USING THE PYTHON PROGRAMMING LANGUAGE FOR LEARNING AND LEARNING ADMINISTRATION

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ABSTRACT

The Industrial Revolution 4.0 is a movement through intelligence engineering based on the Internet of Things which plays a major role as the main driver or backbone of the movement with humans and machines as connectivity. Apart from offering convenience and up-to-date technology, the Industrial Revolution 4.0 also raises various challenges. All current opportunities will certainly end up in vain if qualified and broad-minded human resources cannot handle them. The most appropriate target for improving the quality of human resources in Indonesia is the young generation.

One solution to improve the quality of the young generation's resources is to provide good training in education. Education has an important role in achieving national development goals. The ongoing development in the era of ongoing Globalization is causing many changes in all fields. The needs and challenges of the increasingly complex world of work require that the workforce as human resources must be able to compete with the provision of professional competence. Education is expected to give birth to a generation of strong, skilled, creative, innovative, imaginative, sensitive to local wisdom and technoprenership so that this generation can take advantage of opportunities in the digital 4.0 era as well as possible.

This community service program aims to introduce and improve technical competence in the Python programming field so that SMK teachers can educate and teach their competencies to students in their teaching places. It is hoped that the teachers can further improve their abilities and expertise, especially in Python programming. So that it can be transmitted through teaching, practicum, training to students and used to support learning administration such as data processing. It is hoped that there will be students capable of coding or computer programming in the future so that they are expected to be able to support the advancement of digital-based industries and the digital economy.

Kata Kunci: *phyton, learning activities, learning administration*