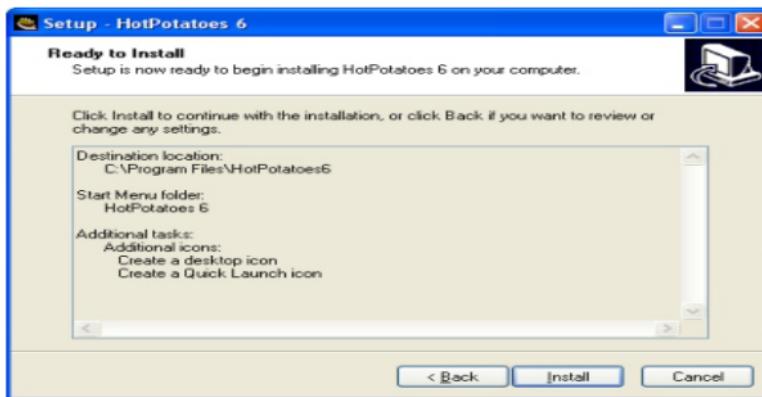
- On the next screen click Next (Select start menu folder).

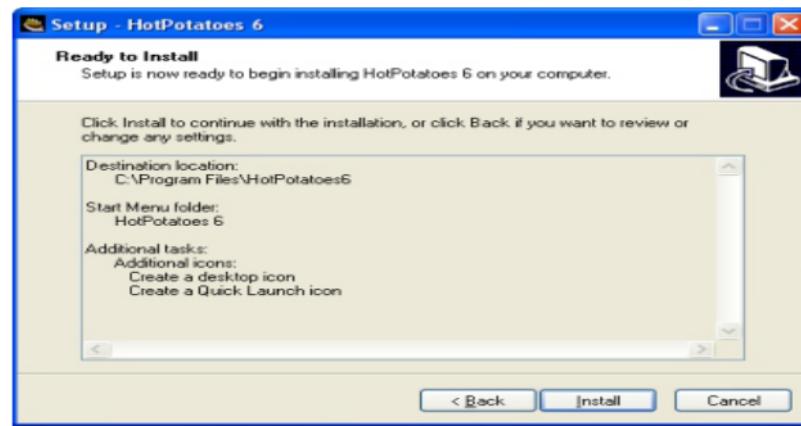


- Select Additional Tasks section, users can add shortcut on the desktop. Tick the second part. Then click Next.



- The final step, click Install. Wait until the process is complete.

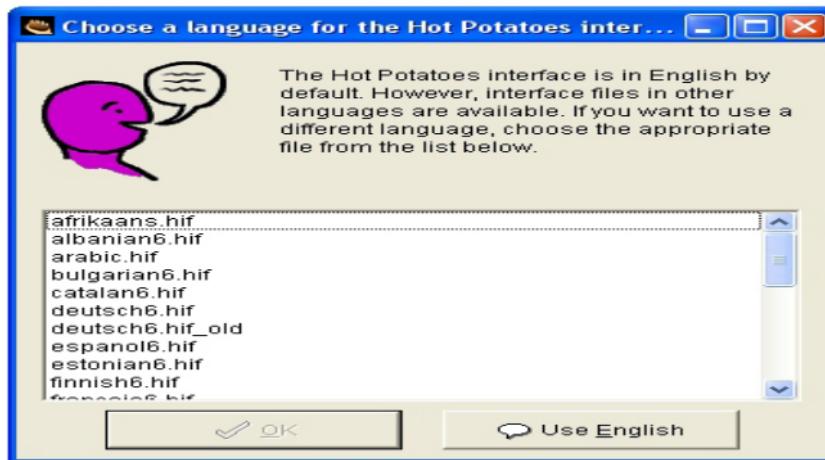




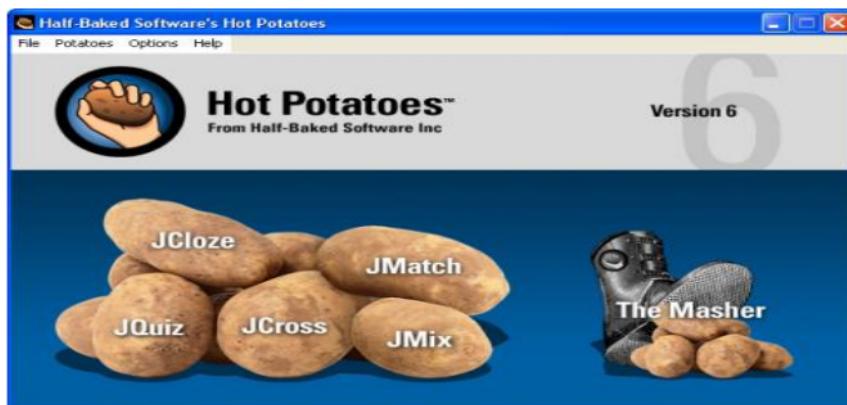
A confirmation dialog box will appear that the installation has selesai.klik Finish.



- The initial view after the installation process is the selection of languages. default setting the language is English. Click on the Use English.



- The final appearance as below.



II. PROCEDURES OF HOT POTATOES

2.1. Creating Quizzes

a. Jquiz

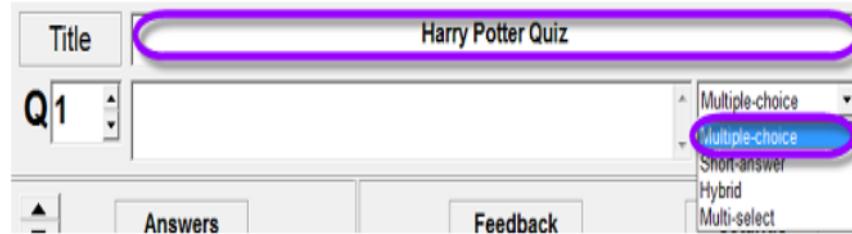
In this section you will learn how to create multiple choice and multiple select quizzes in Hot Potatoes.

- Click on the potato labeled JQuiz.

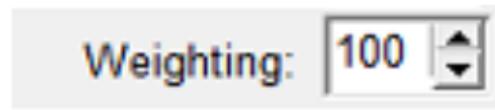


A dialog box may come up, asking if you want to start in beginner mode. Click “No,” even if this is your first time with Hot Potatoes.

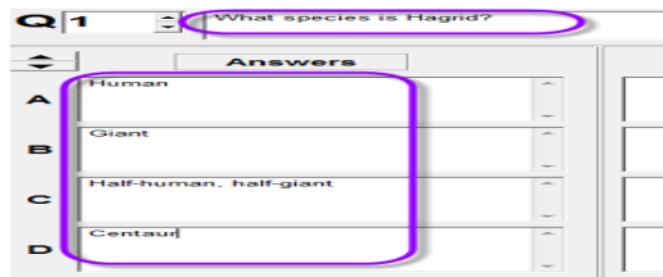
2. In the “Title” box, type in the name of the quiz. Then click the drop-down menu directly to the right of the Q (n) box and choose either multiple choice or multiple correct.



In the box labeled “weighting,” you can leave this at “100,” which will weight all questions as equal.

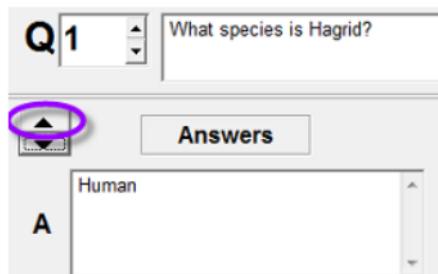


3. Type your question in the Q (n) box. Then type the possible answers in the A, B, C, and D boxes. It is not required, but if you wish to add feedback for each answer, you can do so in the corresponding boxes next to each answer.



Note: you cannot have less than four possible answers, but you can add more answers.

To do so, click the up-arrow above the A.

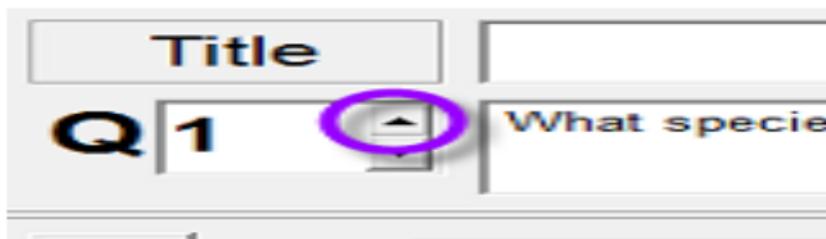


To the right of the feedback column, you can choose the correct answer(s).



To add your next question, click the up-arrow next to the Q (n) column.

Repeat step 3 until all questions are created.



4. Refer to the sections on saving, changing the settings on, and publishing your quizzes in Hot Potatoes for PC.

b. Jmatch

In this section you will learn how to create matching activities in Hot Potatoes.

1. Click the potato labeled "JMatch."



A dialog box may come up, asking if you want to start in beginner mode. Click "No," even if this is your first time with Hot Potatoes.

2. In the "Title" box, type your quiz title.

| | |
|-------|--|
| Title | Harry Potter Character Matching |
|-------|--|

- a. In the left column, you will put the fixed items. These will be the items that your students cannot change.

| Left (ordered) items | |
|-----------------------------|------------------|
| 1 | Dobby |
| 2 | Harry Potter |
| 3 | Hermione Granger |
| 4 | Ronald Weasley |
| 5 | Rubeus Hagrid |

- b. In the right column, you will put the items that your students have to choose from.

Type the answers next to their match.

| d) items | Right (jumbled) items | Fix |
|----------|---|--------------------------|
| ^ | House Elf, was freed in book two by receiving a sock. | <input type="checkbox"/> |
| ^ | The Chosen One, only known survivor of the killing curse. | <input type="checkbox"/> |
| ^ | Muggle-born wizarding genius, best friend to The Chosen One | <input type="checkbox"/> |
| ^ | One of six red-headed children, best friend to The Chosen One | <input type="checkbox"/> |
| ^ | Hogwarts School of Witchcraft and Wizardry, half-giant.] | <input type="checkbox"/> |
| Default: | ??? | |

NOTE: Do not check the boxes next to the right column. This will make all answers appear next to their matches, defeating the purpose of the exercise.

ALSO NOTE: Leave the “Default value in the right column” with the “???”. If anything else is in that box, it will change all your answers to whatever you put there.

- c. To add more lines of matching, click the up-arrow next to the left column.

| Left (order) | |
|---------------------|-----------------|
| 1 | Dobby |
| 2 | Harry Potter |
| 3 | Hermione Grange |
| 4 | Ronald Weasley |
| 5 | Rubeus Hagrid |

NOTE: If there are more than five lines of matching, it will go off-screen for the students with some types of matching exercises. This can be problematic for students trying to do the exercise.

- Refer to the sections on saving, changing the settings on, and publishing your quizzes in Hot Potatoes for PC.

c. Jcross

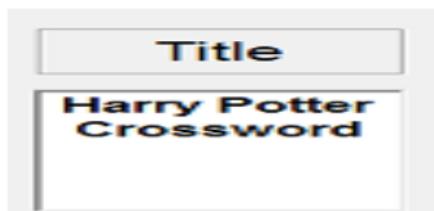
In this section you will learn how to create a crossword puzzle activity using Hot Potatoes.

- Click the potato labeled “JCross”

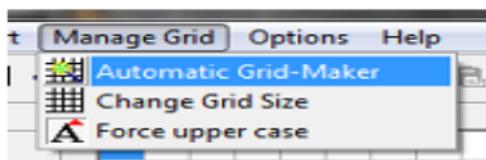


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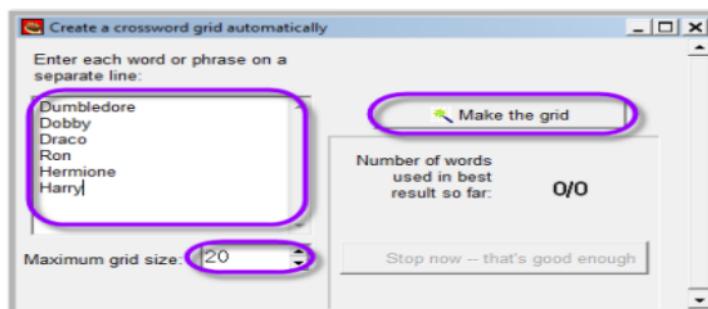
- Give the crossword a title in the “Title” box.



- Click “Manage Grid,” then “Automatic Grid-Maker.”



- Enter each word on a separate line in the designated box. In the “Maximum grid size” box, be sure to put a number that is at least double your longest word, longer if you have many long words. This will guarantee you will have enough space for all of your words. Click “Make the Grid.”



5. Click “Add Clues.”
6. Click each word, and then add the clues in the box under them. NOTE: Make sure the correct word is highlighted when typing. Click the red “OK” button after each clue, and the green “OK” button when finished with all clues.



7. Refer to the sections on saving, changing the settings on, and publishing your quizzes in Hot Potatoes for PC.

d. Jcloze

Jcloze (gap fill exercise) is used to make the essay. Students fill in the box provided on the matter. Here are the main view on the Cloze.



Steps to create questions:

- Fill in the title “Which is Larger?”

| | |
|-------|------------------|
| Title | Which is larger? |
|-------|------------------|

- Then type in the text box about as show below.

| Title | Which is larger? |
|--|------------------|
| Mike : Here's a geography quiz in the paper. Wendy : Oh, I love geography. Ask me the questions. Mike : Sure, first question. Which country is larger, China or Canada? Wendy : I know. Canada is larger than China. Mike : Ok, next. What's the longest river in the Americas? Wendy : Hmm, I think it's the Mississippi. Mike : Here's the hard one. Which country is more crowded, Monaco or Singapore? Wendy : I'm not sure. I think Monaco is more crowded. Mike : OK, one more. Which South American capital city is the highest: La Paz, Quito, or Bogota? Wendy : Oh, it's easy. Bogota is the highest. | |

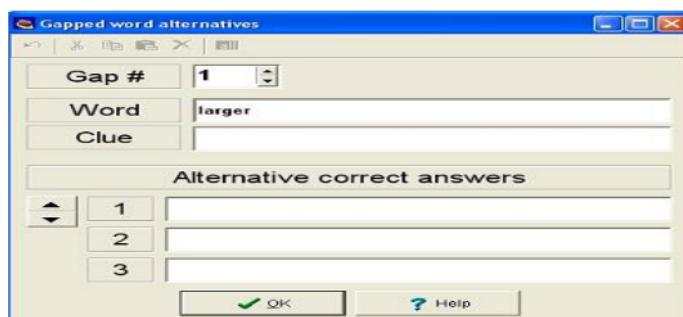
- To mark the part that will be given gap. Block the word that will a question.

i **geography quiz in the paper.**
love geography. Ask me the questions.
st question. Which country is **larger**, China or Canada?
v. Canada is larger than China.
t **What's the longest river in the Americas?**

Gap

Click on the gap.

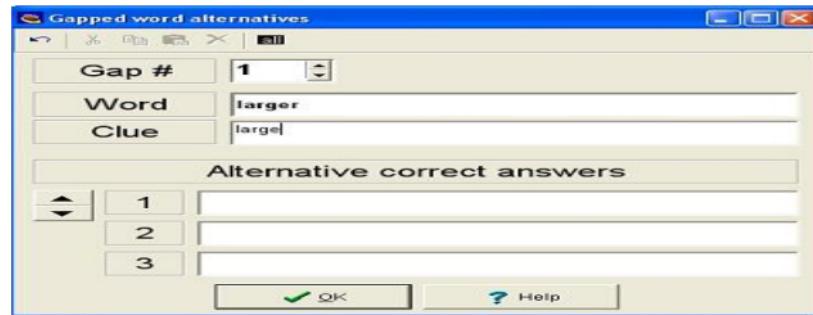
Then, the dialog box will appear as below.



Information :

- Gap #: Number from question box
- Word: Answer questions
- Clue: Aid to facilitate understanding of the matter.
- Alternative Correct Answers: Alternative answer other questions

Here is an example of filling.



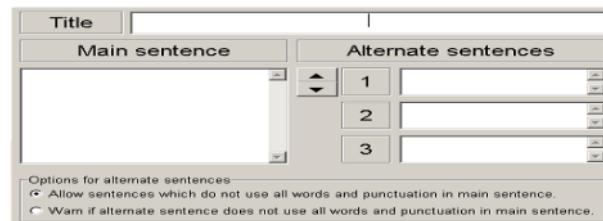
Click ok.

- The results were as follows:

Mike : Here's *a* geography quiz in *the* paper.
 Wendy : *Oh*, I love geography. *Ask* me the questions.
Mike : Sure, first *question*. Which country is *larger*: China or Canada?
Wendy : I know. *Canada* is larger than *China*.
 Mike : Ok, *next*. What's the longest *river* in the Americas?
Wendy : Hmm, I *think* it's the Mississippi.
Mike : Here's the *hard* one. Which country *is* more crowded, Monaco *or* Singapore?
 Wendy : I'm not sure. I *think* Monaco is more *crowded*.
 Mike : OK, *one* more. Which South *America* capital city is *the* highest: La Paz, *Quito*, or Bogota?
 Wendy : *Oh*, it's easy. *Bogota* is *the* highest.

e. Jmix

Jmix is a form of matter by arranging words into a correct sentence. This is Jmix's appearance:



Enter the Title: Check Your Knowledge

Main sentence:

- The
- Pacific
- Ocean
- Is
- Deeper
- Than
- The
- Atlantic
- Ocean

Alternate Sentence:

- The Pacific Ocean is deeper than the Atlantic Ocean

Here is an example of the contents.

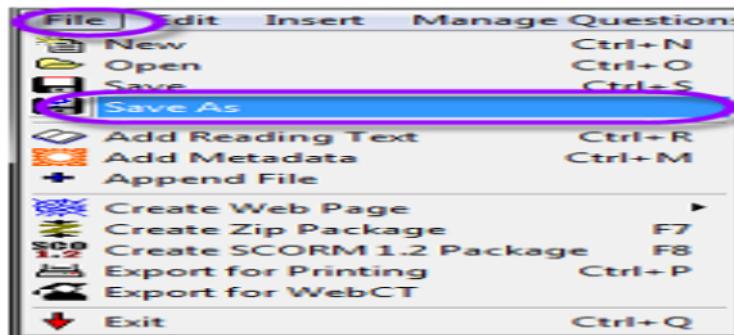
The screenshot shows a software interface titled "Check your Knowledge". On the left, under "Main sentence", there is a text area containing the sentence: "Ocean is deeper than the Atlantic Ocean". To the right, under "Alternate sentences", there is a list of three options: 1. "The Pacific Ocean is deeper than the Atlantic", 2. (empty), and 3. (empty). Below the main sentence area, there is a section titled "Options for alternate sentences" with two radio button options: "Allow sentences which do not use all words and punctuation in main sentence." (selected) and "Warn if alternate sentence does not use all words and punctuation in main sentence."

The display on the website is like the picture below:

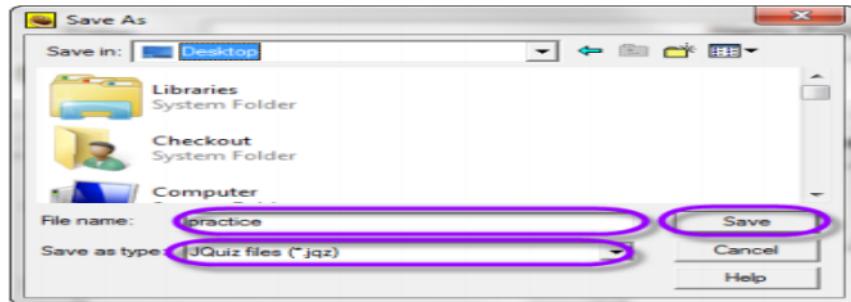
The screenshot shows a web-based exercise titled "Check your Knowledge" with the subtitle "Mixed-up sentence exercise". It instructs the user to put parts in order to form a sentence. Below the instructions, there are four lines for inputting words. At the bottom, there is a row of buttons: "Check", "Restart", and "Hint". Below the input lines, the words are listed: "The", "is", "deeper", "than", "the", "Atlantic", "Ocean", "Pacific", and "the".

2.2 Saving

1. To save the quiz, click "File," then "Save as..."

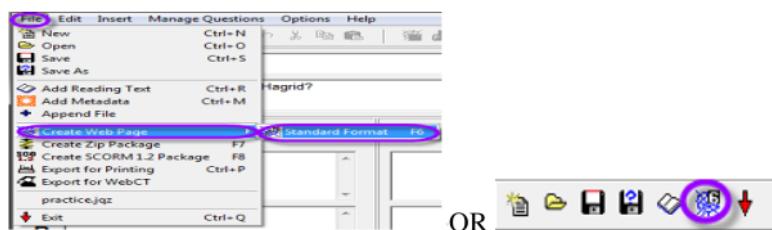


2. Give it a name with no spaces, make sure it is set to .jqz (JQuiz), .jmt (JMatch), .jcl (JCloze), .jcw (JCross), or .jmx (JMIX) file format, then click "Save."



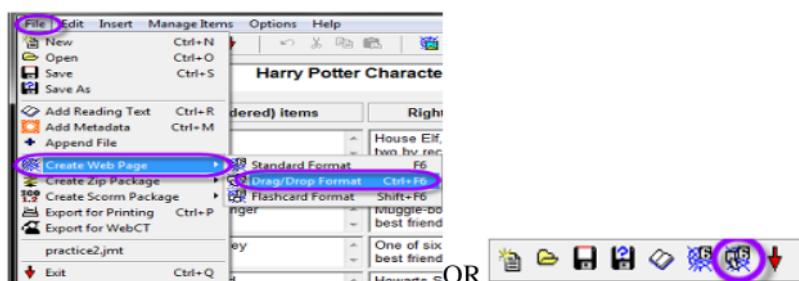
2.3.PUBLISHING

- To publish the quiz, either click “File,” “Create Web Page,” and “Standard Format;” or click the button that looks like a spider web with a 6 on it.



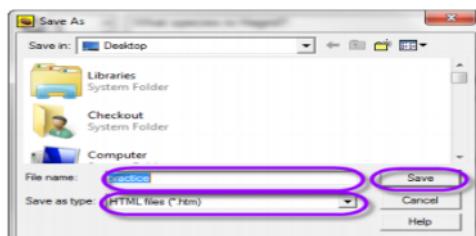
OR

NOTE: If you are doing a JMatch quiz, you have another option. The above option gives you a drop-down type of matching quiz. To make a drag-and-drop matching quiz, you can either: click “File,” “Create Web Page,” and “Drag/Drop Format” or you can click the button that looks like a spider web with a “6” and a box on it.

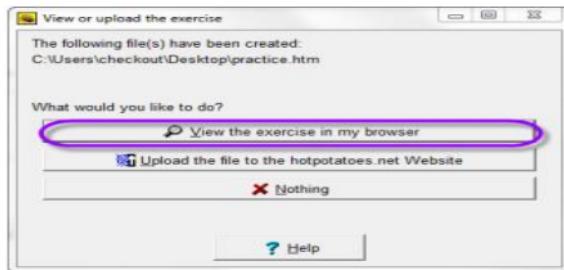


OR

- Save it as the same name as before, no spaces, except this time the file format should be either .htm or .html. Click “Save.”



- Click “View the exercise in my browser.”



You should see a preview of your quiz now, and you're finished!

Quipper School?

Quipper School merupakan layanan e-learning gratis yang diciptakan demi mempermudah tugas dan menghemat waktu para guru, khususnya dalam hal pemberian tugas / PR / latihan soal, bahkan ujian di kelas kepada siswa. Quipper School berkomitmen untuk memberdayakan para guru agar dapat bekerja seefektif mungkin, yaitu dengan menyediakan teknologi yang dapat digunakan di dalam maupun di luar kelas. Dengan kata lain, pengguna tidak akan dikenakan biaya sepeser pun dalam menggunakan layanan maupun konten ini.

Manfaat Quipper School?

- Manfaat bagi guru
 - Memantau kegiatan belajar para siswa (nilai tugas / PR siswa)
 - Melihat analisa data/grafik perkembangan siswa
 - Melihat analisa topik mana yang sudah atau belum dikuasai oleh siswa
 - Mengirimkan pesan pribadi / menanggapi pertanyaan siswa
 - Membuat pengumuman untuk siswa
 - Mencetak (print) hasil nilai siswa
- Manfaat bagi siswa
 - Siswa memiliki pengalaman baru dalam belajar menggunakan teknologi
 - Siswa tidak akan bosan dengan tampilan yang diberikan oleh Quipper School
 - Meringankan dan mempermudah pekerjaan siswa dalam menjawab pertanyaan
 - Siswa tidak merasa kesulitan karena Quipper School sudah memuat materi

Bagaimana Cara Menggunakan Quipper School?

Quipper School terdiri dari dua bagian: Link untuk guru dan Learn untuk siswa. Halaman ini memberikan Anda informasi mengenai cara platform tersebut bergabung dan menciptakan layanan yang menakjubkan bagi guru dan siswa.

- **LINK untuk Guru**

Quipper School Link adalah tempat dimana guru dapat mengelola konten, memberikan tugas dan juga mengikuti perkembangan siswa, baik secara individu maupun bersama dengan rekan guru lain. (Q-Link untuk guru <https://link.qupperschool.com/id>)

Langkah-langkah sebagai berikut :

17

- Silahkan klik link berikut ini DAFTAR
- Setelah anda masuk silahkan klik tombol "DAFTAR SEKARANG" seperti gambar dibawah ini:



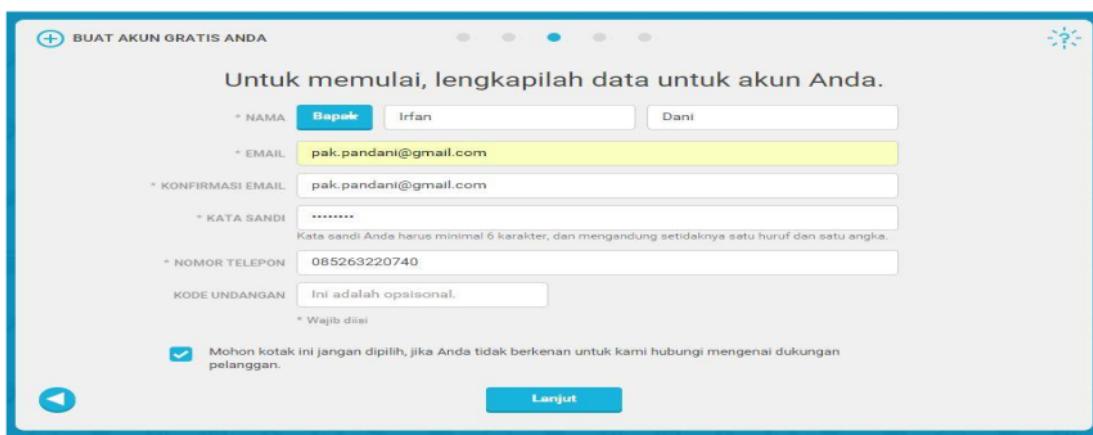
Berikutnya, klik Mulai



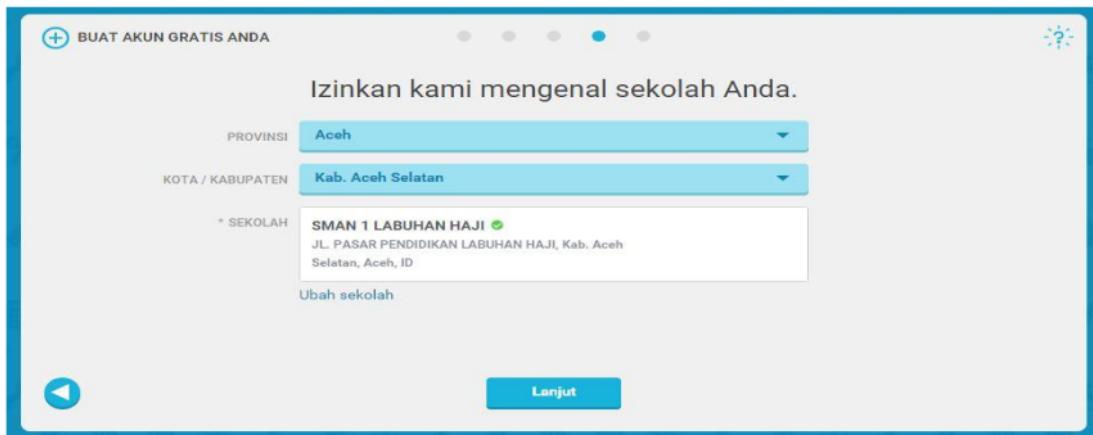
Langkah berikutnya klik "Lewati Langkah ini"



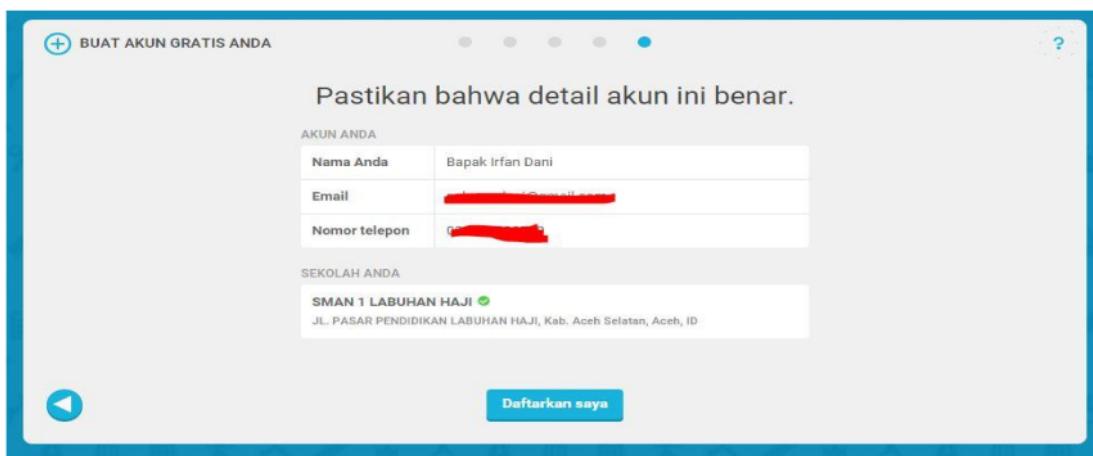
Selanjutnya isi formulir



Selanjutnya pilih provinsi, Kabupaten/kota, dan Nama Sekolah



Detail akun dan kemudian klik "Daftarkan Saya"

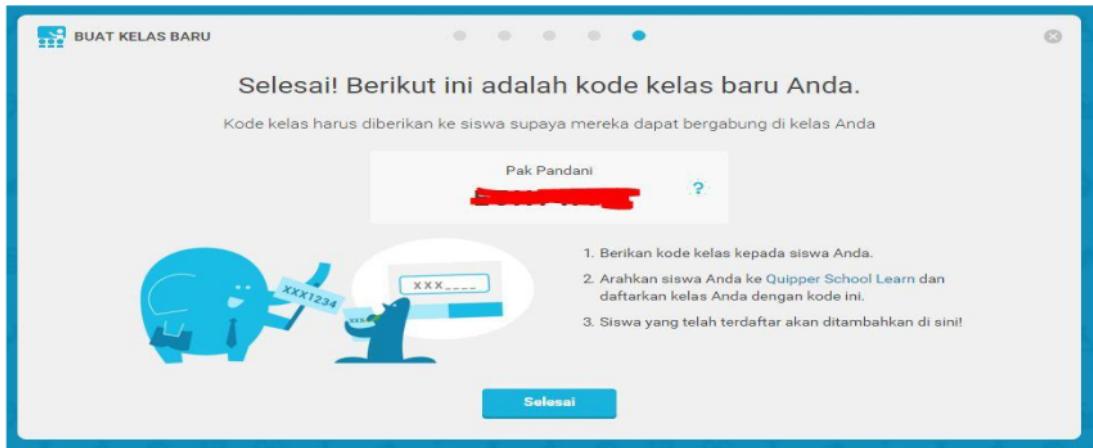


Anda telah berhasil membuat akun, sekrang silahkan coba memulai! dan klik Mulai



Beri nama kelas

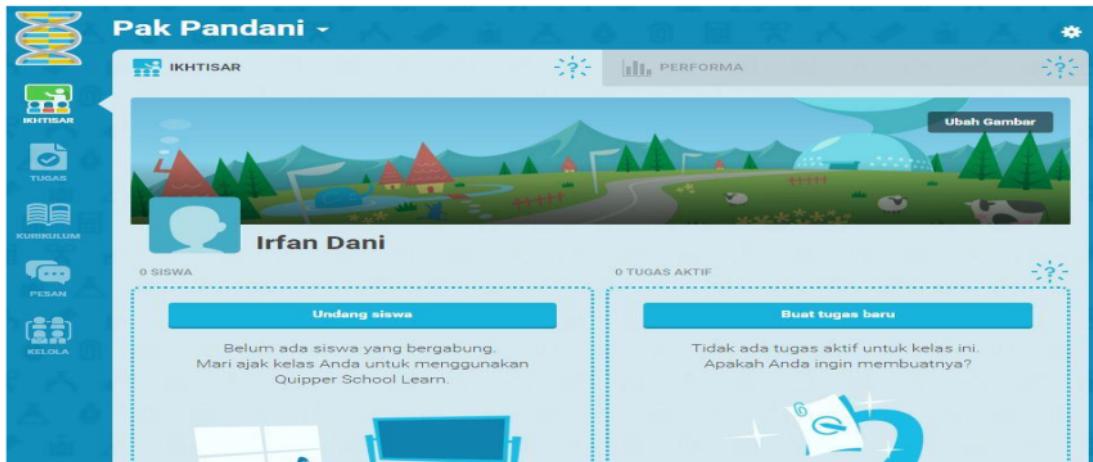
Tentukan Bidang studi atau kelas dan simpan Kode Kelas



Kode kelas harus diberikan ke siswa supaya mereka dapat bergabung di kelas Anda

dan simpan Kode Kelas

- Berikan kode kelas kepada siswa Anda.
- Arahkan siswa Anda ke Quipper School Learn dan daftarkan kelas Anda dengan kode ini.



Siswa yang telah terdaftar akan ditambahkan di sini

- Learn untuk Siswa

Quipper School Learn adalah tempat dimana siswa belajar, memperbaiki dan menjawab soal-soal menggunakan metode efektif yang membuat belajar jadi semakin menyenangkan. (Q-Learn untuk siswa [https://learn.qupperschool.com/signup](https://learn.quipperschool.com/signup))

Langkah – langkah sebagai berikut :

- Masuk ke alamat ini : www.qupperschool.com akan muncul menu seperti berikut ini dan klik "portal siswa"



Keluar halaman seperti ini, Klik bagian “Buat akun Quipper”



Tuliskan NAMA mu sesuai identitas dan lengkap (Tidak meng klik “Daftar lewat Facebook”)



Tuliskan juga e-mail kamu agar bila kamu lupa user name kamu masih bisa dapat bantuan lewat e-mail. Jika tidak punya e-mail maka lanjutkan saja pada proses berikutnya.



Tuliskan Nama Pengguna(User Name) dengan huruf kecil. Nama pengguna bisa berbeda dengan nama yang didaftarkan. Sebaiknya nama pengguna tidak berbeda jauh dengan nama yang di daftar secara lengkap tadi. Nama pengguna akan selalu diminta untuk setiap kali masuk akun quipper seperti nama pada setiap kali masuk Facebook.

- Kemudian tulis Password dari User Name tadi, masih dengan huruf kecil juga dan kombinasi angka misalnya password “pejuang66”. Dan Catat baik-baik jangan sampe lupa User Name (Nama Pengguna dan Password) di buku agar apabila lupa mudah dicari kembali. Dari contoh dibawah ini nama pengguna masih sama dengan Nama yang didaftarkan, hanya ditambah strip saja.



Jika Telah berhasil memasukan NAMA Pengguna dan Password maka muncul menu seperti dibawah ini. Ini berarti kamu berhasil bergabung. Klik selesai



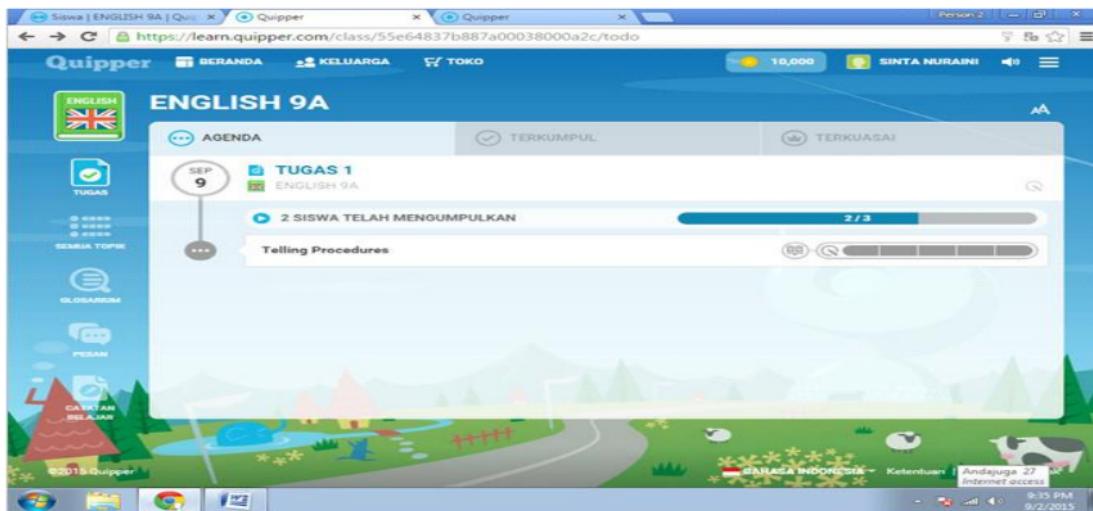
Kemudian kamu diminta memasukan KODE pelajaran yang telah diberikan oleh masin-masing guru atau pelajaran.



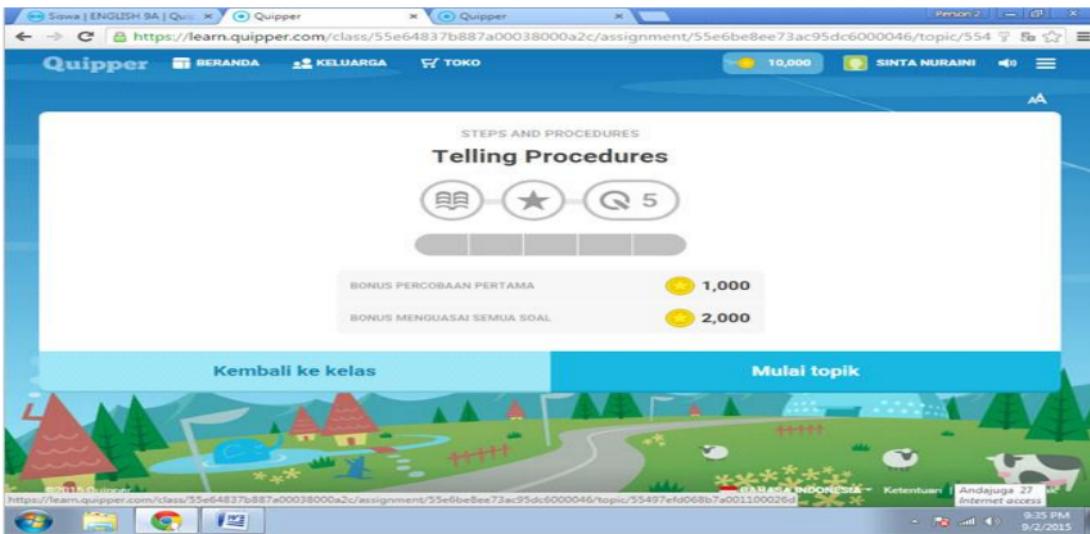
Jika sudah memasukan KODE pelajaran maka kamu akan dinyatakan tergabung dalam sebuah kelompok mata pelajaran seperti terlihat pada gambar berikut. Kamu tergabung dalam Mata Pelajaran Bahasa Inggris Kelas 9A. Kerjakan Tugas/Ulangan dengan klik “Tugas” seperti gbr berikut.



Klik lagi materi tugas /ulangan dibawah kata "...SISWA TELAH MENGUMPULKAN" sampai ditampilkan menu seperti pada gbr berikutnya.



Mulailah mengerjakan tugas kamu dengan klik “Mulai Topik”



Klik "Soal" dan selesaikan pengerojaan soal sampai selesai.

Soal 1

Read the conversation below. Then answer questions number 1-5.

Rangga : Rasya, do you know how to send an email?
Rangga : Sure, I do.
Rangga : Well, would you tell me?
Rangga : Okay. Do you have an email account?
Rangga : I have. I just signed up this morning.
Rangga : That's good. To send an email, you have to log in into your account. Then, click the compose tab. After that, write the email of the receiver and the subject of the email.
Rangga : What is subject?
Rangga : Subject is a kind of topic of your email, or title of the letter.
Rangga : Okay. On.
Rangga : And then, write your email in the body of email. The body of email is the large space or box you can see.
Rangga : Yes, I get it.
Rangga : If you want to attach a file, such as picture, just click attachment. If not, just click the send button. That's it. You've sent the email.
Rangga : It's quite easy. Thanks for guiding.

From the dialogue, we know that Rangga is telling Rasya

Soal 1

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Rangga : That's good. To send an email, you have to log in into your account. Then, click the compose tab. After that, write the email of the receiver and the subject of the email.
Rangga : Subject is a kind of topic of your email, or title of the letter.
Rangga : Okay. On.
Rangga : And then, write your email in the body of email. The body of email is the large space or box you can see.
Rangga : Yes, I get it.
Rangga : If you want to attach a file, such as picture, just click attachment. If not, just click the send button. That's it. You've sent the email.
Rangga : It's quite easy. Thanks for guiding.

From the dialogue, we know that Rangga is telling Rasya

Sahabat!

3. how to make an email account

In the text, we can find the statement, "That's good. To send an email, you have to...", which means, Rangga is telling Rasya how to send an email. With the same meaning to compose. So, the correct answer is compose an email.

Soal sebelumnya

1. how to compose an email
2. how to receive an email
3. how to make an email account
4. how to revise an email

The screenshot shows a Quipper lesson titled "Steps and Procedures Telling Procedures". A conversation between two characters, Maya and Rangga, is displayed:

Maya: Rangga, do you know how to send an email?
Rangga: Sure, I do.
Maya: Well, would you tell me?
Rangga: Okay. Do you have an email account?
Maya: I have. I just checked this morning.
Rangga: Great. To send an email, you have to log in into your account. Then, click the compose tab. After that, write the email of the receiver and the subject of the email.
Maya: What is subject?
Rangga: Subject is a kind of topic of your email, or title of the letter.
Maya: Got it.
Rangga: And then, write your email in the body of email. The body of email is the large space or box you can see.
Maya: If you want to attach a file, such as picture, just click attachment. If not, just click the send button. That's it. You've sent the email.
Rangga: It's quite easy. Thanks for guiding.

The word **sign up** in the text has a similar meaning to

A sidebar on the right shows a green box with the text "Benar!" and "1 Register". Below it is a note: "Sign up means agree to involve in an activity. The definition of sign up has a similar meaning to register. So, the correct answer is register." There are four numbered options: 1. Register, 2. Log out, 3. Enter, 4. Insert.

Jika sudah selesai mengerjakan kamu akan mendapat pernyataan seperti dibawah ini dan nilai yang berhasil kumpulkan. Setelah selesai klik “Kembali ke Kelas”

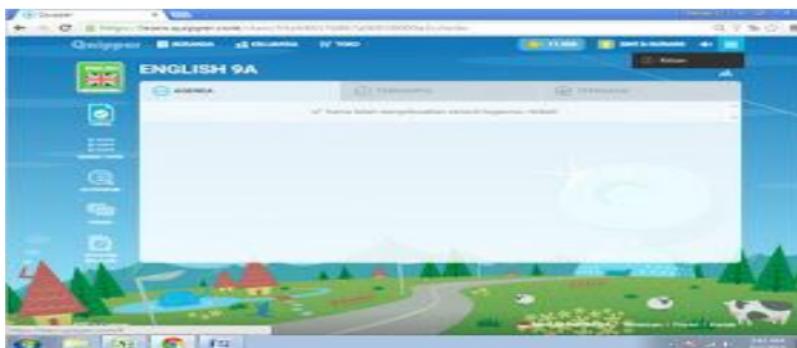
The screenshot shows the results page after completing a test. The results are summarized as follows:

- RESULTS:** A green circular progress bar indicates 80% completion.
- Hebat!** (Great!) - Percobaan yang bagus! Mari mengulang soal yang masih salah!
- BONUS DARI PERCOBAAN PERTAMA:** 1,000 points.
- AKTIVITAS KELAS:**
 - RATA-RATA NILAI PADA PERCOBAAN PERTAMA: 80%
 - SISWA YANG MENGUASAI TOPIK INI: 0 / 3
- Kembali ke kelas** and **Coba lagi** buttons are visible at the bottom.

Dan jangan lupa keluar dari dari quipper setelah semua tugas-tugas atau ulangan selesai dikerjakan semua.



Bila kamu ingin mengerjakan tugas-tugas yang lain pada hari yang lain maka alamat yang yang harus dituju adalah www.learn.quotter.com



Bila kamu akan bergabung dengan pelajaran yang lain dengan materi pelajaran yang berbeda maka kamu harus menambahkan kode pelajaran yang lain yang diberikan oleh guru yang lain dengan cara seperti gbr dibawah ini dan selanjutnya ikuti langkah-langkah sebagaimana sebelumnya

Tidak perlu membuat akun baru lagi, hanya memasukkan kode saja yang diberikan dari guru/mata pelajaran lain.

9

Kelebihan dan Kelemahan dari Quipper School

Kelebihan

1. Gratis. Tidak ada penipuan atau biaya siluman. Layanan dan konten yang tersedia saat ini benar-benar gratis dan akan selalu gratis.
2. Quipper School menyediakan materi pelajaran dan soal untuk mata pelajaran Bhs. Indonesia, Bhs. Inggris, Mtk, IPA, dan IPS untuk kelas X-XII. Semua isi materi dibuat berdasarkan arahan dari tenaga pengajar berpengalaman di seluruh dunia dan telah dilokalisasi.
3. Layanan ini memiliki ribuan topik untuk mata pelajaran Bahasa Indonesia, Bahasa Inggris, Matematika, IPA, dan IPS untuk kelas 10-12.

4. Menawarkan analisis data yang berharga, yang akan memberikan gambaran yang jelas tentang pencapaian siswa.
5. Dapat mengakses "Quipper School" dimana saja, baik melalui koneksi WiFi maupun 3G saat Anda sedang berpergian. Dengan demikian, para siswa dapat belajar dimana saja dengan mudah.
6. Menghemat waktu dalam hal penugasan dan penilaian.
7. "Quipper School" dapat menampung hingga 60 siswa dan Anda dapat membuat kelas sebanyak yang Anda butuhkan.
8. Siswa dapat menggunakan layanan ini melalui perangkat apapun. Mereka dapat terhubung melalui PC, tablet, maupun smartphone. Dengan demikian, mereka dapat belajar di kelas ataupun di rumah.
9. Tersedia help center yang memudahkan anda dalam memahami setiap seluk beluk quipper.
10. Menghemat waktu dalam hal penugasan dan penilaian

Kelemahan

1. Guru tidak dapat menambahkan materi secara bebas menurut kreativitasnya sendiri.
2. Guru tidak dapat memantau siswa apakah ia sedang bekerja sama atau memang bekerja sendiri.
3. Tidak bisa berdiskusi tatap muka dan pesan suara.
4. Membutuhkan koneksi internet.
5. Jawaban Quipper School bisa di hack.



Definition of WizIQ

3

WizIQ is a web-based platform for anyone and everyone who wants to teach and learn live, online. Teachers and students use WizIQ for its state-of-the-art virtual classroom, to create and share online educational content and tests, and to connect with persons having similar subject interests. Anyone can join WizIQ. WizIQ is FREE for everyone and takes just few seconds. Whether you are a teacher or a learner, signing up for a WizIQ account is free and simple. Enter your log in essentials (email address, password) and name to get started with an account on WizIQ. Live, online classes

In the virtual classroom with all the digital benefits at your fingertips, you can interact online using , Images, PowerPoint presentations and documentsFull way audio and video

sharingLive chat enhances the interaction amongst the participantsControl Privileges with you having full control over the class like in real-world classroomAll classes on WizIQ are automatically recorded so that you can revisit and even search for a certain topic anytime at your convenience Build your educational network. On WizIQ, you can enter your subject interests and discover who else on WizIQ shares similar interests with you. Initiate contact with members around you to exchange knowledge, content and to help each other work towards common goals such as preparing for an exam or assignment. Share content WizIQ lets you produce your content online and convert it in a sharable format, with minimal effort. You can make your content semi-permanent, easy to put on blogs, and embeddable as objects and links. Safety & Privacy

WizIQ is very serious about members' safety and privacy. Everyday we monitor all activities on WizIQ making sure the safety of our members. Further, no part of your private information is misused or given to any person or business for any commercial purposes. You have a complete control on your privacy through your contact settings.

The disadvantages of WizIQ

- Use bigger internet data connection , because WizIQ use bigger media and using Face Call between student and teacher it use much internet data connection
- Must pay, just free for a month. wizIQ give 1 month for trial for new member to try how use e learning using WizIQ , but until 1 month you must pay the next class
- The cost of next class is expensive. The price asked every teacher is different , but well blanders they ask expensive paid for every teach in class.

The Advantages of WizIQ

- Private class , max. 10 person in 1 class. WizIQ give private class for the member so they can more focus to learn with the teacher.
- The teacher have been experienced and dedicated. Every teacher in WizIQ have been selected before teaching in WizIQ
- Application immediately can be opened in the web browser. You can open WizIQ program in your web browser , so you don't have to download the application to use it.
- Can use everywhere and use in the various smart equipment. WizIQ can open to any smart equipment like smartphone , tablet , Iphone , laptop , computer and many more.
- Class can be set with the agreement between teacher and student. If can learn today you can change to the next day or week with agreemnt of another student and teacher.

The Benefit of WizIQ

- It can be learning media except in school. The student with less aware of the material lesson , not come to school because sick or have business and remainder class student can use WizIQ to learn the material lesson.
- Can deepen material lesson in school. For raise the grades in school, student can use WizIQ for deepen the material lesson
- Gain Knowledge. Because every teacher have different mind and how to teach. So, student can gain knowledge by learn with other person.

How to Use WizIQ?

- First , you can download WizIQ in PlayStore or APPStore , or you can open in your web browser with type www.wiziq.com. Wait until open the pic like in side



After that , make your account. You can write the coloum with your name , email , password and many more.

(All fields are mandatory)

| | | |
|------------------------|--|---|
| Name: | <input type="text" value="edi susilo"/> | Isi Nama Anda |
| Email Address: | <input type="text" value="masedys@yahoo.com"/> | Isi Alamat E-Mail Anda |
| Confirm Email Address: | <input type="text" value="masedys@yahoo.com"/> | Isi Alamat E-mail persis kayak di atas |
| Password: | <input type="password" value="*****"/> | Password jangan sampai lupa (6 or more characters) |

TZ4XR

(Enter the text you see in the picture above)
TZ4XR Isi persis seperti tulisan di atas (Besar kecilnya harus diperhatikan)

Join now

Just a moment, we need more information to serve you better

More about you

1 Date of birth: Show age on my profile

2 Gender: Show it on my profile

3 Mobile:

A text message reminds you of the public classes you joined

4 Time Zone:
Helps scheduling classes in your time zone

[More contact info](#)

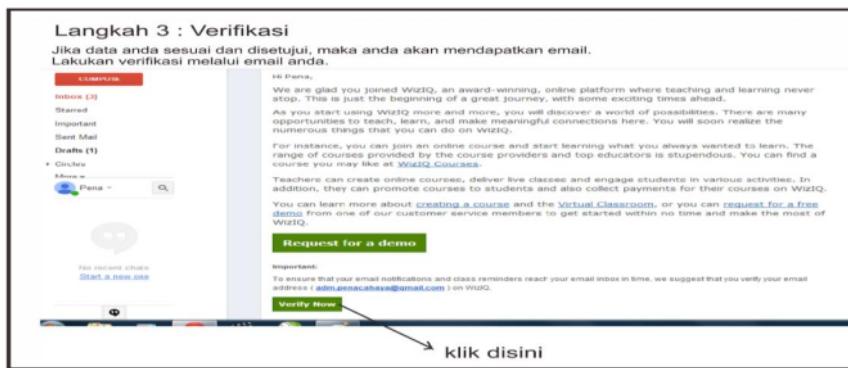
You want to use WiZIQ for:

5 Learning
 Teaching or Training
 Counseling Students
 Networking
 Recruiting Teachers
 Other

6

Next , you can tpe your biodata for sure your

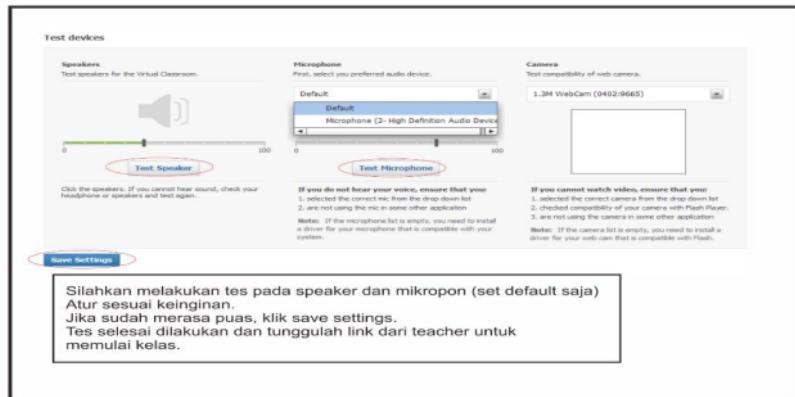
- Verify your account with sign up to your email and click the notif from WizIQ for verify your account.



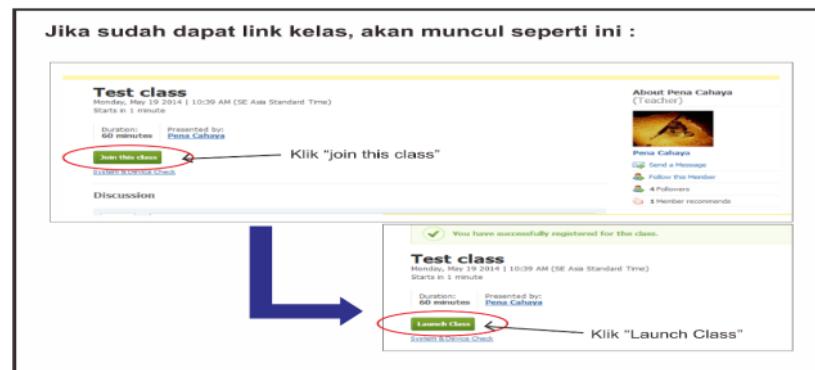
If your account already done , you can try to answer the question in WizIQ



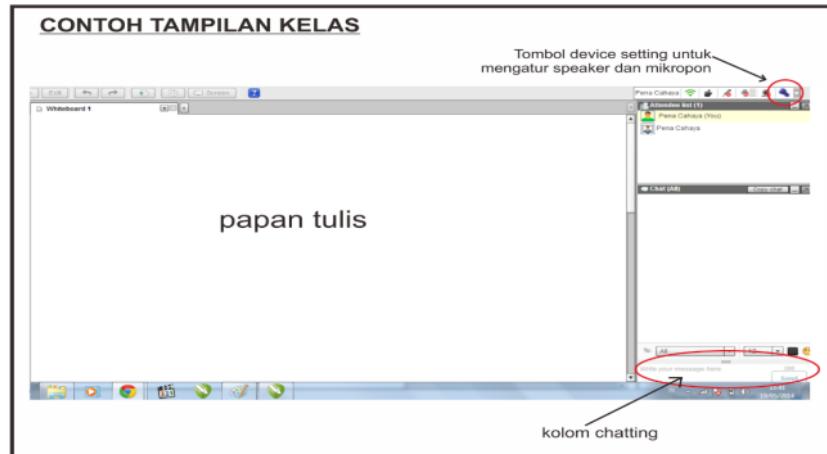
Arrange your media before yo try or do online class with face call



If you want join class with face call , before it you must ask the class code to the teacher.



The pic of example online class with face call.





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Definition of Prezi

Prezi (or Prezi.com) was created by the support of [Kitchen Budapest](#) and [Magyar Telekom](#) in 2008 in order to replace ordinary slide-based presentations. Today the project is assisted by Sunstone Capital. The actual development was done by Zui Labs led by its three Hungarian founders Péter Árvai, Szabolcs Somlai-Fischer and Péter Halász. The word prezi is the Hungarian short form of presentation.

Prezi is a cloud-based presentation software based on a software as a service model. The product employs a zooming user interface (ZUI), which allows users to zoom in and out of their presentation media, and allows users to display and navigate through information within a 2.5D or parallax 3D space on the Z-axis. Prezi was officially established in April 2009 by co-founders Adam Somlai-Fischer, Peter Halász and Péter Árvai.

Prezi is used at [Oregon State University](#), as well as at the [Dwight School](#) and elsewhere in primary education and higher education. It can be used by teachers and students to collaborate on presentations with multiple users able to access and edit the same presentation, and to allow students to construct and present their knowledge in different learning styles. The product is also being used in [e-learning](#) and [edutainment](#). However, note that Prezi is considered by Web2Access to be an 'inaccessible service'. Educators have been advised that Prezi is not ADA/508 compliant and that an accessible PowerPoint version of the presentation should be provided online for students where a Prezi has been used.

The Advantages of Prezi

1) Breaks the Mold

Prezi is not your typical slide-based presentation tool. You start with a blank canvas and can add and manipulate content anywhere on the page. There is no such thing as a linear, slide-by-slide display method (unless you design it that way, of course). Break the mold and present in unique ways. It even lets you import your existing PowerPoint presentations for conversion!

2) It's Free and Web-Based

Prezi is completely free. Compared to PowerPoint, which is both a paid application and not accessible everywhere, Prezi provides access from any web-enabled computer. This is great for students who may not have the Office suite on their home computers. Students and staff can easily create Free accounts on Prezi using their Facebook accounts as well. ITT Tip: Always consider what technology resources kids have at home. Many will not have the extensive software libraries available to them like the school computers. Make sure you use free web resources if you expect them to complete assignments at home.

3) Link Text and Images to Movement

One of my favorite aspects of Prezi (assuming it is used correctly) is the ability to have movement actually become part of the presentation. For instance, if you are talking about 'Imagery,' you can have Prezi zoom in (past the word Imagery) and display examples of the imagery you are discussing. The movement relates to the terms and examples, creating a visual link for the students.

4) Appropriate for All Ages

The web-based software is designed with all ages in mind. The simple icon-based design tools ensures that any age group will be successful in creating and presenting new creations. I have always been a proponent of teaching young kids how to use new technology – and Prezi certainly makes that easier with their simple design interface.

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5) Shows Students You're "Up-to-date" with Technology

It sounds so simple (and somewhat deflating) but your students really do pay attention to the teaching tools you use. By staying current with new technology, more often than not your students will appreciate the change of pace from the tools they are seeing used in all their other classes (and what they've seen for the past few years of their schooling). Take a chance and try something new – if it fails miserably (which it won't) they will appreciate you for trying something that breaks the mold.

Disadvantages of Prezi

15

1) Can Cause Motion Sickness.

Yes, you read it correctly. A few complaints I've gotten about Prezi is that it makes some people feel a little dizzy. This is totally avoidable if you know what you're doing when designing your presentation, though. Consider your transitions and make sure that you aren't constantly moving from one corner of the presentation board to the other (thus generating expansive fly-overs). Making simple moves from one screen area to the next will eliminate the nauseating effects of cross-screen movement.

2) More of a Learning Curve

I hesitated including this in the list for the reason that I don't agree with not doing something because you have to learn how to do it. I think that is part of growing as an individual and as an educator. As with anything new, there is a learning curve and in the event that you may not have the time to learn the tool yourself and then teach it to your students, you may want to pass on Prezi. In this situation, you could easily include Prezi as an option among presentation tools. This gives students the option to teach themselves but does not require them to learn something new to complete their assignment.

3) Web-Based

I know I included this as an advantage, but there are certain circumstances where it can be a disadvantage as well. If you have limited wireless internet access, or if your internet connection at your building is unreliable, a web-based tool may become more of a hassle than its worth. One nice thing that Prezi allows is exporting of your completed presentation, making it viewable offline. This is recommended for anyone relying on the Prezi for class or a presentation as it can be used as a backup should your internet fail.

Overall, Prezi is a great tool that many would find very useful in the classroom. Have any advantages or disadvantages that weren't shared above? Please share them in the comments below!

The Benefit of Prezi

- a. It can be used to make presentations on anything.
- b. It makes presentations very interactive and fun.
- c. Easy to use and makes learning enjoyable and provides a different approach and format for presenting.
- d. It can be used by both teachers and students.
- e. Children can work individually and develop their own skills in ICT. This includes skills on using fonts, importing pictures and video and manipulating images, shape and text.
- f. It can be used for reports back from school trips, including pictures and videos.
- g. Children have access to all Prezi's through the explore feature. There is no way of controlling what they look at.
- h. It is very useful tool to benefit teachers within the classroom as well as a different method of educating children and supporting their learning. It is a valuable resource that has no limits of topics and would benefit children's learning.

How to Use Prezi?

Register on Prezi (link to register exists at the bottom of the home page Prezi)

You can choose the type of account you want to have. Choosing the type of account on Prezi Prezi has several types, each of which has a different price and features: public



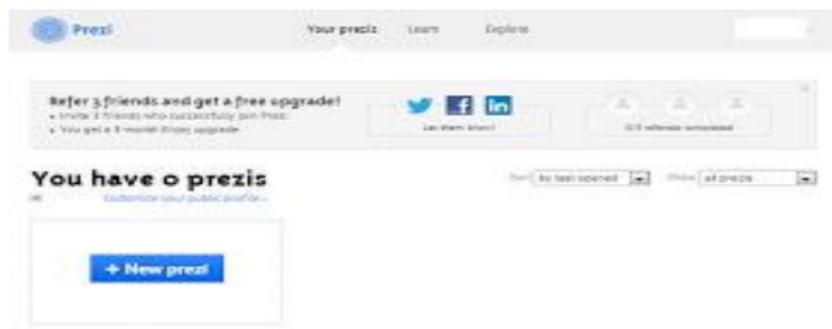
Public→(Free, the presentation cannot restrict access, has a standard function, and has a capacity of 100MB) **Enjoy**→(Paid 59 dollars per year, the presentation may be to restrict access can eliminate Prezi logo on the slide, get help fast, and 500MB capacity)

-Pro➔(Pay 159 dollars per year, may use the offline features of Prezi, a presentation can restrict access, can eliminate Prezi logo on the slide, get help fast, and 2GB capacity)

In this example, I chose the public account. After that you are asked to fill out the standard information such as name, email, and password (password).



If you have successfully signed up or log in to your account Prezi, you will go to your



account page Prezi

- Click the button to "+ New Prezi" to begin making presentations. Small page will appear and you can fill in the title and description of your presentation here.



- After that will come the page to choose a basic theme (template) presentation. Some theme features 3D where the look and flow of the presentation will look more vivid.



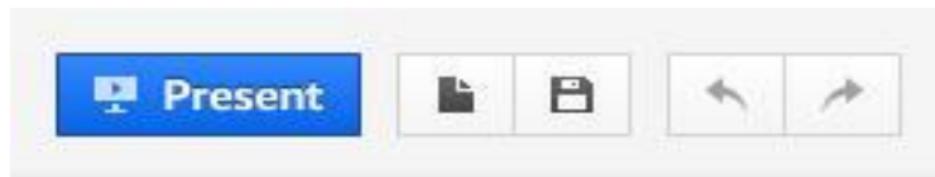
For this example, I chose the theme "Free Fall 3D".

- After selecting a theme, you will go to the presentation creation.
 - a. At the top of the screen there is a toolbar to access features slide-making support.On the left side of the screen are the order of slides and slide the pointer being accessed. The middle part of the screen is the work area where you can fill your presentation slides.

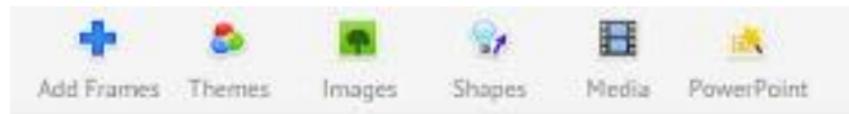


-

Toolbar is provided is divided into 3 parts.



- Toolbar located at the top left of the screen consists of
 - A button to start the presentation,
 - A button to create a new presentation,
 - A button to save the presentation, and
 - 2 buttons to cancel or repeat the last step of the manufacturing slide.



- Toolbar that sits to the middle of the screen consists of
 - A button to add a slide,
 - A button to change the color theme of the presentation,
 - A button to add an image,
 - A button to add the forms that have been available,
 - A button to add media (such as video, from the local computer or from YouTube),
 - A button to add slides from PowerPoint.



- Toolbar that sits to the right of the screen consists of
 - A button to invite others to access / view presentations,
 - A button to print the presentation into a .pdf document,
 - Buttons to adjust the presentation and turn the feature on the keyboard combination
 - Button help using Prezi
 - The finish button to access the presentation
- Prezi provide figures as a guide groove / slide show sequence.

To change each slide, you can click the desired serial number, and the screen will automatically focus on that slide.



- Control of the slide that is being done quite easily. Simply by using the scrolling feature on your mouse, slide will appear larger (zoom in) or smaller (zoom out).
- If you move the cursor by pressing and holding the left button of your mouse (drag), the slide will move in the direction of the cursor. In addition there are also several keyboard combinations that can be used to facilitate the work slide.
- You can also add, change, or delete an existing image on the slide. View to change the picture is also quite unique with features like control wheel that controls the changes made.



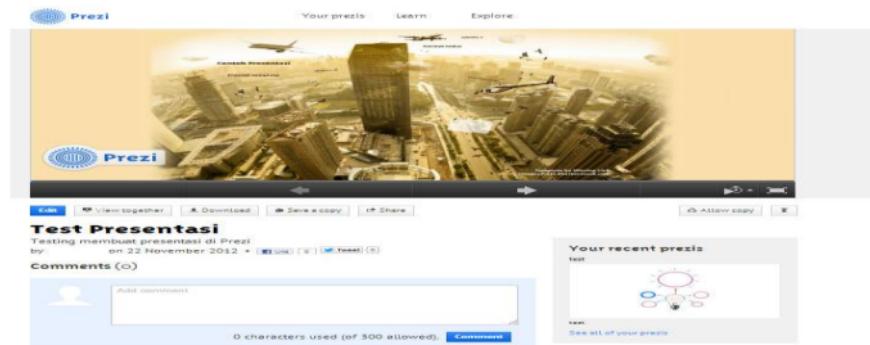
- You can change the flow of the course of the presentation by clicking twice (double click) the slide number. The course of the slide can be adjusted by changing the direction of the line of the slide groove.



- Animation for each object can also be added by clicking the asterisk is on the right slide number.



- Upon completion of making a presentation, you can see the work you like on the page like the example below.



- You can choose from the following features:
 - Share presentations,
 - Duplicate files,
 - Save the file to your computer (files stored on a computer cannot be changed except for the Pro account users)
 - Choose the rule whether files can be duplicated by others,
 - Remove your presentation



The Definition of Moodle

Moodle is CMS (Course Management System), which is a packet of software that helping the teacher to design and make their own professional courses without started from that beginning but only use the software that Martin Dougiamas made. Moodle supporting the exploration and interaction more between students and also the teacher.

With this application, we can build system with e-learning process or distance learning. Teacher/students can interact with each other with this, Teacher can give the students a quiz to their students even they not meeting directly. In addition, students also can submitted their assignment using this application. Teacher also can make a questions from mid semester, final semester or quiz with easy using this application.

The benefits of using Moodle

- Learning Management System (LMS) to manage content as supporting the implementation of Online Assessment is
 - (1) Increase the levels of learning interaction between students and teachers,
 - (2) Allows the interaction of learning anywhere and anytime,
 - (3) To reach students in coverage, as well as
 - (4) Facilitate the improvement and storage of learning materials. The elements used to build an e-learning system grouped into three things: hardware (hardware), software (software), and human resources in ICT is often called brain-ware.
 - 1. Adopting the concept of social constructionist pedagogy, which is included collaboration, learning based on activity (activity-based learning), critical reflection, etc.)
 - 2. Able to accommodate a model 100% online classes as well as a complement to conventional classroom (face-to-face learning).
 - 3. Using the user interface is simple, lightweight, and efficient, and is compatible with virtually any web-browser.

4. Subject could be targeted to a particular student, a particular group, or to the public (guest).
5. Subject can be categorized and searchable using search engine tools to facilitate the search for topics / specific material.
6. Have editing facilities without coding to facilitate teacher / manager in doing mengeditan material, news, announcements, and so on.

As in learning with face-to-face in class, attitude and positive or negative experience in online learning will be formed by a number of factors such as how e-content is presented (eg, interesting animation), the wealth of communication activities, or the extent to which students have the opportunity to share and collaborate with professors and other college friends, as well as the selected learning strategies that can provide opportunities to improve critical thinking skills and become learners whoself- directed.

The advantages of Moodle

1. Network systems and safety can be set themselves
2. The room access can be restricted according to the network created
3. The learning system that can be tailored to the needs (because it is open source)
4. Features complete a distance learning process
5. The process is relatively easy customization

Lesson 6. Features. This feature is very interesting and deliberately designed to make it easier for teachers / lecturers inactivity that create compelling content and flexible.

The disadvantages of Moodle

- 1.The meeting are less the needs of users caused by poor web application design so that the learning is not in accordance with the needs of users, for example, are not user friendly, unreliable and unclear process.
- 2.The user does not know and know well the system used caused weak socialization of the system (user guide) / Need for experts to build a system of e-learningnya
- 3.Access times are slow because of low bandwidth and poor design of materials that have a large file size (due to elements of audio, video).
- 4.Requires cost more
- 5.Requires special hardware
- 6.Must install specific applications.

STEPS USING MOODLE

1. Log in

There are few ways to log in at Moodle application. First, click log in button in the right corner of the monitor.



There will be picture like above after you click the log in. In the left side is a tag if you've already have account moodle. In the right side is create new account if you don't have it.

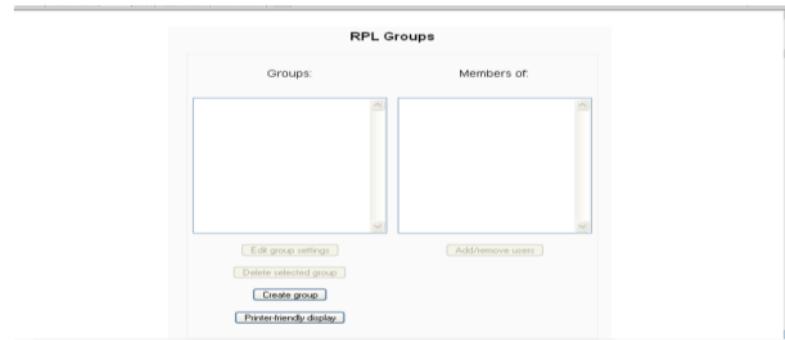
2. Assign Rol.

Moodle is using roles in the system. Role is a form of your authority in this application. For an example you giving the role of the “Teacher” for yourself, and then you have an authority as a teacher in the courses you’ve made. There other role except teacher but because this how you use Moodle as part of learning, teacher will do well for now.



3. Groups

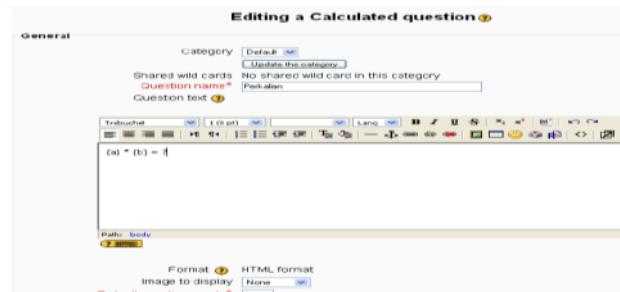
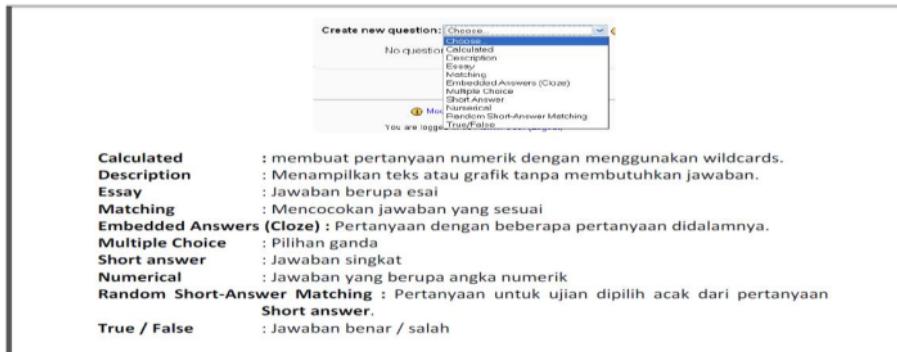
When you click this menu, picture like this will appear.



The function of groups is to divide students into certain groups. For example if you are a teacher and you want to make an assignment based on group you can use this menu.

4. QUESTIONS

This menu is questions of bank that saving the questions for mid term or final exam.



How to Use Moodle?

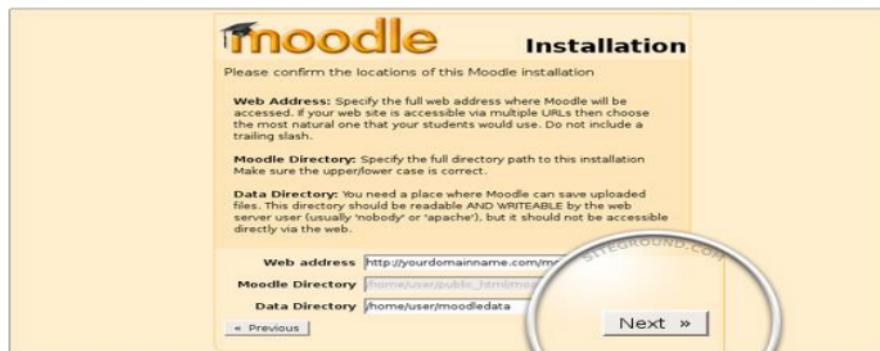
- If you want to install Moodle manually you have to made some preparations before proceeding.
- Step 1: First, you need to download the latest stable Moodle installation package from: <http://download.moodle.org/>
- Step 2: Then, please upload the package under your public_html directory, which is the main one for the web site content. If you decide to use the script in a subdirectory of the main one, place it there.
- You can upload the Moodle package either through [cPanel -> File Manager](#) or using an [FTP client](#).
- Step 1: After this you need to create a new database and add an user to it. You can check our comprehensive [MySQL tutorial](#) in order to learn how to create databases and add users to them. Once the database is created and the package is uploaded, please extract the Moodle archive through cPanel -> File Manager.
- For the needs of this tutorial we will assume that you are going to install the Moodle software in the /moodle subfolder.

Please navigate to the following URL: <http://yourdomainname.com/moodle/install.php>

- Choose the language for the installation and click on the [Next] button. The script will check the configuration of the server and inform you if there are any compatibility problems.



- On the next step the script determines the installation paths for Moodle. You do not need to change anything.



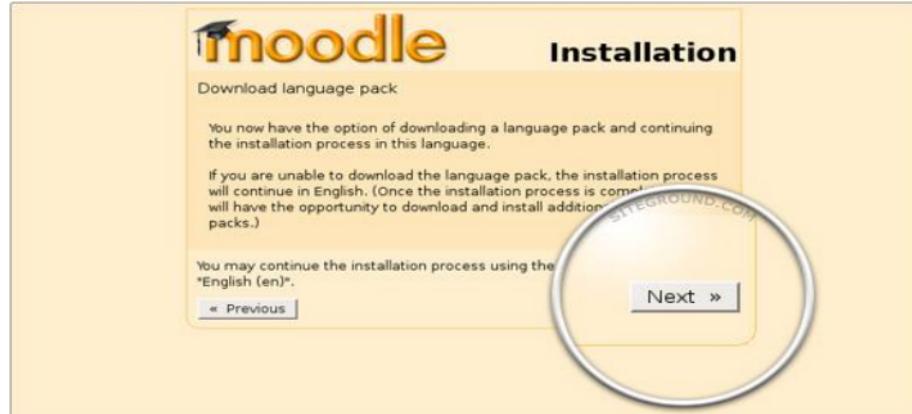
- In this window you need to enter the details of the database, which you have already created (Database, User, Password).
- Note, that the names of the database and the user are prefixed with "username_" where username is your cPanel login name.
- Do not forget to type in the password of the MySQL user and note that it is case-sensitive.



- On the next step the server configuration is checked again.



- Here you need to click on the Next button in order to install the script with the default English language



- The next window informs you that the configuration is completed. Click on the [Continue] button.



- Here you should confirm that you agree with the Moodle's Terms of Service.



- This window contains a link to the release information of the current Moodle version. Click on the [Continue] button to proceed.



- At this point the Moodle database will be populated. There will be several similar screens with MySQL queries. If there are any problems, you will be notified by the script. Otherwise you can click on the [Continue] button to proceed.

```
(mysql): INSERT INTO mdl_log_display(module, action, mtable, field) VALUES ('message', 'remove contact', 'user', 'CONCAT(firstname,\' \',lastname)')
Success
(mysql): INSERT INTO mdl_log_display(module, action, mtable, field) VALUES ('message', 'block contact', 'user', 'CONCAT(firstname,\' \',lastname)')
Success
(mysql): INSERT INTO mdl_log_display(module, action, mtable, field) VALUES ('message', 'unblock contact', 'user', 'CONCAT(firstname,\' \',lastname)')
Success
(mysql): INSERT INTO mdl_log_display(module, action, mtable, field) VALUES ('group', 'View', 'groups', 'name')
Success
(mysql): SELECT name FROM mdl_config WHERE name = 'unicodedb' LIMIT 1
(mysql): SELECT * FROM mdl_config WHERE id = '1'
(mysql): INSERT INTO mdl_config (NAME, VALUE) VALUES ('unicode', 'utf8')
(mysql): SELECT LAST_INSERT_ID()
Was successfully connected to MySQL.
```

- Once the database content installation is completed, you will be forwarded to a new window, where you should enter the administrator details. Click on the [Update]Profile button when you are ready.

Username* admin
 New password* Unmask
 Force password change
 First name* Admin
 Surname* User
 Email address*
 Email display Allow everyone to see my email address
 Email activated This email address is enabled
 City/town*
 Select a country* Select a country...
 Timezone Server's local time
 Preferred language English (en)
 Description

- In the following screen you can enter the site name and the corresponding description.

Full site name fullname
 Short name for site (eg single word) shortname
 Front Page Description summary
 Path:

- Now you will be redirected to the main web page of the newly installed Moodle script.

My site

Site Administration

- Notifications
- Users
- Courses
- Grades
- Location
- Language
- Modules
- Security
- Appearance
- Front Page
- Server
- Networking
- Reports
- Miscellaneous

Available Courses

No courses in this category

Add a new course

INTRODUCING TO THE TEACHER and STUDENTS

Firstly, Moodle is not only an application to help teacher learning program for the students. Moodle is system that program to design and create your own courses. Introducing this to the teacher just by saying it is not an helpful to change our education system at all. We must make the teacher get deeper meaning using Moodle. For that objective, we need:

Courses for Teachers

We need courses for the teachers with an expert. Moodle is easy software or application to use but if you've ready understand it. Moodle is difficult for beginning if you learn it by yourself. The courses will boost their understanding to create and design their course more effective and interesting for students.

Media

We need computer with internet in the school to facilitate the teacher to teach the students about E-Learning. If the facilitate is not well the learning process will also delay by it. So, we need a good facility to use Moodle.

Appreciation

This is very important but many people think this is not. Well, appreciate is needed for the teacher to boost their confidence when they try to make and create new way to teaching their students. This kind of appreciation can come from their surroundings, especially from the school.

Students become very important aspect in this E Learning. Because their success to learning is the indicator for good or not this method. So, what we need?

Super Teacher

What is the meaning of super teacher? Super teacher is teacher who truly understand how to use Moodle or other application based on e learning. Because the success rate for this E-Learning is good teacher that have knowledge of it. So, the students don't feel that the teacher leave out them to understand by themselves. Teacher who has knowledge of it, will understand that guidance is important thing to make e learning success.

Specials Classs

Special class here is not new class or the name of new teaching, but specials class is how to adapt this new method into one by one of lesson. For example, using this method only for English course to begining, not rushing for all the lessons. If successful in English, try another subject to use E learning.



Dra. Lusy Tunik Muharlisiani, M. Pd

Dilahirkan di Surabaya, Tgl 20 Desember 1960, Sekolah di SDN Kapas Krampung Wetan III Surabaya dan Tahun 1970 Melanjutkan ke SMPN 9 Surabaya dan lulus Tahun 1975, Langsung Tahun 1975-1979. Sekolah di SMAN 5 Surabaya yang ditempuh 3,5 Tahun karena Kurikulum berubah, yang pada awalnya Pembelajaran Semester Berakhir pada Bulan Desember menjadi berubah dan ditambah wakunya 6 Bulan menjadi Bulan Juni. Maka Awal Pembelajaran dimulai Bulan Juli. Melanjutkan S 1 ke IKIP Negeri Surabaya yang sekarang berubah nama menjadi UNESA-Universitas Negeri Surabaya Pada Bidang studi Pendidikan Bahasa Inggris Tahun 1979-1984. Pada Tahun 1986 mengikuti TEST Pegawai Negeri Sipil di Kopertis Wilayah VII, Pada Tahun 1987 diangkat menjadi PNS. Sebagai seorang Dosen dituntut Pendidikan minim harus S2, maka dengan susah payah melanjutkan S2 Tahun 2003-2005 di UNIPA - Universitas PGRI Adi Buana Surabaya, karena suami terdahulu tidak mendukung, tidak memperbolehkan dan tidak memberi ijin melanjutkan kuliah di Jenjang S 2 dengan mencuri-curi waktu dan memberi alasan mengajar padahal kami lagi belajar di S2. Alhamdulillah berhasil LULUS dengan CUMLAUDE IP 3,69. Pada Tahun 2006, Kami pindah Homebase ke Universitas WIjaya Kusuma Surabaya, Mulai Tahun 2013 Teman-teman Dosen di FBS selalu berbagi menulis akhirnya tergerak hati, maka mulai Tahun 2014 – sampai sekarang kami selalu dapat HIBAH Penelitian dari DIKTI dan baru Tahun 2017 Dapat Hibah Pengabdian Kepada Masyarakat.

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|-------------------|---|
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DESIGNING AUGMENTED REALITY AS A ROLE-PLAYING STRATEGY: EXTENSIVE READING

ORIGINALITY REPORT



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