

THE USE OF DIGITAL PLATFORMS TO INCREASE STUDENTS' CREATIVITY IN LEARNING DURING COVID-19

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DOI: <http://doi.org/10.24071/lltc.2020.02>

received 17 October 2020; accepted 20 October 2020

Abstract

Corona Virus Disease 2019 (Covid-19) pandemic has changed the conventional learning process into distance learning that utilizes technology. To engage students in learning knowledge and skills with a structured process, complex questions and authentic assignments are carefully designed through the use of technology. Thus, the learning method is very appropriate with the use of a digital platform. This study aims to make students creative in online learning. The research data were collected using questionnaires, interviews, and observations. The results showed that (1) there was a significant influence in the use of digital platforms on learning, (2) there was an effect of children's creativity on learning, and (3) there was an effect of children's creativity on higher-order thinking skills.

Keywords: Digital platform, students' creativity, COVID-19

Introduction

The spread of COVID-19 in various parts of the world has an impact on society and various sectors of life, including the education sector, users of e-learning during the Covid-19 pandemic have increased rapidly. Besides, to fight Covid-19, the Government has prohibited crowding, social distancing, and physical distancing, wearing masks, and always washing hands. This is because of the WFH (work from home) policy from the government so that the entire process of learning activities in class is replaced by an online learning model. In the education sector, the Minister of Education and Culture of the Republic of Indonesia moves quickly by taking responsive steps by issuing Circular Number 4 2020, which discusses the Implementation of Education Policies in an Emergency for the Spread of Coronavirus Disease (Covid-19).

The policies listed in SE 4/2020, namely: canceling the implementation of the National Examination, calling for the Teaching and Learning Activity process, graduation mechanisms, implementing New Student Admissions, and allocating School Operational Assistance funds. Besides, the learning process undergoes a re-reform of the learning period, the implementation of educational programs into study from home or learning from home. Following the existing situation, learning can be done using technology. Likewise, Sayyidina ali bin Tholib said:

علموا أولادكم فإتهم مخلوقون لزمان غير زمانكم

Meaning: Educate your children they were created for a different era from yours.

Therefore, the use of digital platforms is very suitable for overcoming online learning during the COVID-19 pandemic. Also, the term online learning model was originally used to describe system learning that utilizes computer-based technology (Kuntarto, 2017). Besides, (Dunwill 2016) said that technological advances continue to change and change management methods and arrangements for the learning process. There will even be more changes in the learning process, especially in completing assignments where students will use software or applications to collaborate in completing group and individual assignments, students will complete assignments or projects easily through social media platforms. Likewise, according to (Djamdjuri, D. S, 2018) the use of technology by watching movies can make students interested and creative in learning. Besides, the use of mobile technology has a large contribution to educational institutions, including the limit of distance learning (Korucu & Alkan, 2011). Various media can also be used to support the implementation of bold learning. For example, virtual classes that use Google Classroom, Edmodo, and Schoology services (Enriquez, 2014; Sicat, 2015; Iftakhar, 2016), and instant messaging applications such as WhatsApp (So, 2016).

Based on the description above, the use of the Digital Platform can help students, children, or individuals to study at home during the COVID-19 pandemic. Thus, students who complete assignments independently and can operate technology well. In addition, students can think creatively during a bold learning process. In addition, according to (Utami Munandar 2009: 12), he states that creativity is:

The results of the interaction between individuals and their environment, the ability to make new combinations, based on existing or previously known data, information, or elements, namely all experiences and knowledge that a person has acquired during his life, be it in the school environment, family, or from community environment.

Techniques to develop student creativity during the COVID-19 pandemic were realized through methods such as the use of digital platforms (YouTube, WhatsApp, Video Maker, and Google Drive). The purpose of this research is to optimize students' creativity in learning during the COVID-19 pandemic using digital platforms.

Method

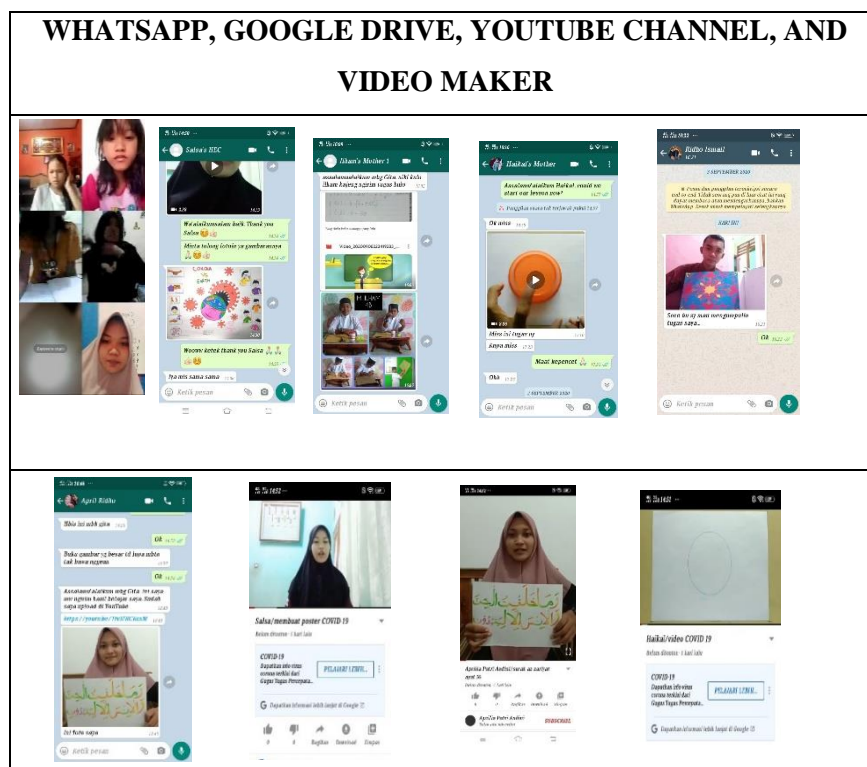
This research uses qualitative methods and uses a case study research design. Besides, (Creswell, 2010: 4), qualitative research is methods to explore and understand the meaning that some individuals or groups of people think come from social or humanitarian problems. Therefore, a case study is a qualitative research approach that is used to understand an issue or problem using a case (Creswell, 2014: 135). Therefore, this research was conducted through 3 stages in data

collection, the first is observation here we did this research in one month in my village, Gedang Village, Porong Sub-district, Sidoarjo District. In the second stage we conducted a questionnaire on 15 September 2020, and in the third stage we interviewed on 18 September 2020.

The first stage is making observations because with this technique we can retrieve data in a relevant manner. We can serve the interaction of Gedang village children in learning by using several applications such as YouTube, WhatsApp, video maker, and Google Drive. In the second stage, we collected 9 responses from students in Gedang Village, the respondents were familiar with using questionnaires. We gave some questions to get relevant information. The third stage, namely the interview stage. Before conducting interviews, we asked respondents first about learning using platforms, in this interview we gave several questions related to school learning such as English, Religion, and Art with answers in the form of 5 respondents' opinions. The type of interview we use, persuasive interviews are to influence the way you think, feel, and act. The interview is a technique of collecting data by filling in the data needed to answer the formulation of research problems (Noor, Juliansyah 2011: 138).

Findings and Discussion

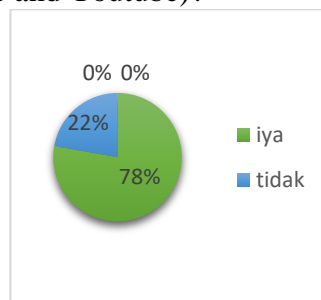
Observation, questionnaires, and interviews as ways of collecting data that we do, are the final stages of this research. In first, we make observations because with this technique we can perform relevant data retrieval. We can observe the conditions of student interaction in learning using digital platforms (YouTube, WhatsApp, Video Maker, and Google Drive).



From the observations, it can be seen that students work on the material using the WhatsApp media platform as sending assignments, Video Maker, Google Drive, and Youtube as a platform to do their work in learning so that they can optimize learning, especially in home learning, where students have not been able to optimize learning by both during the COVID-19 pandemic, therefore they began to practice looking for new things in learning by using applications to facilitate learning and increase creativity, and critical thinking.

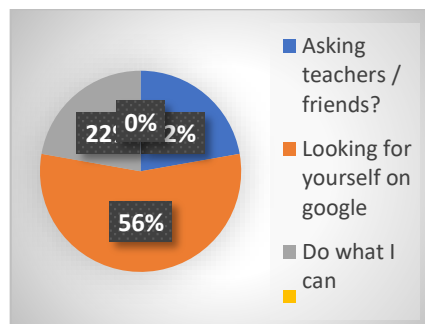
In the second stage, we asked 5 questions in the form of a questionnaire related to the use of digital platforms in learning during the COVID-19 Pandemic to increase students' creativity in learning. The five questions include;

1. Do you like online learning using digital platforms (Whatshaap, video maker, TED-ED, Google Drive and Youtube)?



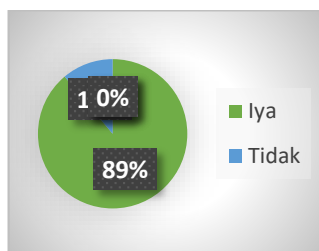
From the results of the percentage diagram of the 1st statement questionnaire, it shows that almost all Gedang village students like the learning method using a digital platform. Only 2 respondents did not like learning using digital platforms.

2. What do you do when you had difficulty using the digital platforms during the online learning period during COVID-19?
 - a. Asking teachers/friends?
 - b. Looking for yourself on Google?
 - c. Do what I can?



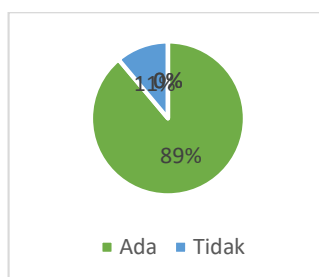
This is explained by the results of the questionnaire in question 2 by stating that the respondent revealed that 2 students worked on assignments using the application by asking teachers/friends. Some respondents chose to complete learning assignments using Google, namely 5 students, and 2 students who chose to do the assignments using the application as best they could.

3. When learning is done using digital platforms, do you learn or discover something new?



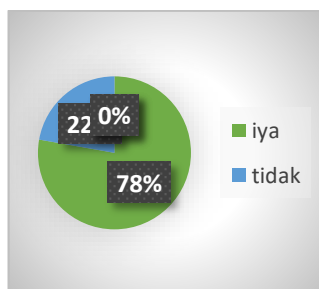
The results of the 3rd questionnaire show that out of the eight respondents chose to get new things while doing assignments, and only 1 respondent did not find anything new in using the digital platform.

4. Is there a strategy in using the application that you learned in doing the questions?



The results of the 4th questionnaire also have the same relationship, namely, students have a positive response to the use of a digital platform that uses strategies to complete tasks optimally during the COVID-19 pandemic.

5. Do you analyze concepts and ideas before you do assignments on the digital platform?



The results of the fifth questionnaire showed that students carried out analyzes and ideas before working on assignments in the application, although only 1 respondent felt that they did not use the previous concept and idea analysis in doing assignments using the application.

After the observation and questionnaire stages, which is the 3rd stage, the last stage with data collection, we conducted interviews in collecting this research data, We asked 3 questions related to the use of digital platforms to increase student creativity in learning during COVID-19.

- Q.1:** How can applications (Whatsaap, video maker, Google Drive and Youtube) help understanding when learning online during the COVID-19 period? Briefly explain!

Participant 1: *"because by using the digital platform I can easily collect assignments, and I can also seek information from the digital platform during the COVID-19 era."*

Participant 4: *"I have flexible time when I learnt by using digital platform such as doing my task whenever and wherever, looking for the information by using youtube, making video when I felt bored and so on."*

Participant 5: *"The application help me when I have difficult one in my learning. So it help me for looking information and making communication easier with my friends and my teacher."*

Q.2: What do you do in using the application to complete learning tasks?

Participant 2: *"I complete the task by searching on google and I make videos of doing assignments using the videomaker".*

Participant 4: *"I complete the task by watching video in youtube, after I have known well about the task I do it".*

Participant 3: *"I look for in the google and youtube for completing my task."*

Q. 3: Do you often practice using other applications in completing learning tasks? Briefly explain!

Participant 1: *"Yes, sometimes. I use other applications in doing my learning assignments so that it can make it easier for me to do tasks such as applications to compress video and image size capacity."*

Participant 3: *"Yes, sometimes. When I want to do my task, I try to make other application for make it easier."*

Participant 4: *"Yes, because I want to do my best task so I need more than one application to complete my task such as Kine Master, Video compress, and google translate."*

Conclusion

The use of the digital platform to increase student creativity in learning during the COVID-19 period greatly affects online learning activities because, without the use of the digital platform, there is no high-level thinking ability and student creativity in learning. Therefore, the use of digital platforms in learning during the COVID-19 period can increase students' creativity in completing their assignments.

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