

Learning Models Through Cybergogy in the Digital Era

Anas Rohman* , Rusdarti, Kardoyo , Sungkowo Edy Mulyono

Program Studi Manajemen Kependidikan, Pascasarjana Universitas Negeri Semarang, Indonesia

Corresponding Author: anasrohman24@students.unnes.ac.id

Abstract. this article aim study neighbour development of online learning models in the digital era. In study This discussed neighbour cybergogy as a learning model online research _ about the influencing factors child educate in online learning , namely cognitive , emotional and social factors . So that these three factors can made as attention main a educator in do online learning in order three factor can controlled , which thing This impact to achievements cognitive , emotional and social child educate in learn . Therefore , the cybergogy model education requires a problem - based strategy social , because of this strategy can integrated with harmonious with three factors cybergogy , so can form cognitive , emotional and sensitivity social child educate .

Keywords: Model; Learning; cybergogy; digital era

INTRODUCTION

Draft always education _ connected with condition environment social the culture , it seems will always apply all the time. In case This Can seen from pattern development and dynamics in life social , which it always is impact to grow and develop education in this country . As in this era , can understood that man or individual has was in the era of revolution industry 4.0. Revolution era Industry 4.0 is an era of technology combining industry _ between man with technology automation industry . More from that is , automation technology too _ penetrate to in life social , which is the internet (IoT) and digitization play role important inside _ life man (Klaus Schwab, 2017) . So that in this era , education has industrialized who have principles , technologicalization , effectiveness , materialization , efficiency and capitality (Unwanullah, 2015) . With industrialized it education , then should education capable accommodate past developments _ arrived at the deep digital age system *internet of things* (IoT).

Education within system *internet of things* (IoT) is institution adaptive education _ to innovation education . In case this , institution education required own source adequate power , including also for _ educator as end spear success something learning . IoT is concept showing _ something deep internet connectivity every time and be marker open room for Who anywhere and anytime in life man (Yudho Yudhoanto, 2019) . So that with exists digitization in IoT system , then education has own principle efficiency , because education with system the No limited by space and time course , but Can done anywhere and anytime . _

Digitization education lately This has become hot topic _ discussed , because matter This considered has accommodate future educational models . _ Deep Zen matter This say that advanced technology _ capable make education more progress , including activities _ learning *e-learning* which is reflection of future educational models (Zen, 2018) . Enter education to in digital space creates variety innovations in learning , which thing This aim to aim learning can reached . However thus , digitization education in one party considered as reason decline character child educate . this _ can seen from the character index national in three year the last one continues experience decrease , namely : 72.10% in 2019 to 71.41% in 2020 and to 69.52% in 2021 (Balitbangkemenag, 2021) . This was stated by Priatna that education in this era tends to only prioritize the development of knowledge and skills, which ultimately affects the neglect of character education (Priatna, 2019) . Therefore, to get around this, education in this digital era has introduced the *cybergogy model* as a solution to the character and emotional development of students. *Cybergogy* is an educational model that has utilized the internet network in an effort to increase the cognitive, emotional, and social capacities of individuals (Wang & Kang, 2006) . So that by applying the *cybergogy learning model*, the objectives of learning will be achieved, both from cognitive, affective, and also on the skills (psychomotor) aspects of students.

Theoretical Framework

1. Innovation and Challenges in the Digital Age

The presence of the era of the industrial revolution 4.0 made the world of education also

affected as a form of institutional adaptation efforts. This can be seen from the digitalization efforts carried out by educational institutions, where digitalization has become an integral part of social life and also the current functioning of an educational institution (Priatna, 2019). In the world of education this can be seen from the ease of access and services that are digital today, even with the digitalization of education, a learning process can be carried out from anywhere and anytime. This was stated by Priatna adding that in the era of disruption every activity will be oriented towards service to the satisfaction of education consumers which is realized by technology in supporting its role (Priatna, 2019).

The presence of digitalization technology in the world of education which results in educational efficiency is in fact not matched by the character development of students. Yohanes said that the emergence of convenience in the world of education is considered capable of changing the norms, ethics, rules and morals of life in society (Jamun, 2018). This was also confirmed by Alhumaid with say that, technology in the world of education can make child educate become individualist (Alhumaid, 2019). This was stated by Priatna that education in this era tends to only prioritize the development of knowledge and skills, which ultimately affects the neglect of character education (Priatna, 2019).

2. Draft *cybergogy*

Cybergogy is a learning model that is based on the internet network as means the process of learning and teaching. As in matter This previously has expressed by Wang and Kang that *cybergogy* is an educational model that has utilized the internet network in an effort to improve the cognitive, emotional, and social domains of individual students (Wang & Kang, 2006). Following explanation:

First, cognitive factors are related domains or factors tightly with condition think that be construction knowledge child educate. In case This individual use three principles and stages knowledge, namely: acquisition information, transformation information, and construction knowledge. Acquisition information means; individual start see structure his knowledge itself, which thing This will determine useful information. For got. Whereas in transformation information means; individual start choose information useful in accordance with knowledge that has owned before, and after make plans. Objective Finally is A construction knowledge,

which is deep stage This has created products complete and accessible knowledge _ used For solve problem in accordance with the context. Following the accompanying factors influence construction knowledge individual, namely; knowledge / experience before, goal learning, activity learning, and style learning cognitive (Wang & Kang, 2006).

Second, Emotive factors are domains that talk about condition emotional or mental individual in the learning process. This _ really important, because the learning process can walk with Good If is at in atmosphere mutual class _ love and respect, from within _ atmosphere fear and intimidation. So that can said that efficiency and effectiveness processing information individual can affected by range emotions that arise from the learning process. As in the environment based education _ technology, in general individual tend easy experience change emotional during learning, such as; frustration become joy, from boredom become interest. So the emotive domain in learning can contribute to experience positive as well as negative in education. From here emotion can understood as condition socio-cultural as "action social inclusion _ interaction with self themselves and interactions with other people". So that from matter the there is four kinds of influencing feelings learning involved namely: feelings self, feeling relationship / community between individual, feeling atmosphere learn, and the feelings that arise from the learning process.

Third, Social factors is the domain that brings individual interact with self myself and others. So that there is four internal factors Involvement social, namely: attribute personal, context socio-cultural, build community, Communication.

3. Developing Sensitivity Social and Emotional Through *Cybergogy*

Cybergogy is an online learning model that analyzes cognitive, social and emotional factors that influence child educate in learn. As a learning model, then need presumably use student - based approach, cause _ approach This make student as individual active inside _ determine direction and path learning (Sanjaya, 2017). So that matter This would be a great fit If using problem - based learning strategies. _ Because of the learning strategy based problem is Suite activity learning that emphasizes a completion process _ various problems encountered _ individual in a manner scientific

(Sanjaya, 2006) . There are five principles in the learning strategy based compatible problem _ with educational models *cybergogy* , namely : (1) activation knowledge before , (2) based problem , (3) restructuring knowledge to fit with topic problem , (4) curiosity epistemic , (5) dependence on patterns learning contextual . As well as inside *cybergogy* there is influential components _ to atmosphere learning child educate , namely ; about knowledge individual before , learning based engagement _ project , formulation objective Study together , involved experience concrete , observation reflective , conceptualization abstract , and experiments active (Wang & Kang, 2006) . Besides than that , Agustina in explicit has say that learning based problem can increase sensitivity social and improve sensitivity social (Augustine, 2020) .

Application learning based problems in the learning model *cybergogy* means child educate led For watch and find solution to problem moderate social _ faced . Jailani in matter this also

says that learning based problem can increase perseverance , responsibility answer , work hard work , cooperation , caring , and tolerance (Jailani & Retnawati, 2016) . So that with formation attitude tolerance , caring , mutual Work same , responsibility answer is form upgrade intelligence emotional child educate . as is known that intelligence emotional consists from ; know emotion own , manage emotion yourself , motivating self myself , recognize other people's emotions and building connection with environment around (Caruso & Salovey, 2004) . With thereby hence , sensitivity social child educate capable formed by patterns based learning _ problem , which thing This is a learning strategy For look for solution from A problem presented _ in learning

Development Design

Stage design implementation of learning models *cybergogy* based strategy _ problem

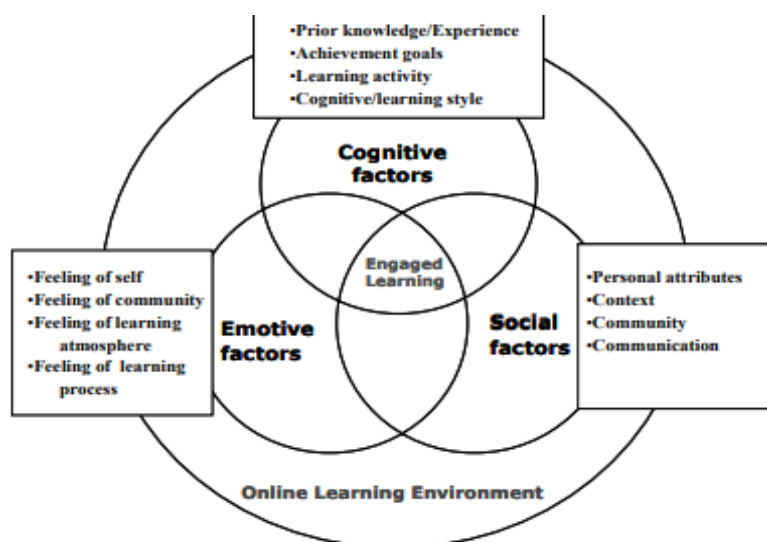
No.	Stage Learning	Activity Teacher	Activity Student
1	FindProblem	Stimulating students to express problems that exist in their social life.	Try find problems by remembering the problems that exist around students
		Give some facts about the context of the problem in the study	Analyze facts as base invention problem.
2	defineproblem	Encourage students to use intelligence interpersonal and initial abilities (prior knowledge) in understand problem.	Try define problems with facts and prior knowledge
		Guiding and directing students to describe the problem clearly	Do collection fact
		Guiding students in collection fact.	Do search information
3	GatherFact	Guide students in searching for information with various method/ method.	Perform management/ information settings Which has obtained, with based on on: know, ie what information Which is known.
		Guiding students in managing information.	need to you know, that is information What Which needed. need to do, namely what is will done with information Which There is.
4	Compile hypothesis	Guiding students to formulate hypotheses and answer/ hypothesis on problems Which faced.	Make relationships between fact acquired and the knowledge acquired.
		Guiding students touse intelligence interpersonal in expressing his thoughts.	Use intelligence interpersonal for disclose his thoughts.
		Guiding students in compile alternative answer temporary.	Trying to sort some out answer temporary.
		Guide educated child For do investigation to information And data Which he got.	Do an investigation to data And information Which obtained.

		Guiding students do an investigation	Students use intelligence compound to understand and give meaning of data and information There is.
5	Do investigation	Guide protege do improvement to problems Which has defined	Make improvements problem Which has formulated
6	Improved the previous problems defined	Guiding students to conclude alternatives problem solving collaborative	Make conclusion alternatives problem solving collaborative
7	Conclude alternative solving problem in a manner collaborative	Guide protege do testing results (solution) solving problem.	Perform results testing (solution) solving problem.
8	Do result testing (solution) solving problem	Encourage or motivate students to apply problem-solving solutions to the real world	Experiment and apply problem-solving solutions to the real world (everyday)

Specification Innovation

In this article, the specification of innovation is to develop an online learning model, which so far has been considered to only focus on cognitive development. As stated by Priatna, education in this era tends to only prioritize the development of knowledge and skills, which

ultimately affects the neglect of character education (Priatna, 2019) . So that this article focuses on *cybergogy* as a learning model in seeking emotional and social development, which is part of the realm of student affection. The following are three factors in *cybergogy* according to Kang and Wang (Wang & Kang, 2006) :



In this innovation, three factors (cognitive, emotional, and social) that influence students in online learning become the focus of attention and ultimately become the basis for developing students' emotional and social intelligence. In developing this learning model, an approach based on students and learning strategies based on actual social problems were used.

CONCLUSION

Cybergogy as a model in online learning has attempted to be able to improve the domains of cognitive, emotional and social sensitivity of students. Even though many experts say that

online learning only develops cognitive aspects, skills, and tends to ignore character content, *cybergogy* exists as an online education model to answer these problems. In *cybergogy* there are many aspects that influence the online learning process, including; cognitive, emotional and social. As an educational model, *cybergogy* certainly requires a strategy to achieve its goals. So in this case a problem-based learning strategy can be used. This is because problem-based learning strategies tend to make students think actively and contributively to the progress of learning based on the social problems they face and students are required to find solutions to these problems. So that with a problem-based learning

strategy, social sensitivity will be awakened to existing problems and can foster an attitude of tolerance, caring, mutual love for students.

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