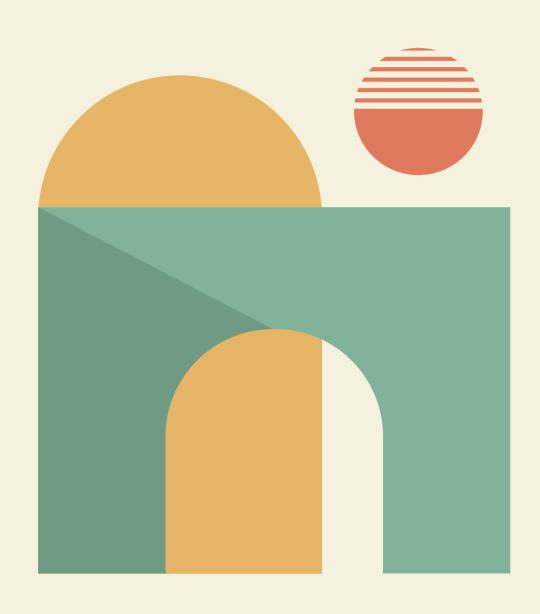
## Making Edutech Work for Indonesia

Prof. Richardus EKO Indrajit indrajit@alumni.harvard.edu http://eko | +62.818.925.926





### The Today's Agenda

Part One

THE PROFILE

Part Two

THE CHALLENGES

Part Three

THE PANDEMIC

Part Four

THE EDUTECH

Part Five

THE OPPORTUNITIES

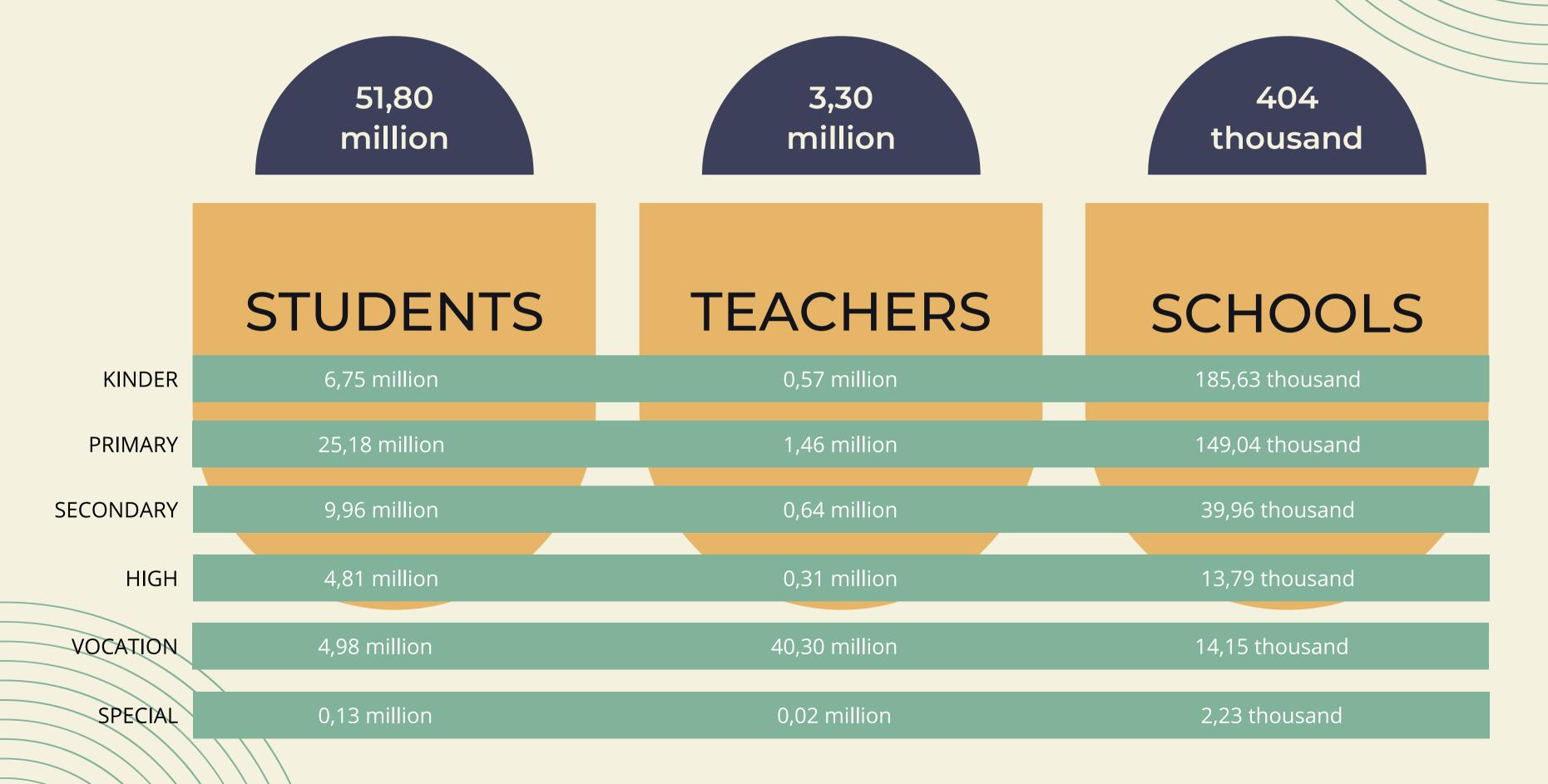


### The Profile of Indonesia



18,677 islands - 34 states – 550 districts – 5,263 municipalities – 62,806 villages 260m population – 2m km² area – 55,000 km coastline length – 723 dialects 3m teachers – 40m students – 325m hp numbers – 190m internet users

### The Core Statistics

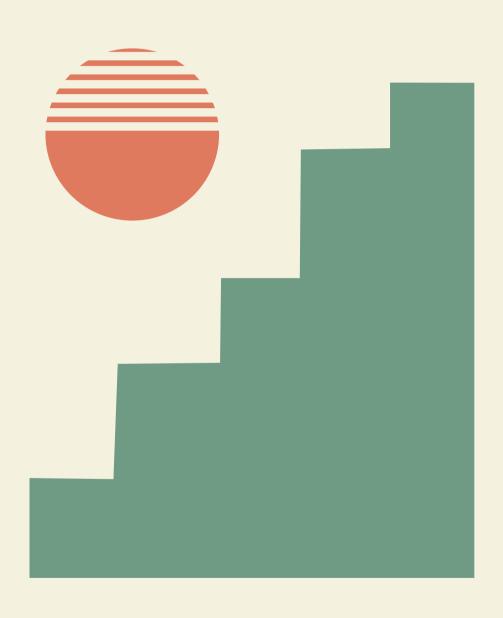






# Education Issues in Arhipelagic Nation

Problem of Disparity Problem of Diversity Problem of Resources Problem of Access Problem of Quality Problem of Infrastructure Problem of Affordability Problem of Technology Problem of Equality Problem of Literacy Problem of Capabilities Problem of Connectivity



# The National Standards

Learning Outcomes

Learning Process

Learning Content

Learning Facilities

Educators

Evaluation

Management

Finance

"it is considered as minimum criteria"



### Before and After Pandemic

The government launched a new approach in education called "MERDEKA BELAJAR" that transform a highly regulated education system into a customized one

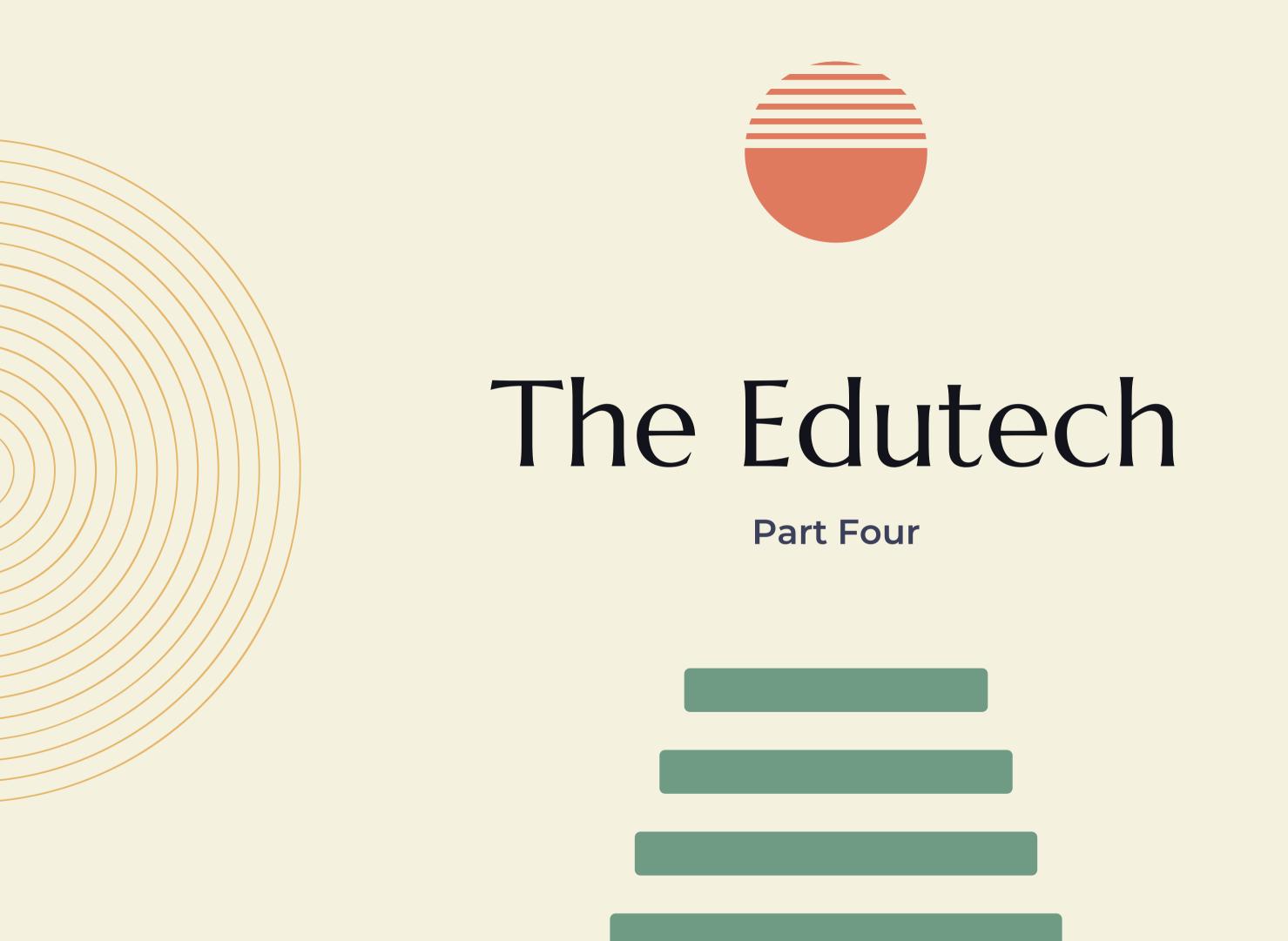


Pandemic accelerates the use of information technology in education, especially in facilitating distance education (full online, hybrid learning, blended learning)



# Transformation during Pandemic

- Mode: Physical > Fully Online > Hybrid/Blended Learning
- <u>Curriculum</u>: C2013 vs School-Based vs Emergency Curriculum
- Interaction: Offline Sync/Async > Online Sync/Async + Offline Async
- <u>Technology</u>: Classroom-Based > Virtual Learning Environment
- <u>Students</u>: Facilitated learning > Independent Learning
- <u>Content</u>: Common Books > Self-Instructional Materials



## Technology to Facilitate Learning

for improving education performance

- Relevant competencies and skills to industrial needs
- Appropriate curriculum to achieve learning objectives
- Effective instructional designs within the education program
- Competent teachers and instructors (learning facilitators)
- Availability of learning facilities and technology
- Quality learning materials and contents
- Suitable learning delivery and assessment methods

### PGRI SLCC for Indonesia

PGRI SMART LEARNING AND CHARACTER CENTER has a core mission to increase, improve, and enhance teacher's skills, competencies, capabilities, and qualifications in the area of educational technologies and cyber pedagogy

It becomes the center of excellence for Indonesian teachers capabilities and skills development during pandemic situation

"serving more than 4 million teachers"





## Technology to Transform Education

**Learning Environment** 



**Learning Resource** 



**Learning Process** 



**Learning Pedagogy** 







**Learning Tools** 



Learning Management



**Learning Space** 



**Learning Agent** 



# The Collective Edutech Requirements looking for global partnerships and collaboraiton

LEARNING AGENT	Virtual Teacher	Hologram	Robotic	Machine Learning	Learner Characteristics	Learners Visual Attention	Cyberlearners Behvaviour	Digital Learner Literacy
LEARNING MANAGEMENT	Multiple Intelligence	Navigation System	Generation Cohort	Input-Output Control	Multimedia System Evaluation	Multimedia Curriculum	Delivery System Management	Big Data Storage for Multimedia
LEARNING SPACE	Web-Based Learning	Social Media and Network	Learning Management System	Open Education	Hypothetical Future Learning Characteristics	Intelligent Digital Wiki Library	Artificial Learning Perimeter	Global Education System
LEARNING TOOL	Smart Device	Mobile Learning	Special Needs Technology	Learning Gadget	Navigation Design	Adaptive Hypermedia System	Multimedia Technology Platform	Integrated Technology
LEARNING PEDAGOGY	Authentic Learning	Online Learning or E-Learning	Independent Learning	Serious Games and Simulation	Multimedia Courseware	Teaching and Learning Change	Multimedia Instructional Design	Diffusion of Innovation
LEARNING PROCESS	Synchronisation Interaction	Tele Presence	Blended Learning	Collaborative Learning	Modality Effect on Multimedia Learning	Interactive Multimedia	Multimedia Development Approach	Multimedia Utilisation
LEARNING RESOURCE	Electronic Material	Smart Board	Augmented Reality	Smart Table	Audio Visual Technology	Digital Messages Design	Multimedia Content Repository	High Density Digital Format
LEARNING ENVIRONMENT	Virtual School	Smart Classroom	Virtual Reality	Cyber Campus	Internet Learning Platform	Sharing Educational Resources	Multimedia System Architecture	Interoperability Multimedia System

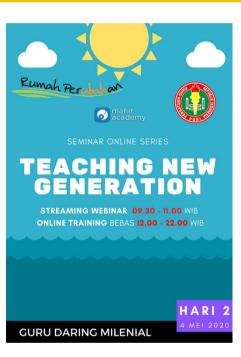
### Webinar Series 2 Mei 2020 to 20 Mei 2020

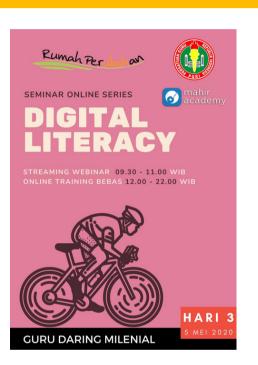
### SELF DRIVING **TEACHERS**

HARI 6

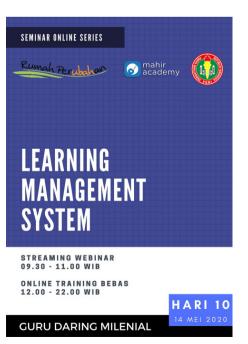
HARI 12















Rumah Perubahar

**EDUTAINMENT** 

STREAMING WEBINAR 09.30 - 11.00 WIB

**GURU DARING MILENIAL** 



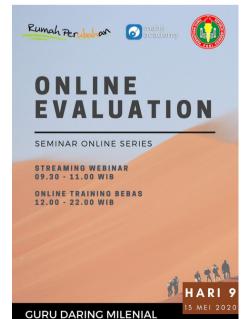
### **HIGHLIGHTS:**

19 DAYS NON STOP **72 SYNC SESSIONS 60 ASYNC SESSIONS** 100+ SPEAKERS **98 LEARNING HOURS** 

**421,302 VIEWS 51 COUNTRIES** 79,027 HOURS WATCH TIME













### Asynchronus Series Program 1 July 2020 - 31 August 2020

### THE INDONESIAN MILLENIAL GURU



Self-Driving for Teachers

△ 20026 🗏 5



Updated 18/06/20 Digital Literacy

≥ 20026 🗏 5



Updated 18/06/20 Mobile Learning

≥ 20026 🗏 5



E-Learning Design



≥ 20026 🗏 5



Updated 18/06/20 Edutainment Gamification

≥ 20026 🗩 5



≥ 20026 🗩 5



Virtual Classroom

≥ 20026 🗏 5

≥ 20026 ■ 5



Online Evaluation

≥ 20026 🗏 5











### **HIGHLIGHTS:**

### 6,000+**PER MONTH**

400+ **CITIES** 



Learning Management System

≥ 20026 ■ 5



Pendidikan Bermutu di Abad

≥ 20026 🗩 5



Guru Abad ke-21



### Id-Teachers MOOC Soft Launching: 17.08.2020

### **PGRI CAMPUSES** NETWORK



Pengkajian Prosa Fiksi - STKIP PGRI Bandar Lampung

21 厘 5



MK Ekonometrika - STKIP PGRI

& 2 ® 5

Manajemen Pengelolaan Kelas - STKIP PGRI Papua

Pendidikan Inklusif - IKIP PGRI

& 2 E 5 & 2 D 5



Updated 25/07/20 STATISTIKA - AMIK PGRI Kebumen

21 ₪ 5

& 2 ® 5

& 1 **⊞** 5

Media Pembelajaran -

Paragraph Writing - IKIP PGRI



Media Pembelajaran Inovatif -Universitas PGRI Palembang

& 1 ® 5

Belajar dan Pembelajaran Universitas PGRI Yogyakarta STKIP PGRI Pacitan

84厘5



Situbondo

Pengajaran Mikro - STKIP PGRI &1 匣5



Matematika Diskrit - STKIP PGRI Banjarmasin

& 1 D 5



Pembelajaran Inovatif - STKIP PGRI Sidoarjo

& 1 ® 5

Sociolinguistics - STKIP PGRI Ponorogo

Pengantar Ilmu Hukum - Univ.

PGRI Palangka Raya

& 1 D 5

&1 ₪5

& 1 団 5



Updated 18/07/20 Pengolahan Data Statistika -STKIP PGRI Jombang

2 2 5



Updated 27/07/20 Pengantar Akuntansi 1 - STIE PGRI Nganjuk

81 ₪ 5



Updated 6/07/20 Kewirausahaan - STKIP PGRI Trenggalek

2 1 ₪ 5



Updated 1/08/20 Pendidikan Anti korupsi - UBHI Tulungagung

**≗**1 🗏 5



Updated 18/07/20 Ilmu Alamiah Dasar - STKIP PGRI Nganjuk

& 2 E 5

**&1** 🗩 5



Pendidikan - STKIP PGRI Sumenep

Updated 19/06/20

81 ₪ 5

Updated 18/07/20

Metodologi Penelitian

Aljabar Linear Elementer

STKIP PGRI Bangkalan

岛1 厘 5



Updated 21/07/20 Ekologi Umum - Universitas PGRI Banyuwangi <u>유</u>1 🗩 5

Updated 18/07/20 Belaiar dan Pembelaiaran STKIP PGRI Sampang

82 € 5



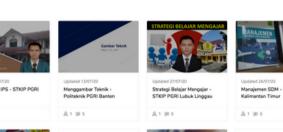
Updated 4/07/20 Ekonomi Moneter - STKIP PGRI Lumajang

岛1 厘 5



Undated 26/07/20 Pragmatik - Universitas PGRI Wiranegara di Pasuruan

81 ₪ 5







### HIGHLIGHTS:

INSTITUTIONAL PARTNERS LEARNING TEMPLATES 45 PGRI COLLEGES/UNIVERSITIES **75 COURSES** 



### **Book Publications by Id. Teachers**



















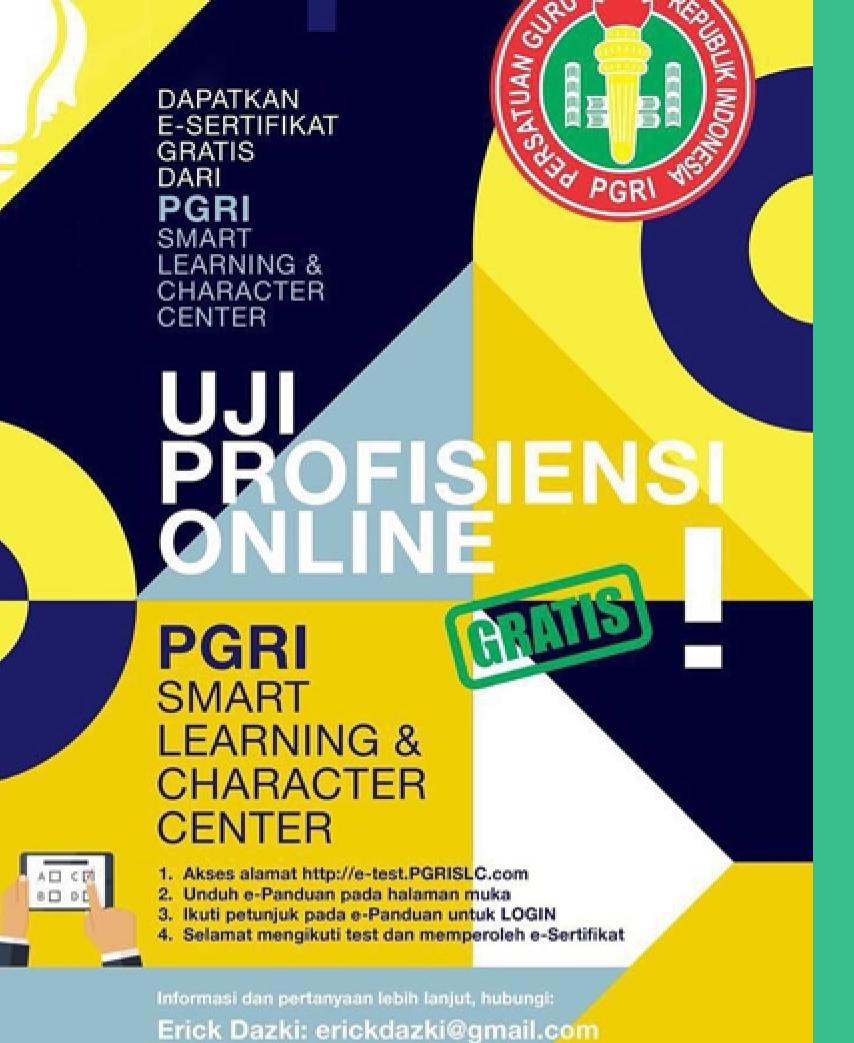




FIRST BATCH JULY 2020: 9 BOOKS SECOND BATCH SEPTEMBER 2020: 16 BOOKS THIRD BATCH OCTOBER 2020: 35 BOOKS







Muh Fauzi: mr.vawzy@gmail.com





Certification of Competencies and Proficiency

# Smart Any Board



VIRTUAL CLASSROOM
VIRTUAL STEM LAB | VIRTUAL LIBRARY



JOINT R&D INDONESIA | CHINA







# PGRI Digital Library





**DIGITAL** 

Pustaka PGRI







**FITUR** 



Hadir dalam aplikasi desktop yang sangat mudah untuk diinstal.



Kami menyediakan berbagai macam buku, diktat, dan kebutuhan untuk pengguna yang kami sediakan dalam bentuk



### Kami memberikan laporan mengenai user yang mengakses

Perpustakaan Digital secara lengkap.



Dalam mengakses Perpustakaar Digital pengguna akan diberikan account yang dapat digunakan untuk membaca.



## Kios Pintar School-in-a-Box

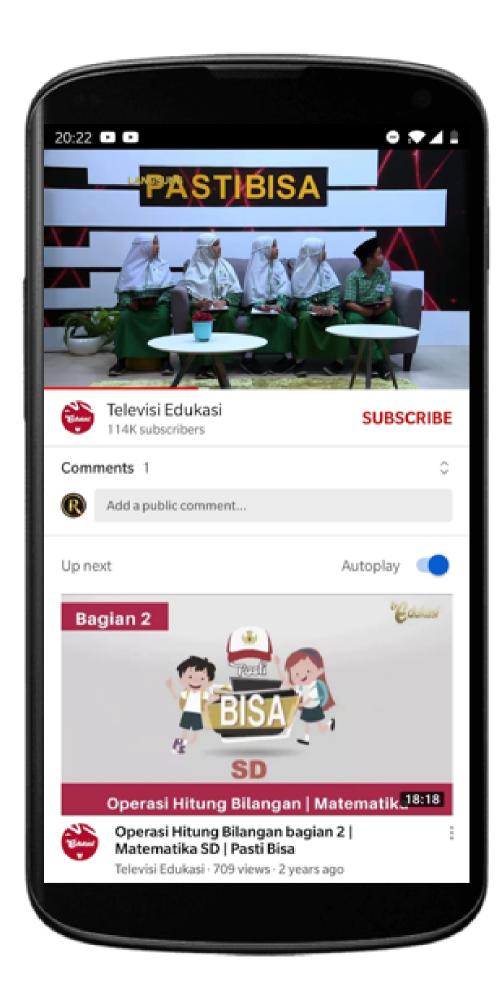












# TV and RADIO GURUNUSANTARA

STREAMING FROM PB PGRI RELAY BY PGRI REGIONS

ONE DAY. ONE PROVINCE.

NETWORKING | SHARING | EMPOWERING





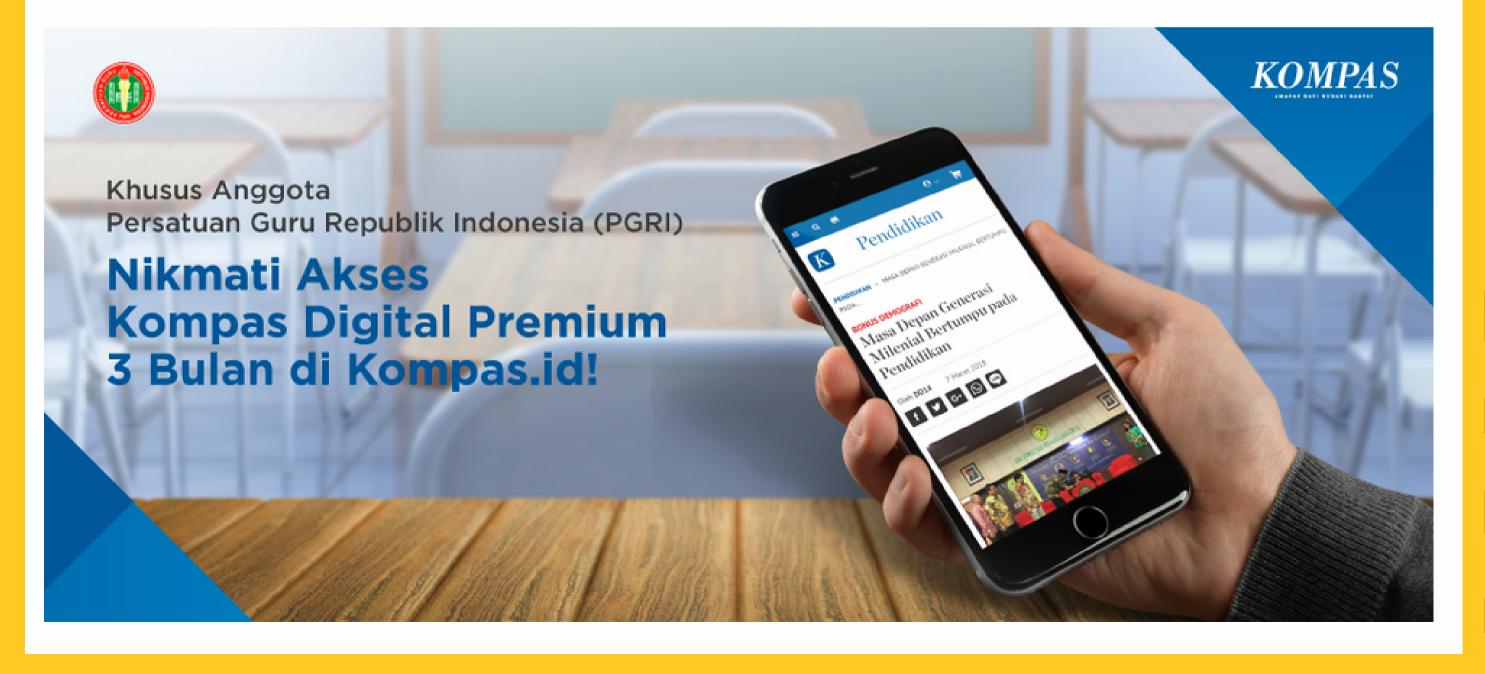


### PGRI + KOMPAS.ID

- CONTENT UTILISATION
- EDUCATION PRODUCT DEVELOPMENT



### **PGRI**





K12
COLLEGES
UNIVERSITIES
COMMUNITIES

### Sharing Good Practices among Global Teachers

- Russia
- Netherland
- Norway
- China
- India
- Japan
- Switzerland
- Singapore
- Sweden
- Malaysia
- Phillippines
- Thailand





# TOT with Microsoft • • • • • TRAINING 100,000 TEACHERS





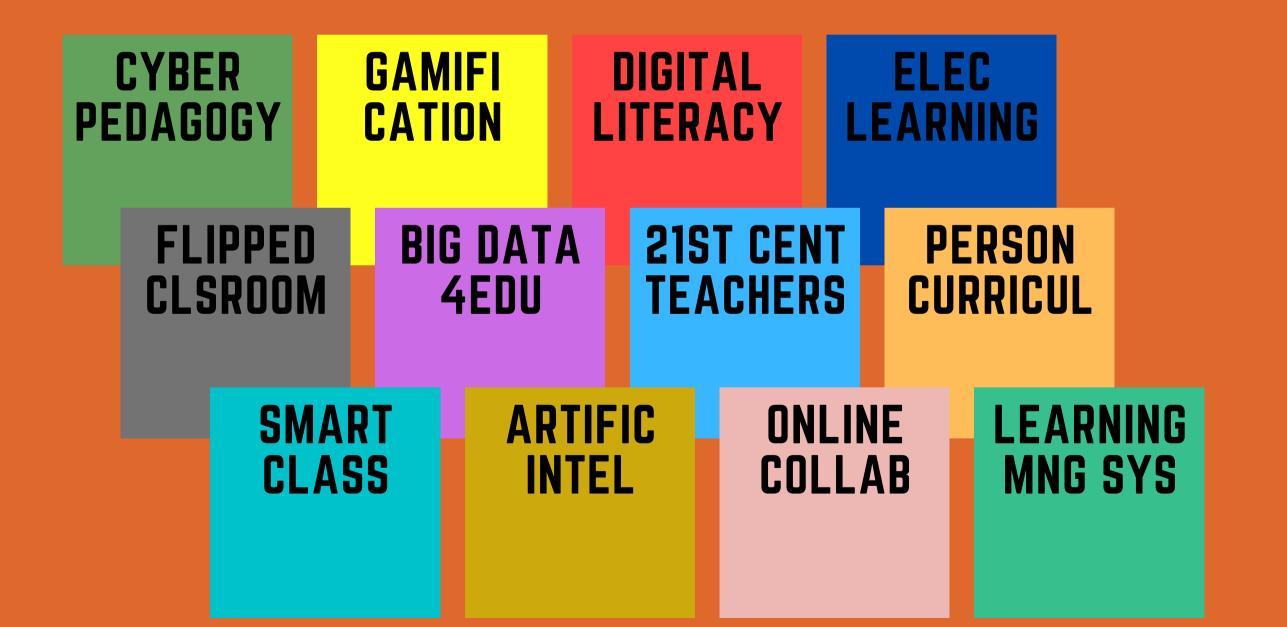




### GURULYMPICS 2020

### The Indonesian Teachers Olympics

OLAH OTAK | OLAH RASA | OLAH KARSA | OLAH KARYA





### MEMPERINGATI 75 TAHUN PGRI BERKARYA



MEMPEREBUTKAN 120 E-MEDALI PENGHARGAAN DAN BERAGAM HADIAH MENARIK DARI MITRA PGRI

- 1 Agustus 2020 PEMBUKAAN
- 3 Agustus 2020 Cabang Olah Otak CYBER PEDAGOGY
- 4 Agustus 2020 Cabang Olah Otak GAMIFICATION
- 5 Agustus 2020 Cabang Olah Otak DIGITAL LITERACY
- 6 Agustus 2020 Cabang Olah Otak E-LEARNING
- 7 Agustus 2020 Cabang Olah Otak FLIPPED CLASSROOM
- 8 Agustus 2020 Cabang Olah Otak BIG DATA FOR EDUCATION

10 Agustus 2020 Cabang Olah Otak 21st CENTURY TEACHERS

- 11 Agustus 2020 Cabang Olah Otak LEARNING MANAGEMENT SYSTEM
- 12 Agustus 2020 Cabang Olah Otak PERSONALISED CURRICULUM
- 13 Agustus 2020 Cabang Olah Otak SMART CLASSROOM
- 14 Agustus 2020 Cabang Olah Otak ARTIFICIAL INTELLIGENCE
- 15 Agustus 2020 Cabang Olah Otak ONLINE COLLABORATION

17 Agustus 2020 PENGUMUMAN JUARA

### SYARAT LOMBA:

- Satu provinsi diwakili MAKSIMUM 5 KELOMPOK DELEGASI
- Setiap Kelompok Delegasi terdiri dari 12 ORANG
- Pendaftaran melalui PIC Resmi yang ditunjuk oleh PB PGRI
- Setiap peserta HARUS merupakan ANGGOTA PGRI

## 2nd **NDONESIA** EXPO & 2020 FORUM

Supplies for Education and Professional Training





TWO WEEKS TIME FOCUS ON TECH4EDU 100+ EXHIBITORS 50,000 VISITORS WORKSHOP SERIES TECHNO-CLINICS



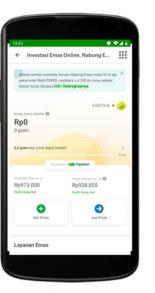
### **SLCC Innovation in PGRI Regional Branches**



Riau Jambi Jawa Timur Bali Kalbar Sulsel Papua



Marketplace



**Tabung Emas** 



Tabungan berjangka / pendidikan



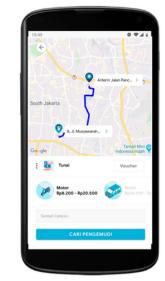
Urundana (Crowdfunding)



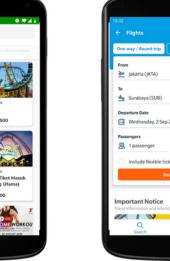
PPOB-Pulsa, paket data, listrik, pembayaran



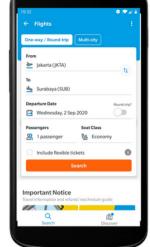
Pinjaman



Transportasi Online



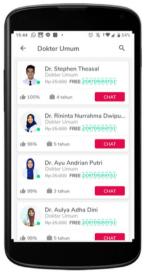
Tiket event/wisata



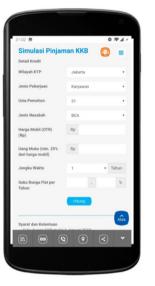
Tiket perjalanan (pesawat, bus, kereta)



Program KPR



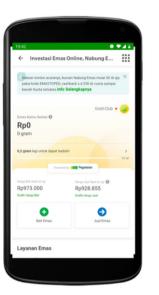
Layanan Kesehatan



Program Kredit Kendaraan Bermotor



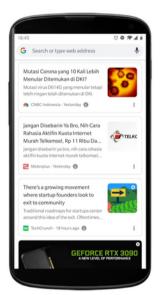
Marketplace



**Tabung Emas** 



Tabungan berjangka / pendidikan



Berita/Informasi



Forum/Social Media

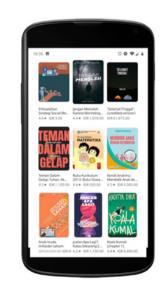


Video Call/Conference

### PGRI SUPER.APP **GOTONG ROYONG VIRTUAL**



Kursus/Training



Toko Buku Digital





### PGRI 43T

SMART TV
SERVER
NETWORK
DATA CENTER
FREE WIFI
GENSET
MOBILE TENT
TABLE-CHAIRS













SCHOOL-ON-THE-WHEEL



### WISDOM AND LESSONS LEARNED

- It is not about moving the offline classroom into an online environment, it is more about developing new type and strategy of teaching and learning within the disruptive ecosystem due to a pandemic situation
- The most important thing that Indonesian education stakeholders need is a new mindset of conducting learning and education in the 21st-century postpandemic era
- As technology become a driver to the transformation, it
  is a part of the solution to the problems faced



# Thank You

**Q&A** and **Discussion** 

