Utilization Learning Management System (LMS) of Ruang Guru for Education Teachers in Banjarmasin

by Muhammad Adhitya Hidayat Putra

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Muhammad Adhitya Hidayat Putra
adhitya.hidayat@ulm.ac.id
Social Studies Education Department, FKIP Lambung Mangkurat University
Mutiani
mutiani@ulm.ac.id
Social Studies Education Department, FKIP Lambung Mangkurat University
Jumriani
jumriani@ulm.ac.id
Social Studies Education Department, FKIP Lambung Mangkurat University
Syahrul Ramadan
syahrul.dhan99@gmail.com
Social Studies Education Department, FKIP Lambung Mangkurat University
Rahmatina
tynarahmatina@gmail.com
Social Studies Education Department, FKIP Lambung Mangkurat University

Abstrak

Learning Management System (LMS) merupakan satu bentuk penerapan teknologi yang dapat dimanfaatkan di bidang pendidikan. Bahkan ketika masa pandemi COVID-19 sekarang ini, pemanfaatan teknologi dalam pembelajaran merupakan satu sarana agar pembelajaran tetap bisa berjalan lebih optimal. Artikel ini bertujuan untuk mendeskripsikan pemanfaatan LMS pada pembelajaran dengan menggunakan ruang kelas dari fitur Ruang Guru. Metode yang digunakan adalah ceramah dimodifikasi dengan pertemuan virtual di google meet. Hasil kegiatan, mendeskripsikan pemanfaatan LMS memungkinkan mengakses materi belajar tanpa batas. Selama terhubung dengan koneksi internet, maka seluruh peserta bisa mengakses materi belajar kapan saja. Tanpa harus mengesampingkan tanggung jawab serta target-target lain yang perlu dicapai. Ruang guru menyediakan fitur bernama Ruang Kelas guna mendukung sistem Pembelajaran Jarak Jauh (PJJ) selama masa pandemi Covid-19 agar proses belajar mengajar bisa berjalan lancar. Fitur Ruang Kelas adalah layanan learning management system yang dimanfaatkan sebagai sarana kelas virtual guru dan peserta didik.
Kata kunci: *Learning Management System*, e-learning, dan pembelajaran.

Abstract

Learning Management System (LMS) is a form of technology application that can be used in education. Even during the current COVID-19 pandemic, the use of technology in learning is a means for learning to run more optimally. This article aims to describe LMS's use in learning using *Ruang Kelas* from the *Ruang Guru* feature. The method used is a modified lecture with a virtual meeting on google meet. The activity results describe the use of LMS, which allows access to learning material without limits. As long as they are connected to an internet connection, all participants can access learning materials at any time, without having to put aside other responsibilities and targets that need to be achieved. The *Ruang Guru* provides a feature called *Ruang kelas* to support the Distance Learning (PJJ or Pembelajaran Jarak Jauh) system during the Covid-19 pandemic, the teaching and learning process can run smoothly. *Ruang Kelas* is a learning management system service that is used as a virtual *Ruang Kelas* tool for teachers and students.
Keywords: Learning Management System, e-learning, and learning.

PRELIMINARY

Information technology is needed to increase efficiency and productivity for education management (Freire, 2001). Lately, the internet has become a necessity that must be met in everyday life. The internet has helped human work in various fields, including education, banking, politics, economics, government, and communication and information (Alwi & Sugono, 2011).

In particular, in the field of education, the internet is a service facility that provides various information and communication services that can support the learning process. Along with these changes, the world of education is required to provide an educational concept and mechanism appropriate for the development of information technology. This concept became known as e-Learning, which resulted in a change in learning from a conventional education system to a computerized system in terms of content and mechanisms (Abdurrahman, 2003; Sukmadinata, 2019).

The development of e-learning is in line with the introduction of computers to the general public, and the use of computers as learning media by academics as a technology needed to make it easier to solve problems both in education and in everyday life (Amiroh, 2012; Alwi & Sugono, 2011). E-learning is an innovation, which has a huge impact on changing the way of learning today, where learning becomes more interesting because it prioritizes two-way communication and unlimited and very flexible time, and is not limited to places and conditions. This, of course, can increase students' enthusiasm and creativity and impact the mastery of the material and individual skills of students. This encourages various educational institutions to take advantage of the e-learning system to increase effectiveness and flexibility in the learning process (Abbas, 2013, 2018; Effendi & Zhuang, 2005).

The application of technology in education currently still being developed is the Learning Management System (LMS). LMS or better known as Learning Management System, is software for administrative purposes, documentation, activity reports, teaching and learning activities, and online activities (connected to the internet), E-learning and training materials. LMS is also integrated with some of the basic modules needed to assist an educational institution in providing accurate and precise information. The expected results with web-based LMS applications are efficiency and productivity in education management, especially between schools, teachers, and students, to support the educational process. (Amiroh, 2012; Sarbaini et al., 2019).

In the era of the COVID-19 pandemic, all aspects of education are integrated into information technology. One consistent platform in LMS development is PT. Ruang Indonesia. This company is as friendly as the *Ruang Guru*. *Ruang Guru* provides a software-based service that is released under the term *Ruang Kelas*. *Ruang Kelas*s can be used by all education components, especially schools, teachers, and students (Abbas, 2020; Mutiani et al., 2019).

The strength possessed by the *Ruang Kelas* is that materials are collected in one LMS system. However, the utilization of *Ruang Kelas*s is minimal. This is due to public ignorance. Based on these problems, the Social Studies Education Department sees an opportunity to be exploited by social studies teachers in Banjarmasin and students of the Social Studies Education Department. This matter is intended so that the applied e-learning concept can be responded to by various groups. Thus it can create synergy between the Social Studies Education Study Program, students, and stakeholders (Abbas, 2020; Mutiani et al., 2020).

RESEARCH METHODS

Activities carried out by the Social Studies Education Department FKIP Lambung Mangkurat University, in collaboration with PT. Room Indonesia (Ruang Guru). This activity is a dedication and a concrete form of cooperation between the two parties. Delivery of training is carried out in two forms. First, the socialization is carried out to social studies teachers who are members of the MGMP of Banjarmasin City. Socialization is carried out face-to-face by prioritizing implementing health protocols in the era of the COVID-19 pandemic. Second, online training aimed at social studies education students. This activity is carried out in two activities and intensively through the WhatsApp group (WaG). Concerning the implementation mechanism, which is carried out in two stages, the overall service agenda is planned for one month, namely in August 2020. The details of the activities are as follows:

Table 1
Implementation Schedule

No	Day / Date of	Hit	Location
1	Tuesday, August 11 2020	10: 00 to 13:00 WITA	SMP Negeri 3 Banjarmasin
2	Friday, August 14, 2020	09:00 to 12:00 WITA	Online via gmeet https://s.id/MeetVirtualMhs

3	Saturday, September 5, 2020	08.30 to 11:30 WITA	Online via gmeet https://s.id/MeetVirtualMhs

Source: Researcher, 2020.

RESULTS AND DISCUSSION

The activity was filled with socialization, which was carried out by building collaboration with the Social Studies MGMP and the *Ruang Guru*. This activity was attended by the Head of the Banjarmasin Education Office, Mr. Totok Agus Daryanto. However, the second and third activities were carried out virtually through google meet. Based on the three activities, several online learning problems. Various problems then arose into unsolved problems. Operationally the findings from the activity identified the following problems:

1. Non-smooth internet networks are the main obstacle in distance learning activities.
2. Limited costs for purchasing gadgets (cell phones or devices other) to support distance learning.
3. Limited costs for internet access for students.
4. Limited time for parents to accompany students during learning.
5. Limited technology utilization skills for educators to support the success of distance learning.

The impact of globalization touches various areas of human life, including education. The education curriculum continues to change to meet the demands of 21st-century education. According to the United Nations in the Ministry of Education and Culture of the Republic of Indonesia, the challenges of 21st-century education are building a knowledge-based society that has; (1) ICT and media literacy skills; (2) critical thinking skills; (3) problem-solving skills; (4) practical communication skills; and (5) skills to work collaboratively. The role of teachers, schools, society, and government is needed to answer the challenges of 21st-century education (Effendi & Zhuang, 2005; Sukmadinata, 2019).

Learning Management System (LMS) *is* a learning management system that can formally manage learning systems or in specific sectors. The development in the world of education can be applied in the learning system in schools; its development implements conventional learning systems in virtual world learning. This learning uses the internet network as a medium for connecting and LMS as its virtual class so that the real class becomes moved to the virtual world, and educators do not need to come to class to give assignments. However, educators only need to

convey learning assignments through cyberspace. Students do assignments without collecting directly to the teacher but using the virtual world as a medium in doing and sending learning assignments (Mardiana et al., 2020; Tilaar & Mukhlis, 1999).

But in the world of education, learning through virtual worlds and *Ruang Kelas*s conventionally has its respective advantages and disadvantages. In educational management, the two are complementary and cannot be left out but can elaborate between correct virtual learning and appropriate conventional learning.

In practice, LMS learning that uses these 2 (two) methods has its advantages and disadvantages. The following is the difference between the learning method between classes with a virtual world approach (*E-learning*) and conventional classes. The difference between E-Learning And conventional teaching methods here are the differences:

1. E-learning depends on students' self-motivation, whereas conventional learning educators are tolerant in guiding and motivating students.
2. Tests and exams are carried out following students' comprehension, while conventional learning tests and exams are according to a predetermined schedule in general.
3. Innovative methods are needed to conduct tests and experiments, whereas conventional laboratories are available for conducting experiments and practices.
4. The student's duration is determined, while conventional learning institutions have a fixed calendar and duration for each subject.
5. More successful in the number of students who take online learning while conventional learning activities are limited to those who attend certain institutions.

So from the expert opinion above, it can be further explained about the benefits of developing a Learning Management System (LMS) in learning carried out in the world of education, namely: *first*, students have the opportunity to learn independently without any time and space limitations; *The two* learning resources of students are not limited to one source, but can be obtained from a variety of different sources; *The three* students through virtual classes can freely repeat material that they have not understood in conventional learning periodically; *The four* students are more motivated to learn because there are many innovations that can be done in virtual classes, depending on how the teacher makes innovations in learning that are able to make students interested in the material they teach; *The five saturation* of conventional learning methods can be overcome by the existence of learning innovations in virtual *Ruang Kelas*, where students

feel challenged to carry out a new experience; and **The six** student activities are not limited to a certain number of subjects like in conventional *Ruang Kelass*, so students can choose which subjects they want to learn randomly or randomly.

So it can be concluded that learning through the virtual world (internet) is very beneficial for learning. In addition to unlimited time, learning resources are complete and up to date, and learning carried out is not saturated only conventionally in the *Ruang Kelas*. So for educators, especially in this global competition that involves the world of information technology, they have begun to approach using modern methods, namely using information technology media in learning, the Learning Management System (LMS) (Amiroh, 2012; Syaharuddin & Mutiani, 2020).

Learning management systems-based Cloud computing systems allow trainees to access unlimited learning materials. Either through a laptop, PC, tablet, or even a smartphone. As long as they are connected to an internet connection, all participants can access learning materials without restrictions whenever needed. That way, the learning process is more effective for each participant-learning. Without putting aside other responsibilities and targets that need to be achieved, it provides a new feature called *Ruang Guru's Ruang Kelas* to support the Distance Learning (PJJ or *Pembelajaran Jarak Jauh*) system during the Covid-19 pandemic so that the teaching and learning process can run smoothly. *Ruang Kelas* is a learning management system service used as a virtual *Ruang Kelas* facility for teachers and students (Syaharuddin, 2020).

Ruangguru.com is a forum that connects students with teachers. Students can search for and find teachers based on their needs, and teachers share their knowledge. Teaching and learning activities facilitated by *Ruangguru.com* provide a learning management system *that* students and teachers can use in managing learning activities in *Ruang Kelas* virtually and equipped with thousands of question banks whose content is adjusted to the applicable curriculum in Indonesia as well as test result analysis tools which users can use free of charge (Subiyakto et al., 2020).

The development of information and communication technology is now inevitable. One very familiar development of information technology is the internet (Freire, 2001). The internet is a source of unlimited information that can be accessed by anyone, anytime and anywhere. The internet's presence proves the convergence of media; with just one computer media, we can access various information, read letters/e-mails, watch television, listen to music, radio, banking services,

talk via video, and make phone calls. Thus, we are making the internet a necessity for today's society (Ametembun, 1993; Djaali, 2008).

Media convergence is the unification or merger of various media and communication technologies (Sapriya, 2012). Media convergence is the integration of several media's functions into a medium so that one technology and another cannot be distinguished. Convergence is related to digitization, where every information develops from an analog format to a digital format. Digital technology is related to the internet; therefore, convergence allows the joining of traditional telecommunication media with the internet at once. Digital has several advantages over analog, such as processing information faster and not easily disturbed by external disturbances such as weather and buildings and having modern appearance.

CONCLUSION

Learning Management System-based Cloud computing system allows social studies teachers to do online learning, and students can access unlimited learning materials. *Devices* that can be used, such as laptops, PCs, tablets, or even smartphones. As long as they are connected to an internet connection, all participants can access learning materials without restrictions and whenever needed, without putting aside other responsibilities and targets that need to be achieved. Ruang Guru provides a new feature called *Ruang Kelas* to support the Distance Learning (PJJ or Pembelajaran Jarak Jauh) system during the Covid-19 pandemic, the teaching and learning process can run smoothly. *Ruang Kelas* is a learning management system *service* that is used as a virtual *Ruang Kelas* tool for teachers and students.

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