Candidate for Personal Learning Counselors Electronic Materials on Learning Environment

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ABSTRACT

Electronic learning environment (LPE) is a physical environment that is enriched with digital devices, having an adaptive context, to improve learning better and faster. To identify the requirements for learning better and faster. Beginning of needs based on the emergence of Human Learning LPE Interfaces (HLI) are presented along with other instruments in the form of a device that is used as a vehicle mechanistic interaction related learning device exposed to learners to control, stimulate and facilitate the learning process. Assumptions technology today is the learners own and use this HLI to all types of learning as the interface to help someone to learning something.

Keywords: electronic learning environment, learning human interfaces

1. INTRODUCTION

Candidates counselor education is a potential learner who require support technologies that support personalized learning. Learning is a fundamental need of every human being [1], Flexibility learning systems need to be built in the university environment in order fulfill learning needs [2], Universities are not only accessible to the academic community alone. Development of personal learning allows students, faculty, administrators, and users beyond the era of learning to be an entity in learning. Pedagogical competence and professional counselors have been prepared through the development of curricula, the implementation in the field scattered through some grain subjects (according to the peculiarities of each LPTK), the distribution of the semester according to the characteristics and purpose of the lecture. The students are expected to have competency counselor candidates prepared in a high proficiency standard, which will be specifically tested before entering the field of professional practice.

Strengthening education technology for prospective counselors to support students’ understanding of individual behavior (counselee) by counselors, to implement the purposes of service counseling. For four competencies that must be mastered by the counselor in carrying out their duties, namely pedagogical competence, personal competence, social competence, and professional competence. The learning activities prospective counselors more during this emphasis on the knowledge and skills of counseling, but less coupled with the cultivation of basic properties (affective), which can be directly implemented in everyday life, such as empathy, genuineness, congruence, unconditional positive regard. It could be said the only major concern on cognitive aspects, while the affective aspects that include aspects of the attitude and nature received less attention, hence less affective aspects explored perfectly, even be called a bit neglected. Implementation of basic attitudes counselors are needed to do as a competent counselor, who was able to show the attitude of genuineness, unconditional positive regard, and empathetic.

These basic attitudes needed so the counselor can enter the “world counselee” when he was confronted with counselees in the process of providing assistance. And researchers want to focus attention on one of the basic stances, which is empathy. Make empathy for these fused into a counselor, a specific strategy is needed in the process of planting possession. Efforts to achieve mastery in question, taken through learning partnership models. Hence less affective aspects explored perfectly, even be called a bit neglected. Implementation of basic attitudes counselors are needed to do as a competent counselor, who was able to show the attitude of genuineness, unconditional positive regard, and empathetic.

Why the Learning Management System (SIPEJAR), Universitas Negeri Malang must be developed...
appropriate electronic learning environment? Various versions of the answer are essentially to improve learning better and faster. Every step forward from the existing learning environment is towards the electronic learning environment [3]. LPE is an improvement effort for the development of learners, the economy (in particular discussion), and a more advanced culture. Contributions LPE is to explore the conditions to stimulate learning better and faster. SIPEJAR UM using theoretical concepts called Human Learning Interfaces (HLI), SIPEJAR So in addition to learning is also intended to facilitate research and development of LPE. SIPEJAR HLI UM accordance with the definition as set of interactions exposed mechanism of the device is controlled by learners and teachers so that they can be used to control, stimulate and facilitate their learning process [4].

Figure 1  An Interface [5]

Figure 1 is a community effort to facilitate the learners in obtaining the information through the interface that can be accessed student. The interface is a communications facility that allows two or more systems to communicate with each other, which facilitates the creation and interpretation of messages that provoke a response (learning) [6], it is assumed that learners have and use this HLI to all types of learning, and others when using the device so that it interacts with the interface gadget to help someone learn something (Figure 2).

Figure 2  Learning Environment [5]

For example, in education HLI be an interface between teachers and learners: teachers use the interface of learners to enable them to learn something. The interface describes the functions for input and output: input corresponding to the senses of learners to stimulate learning, observing behavior (output) and give (input) feedback and feedback to the front. HLI is an abstraction of sensory processing, cognition, and behavior is very complex and can be used in any situation to learn something, even by itself.

In the following section I will elaborate on the idea of HLI. First, I will identify and define some core concepts, followed by a description of HLI. Then I will present the definition of an electronic learning environment, providing a strong research challenge for this field. In discussions and conclusions, I will discuss several issues related research HLI and its use.

2. ELECTRONIC LEARNING ENVIRONMENT

What the electronic learning environment? The idea of an electronic learning environment suited to the new tradition that seeks to add the adjective ‘smart’ to various phenomena, such as smart in smart phones, smart TV’s, smart whiteboards, smart lamp up at Smart City. Directions smart actually to identify the next steps in the development of all new-generation device or devices [7], So the development of the electronic learning environment at UM SIPEJAR can be seen as a learning environment that is constantly being upgraded to encourage learning better and faster.

Figure 3  Construction Content Learning

Figure 3 shows a variety of content ready to be accessed. However, this type of repair what makes the learning environment SIPEJAR UM to be smart? First, when looking at the environmental section learners has been making use of “embedding content” that get from various reputable learning resources. Various cases in the UM study is the use of digital devices that have massive student, and have constructed SIPEJAR of intelligent learning environment.

Digital technology and learning side by side represent most of the computer-based learning solution. Things that have emerged are gamification, tutorials, practice tests and various electronics. LPE requires the user to concentrate on the use of digital devices become part of
the learning process and the digital physical environment for the user. LPE is a learning environment that is:

- One or more digital devices are used to the realm of the physical environment of learners;
- Digital device accommodates character, context, and culture of learners;
- Digital devices add learning function in the realm of character, context and culture, such as the provision of information, assessment, remote collaboration, feedforward, feedback, etc.;
- Digital devices monitor the progress of learners and provide appropriate information to the relevant stakeholders.

So, LPE is context-aware and adaptive behavior of the individual learner. However, concentrating on the technical aspects of this does not automatically improve learning better and faster. I would even claim that it is losing time when LPE built without a concrete idea about the enhancement of learning to be achieved. In the next section I will look at the study itself.

3. LEARNING TO PERSONAL TRANSFORMATION

Does it need to be asked that universities need to be transformed? The answer refers to the speech of the 2000s known as 2K years. Whatever will be changed but there is still that the change itself. As with any legal joke in the 90s where Article 1 states that the lecturer is never wrong and article 2 states if the professor made a mistake on purpose or not, the rules reverted to chapter 1. Directions actual question we already know the answer, but it should be emphasized to convince yourself we alone. Transformation is not a cultural taboo, nor the condition of giving up after being defeated by changes in technology. This is because we are still the audience puppet play “Industrial Revolution”. If we as the mastermind behind all of it, we never be surprised. Because the change was there in the hands of the puppeteer. When is a romantic, dramatic when, when war, when in fact there is in our hands to change (puppeteer).

Automation in the college into the expectations of many audiences. One impact of automation has plagued several libraries in a variety of world-renowned universities. Library is the heart of the college requires very need of automation in ministry [8], Library automation aspects such as information technology infrastructure, in-house activities, information services and their usage, workforce development, up to the budget. Although it remains a problem that the identification process in anticipation of damage to non-digital books and foresee advice on service.

Automation in learning is no less interesting. How is learning that takes place “off-campus”, which occurred a massive effort in doing Continuous improvement as a major requirement for manufacturing companies that require a flexible organization, lifelong learning for employees, and information processing systems and adaptive learning capability [9]. Changes in these conditions cannot be denied since their learning in the Intelligent Manufacturing Systems, the availability of abundant literature, and the many contributions of open learning, learning mechanical engineering surveys are able to realize systems with intelligent behavior. Symbolic approach, sub-symbolic and its application in manufacturing are treated equally, along with blended learning solutions which tries to integrate the benefits of personalization. This is what the future trend (Figure 4).

Figure 4 Development of Era Industry Resources [10]

Victory personal learning in the Industrial Revolution 5.0 has perpetuated the need for change. Advanced Learning Factory Framework (ALF) provides the processes required to define and execute training instruments that meet the demand of the industry [11], Each training combines basic modules that allow individual training efficiently. The effectiveness of this approach is proven by statistical means.

It is proposed that the knowledge, experience, and motivation prior encourage learning success in spite of a number of other learning concept. Further, in the development of learning AlF found that direct interaction helps the learning process is impressive. ALF learning framework seems to support for any new trends included in the industrial revolution 4.0. Therefore, further work is needed to develop new modules that support the development of ALF to handle industrial era 5.0. The industrialized world is very responsive to changes by adopting a personalized learning.

4. THE SCOPE OF HEUTAGOGY IN GUIDANCE AND COUNSELING PERSPECTIVE

The concept of teaching and learning is not a short process, but the roots of psychology in the field of
education is the “main engine” of Guidance and Counseling in Indonesia. Real life, as assessed by the psychology of education, individual owns his life. Adjustment of the ownership of life depends on the individual learner then heutagogy approach has an important role.

Online-based learning that is run at the State University of Malang platform heutagogy SIPEJAR give rides. Prospective counselors as learners is not an object of learning. Prospective counselors as adults need to be approached in a way that adults like learning andragogy. The command is not the only way to make them learn. Comfort learning environment necessary to realize the technical aspects of the introductory text in online learning [12]. Perhaps some assumptions about their approaches, models, learning strategies most appropriate for now, may be true, but if someone says their one approach, a model, a learning strategy that is most appropriate and correct the value of “absolutely” would be difficult agreed.

In general, who do not recognize the scientific pedagogy? But what is not agreed is oriented pedagogy to teachers alone. Learning requires the development towards more aspirational. Need to be studied along with that, the weakness of learning is still seen as a mechanical activity that cannot be applied in all spheres instructional.

Some of the reality experienced by students is the presence of technology in learning is not always benefit the majority of learners or always improve learning [26], There is no guarantee that learning will take place properly only with digital learning resources. Students who are active in social media technology does not necessarily improve digital literacy. The fact it was not able to deny. Social media is media which has been the trend in Malang even Indonesia. But it could be in other countries (outside Indonesia) is the opposite.

5. COUNSELING APPROACH THROUGH CONTEMPORARY MEDIA

Electronic learning environment to improve themselves candidates for education counselors in use, namely an ability to develop its own perspective [27] asserts that Learning Human Interfaces needed so individuals can function itself in the electronic learning environment. Magolda (2011) has also been suggested that self-authorship important for learning and faculty, who routinely expect learners to prove self-authorship. Gaps in students, between what they can do and what is expected of them can be bridged with Learning Partnerships Model.

Learning resources with the type of partnership is a learning technology that can help construct scientific efficiently. Plural conditions indicate the need for improvement of educators and teachers to work together to incorporate technology media with email, web and multimedia - into their programs and teaching practices. As a result, educators need to develop new knowledge and skills in the design and production of multimedia resources. There is a growing need for educators to understand the process of media design and the design process of education [28]. However instructional design framework in the literature does not seem to recognize that well-established process of instructional media design. Anything can change except that remains is the change itself.

Educators and teachers need to partner and realized beginning of a paradigm shift instructional media use is the context, the role, the delivery and financing of education and learning patterns. Growth in both the number and types of media increased as the line exponentially in the use of the Internet, especially the web since 1995 with his ability to communicate some information media - text, image, audio, animation, video - interactive and now has become an instant way to cross state borders .[29] confirms the observation that “what is happening is the emergence of a new system which provides the same richness in instant communication, data, ideas, and symbols etc”.

Media that is packaged in an electronic learning environment allows changes in educational practice and learning in a way that is often described as “flexible communication”, “flexible learning” and “learning
mediation”. Learning resources that offer learning in a flexible fashion both for teachers and learners. A common reason is that the internet is flexible based anywhere and anytime, learning should be offered by the institution that provides educational and learning with no boundaries to maintain the position of educators and teachers.

6. CONCLUSION

The demands of cultural, political, economic and institutional increases have been demanding counselor education faculty and prospective partner to take advantage of the electronic learning environment. New communications media in an easy to embed in phase Partnership Learning Model. This system facilitates the study of the facts are easily accessible via email, web and multimedia in relation to teaching and learning. Flexible curricula developed into mediated experience if developed and moderated by facilitators reliable and partnered with the user.

REFERENCES


