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Submission date: 28-Jun-2022 02:18PM (UTC+0700)

Submission ID: 1864064950

File name: k_Pro siding_The_Relationship_between_the_Use_of_Active.pdf (2.57M)

Word count: 3344

Character count: 18757




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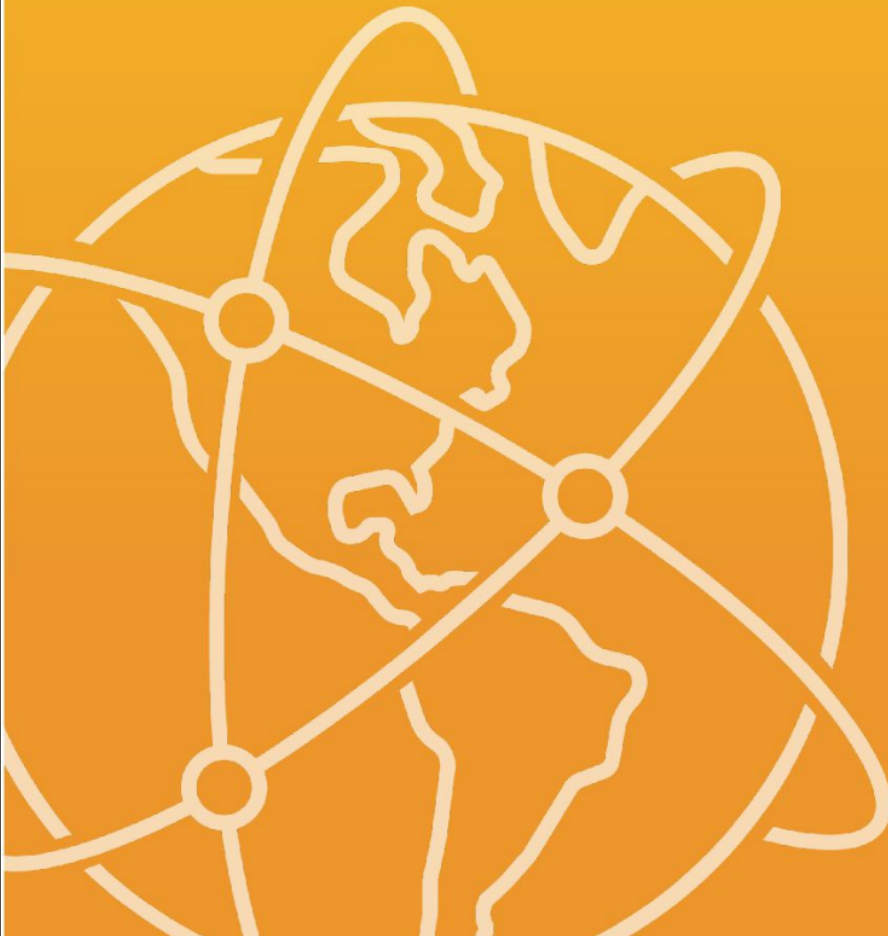
 **KnE Social Sciences**

The 3rd International Conference on Intellectuals' Global Responsibility (ICIGR) 2021

Sidoarjo, Indonesia

7 December 2021

ISSN 2518-668X



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Research article

The Relationship between the Use of Active, Innovative, Creative, and Fun Learning Techniques and Online English Learning by Multidisciplinary Students

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ORCIDVevy Liansari: <https://orcid.org/0000-0002-6079-7512>**Abstract.**

This research aimed to investigate the use of active, innovative, creative, effective, and fun learning techniques for teaching English online to multidisciplinary students. It was observed that most students would keep their cameras off during the online English class. Thus, a case study using a qualitative approach was designed by the researchers. The subjects in this research were high-school students from 12th grade and data were collected through observation and interview with an English teacher at the school. The validation of data was done through the triangulation technique. The results showed that the use of active, innovative, creative, effective, and fun learning techniques such as animation media, PowerPoint, Padlet, YouTube, and whiteboard.fi encouraged the students in turning on their cameras, focusing on the teacher, cooperating with peers, making positive statements, and taking risk wisely. Therefore, it was found that the use of active, innovative, creative, and fun learning techniques are effective in teaching English to multidisciplinary students online.

Keywords: active, innovative, creative, effective and fun learning, multidisciplinary, online learning English

1. Introduction

Teacher has important role in a teaching and learning proces to help students to achieve optimal learning outcomes. In the whole process of education at school activities teaching and learning is the most basic activity [1]. Currently there are still many students who think that learning is something difficult, tedious and boring, so that not a few students experience difficulty in understanding the lessons taught. From the students' difficulties in accepting the lesson, it can be seen that the lesson really depends on how the teacher teaches the subject related to students. Teachers can change a child's fear of a lesson by trying to deliver the subject matter students are happy, so that it raises

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Published 20 June 2022

Publishing services provided by Knowledge E

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Selection and Peer-review under the responsibility of the ICIGR 2021 Conference Committee.

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student motivation [2]. Activity and skills process of students in following the lesson, there are many ways for a teacher to deliver subject matter that will make students feel happy, including using the right approach and assisted by the existence of media that supports teaching and learning activities. Another problem is a lot of evidence around us, students who have graduated from school are not able to do much in their environment. They become estranged with the environment. Because what they learn in school is what is in the book is not their daily environmental problems find and feel. Textual and non-contextual learning, so that the knowledge they gain can only be stored in memory and is of no use to life.

The learning process that is not delivered by educators creatively will make students feel bored and bored in following the learning process. Learning is an aspect of activity complex human beings, which cannot be fully explained. Learning in a complex sense is conscious effort of an educator to teach students educators (directing the interaction of educator participants with educational resources with other learning) in order to achieve the expected goals [3]. Seeing the conditions based on the explanation described above, then **active, creative, effective, and fun learning is** applied. And to **create active, creative, effective, and fun learning is** needed various teaching skills. Learning is one of the determining elements whether or not the graduates produced by an education system are likened to as the heart of the whole learning process. Good learning tends to produce graduates with good learning outcomes too.

Active, creative, effective, and fun learning is a term to describe a process **active, creative, effective, and fun learning**. It designs to activate students, develop creativity in learning so that more effective learning occurs in an atmosphere of which are fun [4]. Active learning is meant that in the teacher's learning process must **create an atmosphere in such a way that students** ask, **question and present ideas**. Creative **learning is** intended by **teachers to create diverse learning activities** so that they **meet** various needs the ability level of students, also students can be creative in the process the learning [5]. Effective learning is learning that succeeds in achieving goals as expected. While learning is fun is a learning that has an exciting atmosphere so that the attention of students is fully focused on the lesson so that the high attention so that the achievement of the goals in learning well achieved. This model was developed to create a learning situation that experienced by students is more exciting and motivates students to do active learning activities that ultimately achieve good learning outcomes optimal.4 It means that the active learning process requires students and teachers actively carry out their respective duties and functions. Active teacher designing and conditioning students to learn, even trying to facilitate students' needs in carrying out

their learning activities active students do their job as students to learn [6]. The form of activity students do not only physical activity but especially mental activity. Therefore, from learning activities there is mental activity. No involvement mentally in an activity carried out by students, it will never happen learning process to them. This active learning is a response to learning that has been passive so far, where students only receive information from the teacher through the lecture method.

The learning process is an activity that has educational value [7]. The value coloring the interactions that occur between teachers and students with internal learning resources achieve the learning objectives that have been set. To fulfill those expectations not something easy, because it is realized that every student has different characteristics in terms of interest, potential and intelligence. the person who owned by these students, the teacher should be able to provide services the same so that students who are in charge of the class feel get the same attention. To provide the same service. Of course you need to find the right strategy so that the expectations that have been formulated can be achieved. By using active, creative, effective, and fun can be seen the course of learning can make active, not only physically active but also psychologically and interact with each other students with students, students with teachers, and students with learning resources.

2. Research Method

This type of research uses a descriptive qualitative approach. It means that research is in the process of data processing since reducing, presenting and verifying and conclude data that has been obtained, collect data or a scientific work that is related to the object of research, or which has been and has been carried out in solving a problem that relies on relevant library materials, qualitative research data generated descriptive data namely in the form of words, images. This research using a case study approach is a method to investigate and study an incident about an individual, in this case study method it takes a lot of information to get a fairly broad material [8]. With using qualitative research, it is necessary to do a descriptive analysis with descriptive analysis method provides an overview and information that quite clear, objective, systematic, analytical and critical about multidisciplinary students in on camera when learning English. In qualitative research that has based on the first step, namely collecting data will be needed [9]. The first is observation. Observation is a complex process, data collection techniques are carried out when research is related to human behavior. The implementation of observations in this study using participatory observation is research

that is involved with the activities being observed and used in research data sources, with this observation, the data obtained by researchers will be more complete and know the level of meaning of every student behavior that appears in the research process. researchers made direct observations in collecting data, researchers focused on the learning process carried out by teachers at SMAN 17 Surabaya. The second is the interview. it is an action that taken by the researcher directly, conducting questions and answers with the aim of obtaining the desired data or information that is important to the researcher. In this study, researchers used unstructured interviews. Unstructured interviews are free interviews where researchers do not use interview guidelines that are systematically and completely arranged in collecting data. In reviewing after the data obtained, the next step is to classify descriptions.

3. Result and Discussion

In the learning process, between students and students, students and teachers, students must interact with each other. Therefore, a teacher is required to have the ability to manage in general the learning components so that there is a functional link between the learning components [10]. The use of active, innovative, creative, effective and fun learning requires the teacher to stimulate, motivate and bring out the creativity of students and involve students in various kinds of activities so as to develop students' understanding and abilities.

In terms of using media or sources, what is meant is tools in the teaching and learning process, by teachers and students in online learning, the ability of teachers to apply active, innovative, creative, and effective learning by using teaching media such as animation media, powerpoint, youtube padlet, whiteboard.fi can achieve teaching objectives [11]. Among them are knowing, choosing, and using media in teaching and being able to create new media that can relate to the subject matter. It proved in observing the class when using learning media, the students' showed enthusiasm for learning such as focusing on listening to the teacher and cooperating with peers. After that the teacher applies a cooperative and interactive teaching method by observing student activities making positive statements, and taking risk wisely such turning on the camera and unmute the voice. In the terms of fun learning to increase students' learning creativity cannot be separated from a teacher education to be able to stimulate creativity

students, both in developing thinking skills and in performing the action [12]. Creative thinking must be developed in the process learning, so that students get used to their

creativity. Creative students can find their own way of solving problems and giving birth something that was not there before or fixing something [13]. It means that students can explore knowledge and ability by themselves. A good teacher must be able to encourage his students to find his own way in solving a problem he faced in the process learning so that students feel to enjoy and fun between the teacher and students more easily understand the material being taught [14]. It shows that the teachers let the students to increase their knowledge and ability. Moreover, the teachers are the facilitators in the classroom [15]. From the results of the interview after school finish. They said that they feel enjoy and fun when having animation media in teacher's powerpoint materials. After that, watching youtube is more increasing them to join the class zoommeeting. Thus, it can be concluded that the teacher encourages students to find their own way in solving a problem that faced in the learning process.

4. Conclusion

Based on the results of the research that has been done by the researcher, it can be concluded that the relationship in the use of active, innovative, creative, effective and fun learning with multidisciplinary students in online learning English at SMA Negeri 17 Surabaya that the learning media such as animation media, powerpoint, padlet youtube, whiteboard.fi used by the teacher in teaching English is appropriate, the teacher carries out learning according to the stages of learning English in twelveth grade of SMA Negeri 17 Surabaya. Moreover, By using active, innovative, creative, effective and fun learning media, students get a fun learning experience, students are more active in learning activities, are more confident, dare to express opinions when speaking in front of the screen. It proved when the students did activities such as turn on camera, focus on listening to the teacher, cooperating with peers, making positive statements, and taking risk wisely. Thus, there is a the relationship of the use of active, innovative, creative, effective and fun learning with multidisciplinary students in online learning English.

Acknowledgements

The researcher would like to start by thanking to Allah SWT, Universitas Muhammadiyah Sidoarjo, The headmaster and English teacher of SMAN 17 Surabaya who support and guidance this research.

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