

# **CYBERGOGY BASED MATHEMATICS LEARNING DESIGN WORKSHOP FOR MIDDLE SCHOOL MATHEMATICS TEACHERS AFFECTED BY PANDEMI COVID 19 IN THE SLEMAN REGION**

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## **ABSTRACT**

The science of cybergogy is very relevant to the current state of school mathematics learning which is facing the Covid-19 pandemic and also remains relevant in the Industrial 4.0 era. Facts in the field show that mathematics teachers in compiling online learning through LMS, such as for example Google Classroom, have not yet optimized their knowledge of cybergogy. This situation encourages the implementation of community service activities with the title "Cybergogy-Based Mathematics Learning Design Workshop for Junior High School Mathematics Teachers Affected by the Covid 19 Pandemic in Sleman Region."

Workshop activities are carried out online where the organizers are on campus, the speakers are at work or at home, and the participants are at school or home. The beginning of the activity was in the form of material presentation by the Head of the Sleman MGMP, a cybergogy topic presenter, a media topic presenter, and an assessment topic presenter. The Google Clasroom creation workshop is driven by a teacher who has experience making it. Through discussion, sharing assignments, and collaborating, the participants built a Google Clasroom on selected topics taken from mathematics subject matter in SMP.

The implementation of PPM activities ran smoothly, involving 4 speakers, one model teacher, and 30 participants from various junior high schools who were members of the Sleman Mathematics MGMP. The speaker explained the theory through the lecture method and continued with questions and answers. Workshop activities are carried out through collaborative work through study, critique, division of tasks, and improvements to the Google Classroom model that has been developed by the model teacher. This kind of activity was responded very well by the activity participants because it provided direct experience of making a Google Classroom in online mathematics learning by implementing cybergogy.

Kata Kunci: *cybergogy, mathematics*