

History for Fun: An Online History Learning Concept During Covid-19 Pandemic

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ABSTRACT

The Covid-19 outbreak has a severe impact on education. To mitigate this situation, the government of Indonesia applies an online learning policy in which history is one among many majors that should be taught online. This change of mode where history is taught in an unconventional method gives chances for teachers to make some innovations. This form of creativity might bring a positive change for history learning despite the Corona disease. Besides the virus, history learning is also facing the 4.0 Industrial Revolution, giving it a more urgent push for the use of IT-based learning. An idea that can be applied during this situation is *History for Fun*. History for Fun is a history learning concept enjoyable online learning as its name implies. This concept integrates the learning aim, material, model, strategy, and media usage as well. Since history is a reconstruction of the past, the *augmented reality* is an alternative of visualization for the media to support this learning concept. *Augmented reality* is considered as a good choice since it can help the students to understand the learning material enjoyably, in line with the *History for Fun* concept. Based on the learning base competence (KD) of the history major, the usage of *augmented reality* is suitable for class X, XI, and XII of high-school.

Kata Kunci: *history learning, online, innovation*