



PENGEMBANGAN KURIKULUM

PENDIDIKAN TINGGI *sesuai* **SN-DIKTI**

Paradigma Pembelajaran SCL

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Tugas d0SeN

✓ Pendidik ?

✓ Pengajar ?



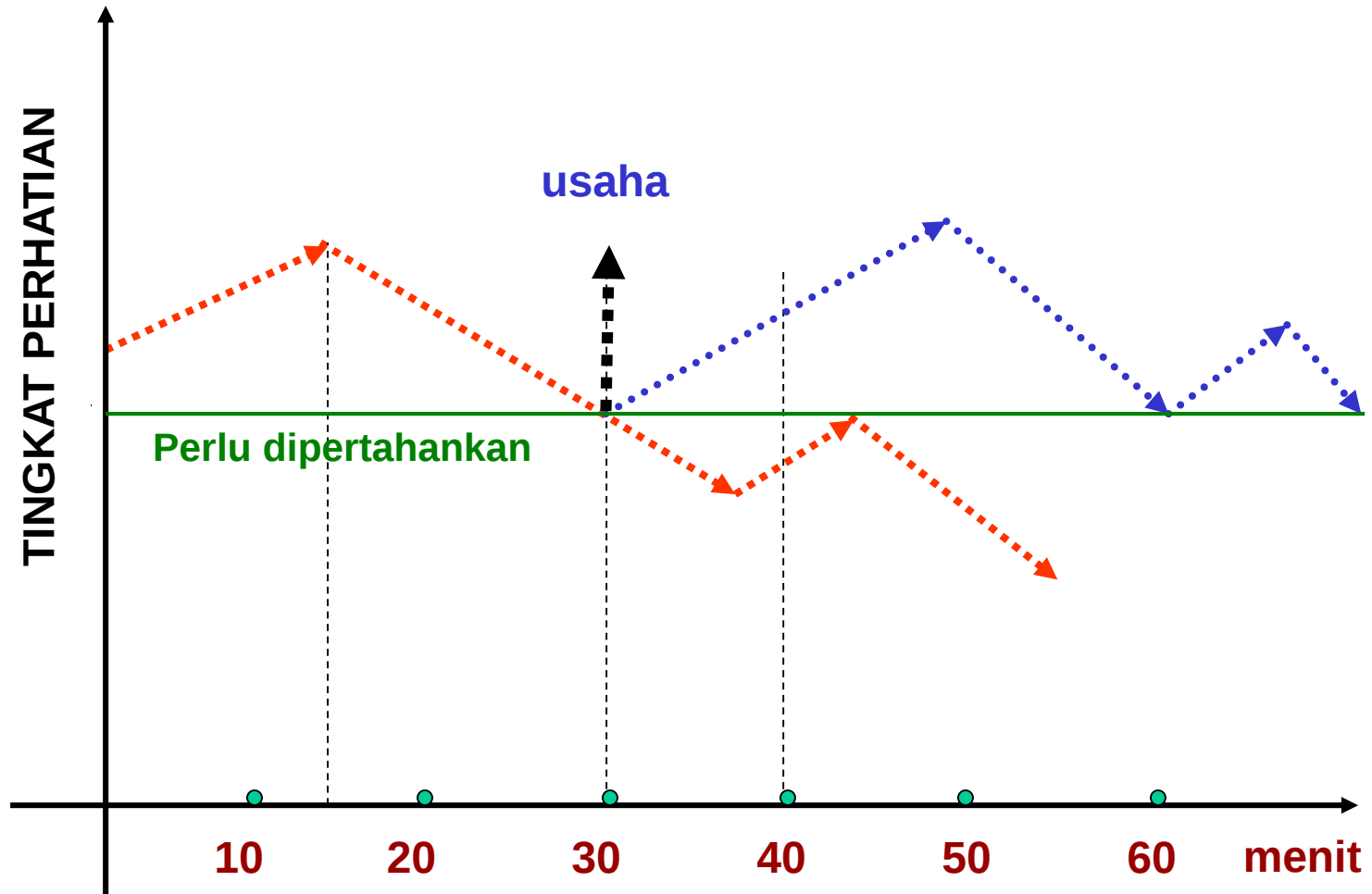
✓ Penghajar ?

MODEL PENGAJARAN TCL

Pengajaran
yang beresiko

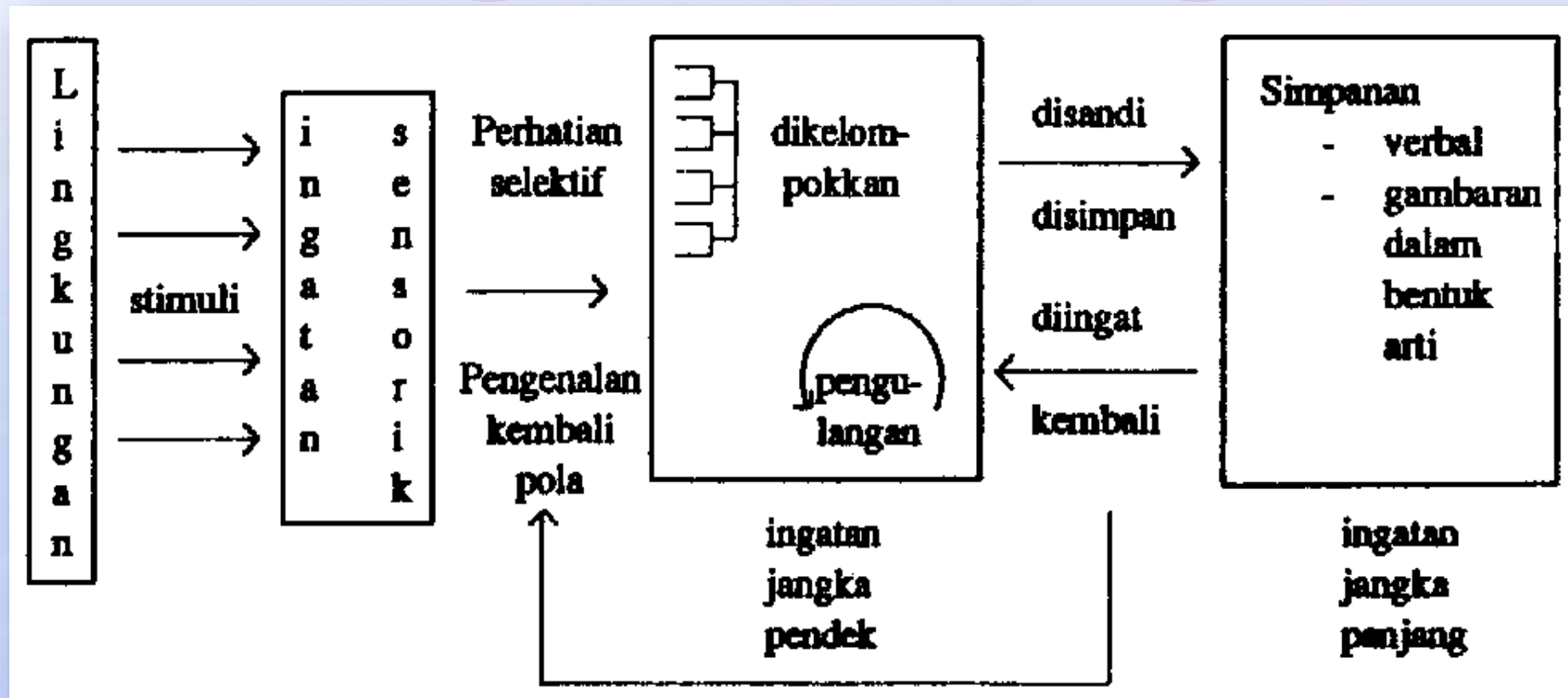


LAMANYA DAYA KONSENTRASI SISWA



GRAFIK KONSENTRASI

Model Proses Informasi dalam Ingatan



[Sumber : M.E. Dubois, G.F. Alverson & R.K. Staley (1979), *Educational Psychology and instructional decisions*. Homewood, Ill.: The Dorsey Press, hal. 107]



CONE OF LEARNING - EDGAR DALE



TINGKAT
MEMORISASI

MODEL PEMBELAJARAN

TINGKAT
KETERLIBATAN

P3AI-ITS

Generation Era: trends and characteristics

Item	Invention	Full Adoption by individuals
Book	1450	1450
Pencil	1825	1825
Radio	1910	1910
TV	1945	1945
Computer	1985	1985
M-Phone	1990	1990



1945 1950 1955 1960 1965

Education 1.0

• Mostly READ Web
• Limited number of users
• Low interactivity

Education 2.0

• Mostly READ-WRITE-COMMUNICATE Web
• Millions of authors
• Billions of users
• Great interactivity

Education 3.0

• Mostly MOBILE & PERSONAL Web
• Focus on individual user
• Integrated on-demand dynamic

Education 4.0

• Mostly SELF-LEARNING, SELF-ORGANISING Web
• Focus on individual user, Subject domain, Level of Knowledge
• Internet as a universal world computer
• Web as a universal knowledge base.

e-Learning:
Learning with computer



m-Learning:
Learning with Mobile Devices

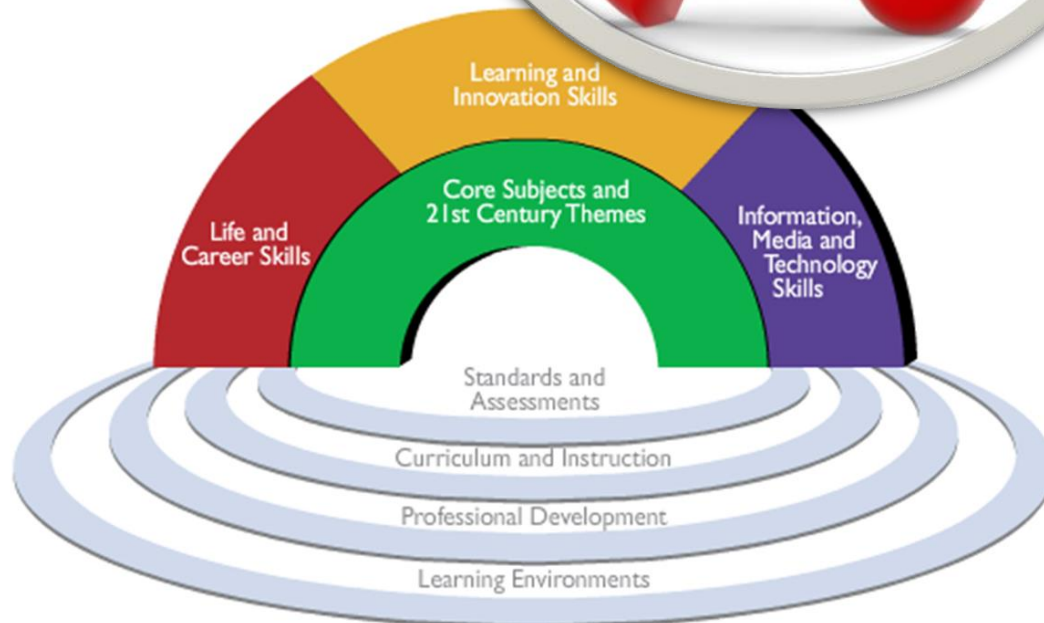


u-Learning:
Learning in the internet network



Web 4.0
Intelligent Web
Learning 4.0

2000 2005 2010 2015 2020 2025



Generation Z

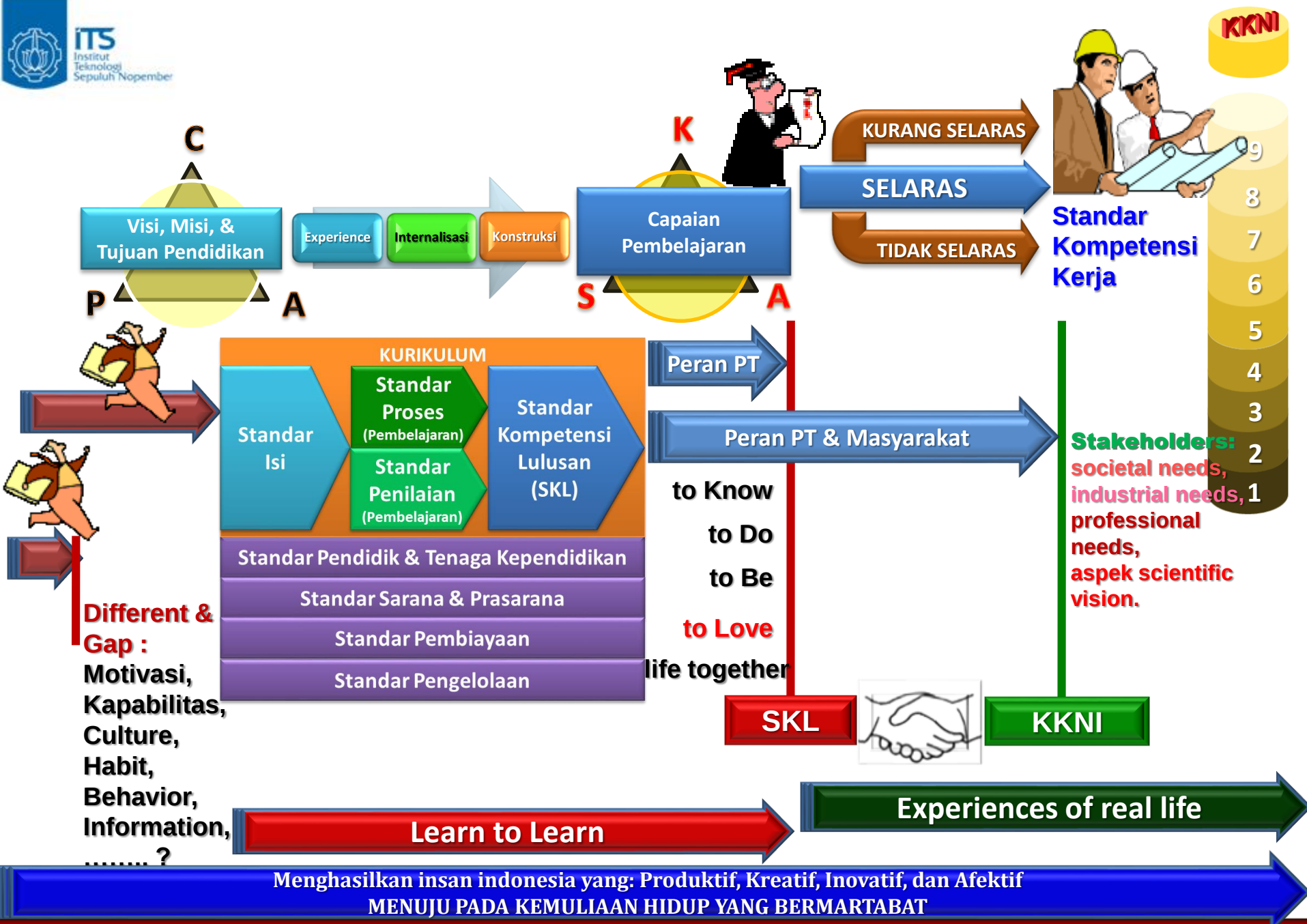
Digital Natives

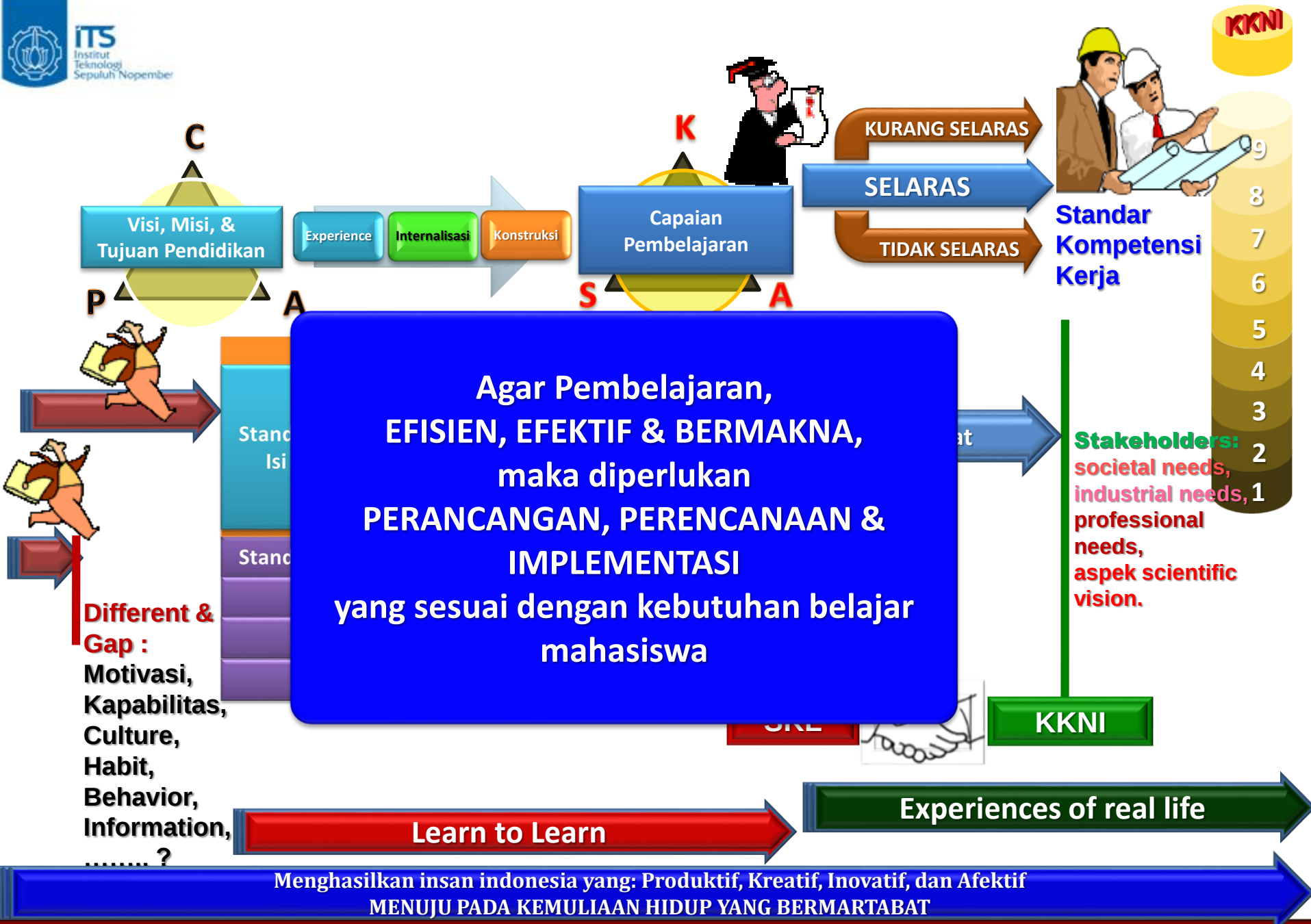
- Lahir ke dunia menghadapi tantangan seperti melimpahnya informasi dan masalah lingkungan;
- Era meluasnya penggunaan gadget elektronik dan teknologi digital seperti situs internet dan jejaring social;
- Ditandai sebagai *Tech-Savvy*, terhubung secara global (di dunia maya), fleksibel dan lebih cerdas, dan toleran terhadap beragam budaya;

Generation α

Google Kids

- Lahir ke dunia dalam era perlambatan pertumbuhan ekonomi yang meluas;
- Lebih Tech-Savvy, lebih cepat mengadopsi teknologi, berpendidikan, dan materialistik daripada generasi sebelumnya;
- Lebih focus pada teknologi;





Paradigm Shift Of Learning,

KBI

KBK

**Target Penguasaan
Materi**

**Target Pencapaian
Kompetensi**

TCL

(Perilaku belajar pasif)

SCL

(Perilaku Belajar Aktif)



Paradigm Shift Of Learning,

Transfer of
Knowledge

Reconstruction
of Knowledge

Hard Skill

Hard Skill &
Soft Skill

Otak Kiri

Otak Kanan &
Otak Kiri

Mekanis

Humanis

Paradigm Shift Of Learning,

Teacher
(Pengajar)

**Motivator, Facilitator,
Inspirator**

Dosen Sibuk Mengajar
(Persoalan bagaimana
cara dosen mengajar)

Mahasiswa Sibuk Belajar
(Persoalan bagaimana cara
Mhs. Belajar)

**Pengajar : Dosen,
Pembelajar : MHS.**

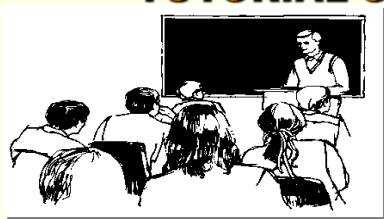
**Dosen & MHS. =
Pembelajar**

**TRADITIONAL
Assessment**
(Titik ukur)

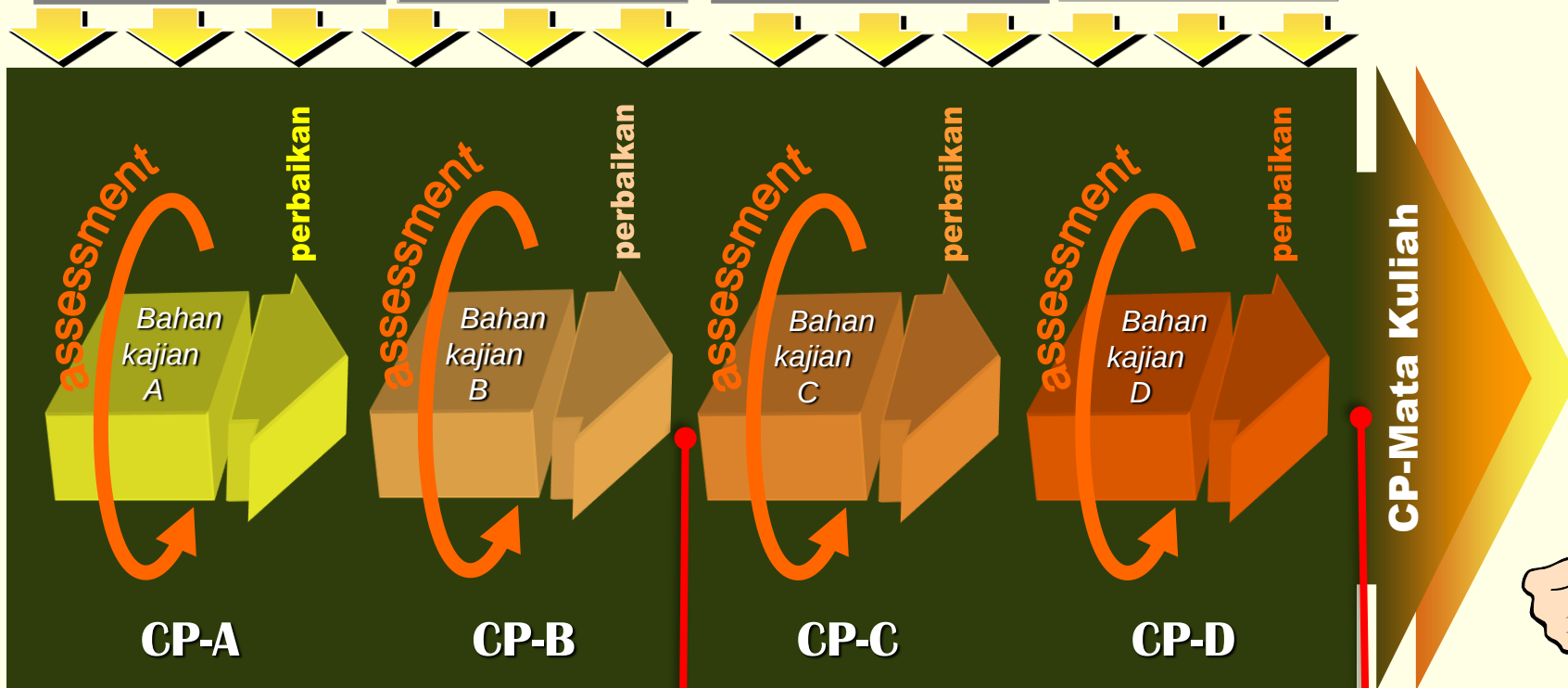
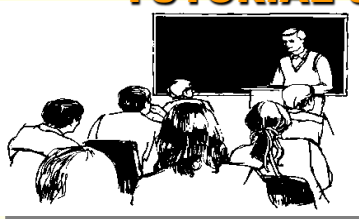
**ALTERNATIVE
Assessment**
(Proses & Hasil
Belajar)

PROSES PEMBELAJARAN SEMESTER

**BELAJAR di KELAS DAN
TUTORIAL & DARING**



**BELAJARA di KELAS DAN
TUTORIAL & DARING**



**TUGAS &
PRESENTASI
(20%)**

**PRAKTIKUM
(25%)**

**SEMINAR
(20%)**

**MEMBUAT
MODEL
(35%)**

Evaluasi Tengah Semester

Evaluasi Akhir Semester



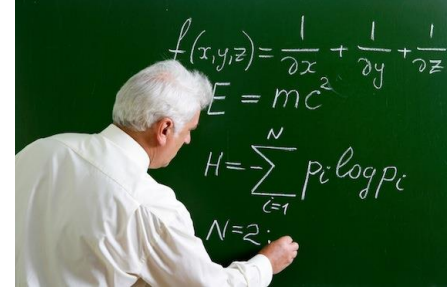
Teori Belajar Lev Semynovich Vygotsky (Lahir di Rusia, 7 Nopember 1896)

SOCIAL INTERACTION
Adult Guidance
Peer Collaboration
Instructor

Scaffolding

Out of ZPD

(Tingkat Perkembangan Potensial)
(Belajar Perlu Dukungan Dosen & Sejawat)
(*the more knowledgeable*)



Zona of Proximal Development (ZPD)

(Tingkat Perkembangan Aktual)
(Belajar Mandiri)

BEBERAPA TIPE MAHASISWA



INDIVIDUAL-LEARNER
Cognitive
Development & Skill Base

PENDEKATAN PENDIDIKAN KARAKTER



Environmental Influences



Political Influences

Governmental Influences

Ideology Influences

Ethics & Integrity, Creativity & Innovation, Excellence,
Strong Leadership, Synergy, Socio-cohesiveness &
Social Responsibility .

Globalization Influences

Social Influences

Economic Influences

CERDAS

PEDULI

AMANAH

TANGGUH KREATIF

Intrakurikuler – Kokurikuler - Ekstrakurikuler

Teaching and Education Deliverables – Research and Development – Public and Professional Services

Content

Process

People

Spirit

PENGETAHUAN

- Pengetahuan yg baik,
- Pengetahuan yg bermanfaat,
- Ketrampilan yg kompten,

PEMBIASAAN

- Sikap positif,
- Perilaku yg baik,
- Tutar yg konstruktif,
- Berfikir kreatif & inovatif,
- Bekerja multi disiplin,
- Bekerja dalam timwork,
- Bekerja dalam cross cultur.

KETELADANAN

- Dosen,
- Staf Karyawan,
- Mahasiswa,
- Alumni
- Institusi

MOTIVASI

- Nation history,
- World History,
- Kesejarahan dalam bidangnya,
- Kesejarahan para nabi,
- Kesejarahan orang sukses.
- Reword / penghargaan

PENGETAHUAN

PEMBIASAAN

KETELADANAN

MOTIVASI

Life long learning

Learning to know

Leaning to do

Learning to be

Learning to live together



Prinsip Pembelajaran

**Ing ngarso sung tulodo,
ing madya mangun karso,
tutu wuri handayani.**

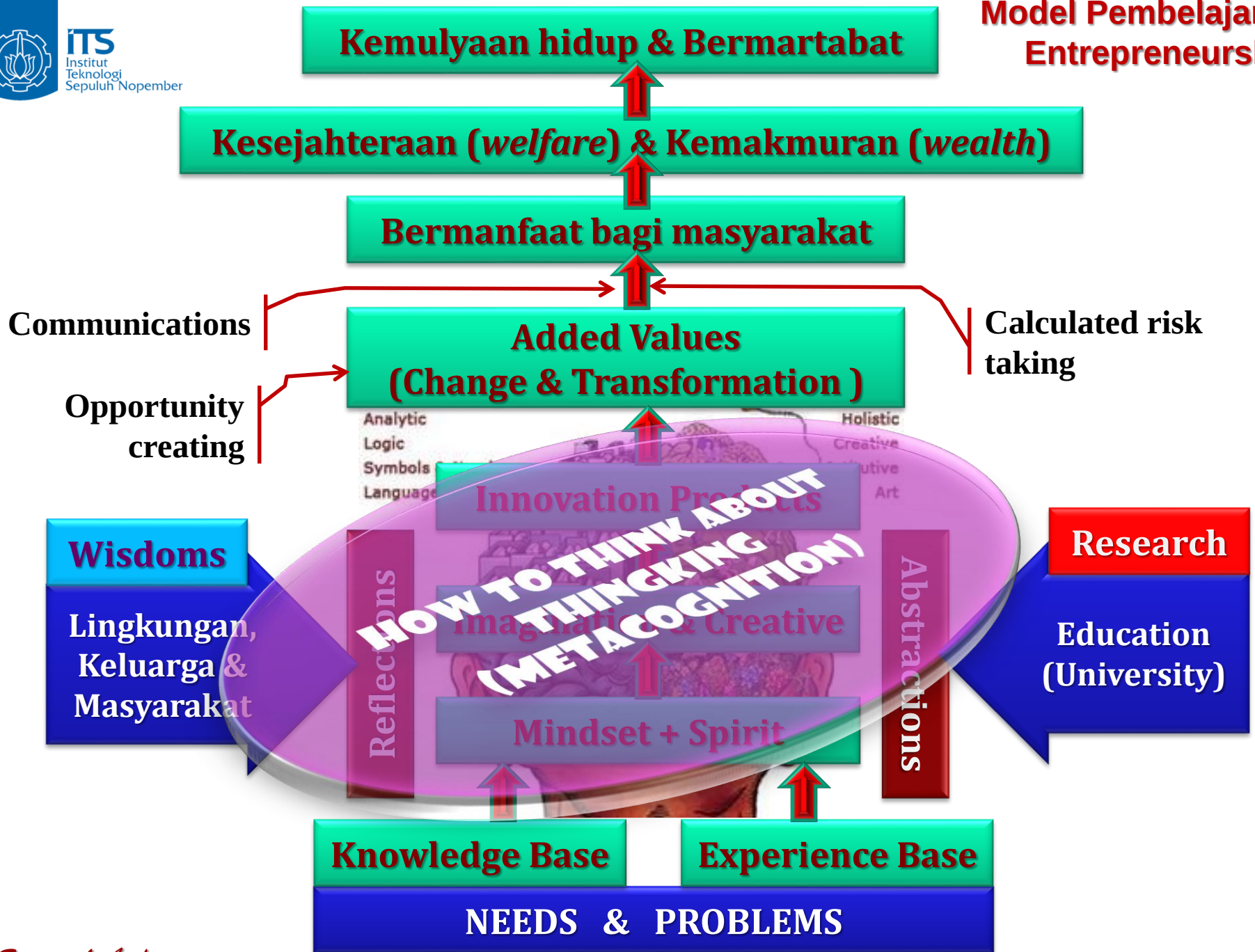
(Ki Hajar Dewantoro)

- ✓ **interaktif,**
- ✓ **holistik,**
- ✓ **integratif,**
- ✓ **saintifik,**
- ✓ **kontekstual,**
- ✓ **tematik,**
- ✓ **efektif,**
- ✓ **berpusat pada mahasiswa**

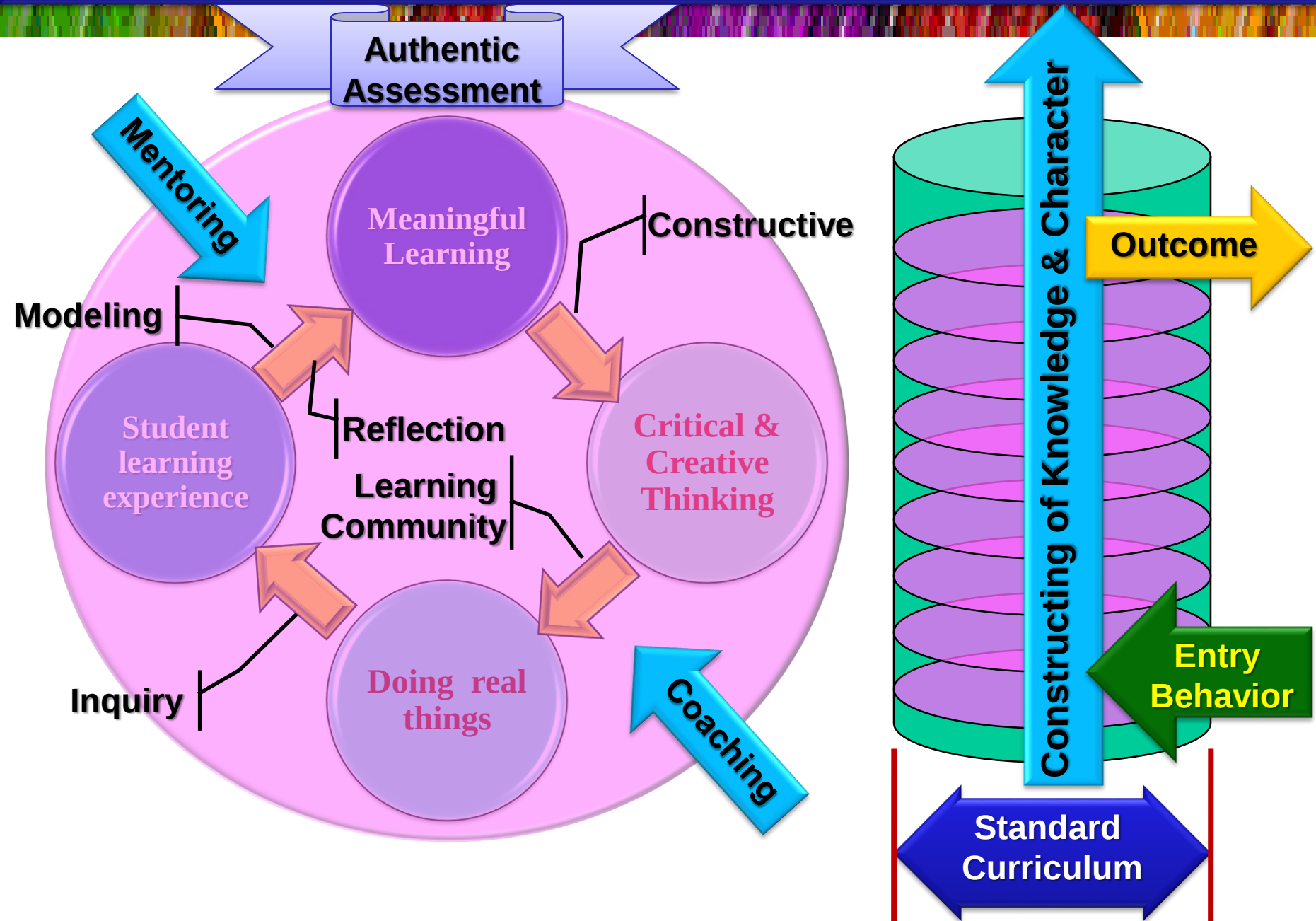


- ✓ **Fasilitator,**
- ✓ **Inovator,**
- ✓ **Motivator,**
- ✓ **Inspirator,**

Seorang GURU (Dosen) sejati tidak menganggap segala sesuatu secara serius, bahkan termasuk dirinya sendiri, kecuali tentang MURID-nya. (NIETZSCHE)



Contextual Learning (CtL)



Inquiry

1. Observation,
2. Questioning,
3. Hypothesis,
4. Data gathering,
5. Data analysis,
6. Conclusion,
7. Interpretation.



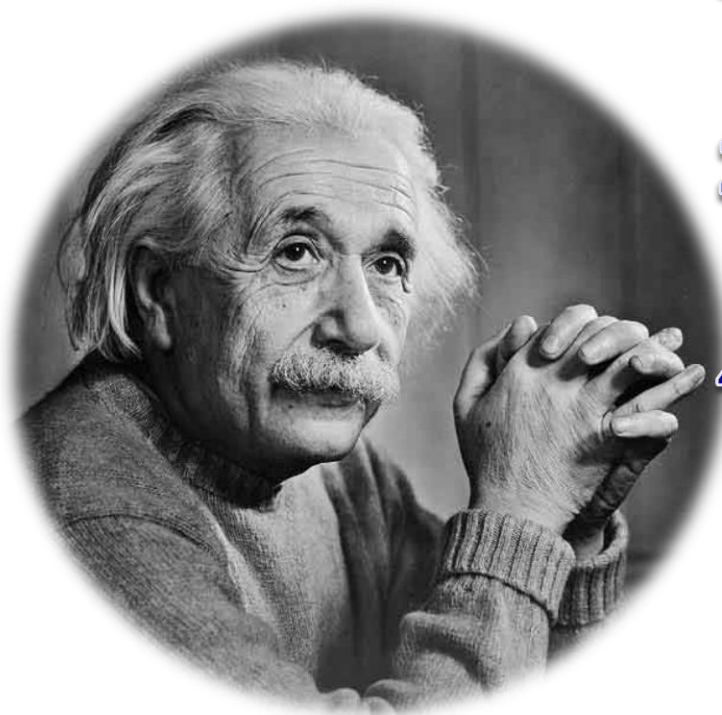
Modelling

1. Heterogen,
2. Equality communication,
3. Sharing knowledge & skills,
4. Networking.



Reflection

1. Respon thd kejadian, pengetahuan, dan perubahan yg baru diterima,
2. Membuat journal dari pengalaman hari ini,
3. Terbuka menerima dan memberi hal-hal baru,
4. Memberikan makna baru, dari hal-hal lama.



Constractive

1. Mengkonstruksi pengetahuan baru dari pengetahuan lama,
2. Membangun persepsinya sendiri yg unik,
3. Belajar dg cara Asimilasi & Akomodasi,
4. Memberikan makna terhadap pengetahuan & pengalaman yg telah dimiliki.



Learning Community

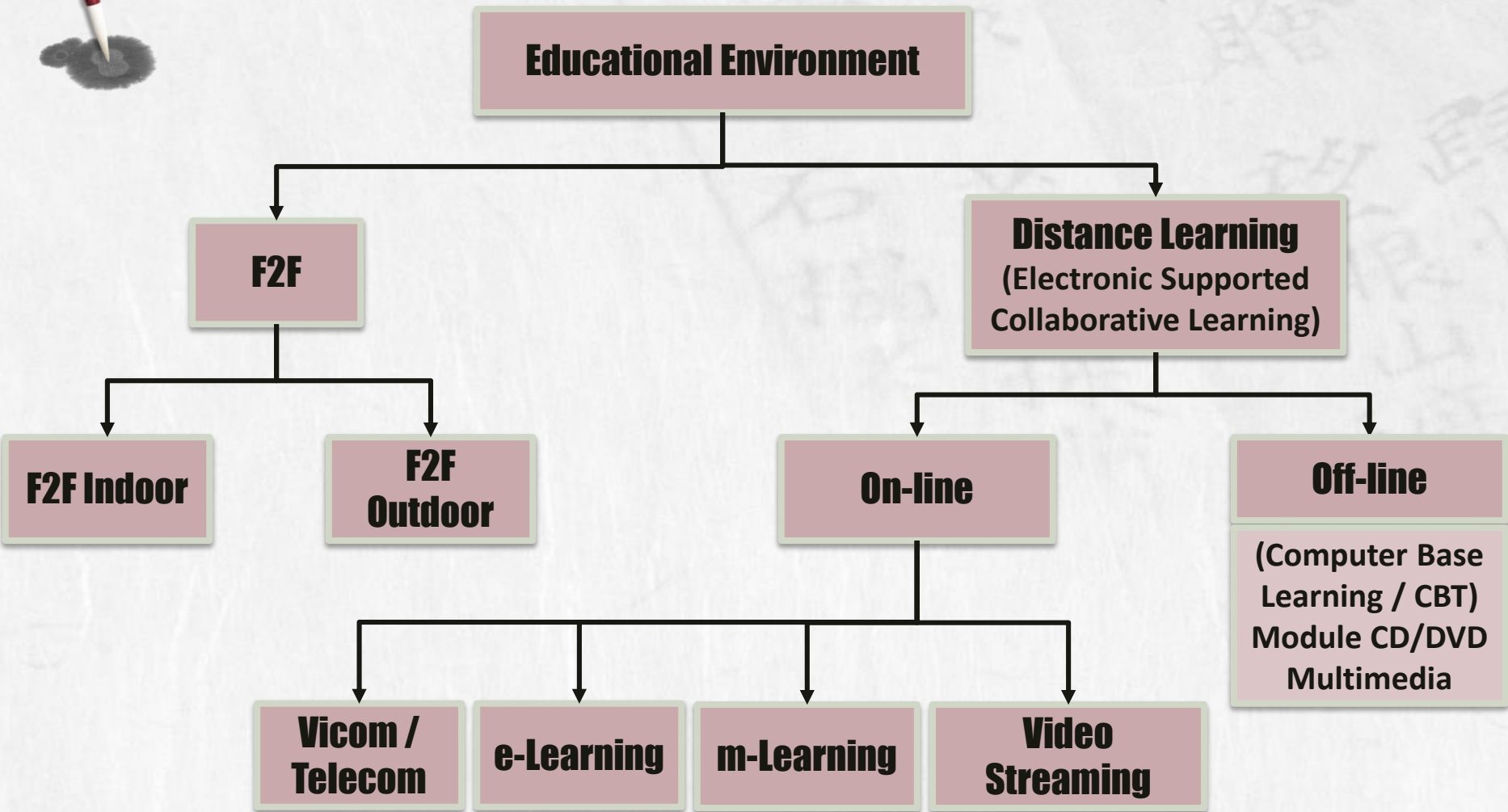
1. Sharing knowledge & skills,
2. flat communications,
3. Belajar menjadi pendengar yg baik,
4. Belajar menjadi pembicara yg baik,
5. Belajar menjadi penulis yg baik,
6. Networking,
7. Mutual respect.



No	Moetoda Pembelajaran Mahasiswa	
1	Small Group Discussion	SGD
2	Role-Play & Simulation	RPS
3	Discovery Learning	DL
4	Self-Directed Learning	SDL
5	Cooperative Learning	CoL
6	Collaborative Learning	CbL
7	Contextual Learning	CtL
8	Project Based Learning	PjBL
9	Problem Based Learning & Inquiry	PBL

Intitusi	Soft Skill	Hard Skill	LS
AA KOPERTIS Wil VII (±250 peserta)	77,5 %	22,5 %	onal
PTS sePAPUA (±200 peserta)	73,5 %	26,5 %	onal
ToT-KBK Bali-DIKTI (±100 peserta)	86,7 %	13,3 %	itual
Psychology UBAYA (±40 peserta)	74,4 %	25,6 %	

Ways of Learning



Blended Learning Domain

BLENDED LEARNING					
F2F Learning (synchronous):	Lab Base (synchronous)	E-Learning		M-Learning	
		Synchronous	Asynchronous	Synchronous	Asynchronous
❖ Knowledge Domain: -Factual -Conceptual -Procedural -Metacognitive	❖ Knowledge Domain: -Factual -Conceptual -Procedural -Metacognitive	❖ Knowledge Domain: -Factual -Conceptual -Procedural -Metacognitive	❖ Knowledge Domain: -Factual -Conceptual -Procedural -Metacognitive	❖ Knowledge Domain: -Factual -Conceptual -Metacognitive	❖ Knowledge Domain: -Factual -Conceptual -Metacognitive
❖ Learning Strategy: lecture, Discussions, Role-model	❖ Learning Strategy: Collaboration, Discussions, Project base, Problem base, Discovery,	❖ Learning Strategy: Reading, Discussions, Chatting, Vicon, Telecon,	❖ Learning Strategy: Reading, Discussions,	❖ Learning Strategy: Reading, Discussions, Chatting, Skype, Facetime,	❖ Learning Strategy: Reading, Discussions, SMS,email,
❖ Authentic Assessment	❖ Authentic Assessment	❖ Online Assessment	❖ Online Assessment	❖ Online Assessment	❖ Online Assessment
❖ Static	❖ Static	❖ Dynamic	❖ Dynamic	❖ Dynamic	❖ Dynamic

Syamsul Arifin



PUSAT PENGEMBANGAN PENDIDIKAN DAN AKTIVITAS INSTRUKSIONAL - ITS



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- ❖ S1 Physic Engineering, FTI-ITS
- ❖ S2 Nuclear Engineering, ITB
- ❖ S3 Educational Technology, UM
- ❖ Dosen Tetap: Jurusan Teknik Fisika FTI-ITS 1988 – Sekarang;
- ❖ Ketua P3AI-ITS : Sejak 2008-Sekarang;
- ❖ Anggota Tim Kurikulum DIKTI: 2008-Sekarang;
- ❖ Tim Ahli BSNP Standar PJJ 2014,
- ❖ Tim Pengembang Pembelajaran Daring Indonesia Terbuka & Terpadu (PDITT): 2013-sekarang;
- ❖ Tim KURIKULUM-ITS tahun 2007-Sekarang;
- ❖ Fasilitator PEKERTI-AA sejak thn 2004-Sekarang,
- ❖ Peneliti dalam bidang Kecerdasan Buatan & Teknologi Pendidikan (e/m-Learning);
- ❖ Asisten direktur LPIU-ITS,
- ❖ Konsultan dlm bidang Management Higher Educations (Curriculum, learning & teaching improvement, multimedia, and assessment), ..dll.

Terimakasih