Integrasi Teknologi dalam Pembelajaran

Bahan Kuliah:
Cepi Riyana. M.Pd
What You Need to Know
The process of determining which electronic tools and which methods for implementing them are appropriate for given classroom situations and problems.
Develop a Philosophy

A personal perspective on the current and future role of technology in education
Purchase Products

Become informed, knowledgeable consumers of technology products and select wisely among available alternatives.
Identify Problems

Discriminate between problems that you can correct and those that will require outside help.
Knowledge of terms and concepts allow you to exchange information and ask informed questions.
Identify specific teaching & learning problems which technology can help address and how it can create learning opportunities that did not exist.
Views of Technology in Education
Instructional use of technology as a device that carries messages
Instructional Systems

A systematic approach to designing, developing, and delivering instruction matched to identified needs
Practical means of teaching content by directly relating it to the world of work.
Computer-Based Systems

The use of computers & computer-based systems to deliver and manage all instruction.
Combined Approach Based on Instructional Media's
History of Educational Computing

- Mainframe/Mini Systems: 1950-1970s
- Microcomputers: 1977-Today
- Internet & WWW: 1995-Today
Mainframe/Mini Systems

- IBM 1500
- Computer Curriculum Corporation
- Control Data Corporation
Microcomputer Revolution

- MECC
- Courseware
- Authoring
- Logo
Integrated Learning Systems

- NCS Learn
- Compass Learning
World Wide Web

- On-Line Resources
- Distance Education
What History Has Taught Us

• Possible doesn't equal desirable, feasible, or inevitable.
• Change is too fast to keep up with
• Older technologies can be useful
• Teachers always will be important
What History Has Taught Us

- Technology not a panacea
- Literacy offers limited rationale
- Benefits & limitations of system configurations
- Teachers are not developers
Rationale for Technology Use

• Motivational
• Unique Instructional Capabilities
• Support for New Instructional Approaches
• Increased Teacher Productivity
• Required Skills for an Information Age
Gaining learner attention
Engaging the learner through production work
Increasing perception of control
Unique Instructional Capabilities

- Linking learners to information & education resources
- Help learners visualize problems and solutions
- Tracking learner progress
- Linking learners to learning tools
Support for New Instructional Approaches

- Cooperative learning
- Shared intelligence
- Problem-solving and higher-level skills
Increased Teacher Productivity

- Freeing time to work with students
- Providing fast, accurate information
- Production of better looking materials
Information Age Skills

- Technology literacy
- Information literacy
- Visual literacy
Issues in Education and Technology

- Societal
- Cultural/Equity
- Educational
- Technical
Societal

- Pro-technology Movements
- Anti-technology Movements
- Socialization Needs
- Online Dangers
- New Plagiarism
Cultural & Ethnic Inequity

- Economic & Ethnic
- Multicultural
- Gender
- Special Needs
Educational

- Directed vs. Constructivist Debate
- Single-subject vs. Interdisciplinary Instruction
- Role of Distance Learning
Technical

- Rapid Change
- Increased Complexity