

Android Application For Z-Generation as A Guidance and Counseling Media

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Abstract—There are research results among 109 subjects of z-generation student who find that the most popular media to develop their friendship self-identity is 80.58% of subjects chose an android application that can be downloaded at play store, 2.91% subjects chose modules, 2.91% subjects chose CD/DVD cassette, 1.94% subjects chose the guidance board, 2.91% subjects chose leaflets/pamphlets, and 14.56% subjects chose others. Other research also shows that 98% of the total 123 subjects of late adolescents agree to develop android application for the development of their religious self-identity. Thus, some of the media mentioned in Permendikbud 111 subh as leaflets and guidance board have small percentage. This is an evaluation of the guidance and counseling policy makers to review the existing policies. Ideally, existing policies should adjust the needs of counselee in the 4.0 industrial revolution era. That way, Permendikbud 111 which is making media development on mobile phones as one of the addition to the description and output of media development activities in guidance and counseling.

Keywords—*guidance and counseling media, permendikbud 111, policy suggest*

I. INTRODUCTION

One of renewable policy in guidance and counseling in Indonesia is Permendikbud (Peraturan Menteri Pendidikan dan Kebudayaan Republik Indonesia) Number 111 of 2014 that concerning guidance and counseling in primary and secondary education. One of content in this policy attachment is relate to guidance activities namely management of guidance board and management of leaflet. In addition, there're other activity namely development of guidance and counseling media with description that these activities are create or develop the creativity of guidance and counseling teacher or school counselor in the form of visual aids, print, electronic, film, and computer. While the result of media development is in the form of softcopy (power point, excel development), film and flash development, electronic and nonelectronic [1].

This explanation is quite intriguing because since 2014 to 2019 Indonesia continue to experience various change. The change that has been known is Indonesia continue to adjust various aspects, especially education, in this 4.0 industrial revolution era. In this era, one of impact is development of technological flow rapidly. When looking further, nowadays technology has become needs by people. Technology is no longer solely a media in form of power

point and excel development, film and flash development, or even electronic and nonelectronic, currently various learning media that can automatically operate on mobile phone so that student can learn independently. Nowadays, based on data that are the latest and on rising in recent times like 'ruang guru' application that is demand among students. As part of education, guidance and counseling should ideally also follow existing development, one of them is developing media that can be used on student's phone.

II. DISCUSSION

1. *Guidance and counseling services based on need assessments*

Guidance and counseling service is have to base on result of need assessment. The whole framework of guidance and counseling start with assessment of student/counselee development and environmental assessment. Then it continue to mapping of program component then strategy of guidance and counseling service in accordance with analysis of assessment result [2].

The student in high school or vocational school is really need guidance and counseling service that can prepare them for their life in future. The student will face the campus and world of work so that its require maturity in social personal aspect so they able to prepare themselves to face all dynamics. Guidance and counseling service in social personal field should ideally present the need of student who are in process of reaching late adolescent stage in their life. This field certainly adjust to stage of these student/counselee development and also adjust to the times development.

2. *Friendship self-identity as part of social personal guidance*

The crucial problem faced by late adolescent is finding their identity or how to deal with their identity confusion. In development terminology, chronological age of 18-22 year included in late adolescent that include in z-generation student. Late adolescent should have ability to think more mature than early adolescent. Maturity of thinking influence how late adolescent make decision about result of their exploration and commitment in friendship. Late adolescent also have enough age to build relationship with people who are more mature in community so they are expected to have social identity. In addition, they able to describe themselves clearly about who they are as part of self identity. Late

adolescent are expected to have social identity that distinguish themselves in society.

Friendship is subdomain of identity. The consideration for choosing friendship as one of variable to be discussed is because selection of this variable has been determined by follow Marcia's rule. Marcia's rule at least explain that this subdomain has variety responses and significance at this chronological age. The identity of friendship in late adolescent is seen as important subdomain because it is basis for developing attachment in early adulthood. Thus, experience of separating and leaving friends is not something to be seen negatively. This is an important part of one's exploration of friendship so that late adolescent can think or clearly describe identity of their friendship. Someone can identify themselves clearly if they not only explore but also take on important values, or they are committed to result of their exploration [3].

3. Guidance and counseling media in 4.0 era

When seeing development in this 4.0 era where technology is main motor in all lines of community life, guidance and counseling teacher naturally follow development in appropriate media to develop student/counselee's friendship self-identity. Many researchers make theory to determine generation on their own era. In development terminology, chronological age 18-22 year is include in late adolescent that is in z-generation where technology coloring their life.

On the other hand, that media such as module, guidance board, and leaflet or pamphlet have not been work out optimally in accordance with development of existing technology. One of data obtained from The Infinite Dial is that smartphone ownership in American population in 2019 touched 84 million, while tablet ownership was 56 million [4].

III. RESULT AND DISCUSSION

1. Android application that can be downloaded in play store as the most wanted media

Through the research below, we can see that android application that can be downloaded in play store is the most wanted media for student/counselee. The approach in this research is quantitative research. Subject is late adolescent including z-generation student born in 1997-2001 with total 109 subjects. This research has an object which is the most wanted media of z-generation student to develop friendship self identity. Data collection technique was questionnaire through whatsapp application that is answered online by subject. The validity of instrument used expert judgement. While data analysis technique is univariate analysis for quantitative data which is grouped into four categories, which are very appropriate (75-100%), appropriate (50-75%), less appropriate (25-50%), and not appropriate (0-25%).

Table 1. Result of The Most Wanted Media to Develop Self-identity of Friendship by Z Generation Student

Media	Number of Subject Choosing	Percentage	Category	Information
Android application that can be downloaded in playstore	83	80.58	Very appropriate	
Module	3	2.91	Not appropriate	
CD/DVD cassette	3	2.91	Not appropriate	
Guidance board	2	1.94	Not appropriate	
Leaflet / pamphlet	3	2.91	Not appropriate	
Other	15	14.56	Not appropriate	Face to face, game, seminar, youtube

From the table above, it can be seen that the most wanted media for develop self-identity of friendship by z-generation student is android application that can be downloaded in play store with total of 83 subjects choose, so that it is percentage of 80.58% which is include in very appropriate category. The finding in this study to be show that student in z-generation have characteristic that very close to technology, this is indicate by 98% of subject have an android gadget with range of checking is every minute as maximum and every few hours as minimum. This finding is also reinforce by other research which state that 98% of total 123 late adolescent subjects agree to develop android application for development of their religious self-identity [5].

2. Policy suggestion

Through the finding above, it can be seen that some of media that mentioned in Permendikbud 111 such as leaflet and guidance board have very small percentage, not even more than 3%. This shows that in this era, guidance board and manual leaflet are no longer in demand by student/counselee. This is certainly an evaluation for guidance and counseling teacher and policy maker to review existing policy. Ideally, existing policy should be adjust the needs of student/counselee and adjust the time nowadays. In this 4.0 industrial revolution era, technology cannot be separated from education, specifically guidance and counseling. Therefore, Permendikbud 111 need to be studied further to match this need.

IV. CONCLUSION

Guidance and counseling teacher in secondary school are expected to facilitate media development which is android application that can be downloaded in play store as the most wanted media for z-generation student/counselee to develop their friendship self-identity. Furthermore, there is certainly a suggest for Permendikbud 111 to use media development on mobile as an additional part in description and output of media development activities in guidance and counseling. In addition, of course it is expected that there will be practical

development in android application that can be downloaded in play store as follow up to this research and policy.

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