

DEVELOPMENT OF ONLINE LEARNING MODEL BASED ON COLLABORATIVE SKILLS

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ABSTRACT

In one year, the implementation of full online learning that must be carried out in Indonesia due to the Covid-19 Pandemic brought many problems in learning. Uneven quality of education, inadequate infrastructure and declining quality of learning. Students are no longer learning in a highly motivated state in the classroom as when group learning takes place. This study aims to develop an online learning model based on Collaborative skills which is expected to provide solutions in preparing graduates who have 21st century skills in collaboration skills. This model was developed using the ADDIE (Analysis, Design, Develop, Implementation, Evaluation) method. In the analysis stage before developing the model, an exploratory factor analysis was carried out and it was found that overall the four domains/factors had a cumulative percentage of 62.25%. This shows that the four factors are able to measure the variable by 62.25%, the rest is measured by other factors. The collaborative skill profile has the lowest score in the formulating domain with indicators of implementation of elaboration in discussion with a score of 69.71 (good enough) and the highest score in the forming domain, which encourages all members to actively participate with a score of 89.92 (very good). At the design stage, this learning is designed in synchronous online learning. The developed model (Develop stage) is a jigsaw type collaborative learning model which is carried out online based on collaborative skills. Skills that include forming, functioning, formulating and fermenting are explicitly included in the Jigsaw process which is run online. Based on the results of the evaluation, an effectiveness test was carried out in the experimental class compared to the control class using the independent sample T-Test, N-Gain Score and audience validity test, a significance score of 0.022 was obtained, which means that there is a difference between the experimental and control classes, N-Gain score of 0.056 which means the effectiveness is moderate, and based on the audience's assessment of 88% which means it is very effective.

Kata Kunci: *Online Learning, Collaborative Skills, Jigsaw Online*