

# Assumptions of Universitas PGRI Palembang Students Towards E-Learning Management Information Systems

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## Info Artikel

## Abstract

### Keywords:

E-Learning;  
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The learning information system (SISFO) owned by PGRI Palembang University, education in the era of society 5.0 has become an interest and attraction for students to learn. Including the implementation of the MBKM Curriculum which requires lecturers and students to use information systems to facilitate the learning process. Even so, various difficulties and challenges that continue to arise make the learning process in the era of Society 5.0 less efficient and effective. Apart from that, there are several challenges that must be overcome in learning, especially in obtaining material. At PGRI Palembang University, virtual world learning is known as SISFO E-Learning. The aim of this research is to better understand students' assumptions in learning using the PGRI Palembang University Learning Information System (SISFO) in the MBKM Curriculum in the 2021/2022 academic year. Based on the average results of these indicators, the percentage achieved in the High category was 76.63%.

### Kata Kunci:

E-Learning;  
Informasi;  
Mahasiswa;  
Sistem.

### Abstrak.

*Sistem Informasi pembelajaran (SISFO) yang di miliki Universitas PGRI Palembang, pendidikan di era masyarakat 5.0 menjadi minat dan daya tarik bagi mahasiswa untuk belajar. Terutama penerapan Kurikulum MBKM yang menuntut dosen dan mahasiswa menggunakan sistem informasi untuk memperlancar proses pembelajaran. Meski demikian, berbagai kesulitan dan tantangan yang terus dihadapi membuat proses pembelajaran di era society 5.0 kurang efisien dan efektif. Selain itu, ada beberapa tantangan yang harus diatasi dalam belajar, khususnya dalam perolehan materi. Di Universitas PGRI Palembang pembelajaran dunia maya dikenal dengan nama SISFO E-Learning. Tujuan dari penelitian ini adalah untuk lebih memahami asumsi mahasiswa dalam pembelajaran menggunakan Sistem Informasi Pembelajaran (SISFO) Universitas PGRI Palembang di Kurikulum MBKM pada tahun ajaran 2021/2022. Berdasarkan hasil kedelapan indikator tersebut, tercapai persentase pada kategori Tinggi yaitu sebesar 76.63%.*

## INTRODUCTION

Generation Z education places great emphasis on understanding technology and digital literature. As time goes by, every aspect of daily life becomes increasingly difficult, but the phenomenon in the field of education is very prominent because not all children in the country receive education in a safe and decent environment. This situation is largely caused by the family's poor economic climate, the child's own level of understanding, and the elderly's understanding of their child's education. In the era of civilization 5.0, education is crucial for human development, apart from work which often highlights the instability of a nation. This happens in the learning process at Universitas PGRI Palembang which currently uses the MBKM Curriculum which requires distance learning as a support for communication between lecturers and students or with the campus. Therefore, the Learning Information System (SISFO) Universitas PGRI Palembang is here with the hope of overcoming this crucial matter.

Based on the results of research (Masnunah et al., 2022) entitled Perception of Students of Indonesian Language Study Program on Learning at E-Learning SISFO Universitas PGRI Palembang. There are research results that of the six indicators analyzed in the research, namely affinity, reflective thinking, interaction, teacher support, level of support, and interpretation, all fall into the "high category" with an average percentage of 77.33%. Meanwhile, in this study, researchers examined eight indicators, research results, or student responses that can support student development in the era of society 5.0 with SISFO-assisted learning, namely: 1) technology and digital skills, 2) online-based education, 3) critical and creative thinking skills, 4) collaboration and communication skills, 5) understanding of social and environmental problems, 6) economic uncertainty, 7) mental health challenges and 8) educational inequality. This is what differentiates or updates this research from previous research.

The aim of this research is to better understand students' assumptions in learning using the Learning Information System (SISFO) at PGRI Palembang University, especially in the learning process using the Merdeka Belajar Kampus Merdeka known as MBKM Curriculum in the 2021/2022 academic year. What is different from previous research which has shortcomings is that it only discusses students' perceptions of online learning using Information Systems (SISFO) in the KKN Curriculum and during the ongoing Covid-19 pandemic. This is an advantage of this research where digital learning in the MBKM curriculum is more prominent. Students' impressions of learning in cyberspace or online and require relationships in learning that involve many parties, especially students and lecturers, are carried out through the senses, namely taste, sight, hearing, touch, smell, and tasting. Based on the opinion of (Jaldemark et al., 2021) (Sudibjo et al., 2019) (Dwiningrum, 2021) (Nugraha & Rahman, 2021) in the learning process it is best to evaluate lecturers because they can find out the strengths and weaknesses of educators in managing education in the era of society 5.0. From this, it is hoped that providing information to students about themselves is a reflection of the teacher towards the era of Society 5.0

In this research, what we want to test or prove is how learning with SISFO e-learning at PGRI Palembang University can support learning with the MBKM Curriculum which was initiated by the government because there are 40 credits, students have to carry out the learning process outside their home university. Students must be able to think critically with High Thinking Skills (HOST) in distance learning with a system in the era of society 5.0 which has undergone distance technology learning. This is in line with the opinion of (Amiti, 2020), (Thakare et al., 2022), (Stearns, 2020), (Ramadhani et al., 2021), (Mytra et al., 2021), (Plan, 2017), (Simonson, 2022), (Sadeghi, 2019), (Traxler, 2018), (Frey et al., 2019), (Mahardika et al., 2021) this project is expected

to identify the specific infrastructure required for the Distance Learning curriculum. Because there are many different teaching and learning initiatives during Distance Learning, there must be media in teaching and learning activities. It is also necessary to determine norms that can replace face-to-face teaching and learning activities when using distance or online learning. Parents' ability to support distance learning procedures must also be determined, especially good communication between lecturers, students and the University.

## **METHODS**

This method of writing an essay is known as a deskriptif writing method. According to the desk summary, the purpose of the study is to determine the mean value of a random variable, whether it be a single variable or several (independen), without making any comparisons or connecting it to other variables. (Ramadhan, 2021). By using documentation and survey data from Google Form, this study approach seeks to explain a problem or phenomenon encountered by 215 students of the Faculty of Teacher Training and Education, PGRI University of Palembang when using the SISFO E-Learning learning media. To assist in determining the best choice of learning via e-learning, this research is a procedure with a number of steps in solving challenging challenges.

## **RESULTS AND DISCUSSION**

### **RESULTS**

Era society is a concept that allows the entire population to overcome all social problems and problems that exist throughout the population. In civilization 5.0, humans will be the focal point but will still be very dependent on technology. According to (Fukuda, 2020) the concept of society 5.0 elevates society to the status of an innovator who not only addresses social problems through the integration of physical and virtual spaces but also does so without the involvement of industry. One of the basic ideas from the formation of the concept of a big data learning platform via the internet will be included in artificial intelligence products, one of which was during the Covid-19 pandemic. Due to the changes that occurred as a result of this, starting from the 2017 academic year PGRI began to stop using the SISFO Information System at PGRI University in Palembang for online learning.

Before the pandemic, SISFO Universitas PGRI Palembang was founded with online education; However, in the best case, 90% of students and teachers meet SISFO requirements for the online education process during the pandemic. The impact is that students during the learning process are brave due to this pandemic and become isolated from their social environment. However, in other situations, when using social media, someone may interact more with anyone even if they only use a device. Apart from the social aspects that are widely seen today, many people use online media to expand their business opportunities or capabilities. Even if they only carry out online or dangerous activities, this generation of students reveal their identity more often. They also more often innovate without taking any action in the real world by using communication applications other than SISFO, such as Zoom, Google Meet, or others.

However, it is difficult to predict with certainty whether a student will fail or succeed because there are positive and negative factors that can influence a person's mindset. Due to limitations, researchers could only conduct research at the Faculty of Teacher Training and Education (FKIP) PGRI University in Palembang, where the research subjects numbered one

hundred and two students. The data collection techniques used are documentation and questionnaire techniques. A closed questionnaire with 42 items from 8 indicators was given to the students to complete. Based on 8 indicators, research results or student responses can support student development in the era of society 5.0 with SISFO-assisted learning, namely:

**Technology and digital skills:** Students who have technological abilities and digital skills will be better prepared to face the highly connected and technological era of society 5.0, with an average rating in the good category of 70%. **Online-based education:** Students who can adapt to online learning and utilize digital resources will have an advantage, with an average score in the excellent category of 78%. **Critical and creative thinking skills:** The era of society 5.0 emphasizes innovative and creative thinking, students who can develop these abilities will be more successful, with an average rating in the good category of 80%. **Cooperation and communication skills:** Students need to be able to work together effectively in teams and communicate well in a connected global context, with an average rating in the good category of 78%. **Understanding of social and environmental issues:** The era of society 5.0 also encourages awareness of social and environmental issues. Students who care about these issues can play a role in positive change, but access is limited. Not all students have the same access to technology and online resources, with an average rating in the good category of 70%.

**Economic uncertainty:** Challenges and obstacles can increase economic uncertainty which can affect educational funding and worker opportunities, with an average rating in the good category of 80%. **Mental health challenges:** The era of society 5.0 plus the change in curriculum to the MBKM curriculum has had a psychological impact on many students, which can affect education funding and employment opportunities, with an average rating in the good category of 82%. **Educational inequality:** Students from disadvantaged backgrounds may face difficulties in accessing quality education or what is available at Universitas PGRI Palembang, namely SISFO-assisted learning, with an average rating in the good category of 75%.

Based on student responses and statements, it is very important for educational institutions and the government to provide support, ensure that all students have equal access to learning through SISFO Universitas PGRI Palembang in a more controlled way, and ensure that student transformation runs smoothly and better. According to the researcher's description of the student preferences in this research, the focus of learning is on subjects that concern the students. Students find learning enjoyable and feel that it is crucial for their professional development. Students adore school and believe that it helps them become professionals. What is studied depends on student preferences and how well it relates to professional practice. The student gave a strong response to the relationship indicator statement.

The results of this research are in line with (Vygotsky, 2020), (Pradana et al., 2020), (Syahputra, 2018), (Effendi & Wahidy, 2019) and (Ydyrysbayev et al., 2022)

with education being the single most important psychological concept for society to understand in order to overcome various concepts. The problems surrounding it, especially in the field of education. A person's perception of something is influenced by their understanding, intuition or experience, and this has an impact on their perspective on the importance of education for Indonesian society as a whole.

## DISCUSSION

Apart from that, researchers found something else in the research, namely that reflective thinking occurs in students, when someone tries to find and enjoy something in the form of critical concepts that already exist within them. In this research, questions were asked regarding student preferences and observations of their critical thinking abilities in relation to learning strategies. Students prefer and appreciate opportunities to consider their own thinking critically. Examining ideas from peers or other students critically is preferred and appreciated by students. Students prefer and appreciate the opportunity to engage in critical thinking when studying, even though learning is done online or through SISFO.

The research results show the basis of Sisfo e-learning which is used by PGRI Palembang University, to teach students when classrooms are not available. Since the Covid-19 pandemic, the education sector has been actively encouraging the transition of students from school to home to overcome the coronavirus chain. Concern during the Learning from Home program, which can hinder the learning process. Even though there are several obstacles discussed, some teachers still have a negative view of the Learning from Home movement.

Aside from that, studying in the Era of Society 5.0 period actually fosters engagement with all of these things due to the issues brought on by students' ignorance of the learning process when using SISFO e-learning. The necessity for supervisors other than lecturers in distant learning using SISFO e-learning may be seen in the scenario of students who are still classified as unstable learners and who struggle to understand what they are learning. This is based on the types of questions that students find most useful for clarifying their thinking to fellow students. Students prefer and find it useful to ask for explanations from other students. Students appreciated it, and they discovered that other students inquired about my thoughts and responded to their preferences.

Based on the results of this research, researchers studied more closely students' assumptions about learning using SISFO e-learning, during learning using the MBKM curriculum. Researchers found something else in their research, namely reflective thinking occurs in students, when someone tries to find and enjoy something in the form of critical concepts that already exist within them. In this research, questions were asked regarding student preferences and observations of their critical thinking abilities in relation to learning strategies. Students prefer and appreciate opportunities to consider their own thinking critically. Critically reviewing ideas from peers or other students is preferred and appreciated by students. Students prefer and appreciate opportunities to think critically when studying, even if learning is done online or through SISFO.

When using technology and digital skills, students have more ability to apply various learning applications so that they can be utilized when students take a thesis title about developing learning assisted by technology applications that they have studied. With online-based education, students are better able to adapt to advances in technology used by other universities or other agencies when students undergo the MBKM program. Then regarding critical thinking skills, this can be an asset for students when they are involved in the field in carrying out the MBKM program, for example exchange students so that students do not feel inferior about the abilities they have because they have been equipped to be ready to compete. Then cooperation and communication skills, this is no less important when facing the MBKM program, one of which is internship, students must be required to be able to work together and coordinate well and communicate interactively.

Furthermore, regarding understanding social and environmental problems, this is a provision for students to understand the environmental conditions around them undergoing the MBKM program. Because students who carry out this program are basically guests who will study, they must act politely and study seriously. Then uncertainty is of course a factor of obstacles and challenges for students undergoing the MBKM program, what's more, students who do internships abroad must be smart in managing the economy that they have. This means that students will be strong in other countries. What is no less important is the challenge of mental health. In this digital era, crafting will increasingly make the millennial generation lazy to socialize so that their mental health will be disturbed because they are used to solving their own problems. This has also become the concentration of PGRI University in facing these changing times where students even study online but in combination with offline study.

Then regarding educational inequality, sometimes students from disadvantaged backgrounds do not have the equipment or equipment to study e-learning, but SISFO Universitas PGRI Palembang, is an application that does not require sophisticated equipment for students to access it, they just have a cellphone and a quota, even in The PGRI University environment itself is provided with WIFI, so that students can study offline well.

The final results are very influential, of course the results through the learning process. Student perceptions of this process were observed in various academic and non-academic fields, one of which was that students received grant funds from the ministry, of course from online learning via E-Learning owned by PGRI Palembang University, so that when applying for government technology it was not awkward. again like the Simbelmawa Application. When there is evidence of failure or student response in the Society 5.0 course via E-Learning SISFO, the instructor must consider internal and external factors that are outside the student's immediate environment, such as network or signal interference, which makes the student's environment feel less conducive to learning and making students increasingly feel uncomfortable.

The view above states that e-learning is an information technology system used in the education sector to help students in the learning process both online and offline. Because the internet functions as the device's main network, good internet is needed to be able to manage learning via cyberspace effectively. In the field of education, the 4C framework (Creativity, Critical Thinking, Communication, Collaboration) is needed to answer the challenges of the Industrial Revolution 4.0 and Society 5.0. Teachers are expected to develop into creative individuals who are able to learn, teach, inspire and become fairy tale tellers. Apart from that, it is hoped that in class 21 the skills that students will have are 6 Basic Literacies (Numerical Literacy, Social Literacy, Information Literacy, Financial Literacy, Cultural Literacy and Civic Literacy). Not only can they write well, but they also have other skills including the ability to criticize, debate, communicate, work in groups, and solve problems. Apart from that, character must also have characteristics that characterize a Pancasila learner, such as the desire to understand, intuition, perseverance, adaptability, and possessing social and religious values. Internal factors include cognition, effectiveness, and risk management monitoring systems. , but the social environment is actually an external factor.

Next, discuss how e-learning affects lecturers in classroom teaching. Lecturers are figures who are admired and imitated, where their figures are so idolized that they make them role models for students who adhere to them that is the true meaning of SISFO. Support lecturers as quality teachers by providing assignments that include more than just teaching, guiding, and memorizing; On the other hand, he is also able to assess, analyze and evaluate each step of the learning process

that has just been completed with the help of his teacher. Students are more receptive and aware of the fact that it is the teacher who raises the subject matter of students' thoughts. Students are more aware and appreciative of the fact that teachers encourage them to participate in class. Students are more receptive and aware of the fact that the learning approach is successful in distributing discourse. Students more readily accept and understand the idea that role models in the classroom critique personal reflections.

With regard to the level of support, it can be said to occur when a student is guided by a lecturer or other students experience it while studying. This is what is called providing learning motivation to colleagues. In the context of projects that involve addressing learning issues, an adequate level of support can be helpful in particular, in the Era of Society 5.0 era of learning with SISFO e-learning, this level of support fosters in students a sense of responsibility and self-confidence in the learning process (Masnu'ah et al., 2023; Mustarsida et al., 2023). This is demonstrated by students' comments regarding the Level of Support, which are in the High category. Students are becoming more inquisitive and are aware that other students encourage them to participate, as indicated by the Support Level indicator. Students enjoy it when their peers recognize and appreciate their accomplishments. Students love it and find other students bombarding it. Students more easily accept and realize the fact that other students are patient with their desire to learn (Sechandini et al., 2023).

Other findings from the research show that learning during society 5.0 is a type of education that utilizes the internet and has accessibility, flexibility and capacity to support various educational interactions. Especially when students start to apply learning outside the campus. Students are required to be able to overcome several challenges. This can be started by changing the perception that intelligent people are people who are able to think critically, have creativity, and are able to solve complex problems.

Based on the information in the previous section, education in the era of society 5.0 is called "distance learning" which can reach any communication channel but requires access to a network backbone, such as the internet. Distance learning can utilize digital content available from applications such as Google Classroom, Lan, Zoom and others. In the era of society 5.0, there are many obstacles that must be overcome and adjustments that must be made; e-learning can be a solution to this problem. Highlights what educational institutions need to do to prepare great human resources (Damayanti et al., 2023; Fuadi et al., 2023).

The research results show that 21st century society 5.0 learning using e-learning is one method for advancing the learning process through the application of information technology, and this fact becomes important especially when phenomena such as pandemics emerge. Students' opinions regarding learning using e-learning in the form of a virtual environment is one type of information technology used in the field of education. Information and communication technology is used to assist and facilitate e-learning, a type of learning methodology. To transfer the school learning process to a digital format through information technology (the internet), also known as e-learning (Murharyana et al., 2023; Nadif et al., 2023). The educational paradigm needs to be changed so that educational institutions are ready to face the era of society 5.0. Teachers, among other things, reduce their function as distributors of teaching materials and become sources of originality for their students. Teachers encourage students to freely study on autonomous campuses by acting as facilitators, instructors, inspirers and true learners. The government is also present with the MBKM curriculum carrying the message that collaborative learning with the

business world, other universities, government agencies and the community will produce quality education for all students.

Based on this, students' assumptions regarding learning with SISFO E-learning show that it is in the High category at 76.63%. This is in line with the research results (Saifuddin, 2018) According to a study on e-learning in higher education, there are 91% more opportunities with ring-based instruction than there are without it. Good student perception assessment produces a big role in implementing learning using e-learning, which can be done with a blended learning pattern as a form of learning that combines e-learning with face-to-face.

Then, based on research results (Saputro et al., 2020), (Ismaya et al., 2021), (Irsyadiah & Rifa'i, 2021) a person's assumptions about education are based on various factors, which can describe opinions based on experience and real or factual events, especially in the education system in Indonesia using an online learning system or what is known as e-learning. (Hartanto, 2016), (Maudiarti, 2018), (Wu et al., 2022) to prepare the next generation of the Indonesian nation to utilize information and communication technology in everyday life, education in 21 must be effective. Every education provider at universities in Indonesia is required to have ICT literacy skills, in accordance with the implications of the teaching process in the digitalized era of society 5.0.

## CONCLUSION

Based on data collected from previous indicators, researchers found that the percentage of respondents in the High category was 76.63%. Universitas PGRI Palembang is a university that has the motto Advanced Quality and is a Cyber University because it consistently carries out activities related to quality and adapts to modern changes in society. Human resources, management, student activities, as well as research and publications, are qualities that must be consistently pursued. The status of the curriculum, facilities and infrastructure needs to continue to be monitored, so that the teaching and learning process can run smoothly and so that the quality of education at Palembang University, especially FKIP, continues to improve the excellence of human resources for prospective students. educators, so that students must be treated to a more successful teaching and learning process. For future researchers, if they have the desire to research the same thing, the researcher proposes to research the optimization of the use of e-learning in improving student learning outcomes. The conclusion obtained from the research results is that students assume that learning using SISFO is very fun and interesting. Due to the existence of interactive learning media and making it easier for students to study the material provided, plus students can access material from lecturers in real terms and save costs on buying lecture books.

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