Digital Learning In South East Asia: The Role Of Seamolec

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ABSTRACT

Digital Learning provides unlimited opportunity to people. Now, more than 43 percent of world population are online. The internet creates the global interconnected knowledge. As a consequence, education is entering revolution. We are educating students for an unknown future. Reffering to Richard Rile – in a knowledge-based world, we need to prepare students for jobs that haven't been created, using technologies that haven't been invented in order to solve problems that may not even yet exist.

In 21st century, the paradigm changes from teaching to learning. Learning is unique for everyone, because each person has different background, learning styles, and pace of learning. The role of technology in education can support the individuals' needs. Technology is a vehicle to support learning.

A comparative analysis of ICT integration and e-readiness in school across Asia was conducted by UNESCO and UNESCO Institute for Statistic in 2014. Several data shown from this study, such as ;

- In 2012, computer ratio in Lower Secondary Schools in Cambodia 1:>500,Philippines 1:49, Malaysia 1:12, Thailand 1:12, Indonesia (Primary and Secondary) 1:136, Singapore (Primary and Secondary) 1:4.
- Computers have been used as assisted instruction in Secondary Schools in Singapore (100%), Thailand (97%), Philippines (8%), Indonesia (7%)
- Percentage of schools with internet assisted instruction are as follow: Singapore and Brunei Darussalam, primary and secondary schools (100%), Thailand, Primary and Secondary Schools (97%), Malaysia (>95%). Indonesia's internet access (70% of Primary and Secondary Schools have internet access).

In congruent with this data and in conjunction with SEAMEO & Priority Agenda, SEAMEO SEAMOLEC takes role to build ICT Culture in South East Asia, specifically, Bandung City as a model. In this program, Social Learning Network is used as a virtual class platform. It is commonly used as a means of communication, as well as to announce information, quizzes, share learning materials and many more. It gives special feature to each users based on their roles: teachers, students, or parents, and affecting the types of communication access for them.



WELCOME TO BORDERLESS ACCESS WITH UNLIMITED OPPORTUNITY

The situation facing educators worldwide:

in a knowledge-based world, we need to prepare students for jobs that haven't been created.

- Using technologies that haven't been invented
- ❖ In order to solve problems that may not even yet exist

(Richard Rile)

DIGITAL ECONOMY

(Don Tapscott, Digital Economy)



THEME 1: KNOWLEDGE ECONOMY

The New Economy is Knowledge Economy (Smart Cards; Smart House with burgler and fire alarm; Smart Roads – Roadbeds will monitor traffic and weather, ect.

THEME 2: DIGITIZATION

The New Economy is Digital Economy Information is in digital form: Bits

THEME 3: VIRTUALIZATION

As information shifts from analog to digital, physical things can become virtual – changing the metabolism of economy, the types of institutions and relationships, and the nature of economic activity itself.

THEME 4: MOLECULARIZATION

The new economy is molecular economy (clusters of individuals and entities as the basis of economy

THEME 5: INTEGRATION/INTERNETWORKING

The New Economy is a networked economy, integrating molecules into clusters that network with others for the creation of wealth. (Smart Cards; Smart House with burgler and fire alarm; Smart Roads – Roadbeds will monitor traffic and weather, ect.

THEME 6: DISINTERMEDIATION

Middleman functions between producers and consumers are being eliminated through digital networks.



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THEME 7: CONVERGENCE

In the new economy, the dominant economic sector is being created by three converging industries (Computing, Communication, Content Industries)



THEME 8: INNOVATION

The new economy is an innovation based economy.

"Obsolete your own product". If you dont make it obsolete, some one else will.

THEME 9: PROSUMPTION

In the New Economy the gap between consumers and producers blurs

THEME 10: IMMEDIACY

In an economy based on bits, immediacy becomes a key driver and variable in economic activity and business success.



THEME 11: GLOBALIZATION

The new economy is a global economy.

THEME 12: DISCORDANCE

Unprecedented social issues are beginning to arise, potentially causing massive trauma and conflict.



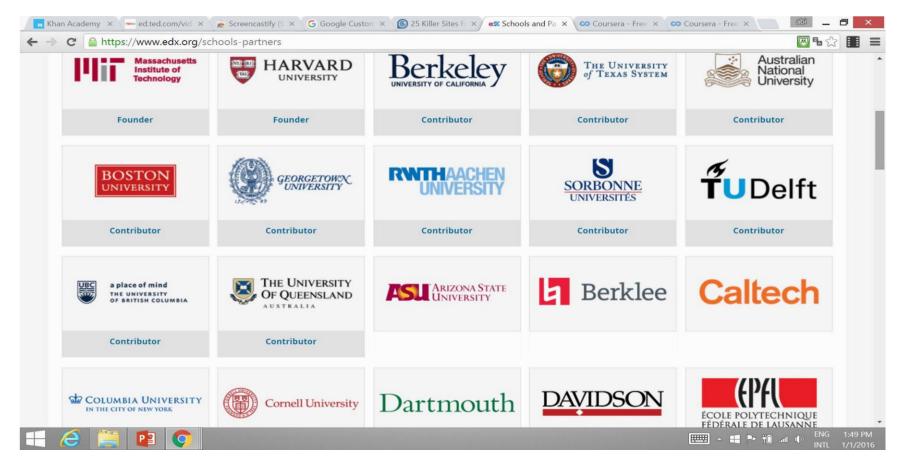


ERA OF NETWORK AND COOPERATION

1 1 1 1 1



<u>www.edx.org</u> (Free online course, > 5 million participants)



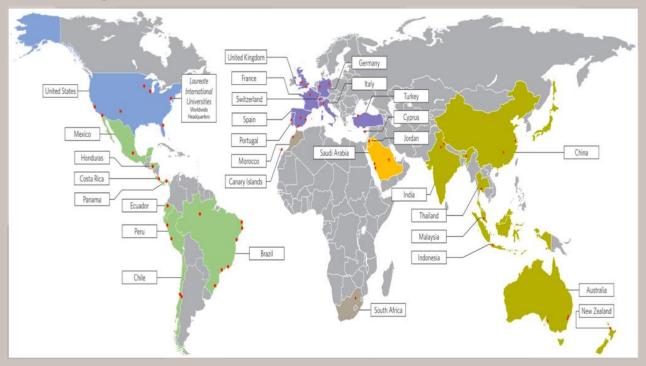




www.stamford.edu

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Laureate is the Leader in International Higher Education: >1.000.000 STUDENTS,



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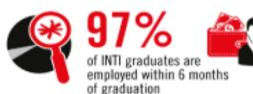
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Be Highly Employable





78%
of INTI graduates are paid higher than the market average

16% of INTI graduates get job offers before they graduate



100% INTERNSHIP PLACEMENTS

Proven Graduate Outcomes

98%

WITHIN 6 MONTHS OF

GRADUATION

OF INTI GRADUATES ARE PAID HIGHER THAN THE AVERAGE MARKET OF INTI GRADUATES WHO ARE GIVEN JOB OFFERS BEFORE GRADUATION

INTERNISHIP PLACEMENTS

Source:

INTI Graduate Employability Survey 2015 (Validated by BDO Governance Advisory)

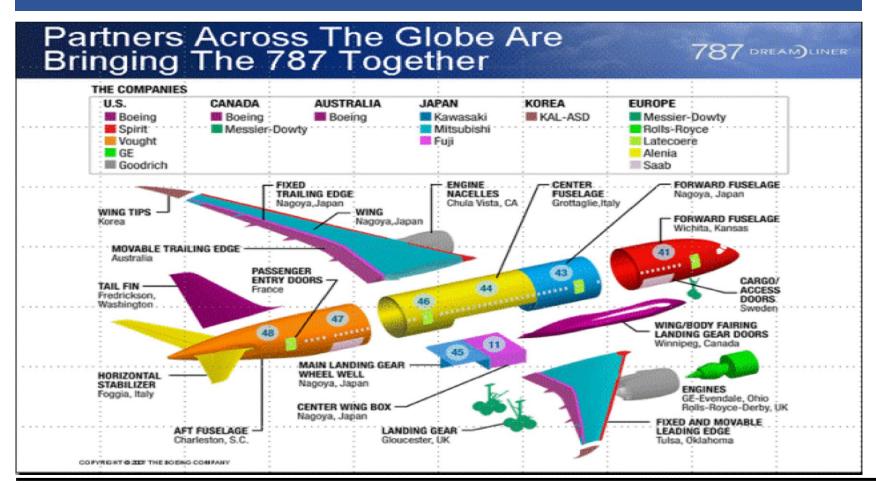
- Graduate Employability is our No. 1 Priority
- INTI is the first institution to have this data validated by one of world's top audit company, BDO Governance Advisory
- This statistics tell us the employability outcomes of our Year 2015 Graduates

PRIVATE & CONFIDENTIAL





HIGH TECH NEEDS STRONG TEAMWORK AND NETWORK







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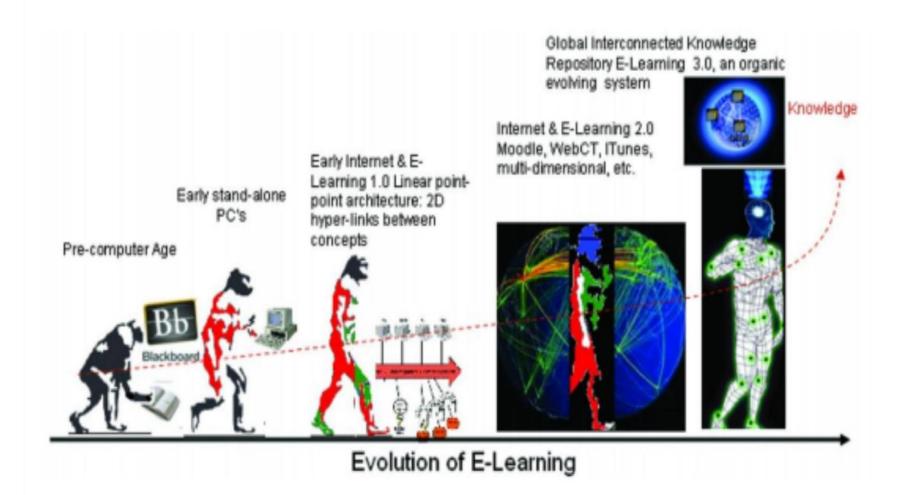
INTERNET USERS*)



International Telecommunications Union: 43 percent of the world's population is now online (3.2 billion), 2 billion (developing countries) (ITU, 2015).

*) ITU (2015) in Mariana Patru and Venkataraman Balaji (Editors), Making Sense of MOOCs A Guide for Policy-Makers, UNESCO and Commonwealth of Learning, France, 2016, p. 11.











Open Distance Learning

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2012-2014:

> 10.000.000 STUDENTS ENROLLED IN 3 MOOC, in THOUSANDS COURSES (Coursera, Udemy, edX)



CYBER E-LEARNING



SourcePicture: epsu.cetl.hku.hk



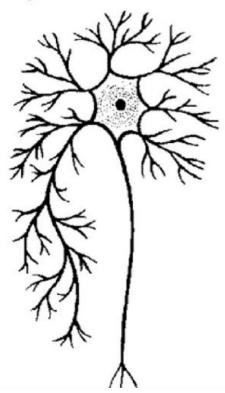






Your brain has 100 billion active cells, each with up to 20,000 connections





The unstimulated and stimulated brain

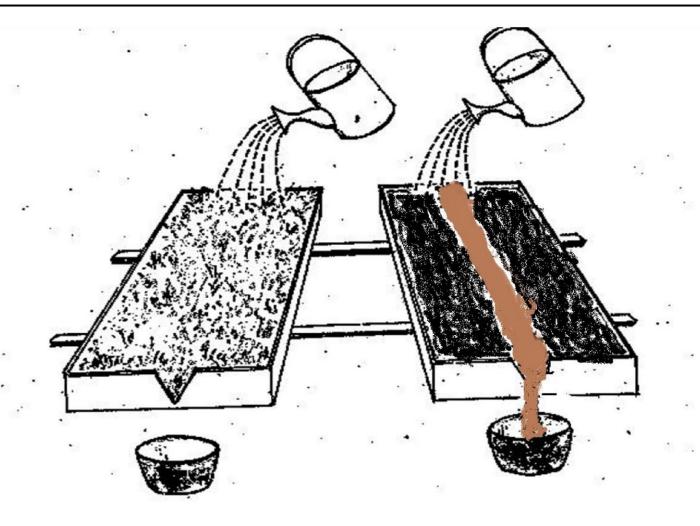
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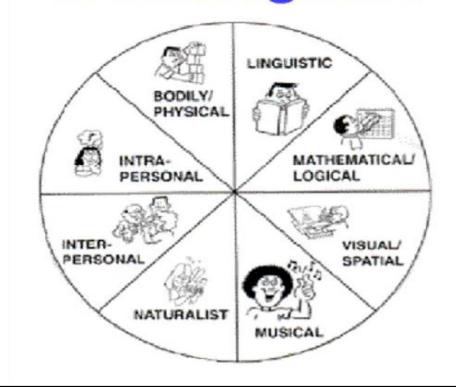




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The many types of intelligence







Learning = f(C, M, Ti) x Tech



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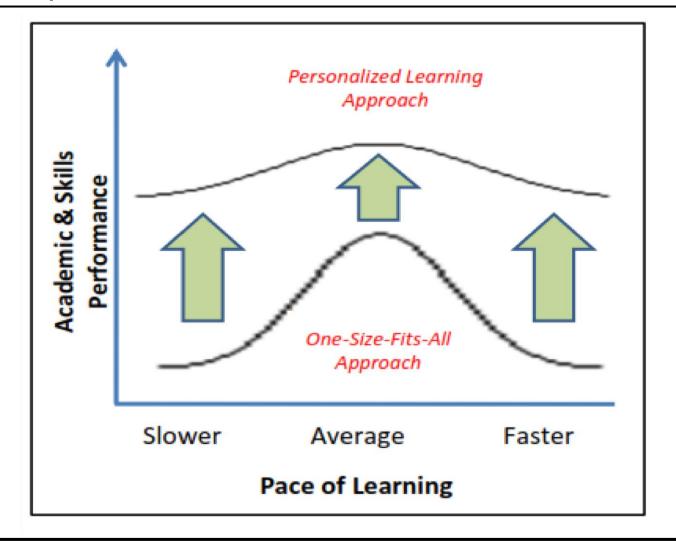
C = Content

M = Motivation

Ti = Time

Tech = Technology













CHALLENGESFOR EDUCATORS



- ☐ Education in the 21st Century is about LEARNING not TEACHING.
- ☐ Learning is unique to each individual.
- □ Differentiated Learning is essential no two individuals share exactly the same approach to learning nor do they come from the same background.
- ☐ Technology is a vehicle to support learning.
- ☐ Learning is without boundary.

CHALLENGES FOR EDUCATORS

- ❖Interactive learning is essential.
- Education today is still mostly designed for standardization, NOT customization.
- ❖ Technology can help empower teachers and students to reach their true, individual potential.
- ❖ Use of technology provide opportunity to transform from fits for all to personalized learning, prepare for the real world, empower students to flourish their potential, to provide more



equal opprtunity to achieve their personal and economic potential;

Benefits of technology in Education (Robert Fogel, 2016)

- ❖Eliminate printed textbooks to reduce cost and offer students new rich and immersive learning experiences
- **❖**Create and share content
- ❖STEM/STEAM (Science, Technology, Engineering, Arts and Math)
- **❖** Software coding/programming
- ❖ Better communication between teachers, students, parents, and school administrators
- Constructive involvement of parents in their children's education



- □ Provide feedback on results and progress, used to help facilitate the teaching and learning process
- Bridge the divide between rural and urban communities



Teacher's concerns and fear

Computers will replace me

Using a computer for teaching will only add work

I won't be able to manage the classroom

Parents don't want their children to use computers/Internet



The Reality



Technology is backbone of our global economy and society

- It will happen with or without you
- Technology solves most of the problems



• Technology is used to create and innovate in ways we never imagined

E-Learning



From Computer Lab
to Wheel Class room
to Fully Integrated Access



Computer lab







Computers on wheel classro





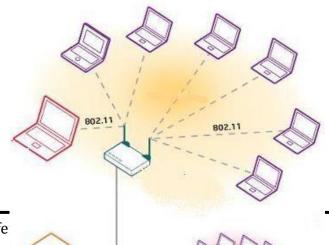
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Fully integrated; any time, any where access





Network

Switch



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FLIP CLASSROOM









SOUTH EAST ASIA

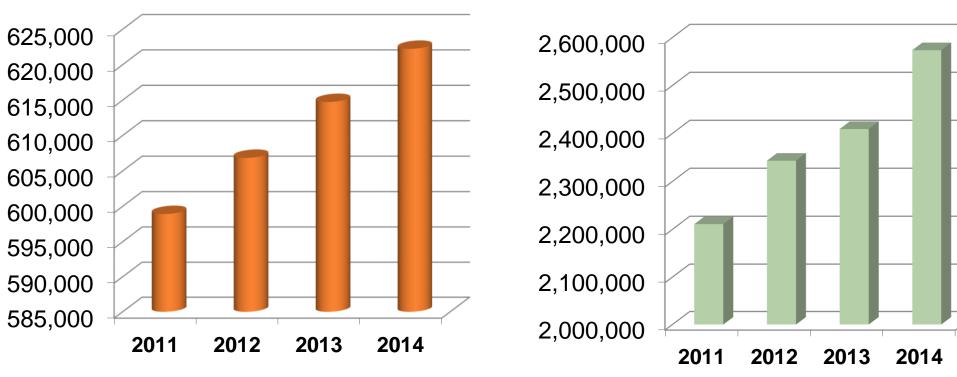
ASEAN: BASIC DATA INDICATORS



Total population

(in thousands)

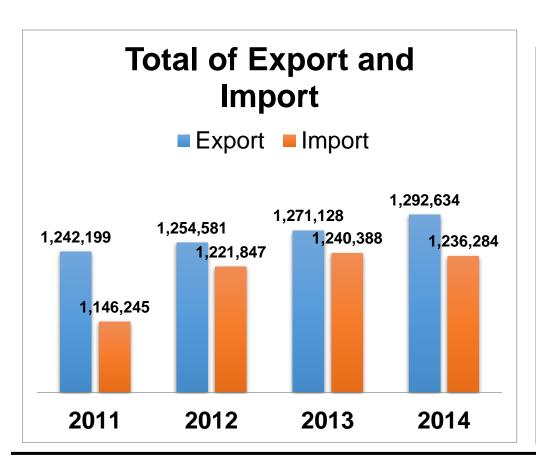
Gross domestic product at current prices US\$ million

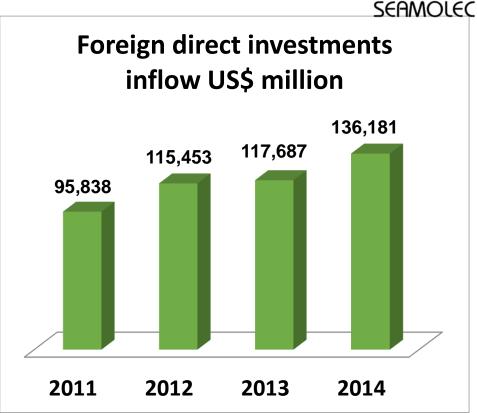




ASEAN: BASIC DATA INDICATORS







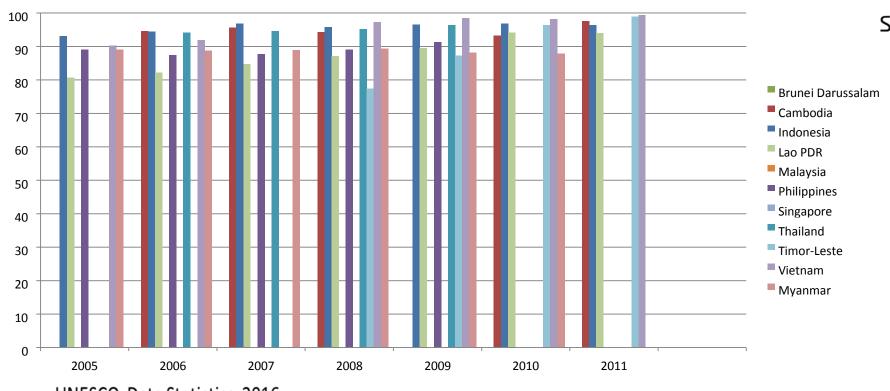


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Adjusted net enrolment rate, primary, both sexes (%)



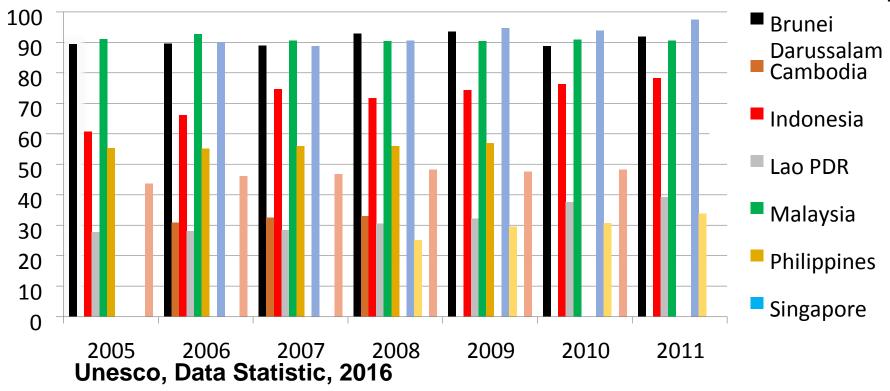


UNESCO, Data Statistics, 2016



Adjusted net enrolment rate, lower secondary, both sexes (%)

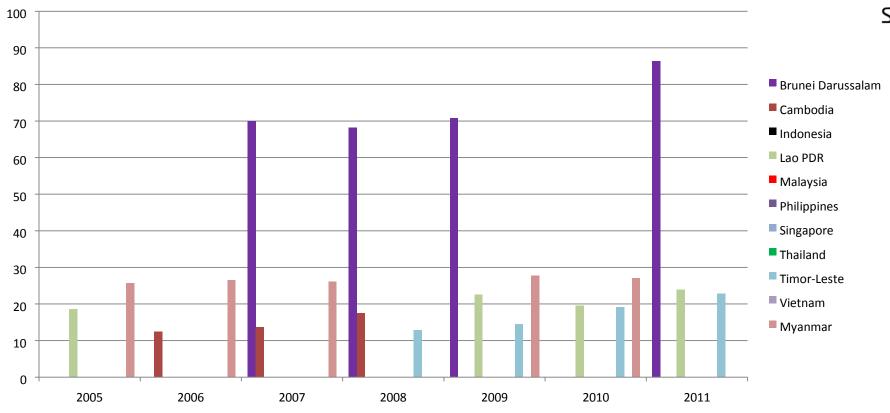






Adjusted net enrolment rate, upper secondary, both sexes (%)

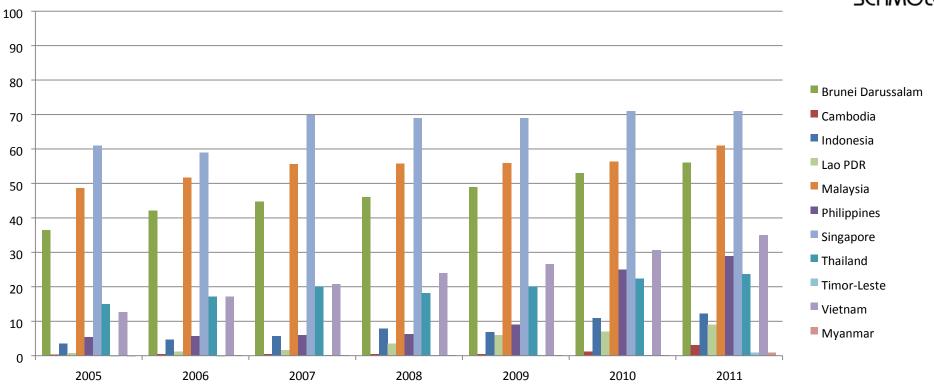






Internet users (per100 people)





Brunei Darussalam

Cambodia

Indonesia

Lao PDR

Malaysia

Philippines

Singapore

Thailand

Vietnam

Timor-Leste

Labor force with primary education (% of total)

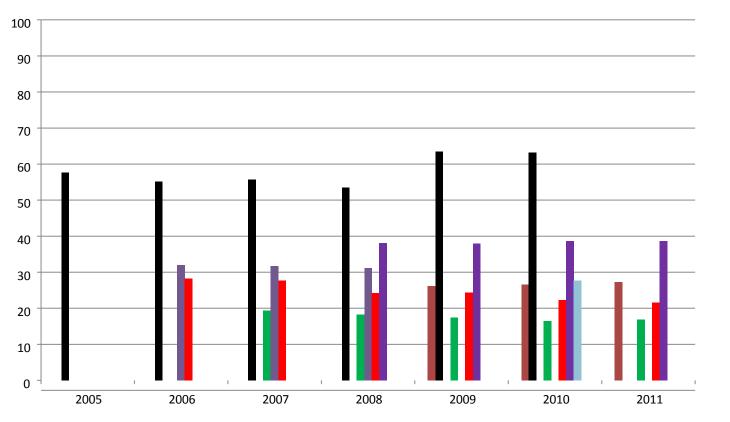
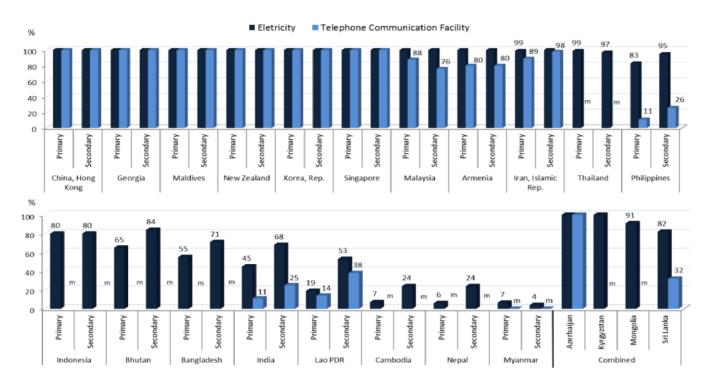




Figure 2. Proportion of educational institutions with basic electrical and telecommunications infrastructure by level of education, 2012





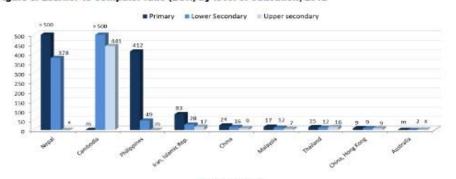
Notes: m = missing. Data for Cambodia cover pre-primary, primary and secondary education. For Indonesia, the Philippines and the Republic of Korea, data for secondary education only include the lower secondary level. Data for the Republic of Korea refer to 2009. Data for Malaysia, Singapore and New Zealand refer to 2011. Data for Cambodia, the Philippines and the Republic of Korea cover the public sector only. Data for India do not cover secondary-level independent schools. Source: UNESCO Institute for Statistics database and Statistical Tables 3 and 4

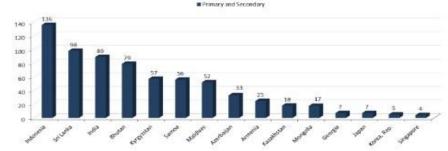


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Figure 3 shows the LCRs for primary, lower secondary and upper secondary education. At the primary level, data show that available computer resources are greatly overstretched in the Philippines (412:1) and the Islamic Republic of Iran (83:1). In Nepal, where the proportion of primary schools with CAI is less than 0.5%, the national LCR is high, at more than 500 primary school pupils per computer. Based on combined data for the primary and secondary levels, computer resources are also greatly overstretched in Indonesia (136:1), Sri Lanka (98:1), India (89:1) and Bhutan (79:1).

Figure 3. Learner-to-computer ratio (LCR) by level of education, 2012

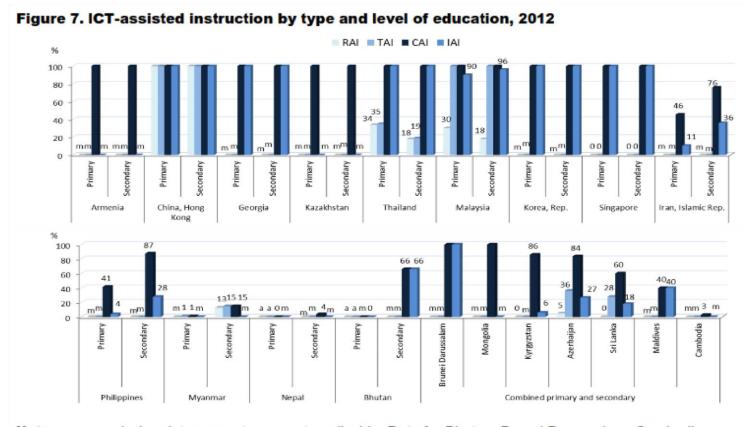




Notes: m = missing. Data for Hong Kong Special Administrative Region of China, Georgia, Japan, Kazakhstan and Thailand are country estimates. Data for the Republic of Korea, China and Japan refer to 2008, 2010 and 2013, respectively. Data for Kyrgyzstan, Malaysia and Singapore refer to 2011. Data for Azerbaijan, Cambodia, China, Japan, Kazakhstan, Malaysia, Philippines, Singapore and Sri Lanka cover public schools only. Data for Bhutan, Cambodia, China, India, Nepal and Samoa represent UIS estimates. Secondary data for Nepal and Australia reflect combined secondary education.

Source: UNESCO Institute for Statistics database and Statistical Table 5







Notes:

m = missing data; a = category not applicable. Data for Bhutan, Brunei Darussalam, Cambodia, Kazakhstan, Myanmar and the Republic of Korea are UIS estimates. Data for Brunei Darussalam refer to 2009, while data for Malaysia and Singapore refer to 2011. Data for Azerbaijan, Bhutan, Kyrgyzstan, Malaysia, Maldives, the Philippines, Singapore and Sri Lanka cover public schools only. Secondary data for Indonesia and the Philippines cover lower secondary education only.

Source: UNESCO Institute for Statistics database and Statistical Tables 3 and 4.

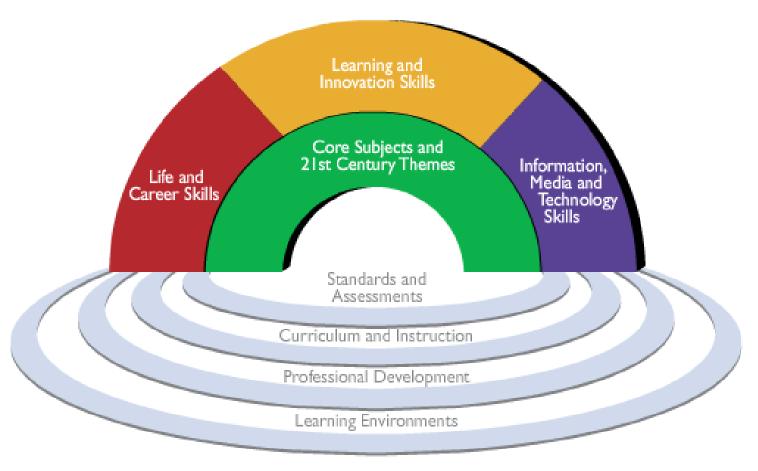


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COMPETENCE FRAMEWORK 21st Century





The Launching of Digital Class PROGRAM







LAUNCHING: ADOPTING 21st CENTURY CURRICULUM THROUGH SEA-DIGITAL CLASS, BANTEN-INDONESIA, 19 September 2015





SEA Digital Class





Digital Class: THE PLATFORM







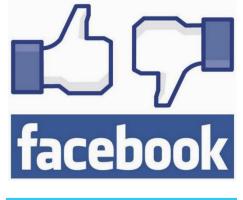




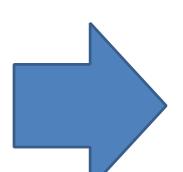
Digital Class: THE PLATFORM



Social Network



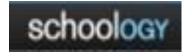














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ONLINE TEST - SOUTH EAST ASIA



SMPN 4 DOMPU, NTB: ULANGAN ONLINE



SEKOLAH MENENGAH KEBANGSAAN AIR PUTIH KUANTAN MALAYSIA



HANOI VIETNAM



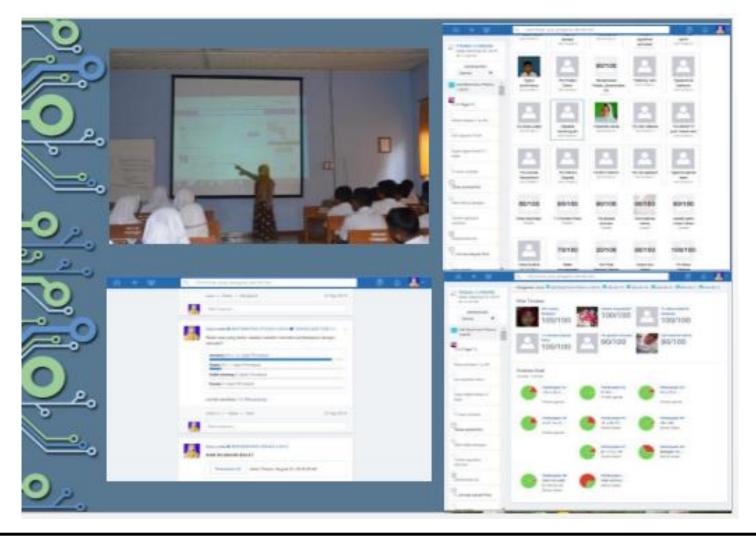
KOTA BANDUNG ULANGAN HARIAN ONLINE



SEA-DIGITAL CLASS













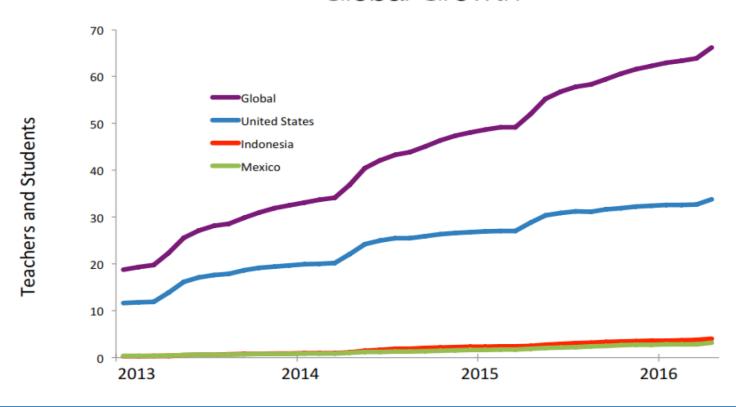
Regional Comparison Table: Sep 1, 2015-16

Country	Population	2016 Teachers	2015 Teachers	2016 Students	2015 Students
Indonesia	250M+	330K+	220K+	3,700K+	2,300K+
Philippines	100M+	145K+	120K+	1,800K+	1,250K+
Malaysia	30M+	45K+	30K+	360K+	270K+
Singapore	5M+	45K+	35K+	350K+	290K+
Brunei	.5M+	3K+	2K+	28K+	21K+





Global Growth

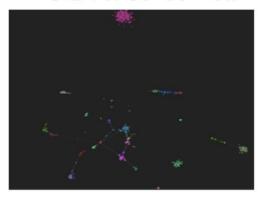




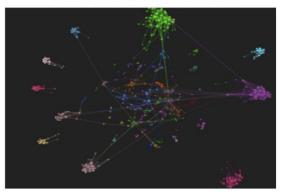


Network Effect of Teachers

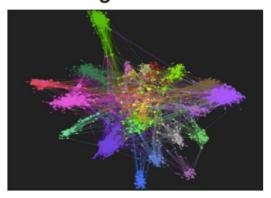
Start of School Year



End of School Year



Following School Year

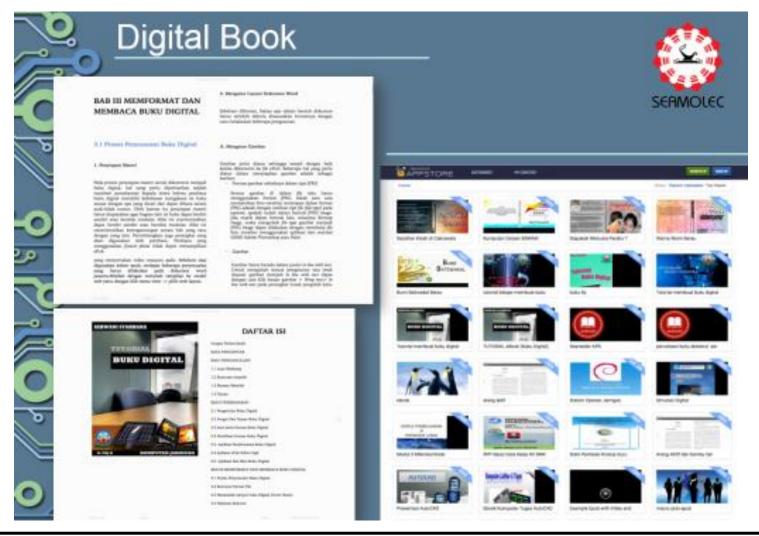




Teacher connection graph of Edmodo in Chesterfield County Virginia is a similar pattern followed by many other highly adopted Edmodo districts













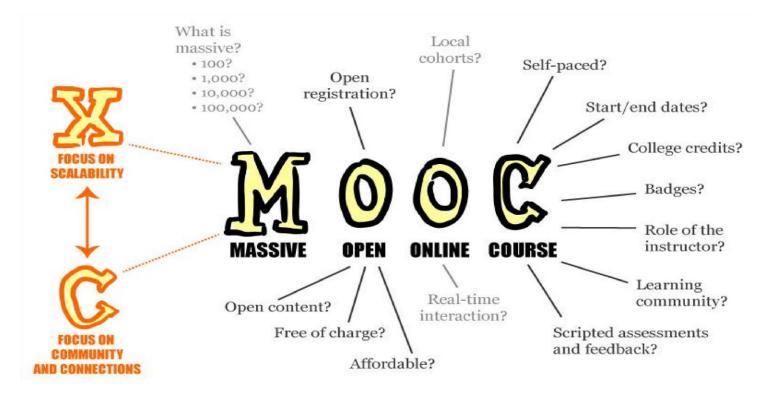
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SEAMOLEC's MOOC

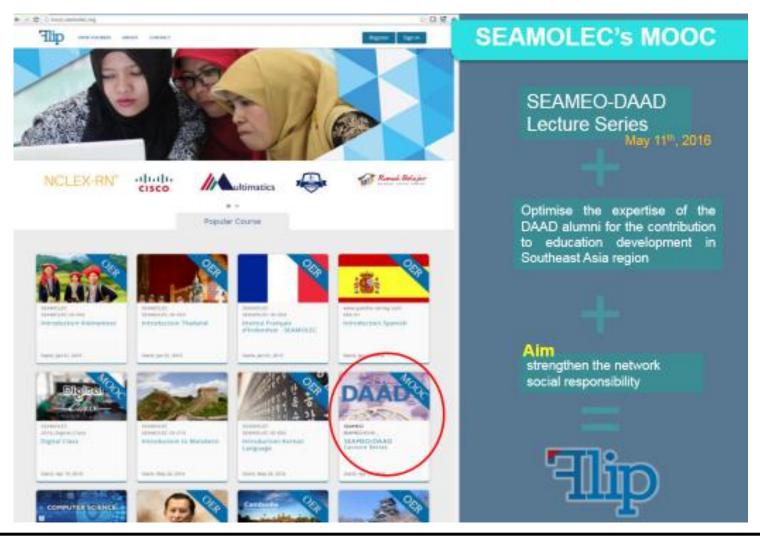














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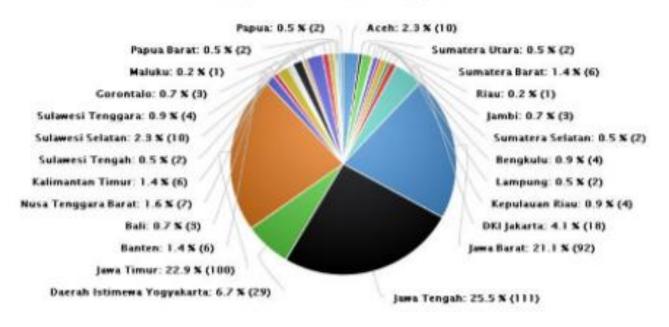
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Online Training on Digital Learning Material - Whiteboard Animation Batch 1



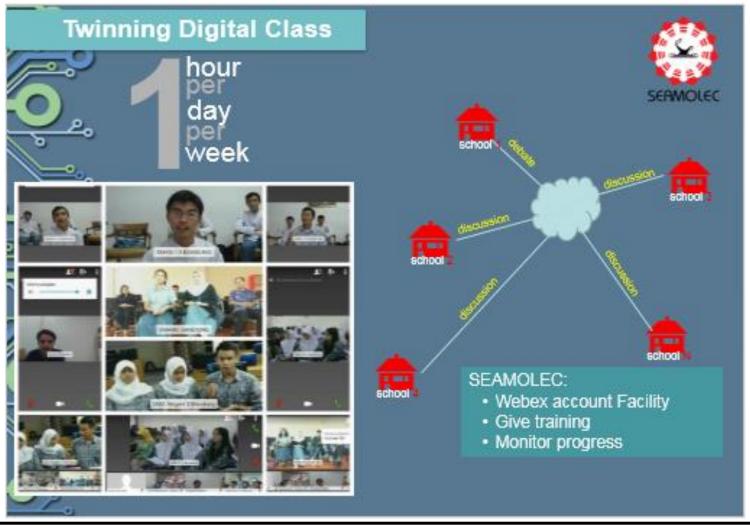
Tingkat Distribusi Training Online













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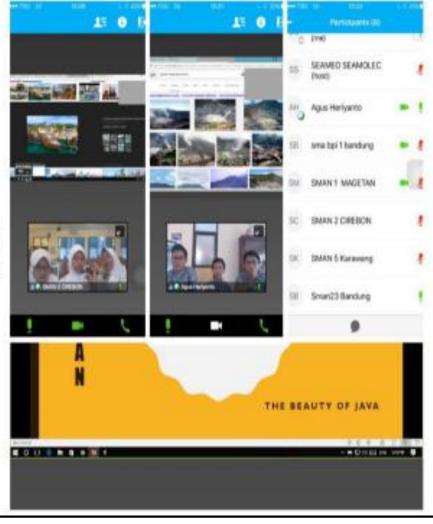
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VIDEO CONFERENCE

taide: 14/01 State 2≅ ΩĘ 25 Saung Angklung Ud Sman23 Bandung



VIDEO CONFERENCE: ENGLISH DEBATE, CROSS CULTURE UNDERSTANDING





ONLINE SEMINAR









MINGGU, 13 NOV 2016 15.00-17.00 WIB







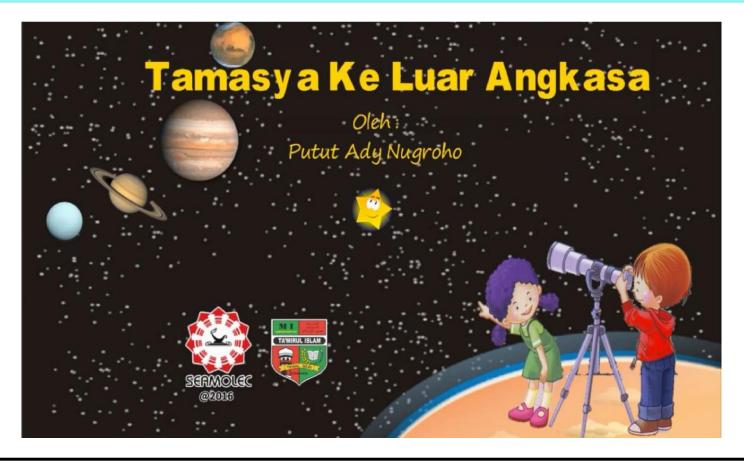




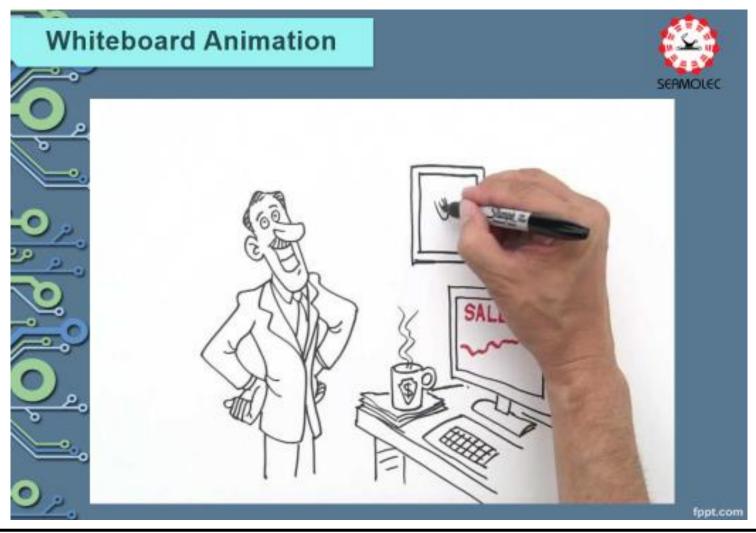
Dini Siti Anggraeni (ho

ANIMATIONS











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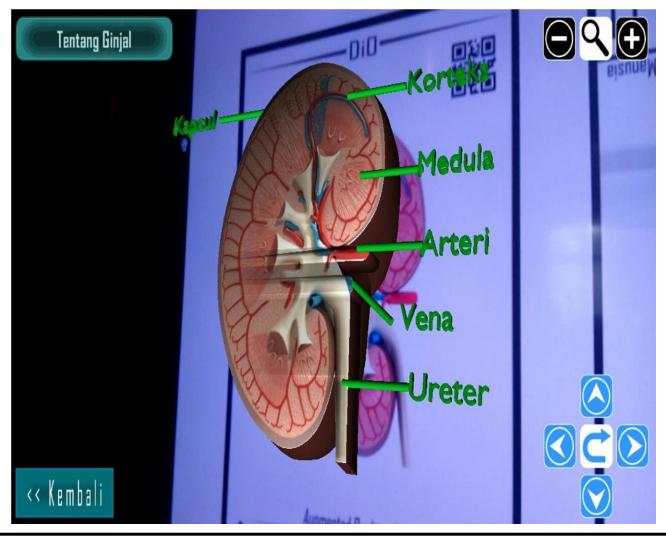


Augmented Reality for Education











Virtual Reality for Education







Virtual reality : Seamolec's Library





EDUGAMES Goothe Institute – Seamolec











SEAMOLEC APPLICATIONS : PALYSTORE→ TYPE: SEAMOLEC



https://play.google.com/st ore/apps/developer?id=S eamolecApps&hl=en



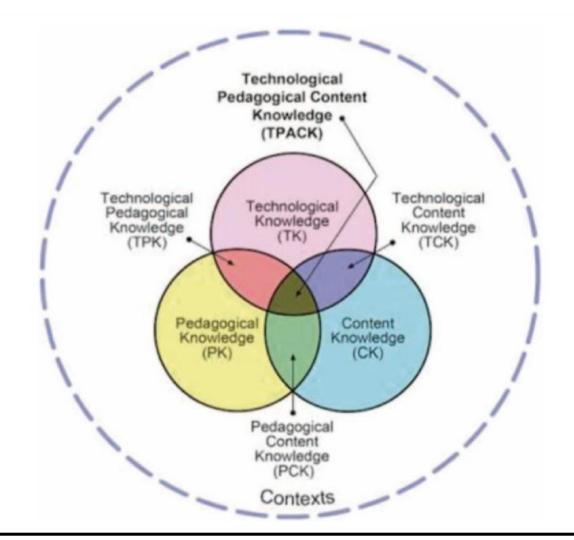


DIGITAL LEARNING ENVIRONMENT



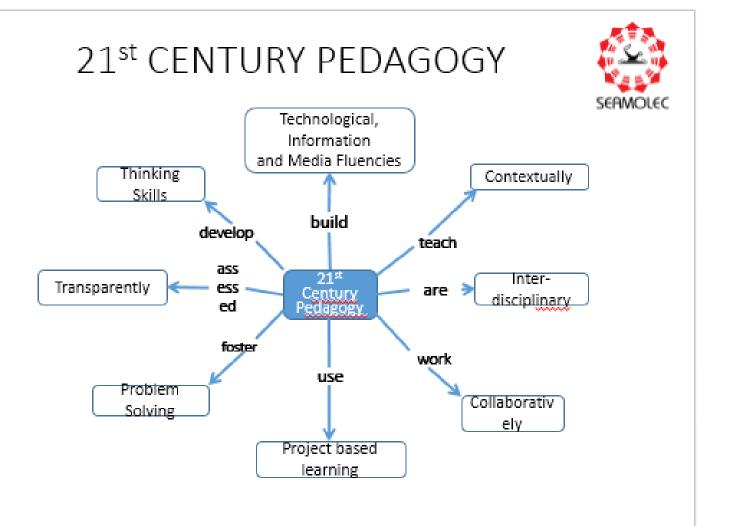
- ❖ SCHOOL LEADERS AS ROLE MODEL
- ❖TEACHER AWARENESS (COACH, MENTOR, MODEL)
- DEVICES TO SUPPORT INQUIRY (PROJECT BASED LEARNING, PROBLEM BASED LEARNING, INQUIRY BASED LEARNING, DISCOVERY LEARNING, EXPERIENTIAL LEARNING)
- ❖LEARNING COMMUNITY (WORLDWIDE, EXPERTS, PEERS)
- LEARNING RESOURCES (KNOWLEDGE RESOURCES, REFERENCES, TOOLS)
- CURRICULUM: INTERACTIVE, RICH, EXPLORATIVE (STEM, STEAM, STEMLES)







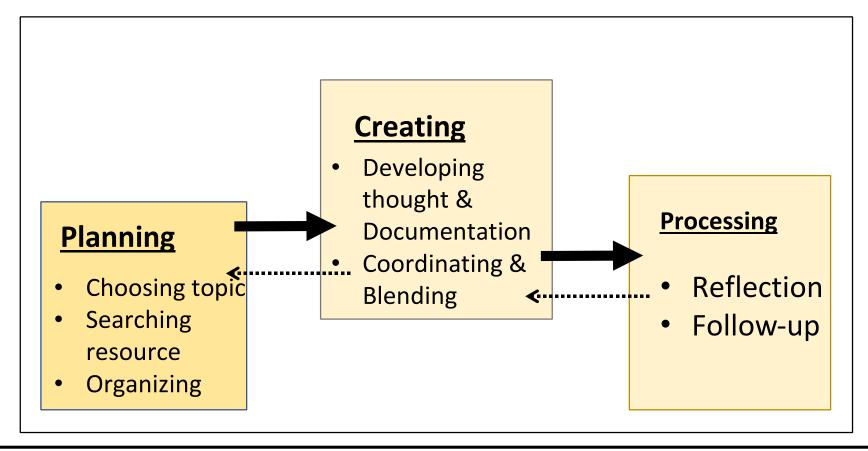






PROJECT-BASED LEARNING







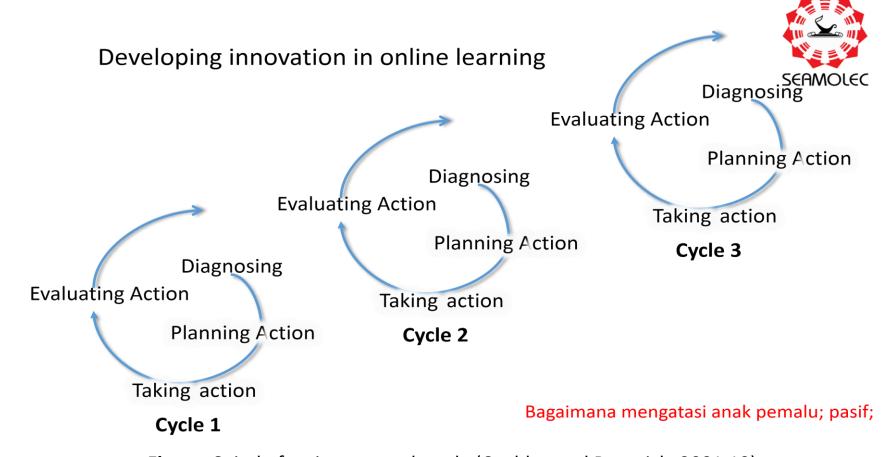
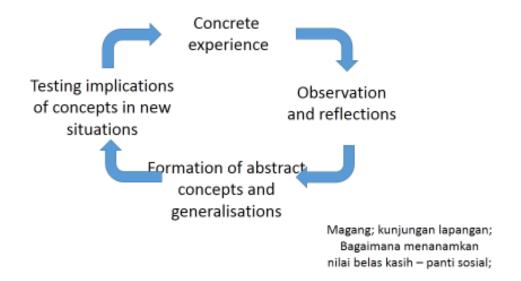


Figure: Spiral of action research cycle (Coghlan and Brannick, 2001:19)

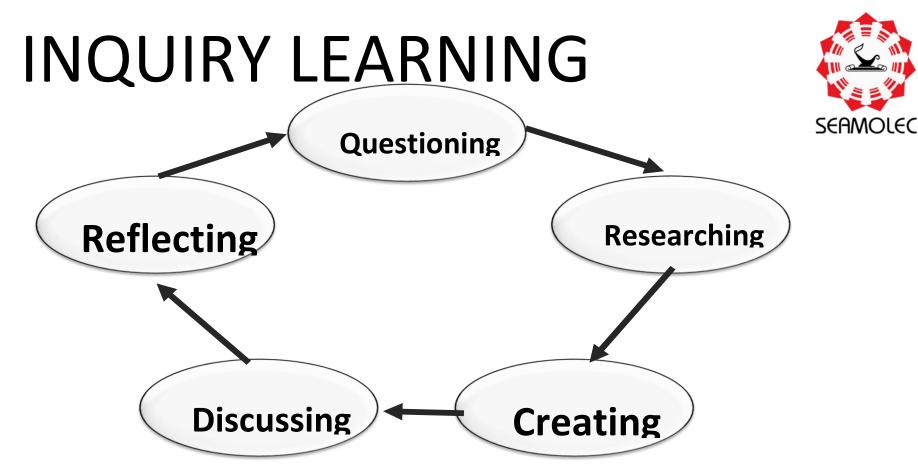


Experiential Learning, Kolb (1984)





Kurt Lewin: DISCOVERY LEARNING SEAMOLEC **Discovery Learning Loop OBSERVE Physical** EXPERIMENT REFLECT Mental **ABSTRACT** Belajar melalui eksperimen dan menyimpulkan hasilnya; Contoh: diberi contoh lukisan Afandi, Siswa diminta berkreasi melukis;



Mengapa orang membuang sampah sembarangan?

CHALLENGE-BASED LEARNING



Challenge-Based Learning - Framework

Big Idea

Essential Questions

The Challenge

Guiding Questions Guiding Activities Guiding Resources

Solution - Action

Assessment

Publishing-Student Samples

Publishing-Student Reflection/Documentation

Mengurangi sampah plastik; Konservasi energi dan air;



Problem-Based Learning



Explanatory Knowledge

- · Explanation problem-WHAT
- · Analysis, synthesis, Evaluation

Descriptive Knowledge

- Fact-finding problem-WHAT
- Comprehension, analysis, synthesis

Procedural Knowledge

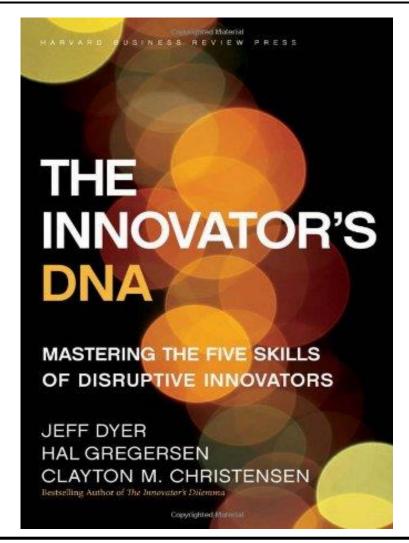
- Strategy problem –HOW
- Analysis,synthesis,Evaluation

Personal Knowledge

- Moral dilemma WHY
- Evaluation

Kasus pasien; Siswa diminta mengatasi

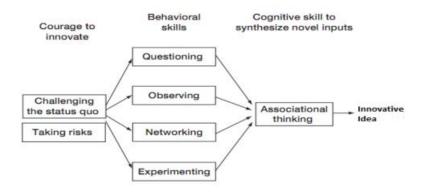






The innovator's DNA model for generating innovative ideas







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