



## Analysis of the Needs for Civics and Social Sciences Learning Design Based on Technology, Information, and Communication

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### Abstract

Learning design is the design of a lesson that will be used in learning as a teacher's guide. With more and more teacher knowledge about how to design learning, it will also have a good impact on the learning that is carried out. There are still many teachers who have not designed learning properly to stimulate students. Especially now that the world of education has developed in line with technological developments. Of course, there are many choices for teachers in designing learning by integrating learning with technology. This study aims to determine the need for Civics and Social Sciences learning designs based on technology, information, and communication. Writing this article using qualitative research with a descriptive approach. Data collection was carried out using a literature study. The purpose of using the literature study because it contains systematic studies and results of previous research that has something to do with the research that will be carried out and strives to show the current conditions of the field of science. The results of the analysis of various journals and books found show the need for creative Civics and Social Studies learning designs and a positive influence on the use of ICT in learning as well as helping the teacher's task in learning.

Keywords: Learning design, civics, social studies, ICT.

**Acknowledgments:** Thank you to all parties who have participated in helping in the process until the completion of this research

### For citation:

Dhani, V., Erita, Y., Indriyani, N., & Sanjaya, W. (2022). Analysis of the Needs for Civics and Social Sciences Learning Design Based on Technology, Information, and Communication. *Journal of Digital Learning and Distance Education*. 1(9), 362-368. <http://doi.10.56778/jdlde.v1i9.60>

## Introduction

Education is a human need and an important factor in advancing a nation. Implementation of Education is needed by Indonesian citizens (Harrington, 2019). In acquiring knowledge and social skills in the process of human development through education it can provide a connection between individuals and society (Shafira, 2022). So teachers need to have the capability in teaching and designing learning today. Nowadays, it is known as TPACK learning, namely learning that uses a combination of technology, pedagogy, and material knowledge (Amrina, 2022).

Teachers must also have the creativity to create a fun learning atmosphere. The role of the teacher is needed in the learning process. The learning process will run smoothly if a teacher plans or designs in advance the learning activities to be carried out. Designing learning is a very important first step for a teacher to take before starting the learning process (Marbun, 2021). In designing learning in today's era, it needs to be linked to IT.

Thus, educators can develop innovative learning designs so that they can be adapted to the learning needs of students. Therefore, it is necessary to develop valid and effective learning designs (Puspitawati, 2017). That way, students will be free to learn, find lesson concepts as well as apply and deepen concepts so that they can help students understand the material from each given theme.

In learning activities in elementary schools, various types of learning design models focus on student activity. But, in the field, there are still many teachers who are wrong in selecting and designing the model to be used, thus making it difficult for students to understand the learning material. A teacher must also remember that no learning design model is most appropriate for all conditions. Teachers must pay more attention to class conditions, needs, the nature of the material to be taught, the media used, and the characteristics of students in selecting learning design models to achieve the expected learning objectives (Santoso, 2017). To create the best Civics and Social Studies learning, a teacher must be very clever in designing and selecting learning design models. This study aims to determine the need for Civics and Social Sciences learning designs based on technology, information, and communication

## Methodology

This research uses a type of qualitative research with a descriptive approach. Qualitative research is a type of research whose findings are not obtained through statistical procedures or other forms of calculation, even though the data can be calculated and presented in numbers (Gusdiyanto et al., 2020). The author provides an interpretation of his understanding after the research data is obtained, by paying attention to whether the data found in the field is relevant to the research objectives (Marwanto, 2021). The researcher uses a qualitative approach because it can convey the latest things that have happened in the field which are general in nature and the data is obtained flexibly. The research technique used is literature study, in which the source of this research comes from books, articles/journals, proceedings, and other literature relevant to the research topic.

Teachers and students became participants in this study, in which the teacher was the person who designed the IT-based Civics and Social Sciences learning designs. Researchers obtained data from several journal sources that were relevant to the research topic. After all the required data has been collected, the researcher next collects all data sources related to IT-based learning design, social studies, and Civics.

Researchers are looking for data that is used as a source for this research through literature studies. Literature study is a method of collecting library data that consists of several activities, namely reading, recording, and managing research materials (Pilendia, 2020; Pratama et al., 2020; Atikah et al., 2021; Pimay & Savitri, 2021; Fajrin & Purwastuti, 2022; Juliangkary & Pujilestari, 2022; Ningsih et al., 2022; Supriani et al., 2022). Data collection by way of literature study can be accounted for because the validity of the data has been proven. In addition, it can make it easier for researchers to find and collect data from various sources that are relevant to the research topic. Entering the right keywords through *Google Search Engine* and *Google Scholar* is the main step that must be taken to obtain data that is relevant to the topic discussed (Andayani, 2020).

## Results

### Learning Design

Learning design comes from two syllables, namely design, and learning. Each of them has a specific meaning. Design means a design (Noviandi, et al, 2020). Whereas learning is a process of interaction between components (teachers, students, goals, materials, media, methods, and evaluation) so that there is a behavior change (Pane & Dasopang, 2017). Thus, learning design is a practice that combines media and communication technology content to support the effective transfer of knowledge between learning components such as teachers and students. Learning design can be interpreted as a process of solving learning problems systematically, planning learning materials and activities to be carried out, planning available learning resources, and planning success evaluations (Ahmad, 2016).

The word learning design can contain the meaning of a series of activities in planning, processing, producing, and even creating learning activities to achieve something that has been determined by linking to the characteristics of students as the intended subject so that learning success can be increased (Putrawangsa, 2018).

Learning design in general contains procedures for developing and compiling educational programs that aim to increase learning (Handayani, 2022). Learning design on the other hand is also said to be a process carried out by the teacher to improve and increase student output in learning by developing teaching materials and creating interesting learning activities according to their needs and portions.

(B. Uno, 2010) said that the trend of education in Indonesia in the future is as follows:

1. The development of open education with distance learning mode (distance learning). Then organized open and distance education needs to be included as the main strategy;
2. Sharing shared resources between educational/training institutions in a network of libraries and other educational instruments (teachers, laboratories) has changed its function to become a source of information rather than just a bookshelf;
3. The use of interactive information technology tools, such as multi-media CD-ROMs in education is gradually replacing television and videos.

### Civics and Social Sciences Learning

The essence of Civics means that it is a conscious and periodic effort to illuminate the life of the nation for citizens, by using national identity and morals as the basis for the application of the rights and obligations to defend the country, the survival, and success of the nation and state (Nurdiansyah, 2021). Citizenship Education is learning that fosters the moral development of students to become more advanced which is seen from a positive perspective on Pancasila, where citizenship education is mandatory learning that has existed since kindergarten to Higher Education (Tetep, 2021; Daryono, 2011). Civics aims to create citizens who have good character and manners by the values contained in Pancasila (Mazid & Suharno, 2019).

IPS is a subject that discusses all human activities, one of which is in the social field and basic human activities (Sumantri et al., 2017; Kuntari, 2009). IPS learning is only studied from elementary to high school levels. With social studies lessons, students are more responsive and sensitive to problems, one of which is in the social field in the surrounding environment, as a provision for students to deal with such big changes in various aspects of life, one of which is in the social field, and students can understand all aspects related to humans and their environment (Rosyad & Zuchdi, 2018). IPS aims to provide knowledge and understanding of facts and material that must be remembered and implemented to foster a sense of awareness of responsibility in society, nation, and state (Jumriani, 2021)

### **Information and Communication Technology**

The development of the times has also brought developments in the world of education. The existence and role of information technology in the education system have brought a new era of development in the world of education, but this development has not been matched by an increase in human resources which determines the success of education in Indonesia in general. In terms of its nature and function, what is expected from technology is to become a means of liberating and realizing all human potential (Cayenne, 2019). On that basis, what is meant by the use of technology in the era of the industrial revolution 4.0 in education in this context is how to utilize digital technology in education, so that students truly "experience" what is meant by the educational process (Trilling, 2009). According to Christine E. Sleeter & Peter L (Tilaar, AR, 2012), said that there are three dominant forces, namely: 1). Science, 2) Technology as the application of knowledge, and 3) Information.

ICT in learning can be divided into two roles, namely: (1) as a learning presentation medium, for example in the form of PowerPoint slides and animation with flash programs; (2) as an independent learning medium or E-Learning. The ICT studies according to (Diet, and Prasajo, 2011) are as follows: 1) *e-Learning*; 2) information management; 3) information technology; 4) computer technology; 5) management information system; 6) internet; 7) telecommunication technology (handphone, telephone, wired and wireless technology); 8) computer network technology; 9) Computer network security system; 10) database system. That way it appears the importance of using IT in learning.

While the benefits of using ICT to support the implementation of learning are (Budiana, 2015): (1) improves the quality of learning; (2) expands access to education and learning; (3) helps visualize abstract ideas; (4) facilitates understanding of the material being studied; (5) making learning materials more attractive; and (6) allows interaction between learning and the material being studied. Therefore, the use of ICT in schools should start from a strategic starting point, namely the teacher.

### **Design IT-Based PKN and IPS Learning**

IPS is said to be a subject that is applied to students at all school levels and used as future provision and is expected to have social and intellectual competence as citizens (Sulistyowati, 2017). The scope of IPS subjects is (a) the existence of humans, place, and environment, (b) time, sustainability, and change (c) social and cultural systems, and (d) economic behavior and welfare (Talitha, et al, 2016).

Citizenship education can be said to be a mandatory subject that must be instilled in children from elementary school to tertiary institutions to build character and morals (Anastasya, 2021). Civic Education aims to be the basis and pillar for making children with character, smart and good, and able to participate in all fields. Utilizing ICT-based learning media in learning Citizenship Education is a tool used to make it easier for teachers to convey the subject matter

Based on that, designing IT-based IPS and Civics learning is very much needed in today's education world. It's not only the times that have changed, but the development of IT is also very

rapid, which is felt in the current conditions. Designing IT-based learning is carried out according to the needs and characteristics of students.

## Conclusion

The creation of good, effective, and fun learning for students is inseparable from educators in designing the learning. Designing learning according to students' learning objectives, characteristics, and needs. Without designing appropriate learning designs, learning activities can fail, even though the material prepared is as interesting as possible. Especially now that the world of education has evolved in technological developments that occur. This makes learning need to be integrated with technology. The use of technology in learning can help the teacher task in explaining the material. This can encourage the learning process to be more active, effective, and fun for students.

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