UTILIZATION OF TECHNOLOGY AS A CREATIVE LEARNING MEDIA AND INNOVATIVE IN THE MILLENIAL GENERATION IN THE NEW NORMAL ERA: A LITERATURE STUDY

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ABSTRACT

This research is a literature review. This study aims to examine the use of technology as a creative and innovative learning medium for the millennial generation in the new normal era. The author uses a qualitative research methodology and the data used comes from relevant literature studies such as books, journals, theses and websites that can be accounted for for the correctness of the data. The object of this research is the millennial generation. The results of this study indicate that the use of technology as a creative and innovative learning medium for the millennial generation in the new normal era is very important in the teaching and learning process in order to make it easier for educators to communicate and interact with students inside and outside the classroom. The need for technology in education is not new, the use of technology in this new normal era aims to develop capable and creative students.

Keywords: Learning Media; Technology; Millenial Generation

1) INTRODUCTION

One of the problems that occur in the country of Indonesia today is when the covid-19 pandemic spreads in all parts of the world including Indonesia, all activities that we do become limited to prevent the spread of the corona virus in every country, especially in Indonesia. With the covid-19 pandemic in Indonesia, the government is doing various things to prevent the spread of the covid-19 virus so as not to spread to humans with each other. After the spread of the covid-19 virus is increasingly spreading in Indonesia, the government imposed large-scale restrictions in Indonesia and the public is encouraged to keep their distance to reduce the virus in Indonesia.

The government finally decided to impose work as well as learning from home. With conditions like this, teaching and learning activities in Indonesia still have to run as usual so that learning is not left behind. The covid-19 virus makes the Ministry of Education (Kemendikbud) conduct policies by updating the face-to-face learning system into online learning. Kemendikbud issued a policy that resulted in the learning process carried out in schools and universities in

Indonesia must be done online to respond to the covid-19 virus which has occurred in other countries.

The policy of the teaching and learning process that has been made by the government, has its own consequences because learning that is usually done in a face-to-face in a room equipped with various facilities, is now diverted by distance and through the medium of communication and information learning technology. Technology in the covid-19 period provides an alternative way in the teaching and learning process, by utilizing learning media to facilitate educators in the teaching and learning process.

The use of technology as a learning medium to make the teaching and learning process more effective and efficient. And on the use of online learning, of course, it is not separated from the use of technology. According to the results of Rogantina research (2017), technology can increase the effectiveness and efficiency of the teaching and learning process so that it can facilitate in achieving educational goals. The development of communication and information technology, online learning utilizes various applications to support the learning process by using platforms such as e-learning, google classroom, zoom and google meet. So in this case, online learning answers the challenge of the availability of varied learning resources. The success of a model or learning media depends on the characteristics of these learners in receiving benefits from current technological developments.

The purpose of learning can be achieved one of them by using learning media in the teaching and learning process that is in accordance with the situation and conditions, both from the material content and the situation of the student's environment. Through this online learning, learners will be more helped in the process of producing creativity and innovation where the teaching and learning process releases many ways to be able to implement it. In order, creativity and innovation owned by learners have their own distinctive characteristics need help from an educator. Because, everything around the learners will affect the creativity and innovation they have. Encouragement through the media also needs one of them is through online media which is an encouragement to produce creativity and innovation.

2) METHODS

The author uses qualitative research methodology and the data used comes from relevant literature studies such as books, journals, thesis and websites that can be accounted for the truth of the data. The object of this research is the millennial generation.

3) RESULTS

The results of this study show that in the use of technology as a medium of creative and innovative learning in the millennial generation in the new normal era becomes very important in the teaching and learning process in order to facilitate educators to communicate and interact with learners inside and outside the classroom. The need for technology in education is not new, the use of technology in this new normal era aims to develop capable and creative learners.

4) DISCUSSIONS

Technology

The word technology is often interpreted as an electronic device. However, according to scientists and philosophers interprets technology as the work of science to solve practical problems. Therefore, technology is more relevant in human problem solving efforts. There are several opinions about technology according to experts, namely:

According to Yp Simon (1983), technology is a rational discipline designed to convince mastery and scientific application. According to Paul Saetiles (1968) that technology in addition to leading to machining, technology includes processes, systems, management and control mechanisms of humans and not humans. The definition of educational technology in the 20th century included first lantern slide projectors, then radios, and then live images. On the other hand, technology from the 19th to the 15th centuries was defined as whiteboards and books.

In the field of Indonesian education today, it cannot be separated from the issues of the methodology revolution, curriculum innovation, human resources that are important to create technology and creativity, and school learning as a form of change that cannot be separated. Therefore, the school must have a business strategy that refers to the orientation of global competitiveness. For that there are five new technologies that can create a better education system, namely:

1) The first technology:

   The system of thinking makes us more alert with the emergence of all kinds of modes in the world of education. It's about dealing with changes we don't want. Without a system of thought, it would be difficult for us to make real progress in the field of education. So, systems thinking is a general concept of a system in which different things are connected.

2) The second technology:

   System design is the technology of designing and building new systems. The change in question is a rapid change that raises hope. System Design gives us the tools to create new systems and change strategies.

3) The third technology:

   Quality information quality or quality of knowledge is a technology that produces a product or service that meets expectations and customers. Quality of knowledge has become a valuable tool for pedagogical/school innovation.

4) The fourth technology:

   Change management is a way to direct creative energy to positive change. This can certainly be interpreted as a system of thinking that affects aspects of innovation management to POAC (planning, organization, realization, and control).

5) The fifth technology:

   Learning technology is two parts: electronic student equipment (computer, multimedia, internet, telecommunications), and learning design, methods and strategies needed to make electronic equipment effective. These electronic lessons are changing the way we communicate learning. In short, learning technology is a system of thinking related to education and learning.

Then, the five technologies are an integration to lead to creative educational innovation so that in solving educational problems in this new normal era there needs to be a combination of electronic equipment/ tools, people, processes, management, intellectuals, for effective change.

Learning Media

The word 'media' comes from the Latin medium which literally means middle, intermediate, or introduction (Arsyad, 2007:3). Therefore, the media can be understood as an intermediary between

the sender and receiver of the message. Media can be software and hardware. Based on this view, it can be concluded that the learning media is software and hardware that can be used to convey material to learners to make the learning process more interesting. Then, the Association for Education and Communication Technology (AECT) defines that media is all forms used for a process of distributing information. Meanwhile, the Education Association (NEA) defines media as objects that can be manipulated, seen, heard, read or heard along with instruments that are used well in teaching and learning activities that can affect the effectiveness of instructional programs.

According to Oemar Hamalik, learning media is tools, methods, and techniques used in order to further streamline communication and interaction between teachers and students in the process of education and teaching in schools. Meanwhile, according to Suprapto et al, stated that the medium of learning is an effective help tool that can be used by teachers to achieve the desired goal. Then, it is also explained about the benefits of learning media according to Sudjana and Rifai, namely: According to Oemar Hamalik, learning media is tools, methods, and techniques used in order to further streamline communication and interaction between teachers and students in the process of education and teaching in schools. Meanwhile, according to Suprapto et al, stated that the medium of learning is an effective help tool that can be used by teachers to achieve the desired goal. Then, it is also explained about the benefits of learning media according to Sudjana and Rifai, namely:

1) Learning will attract more students' attention so that it can foster learning motivation.

2) Learning materials will be clearer the meaning understood by students.

3) Teaching methods will vary more.

4) Students can do more learning activities (such as observing, doing, demonstrating, acting, etc.), and not just listening to the teacher's description.

According to Padmadewi, N. et al (2017) stated that learning media is used to achieve goals such as creating messages visually so that there is no need to be verbal, and overcoming the limitations of space, time and five senses. By accelerating the learning and teaching process, engendering a spirit in learning, providing opportunities for learners to interact directly with their environment and in reality there, and can provide opportunities for learners to learn independently in accordance with their skills and interests. According to Padmadewi, N. et al (2017) stated that learning media is used to achieve goals such as creating messages visually so that there is no need to be verbal, and overcoming the limitations of space, time and five senses. By accelerating the learning and teaching process, engendering a spirit in learning, providing opportunities for learners to interact directly with their environment and in reality there, and can provide opportunities for learners to learn independently in accordance with their skills and interests.

In the current paradigm, in the new normal era where the learning process is not too teacher-centered and most teachers only act as moderators or learning resources, namely as facilitators, therefore teachers must be able to do this which allows students to learn anytime, anywhere when students need it. If supported, the learning process will be effective and productive when supported by the availability of supporting facilities. The provision of dynamic, supportive, and dialogue-based media and educational methodologies is essential to developing students' potential optimally. Because of this, students will be encouraged when supported by various media. or the facilities and infrastructure that support their interaction in the learning process.

Millenial Generation (Generation Y)

According to Ali and Purwandi (2017) mentioned that the millennial generation or Generation Y is a person born between 1981 to 2000 (millennium era). Through aspects of thought and views, Generation Y has many different thoughts and views. Millennials were born and raised in the unstable economic, social, and political situation that shook Indonesia, starting from the 1998 currency crisis. It can be said that this generation of the century is associated with the style of the millennium innovation movement. Millennials have become open-minded individuals who enjoy the freedom of thought, criticism and dare to do new things. So far, the status and position of open and supportive government reflects what millennials have led.

Millennials are a generation of social media users both in terms of personal and group interests, economic, existential and even information search. In fact, it cannot be denied that technology is already very friendly with millennials. They use or utilize technology as a means of learning, starting a business, expressing and at the same time demonstrating the existence of their talents. No wonder today's learning environment uses semi-modern technology practically and realistically according to the needs of an age that randomly fits the millennial model or current information search criteria. Facilities, infrastructure, and learning media are very important in the world of education because it is a driving tool that can create an innovation and creativity of the quality of education.

Era New Normal

The worst Covid-19 pandemic in 2020 has brought major changes to people's lives. Covid-19 has created a new era in which community activities are now the new normal. The existence of new standards in community activities, such as economic and business activities, as well as new innovations in the development of educational processes, to new ways that implement health protocols to support the development and implementation of Covid-19 virus prevention. This is done to ensure that any activities carried out by the government, private sector, or the wider community are declared safe with Covid 19. Like not like, modern society must always prepare itself for the changes that lead to a new order of life. In fact, Indonesia has made a number of changes that are believed to have the potential to mitigate the impact of the Covid-19 pandemic that has taken many lives.

Based on perceived changes, through reactions with relationships and behaviors, and preparing for any new changes. Indonesia is not alone in finding solutions that allow students to continue learning and realize their educational rights. To that end, it is important to develop a curriculum based on the readiness of schools and campuses post-pandemic in this new normal era, with the "new" education system being an alternative path that must be followed and developed by the Ministry of Education. At the very least, strategies like this can build technological intelligence in schools and campuses that will be able to recognize and find some important opportunities to face the new normal era. This includes an integration of character-based learning through IT while developing moral, social and emotional integrity. This technology-based education model can be the answer to the challenges of education in the new normal era today.

In essence, the new standard in the service of education is an effort to preserve the teaching and learning process. Because we cannot forget that education is the spearhead of our nation's future. Through education, we can achieve our goals, get rid of all life problems, become noble people, but also prepare the best generation for a better life and civilization in Indonesia.

Utilization of Technology in The Learning Process

Jaya Kumar C. Koran (2002), explains that e-learning as a process of teaching and learning that uses (LAN, WAN, or Internet) to distribute learning, interaction, or guidance content. Some interpret e-learning as a form of distance learning that can be done on the Internet. In addition, according to Dong (Kamarga, 2002), describing e-learning as a computer-based asynchronous learning activity that procures learning materials according to needs. Alternatively, e-learning is defined as follows: According (Soekartawi, Haryono dan Librero, 2002) e-Learning is a generic term for all technologically supported learning using an array of teaching and learning tools as phone, audio, videotapes, teleconferencing, then satellite transmissions, and the more recognized web-based training or computer aided instruction also commonly referred to as online courses. Rosenberg (2001) says that e-learning refers to the use of internet technology.

With e-learning, learning is no longer limited by space and time. Of course, we can do learning activities anytime and anywhere. Self-learning through e-learning enables students to analyze and dig into information, processing and using information, knowledge-based writing, as well as own knowledge. Students are oriented to explore science independently.

Solving problems in the world of education regarding the spread of the Covid 19 virus, the Ministry of Education (Kemendikbud) issued guidelines for the implementation of the new school year, educational performance, and the use of facilities or services in schools and campuses. Implementation of the new school year which takes place in August 2020. Where learners do online learning in this New Normal Era. With the development of science and technology (IPTEK), this is an online education process initiated by the state to be implemented. Educators use different platforms to facilitate the learning process by using the Google Meet, Zoom, and other platform Educator apps. Through this platform can provide easy learning and can create an innovation and creative self-. However, that does not mean online learning is freelancing without problems.

As we can see that this online learning process has many obstacles. As with any poor communication process, unstable network, lack of quotas and many other obstacles. For this, solutions that can be faced by educators including educators who will come directly to the school to teach can observe nearby villages that are not used by many learners. But this also makes educators often overwhelmed when visiting the homes of learners who are in places that require long access.

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