Improving Character Education Strengthening Through Edmodo-Based E-Learning

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Abstract

The application of technology in the educational process is a challenge for the next generation to face the revolution in the development of learning and technology. One of the applications is based on e-Learning through edmodo. The application of technology is also expected to be in harmony with the growth of the character of the nation, especially the character of students. The research objective is to find out the improvement of character education strengthening through edmodo-based e-learning learning. The research method is action research. The results of this study have increased the value of honest character, discipline character and responsibility character from cycle I and cycle II. It can be concluded that the Edmodo application can be used as a learning medium for e-learning.

I. Introduction

The development of technology must be a serious concern from all parties, especially fostering the character of students as the next generation of the nation in facing the challenges of the technological learning revolution. The development of educational technology that uses learning tools that are teaching materials can be used such as books, modules, and student worksheets, but the progress of technological development at this time has been in the form of ICT-based interactive learning CDs (Rufaida, et al 2013). With the advancement of technology, as educators and students must have the skills, knowledge and abilities in the fields of technology, media and information. Ability in the field of technology and information related to strengthening character education.

Education is considered to have a very important role in promoting the civilization of a nation. Good quality education can encourage the creation of a quality society, creative and productive until finally able to achieve welfare. Through this national education system, the government should be able to ensure equal distribution of educational opportunities, as well as the relevance and efficiency of education management to face challenges in line with the changing demands of local, national and global life. (Saputra, 2018)

However, what we have heard and written is that in a study of the literacy levels of students from 65 countries the nation's generation of Indonesians occupied 64 plants while Indonesia's reading rate was 57 out of 65 countries (Rumiati, 2011). This becomes our problem means we are not able to face and implement technological developments based on the strengthening of character education. That is why it must innovate in learning technology with e-learning systems. E-learning is a type of teaching and learning that allows the delivery of teaching materials to students using the Internet, Intranet or other computer network media (Setiawan 2013).

This e-learning concept is a process of learning and teaching online, not face to face. With the use of e-learning is expected to improve student learning outcomes both function as supplements (additional), complement(complement), as well as substitute (substitute) for conventional learning in accordance with Siahaan's statement (Darmawan, 2014: 29). According to Riyana (2019: 1.14) online learning places more emphasis on the accuracy and foresight of students in receiving and processing information presented online.

Moving on from the above problems, we as a research team innovate in changing the development of e-learning based learning tools such as edmodo. Edmodo is a social media platform for educators and students whose function is to share ideas, files, agenda of activities and assignments to the College Student Worksheet (LKM) (Thongmak, M. 2013). The use of edmodo has many challenges and has good potential in learning (Al-kathiri, F. 2015). "Edmodo is an interesting application for lecturers and students with social elements that resemble Facebook, but actually there is greater value in this social networking-based educational application" (Basori, 2013). Edmodo is a social media platform that is often described as Facebook for schools and can function even more as needed (Seamolec, 2013).

Based on the assumption above that this learning concept was applied by the command during the covid-19 pandemic. Every tertiary institution in Indonesia applies online learning using e-learning media. That is why the research team wants to implement edmodo application-based e-learning learning in the learning process of Universitas Samudra students. The edmodo application is applied to students to measure the increase in learning in the value of student character education.

From the explanation above, the purpose of the research to be carried out by researchers is to find out the improvement of character education strengthening through edmodo-based e-learning learning. The character measured is honest character, discipline character, responsibility character.

II. Review of Literature

2.1 Character Education

Character education value is not only found in the process of learning with formal education but the environment also affects the formation of attitude or character. (Mansur, 2011) argued that education is the formation and character building of a good moral attitude. Meanwhile, (Munir, 2010) revealed that the character of the relationship between thought patterns, attitudes, and actions that have been inherent in a person and it becomes a characteristic of individuals. Character education is a matter of ethical concern and sympathy related to morals, (Noddings, 2002). In contrast to previous opinions, (Koellhoffer (2009)) argued that teaching character is learning to assess and instill good things and is an opportunity for young people to specify honesty and justice in the real world. Besides, (Tridhonanto, 2014) explained that character education is an effort designed and carried out systematically to help students or children understand the values of human behavior related to God, the environment, and social.

In a study conducted by (Cepi, 2015) entitled "The development of three-dimensional animation film for character education media in elementary school". A study conducted by Riyana used the Research & Development (R&D) method through the stages of media needs analysis, media development, product validation, and dissemination. The result of this study indicated that the animation model designed with ABC (animation character building) has a positive impact on habituation as the first step to character building for elementary students.

Then, this study was a pragmatic study of the implicature, presuppositions, and values contained in the object, i.e. movie. Meanwhile, (Suhadi, 2018) also conducted a study on "Character education values in short stories written by Wisran Hadi". This study revealed the educational values contained in Waskat short stories. The data in this study were analyzed by reading and understanding and looking for educational values contained, in this short story, it found educational values such as religiosity, honesty, tolerance, discipline, accuracy, independence, communicative, love, peace, values, and social care. Besides, the study conducted by the researcher was the educational values contained in the animation movie of nussa and rara, however, the researcher only used three educational values, namely religious, social, and moral.

2.2 Edmodo-Based E-Learning

Edmodo was founded in 2008 by Nicolas Brog and Jeff O'Hara. Edmodo according to Bashori (2013) is a microblogging platform specifically developed and designed to be used by teachers and students in a classroom. Edmodo according to Dwiharja (2015: 333) is a social media that supports learning, with the interface that almost similar to Facebook. The same thing was expressed by Suriadhi, et al (2014) in his journal entitled The Development of E-Learning Based on Edmodo in VIII Grade of Science Subjects at Singaraja 2 Public School that Edmodo is a social media platform which is often described as Facebook for schools and can be used as needed. According to Dharmawati in her journal entitled The Use of ELearning Media Based on Edmodo in Learning English for Business that Edmodo is a free service that allows the lecturers to safely create and maintain their own class community.

According to Prayitno and Hidayati (2017) Edmodo is one application of learning that encourages students to be responsible for their learning activities, as a forum for students to develop their professionalism by utilizing virtual classes, and as a controlling tool for the parents to their children who are studying at school. Thus, from some explanations according to the experts above, it can be concluded that Edmodo is an online learning media that resembles Facebook which is used as a forum for students and education personnel in the learning process under the auspices of E-Learning which is not limited by time and space.

II. Research Method

This research method is Action research is carried out when a group of people (students) identifies the problem, then the researcher (lecturer) establishes an action to overcome it (O'Brien, 2001). The Kemmis and Taggart model is essentially a research model that consists of two cycles. In one cycle consists of four components, including planning, action (action implementation), observation (observation), and reflection (reflection). The research sample was geography education students totaling 25 people of MKU English courses. Next is a data collection technique using a character education questionnaire. While the data analysis techniques in research using the test increase

III. Discussion

The implementation of edmodo-based e-learning learning by measuring character education consists of honest character, discipline character, responsibility character. The results of research data can be explained in the figure below.
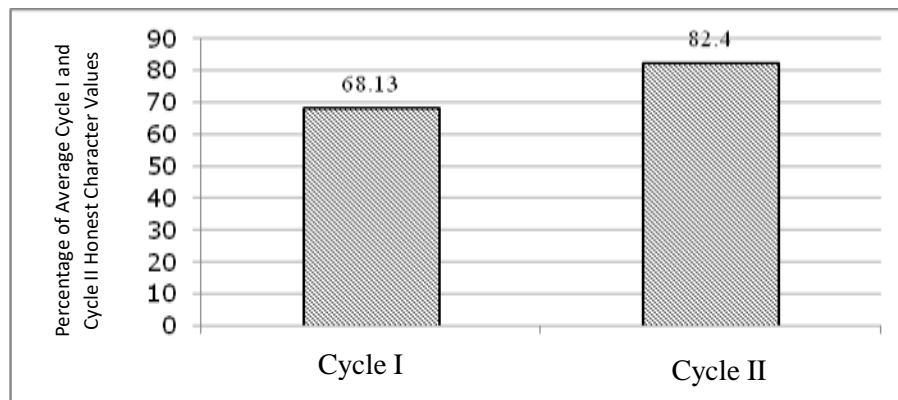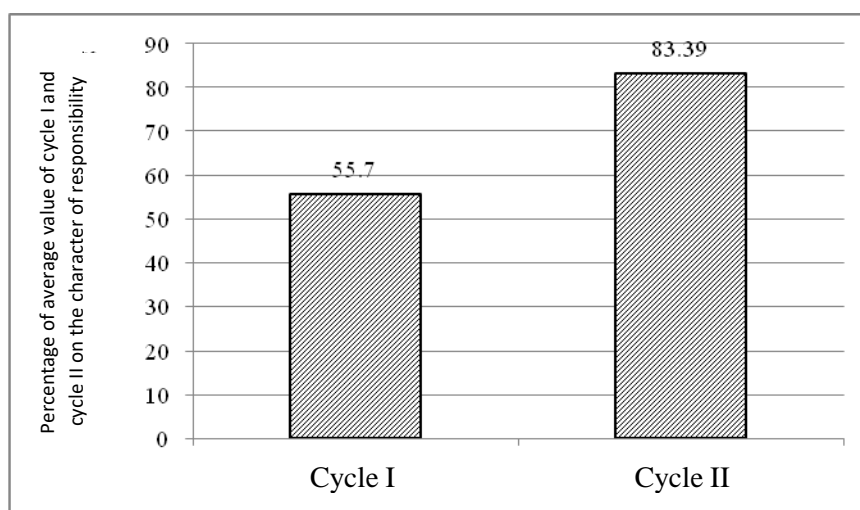
Figure 1. Percentage of Increase in Honest Character Average Value

The results of the study of hone Cycle I er values fron Cycle odo-based e-learning learning process process, namely the first cycle, the value of 68.13 was categorized as sufficient, while in the second cycle, it was stated as good with a value of 82.40%. Then it can be concluded that there is an increase in the learning process using the Edmodo application. Next to the character of discipline is shown in Figure 2 below.
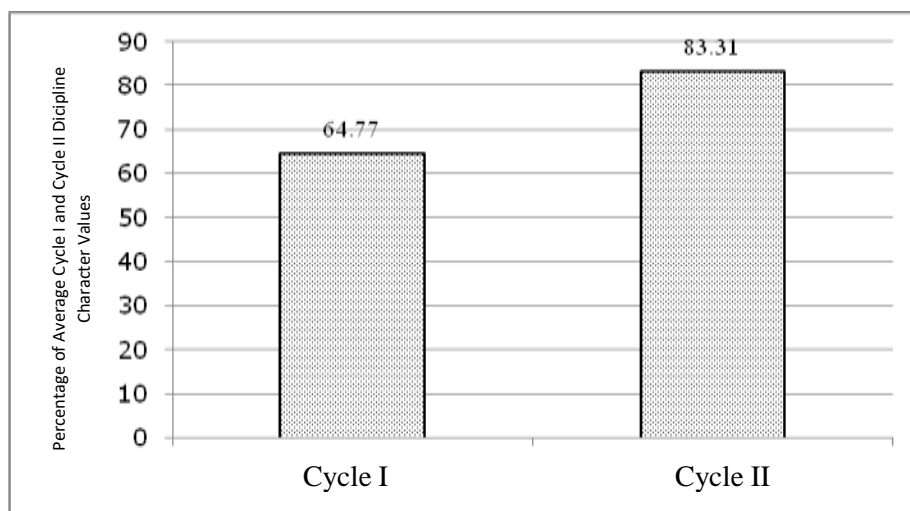
Figure 2. Percentage of Increase in Disciplinary Character Average Value

The results of both cycles are the first cycle with a value of 64.77% otherwise sufficient while the second cycle with a value of 83.31% is declared good. The conclusion of the research is an increase in the character of the discipline. Furthermore, the character of responsibility can be clarified in the figure below.

Figure 3. *Percentage of Increase in Disciplinary Character Average Value*

The results of the graph above illustrate an increase in cycle I there was a value of 55.70% otherwise enough while the second cycle with a value of 83.39% otherwise good.

Based on the picture above related the results of research by Ari Sudibjo Wasis et al (2013) which shows that the use of edmodo learning media provides a better influence in improving communication skills, where students have high communication skills to learn with the percentage of agreed response indicators by 70%. Meanwhile, the results of research conducted by Sulistiani and Sukirno (2016) show that the implementation of edmodo-assisted blended learning models can increase student motivation. An increase of 6.8% based on a questionnaire of 74.22% in the first cycle and 81.09% in the second cycle.

The results of the above study, supporting previous research conducted by Aulia Rahmawati (2014) in her research entitled "The Effectiveness of Edmodo Implementation of Chemistry Learning in Class XI of Wates State High School 1 Academic Year 2013/2014" concluded that there was no increase in student motivation before learning with after learning using Edmodo online classroom-based media.

IV. Conclusion

There is an increase in the value of honest character, discipline character and responsibility character from cycle I and cycle II. It can be concluded that the Edmodo application can be used as a learning medium for e-learning. The research team would like to thank University of Samudra through the LPPM & PM institutions who provided DIPA funding for superior basic research activities.

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