Making Edutech Work for Indonesia

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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

Part One
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

<table>
<thead>
<tr>
<th>Category</th>
<th>Students</th>
<th>Teachers</th>
<th>Schools</th>
</tr>
</thead>
<tbody>
<tr>
<td>KINDER</td>
<td>6.75 million</td>
<td>0.57 million</td>
<td>185.63 thousand</td>
</tr>
<tr>
<td>PRIMARY</td>
<td>25.18 million</td>
<td>1.46 million</td>
<td>149.04 thousand</td>
</tr>
<tr>
<td>SECONDARY</td>
<td>9.96 million</td>
<td>0.64 million</td>
<td>39.96 thousand</td>
</tr>
<tr>
<td>HIGH</td>
<td>4.81 million</td>
<td>0.31 million</td>
<td>13.79 thousand</td>
</tr>
<tr>
<td>VOCATION</td>
<td>4.98 million</td>
<td>40.30 million</td>
<td>14.15 thousand</td>
</tr>
<tr>
<td>SPECIAL</td>
<td>0.13 million</td>
<td>0.02 million</td>
<td>2.23 thousand</td>
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</tbody>
</table>
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

<table>
<thead>
<tr>
<th>Learning Outcomes</th>
<th>Educators</th>
</tr>
</thead>
<tbody>
<tr>
<td>Learning Process</td>
<td>Evaluation</td>
</tr>
<tr>
<td>Learning Content</td>
<td>Management</td>
</tr>
<tr>
<td>Learning Facilities</td>
<td>Finance</td>
</tr>
</tbody>
</table>

"it is considered as minimum criteria"
The Pandemic

Part Three
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
- **Curriculum**: C2013 vs School-Based vs Emergency Curriculum
- **Interaction**: Offline Sync/Async > Online Sync/Async + Offline Async
- **Technology**: Classroom-Based > Virtual Learning Environment
- **Students**: Facilitated learning > Independent Learning
- **Content**: 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 Opportunities
Part Five
The Collective Edutech Requirements looking for global partnerships and collaboraiton

<table>
<thead>
<tr>
<th>LEARNING AGENT</th>
<th>Virtual Teacher</th>
<th>Hologram</th>
<th>Robotic</th>
<th>Machine Learning</th>
<th>Learner Characteristics</th>
<th>Learners Visual Attention</th>
<th>Cyberlearners Behaviour</th>
<th>Digital Learner Literacy</th>
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</thead>
<tbody>
<tr>
<td>LEARNING MANAGEMENT</td>
<td>Multiple Intelligence</td>
<td>Navigation System</td>
<td>Generation Cohort</td>
<td>Input-Output Control</td>
<td>Multimedia System Evaluation</td>
<td>Multimedia Curriculum</td>
<td>Delivery System Management</td>
<td>Big Data Storage for Multimedia</td>
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<tr>
<td>LEARNING SPACE</td>
<td>Web-Based Learning</td>
<td>Social Media and Network</td>
<td>Learning Management System</td>
<td>Open Education</td>
<td>Hypothetical Future Learning Characteristics</td>
<td>Intelligent Digital Wiki Library</td>
<td>Artificial Learning Perimeter</td>
<td>Global Education System</td>
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<tr>
<td>LEARNING TOOL</td>
<td>Smart Device</td>
<td>Mobile Learning</td>
<td>Special Needs Technology</td>
<td>Learning Gadget</td>
<td>Navigation Design</td>
<td>Adaptive Hypermedia System</td>
<td>Multimedia Technology Platform</td>
<td>Integrated Technology</td>
</tr>
<tr>
<td>LEARNING PEDAGOGY</td>
<td>Authentic Learning</td>
<td>Online Learning or E-Learning</td>
<td>Independent Learning</td>
<td>Serious Games and Simulation</td>
<td>Multimedia Courseware</td>
<td>Teaching and Learning Change</td>
<td>Multimedia Instructional Design</td>
<td>Diffusion of Innovation</td>
</tr>
<tr>
<td>LEARNING RESOURCE</td>
<td>Electronic Material</td>
<td>Smart Board</td>
<td>Augmented Reality</td>
<td>Smart Table</td>
<td>Audio Visual Technology</td>
<td>Digital Messages Design</td>
<td>Multimedia Content Repository</td>
<td>High Density Digital Format</td>
</tr>
<tr>
<td>LEARNING ENVIRONMENT</td>
<td>Virtual School</td>
<td>Smart Classroom</td>
<td>Virtual Reality</td>
<td>Cyber Campus</td>
<td>Internet Learning Platform</td>
<td>Sharing Educational Resources</td>
<td>Multimedia System Architecture</td>
<td>Interoperability Multimedia System</td>
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</tbody>
</table>
Webinar Series
2 Mei 2020 to 20 Mei 2020

SELF DRIVING TEACHERS

HIGHLIGHTS:
19 DAYS NON STOP
72 SYNC SESSIONS
60 ASYNC SESSIONS
100+ SPEAKERS
98 LEARNING HOURS
421,302 VIEWS
51 COUNTRIES
15,516 PARTICIPANTS
4 MILLION IMPRESSIONS
79,027 HOURS WATCH TIME

VISIT OUR WEBSITE @ HTTP://ELEARNING.GURUDARINGMILENIAL.ID
Asynchronous Series Program
1 July 2020 - 31 August 2020

THE INDONESIAN MILLENNIAL GURU

VISIT OUR WEBSITE @ HTTP://MOOC.GURUDARINGMILENIAL.ID
Id-Teachers MOOC
Soft Launching: 17.08.2020

HIGHLIGHTS:
17 INSTITUTIONAL PARTNERS
8 CERTIFICATION TYPES
19 LEARNING TEMPLATES
45 PGRI COLLEGES/UNIVERSITIES
75 COURSES

VISIT OUR WEBSITE @ HTTP://PGRI.GURUDARINGMILENIAL.ID
Book Publications by Id.Teachers

FIRST BATCH JULY 2020: 9 BOOKS
SECOND BATCH SEPTEMBER 2020: 16 BOOKS
THIRD BATCH OCTOBER 2020: 35 BOOKS
Certification of Competencies and Proficiency
Smart AnyBoard

VIRTUAL CLASSROOM
VIRTUAL STEM LAB | VIRTUAL LIBRARY

JOINT R&D
INDONESIA | CHINA
PGRI Digital Library
Kios Pintar
School-in-a-Box
pendidikan.id
mencerdaskan bangsa
PENGURUS BESAR
PERSATUAN GURU REPUBLIK INDONESIA
TV and RADIO
GURU NUSANTARA
STREAMING FROM PB PGRI
RELAY BY PGRI REGIONS

ONE DAY. ONE PROVINCE.
NETWORKING | SHARING | EMPOWERING
Khusus Anggota
Persatuan Guru Republik Indonesia (PGRI)

Nikmati Akses Kompas Digital Premium 3 Bulan di Kompas.id!

PGRI + KOMPAS.ID

- CONTENT UTILISATION
- EDUCATION PRODUCT DEVELOPMENT

K12 COLLEGES UNIVERSITIES COMMUNITIES
Sharing Good Practices among Global Teachers

- Russia
- Netherland
- Norway
- China
- India
- Japan
- Switzerland
- Singapore
- Sweden
- Malaysia
- Phillipines
- Thailand
TOT with Microsoft

TRAINING 100,000 TEACHERS
GURULYMPICS 2020
The Indonesian Teachers Olympics
OLAH OTAK | OLAH RASA | OLAH KARSA | OLAH KARYA

CYBER PEDAGOGY
GAMIFICATION
DIGITAL LITERACY
ELEARNING
FLIPPED CLASSROOM
BIG DATA 4EDU
21ST CENTURY TEACHERS
PERSON CURRICULUM
SMART CLASS
ARTIFICIAL INTELLIGENCE
ONLINE COLLABORATION
LEARNING MANAGEMENT SYSTEM
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 | Sulu | Papua
PGRI SUPER.APP
GOTONG ROYONG VIRTUAL
SCHOOL-ON-THE-WHEEL
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 post-pandemic 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