

Digital Simulation Training For Productive Teachers in Tourism Vocational Schools

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ABSTRACT

Community service activities are intended to do: (1) socialization of digital simulations on productive teachers of Tourism Vocational Schools so that they are familiar with the techniques of communicating in the network. digital simulation; (2) training productive teachers to be able to integrate digital in learning activities either as learning material or as learning media. The target audience is productive vocational school teachers, totaling 32 people, who are members of the MGMP in the Special Province of Yogyakarta. The method of activities used in this training are (1) Lecture, to convey the basic theory of digital simulation and virtual classes; (2) Demonstrations, to provide practical examples of digital simulations and virtual classes; (3) Practice to provide opportunities for participants to apply digital simulations and virtual classes in productive learning, (4) Giving assignments to provide opportunities for participants to develop learning activities through virtual classes. 32 hours of training are carried out for 15 hours face to face and 17 hours assignment

The results of the activity: (1) the implementation of digital simulation socialization activities on 32 productive teachers so that they are familiar with the techniques of communicating in the network in the form of e-mail, google drive, and edmodo; (2) trained teachers in productive fields so as to be able to integrate digital simulations in learning activities especially e-mail, google drive, and edmodo both as learning material or as learning media. Evaluation of the implementation of activities can be seen based on the level of satisfaction of participants showing satisfaction with this activity with a mean score of 3.15 in the satisfied category), with details of satisfaction with instructor delivery 3.28, satisfaction with the material 3.16, satisfaction with facilities 3.2 and the level of satisfaction with the results obtained 2.96. Whereas the usefulness of the average score of 3.84 is in the very useful category, with a usefulness for the improvement of the 3.88 learning activities for the benefit of 21st century learning with a mean score of 3.84. For the benefit of self quality improvement 3.88 and improvement for the quality of institutions 3, 76 Suggestions for this activity the participants really hope that their activities will be sustainable, and will be developed to the making of IT-based subject matter

Keywords: Training, Digital Simulation, E-mail, Google drive, edmodo

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