

# Technology-Based Education Transformation: Futuristic, Quality, Resilient, and Sustainable Education System in the Age of Society 5.0

Adison Adrianus Sihombing<sup>1\*</sup>, Honorata Ratnawati Dwi Putranti<sup>2</sup>, Nur Laili Noviani<sup>3</sup>, Anselmus Dore Woho Atasoge<sup>4</sup>

<sup>1,3</sup> Badan Riset dan Inovasi Nasional, Jakarta, Indonesia

<sup>2</sup> Manajemen, Universitas 17 Agustus 1945 Semarang, Semarang, Indonesia

<sup>4</sup> Teologi, Sekolah Tinggi Pastoral Atma Reksa Ende, Ende, Indonesia

\*Corresponding author: sonadi2017@gmail.com

#### Abstrak

Transformasi pendidikan digital di Indonesia belum dilihat sebagai kebutuhan layanan pendidikan masa depan menuju society 5.0. Studi ini bertujuan untuk mendeskripsikan, mengeksplorasi dan menganalisis bahwa pendidikan berbasis teknologi merupakan model baru yang urgen dalam penyelenggaran sistem pendidikan. Studi kualitatif ini difondasikan pada data sekunder hasil studi literatur. Temuan penelitian adalah integrasi teknologi digital dalam pendidikan merupakan kenyataan yang tak terelakkan untuk membangun paradigma pendidikan dari ruang kelas ke dalam platform digital multifaset yang mencakup pembelajaran online, ruang kelas virtual, e-book. Transformasi ini merupakan konsekuensi perkembangan masyarakat menuju society 5.0; prevalensi generasi digital-native dan disrupsi global seperti pandemi dan krisis lingkungan hidup. Dengan demikian realitas sosial saat ini memerlukan sistem pendidikan yang adaptif-inovatif dan kolaborasi di antara para pemangku kepentingan. Kolaborasi ini memastikan terwujudnya sistem pendidikan yang selaras dengan kompleksitas lanskap sosio-teknologi masa kini dan masa depan, yang pada akhirnya memajukan inklusivitas, ketahanan, dan keberlanjutan.

Kata kunci: Pembelajaran Digital, Generasi Digital, Transformasi Pendidikan, Society 5.0, Berkelanjutan

#### Abstract

The transformation of digital education in Indonesia has not been seen as a need for future education services towards society 5.0. This study aims to describe, explore and analyze that technology-based education is an urgent new model in organizing the education system. This qualitative study is based on secondary data from literature studies. The research findings are that the integration of digital technology in education is an inevitable reality to build a quality-sustainable education paradigm. This integration is done through the process of transforming educational services from the classroom into a multifaceted digital platform that includes online learning, virtual classrooms, and e-books. This transformation is a consequence of the development of society towards society 5.0; the prevalence of the digital-native generation and global disruptions such as pandemics and environmental crises. Thus, the current social reality requires an adaptive-innovative education system and collaboration among stakeholders. This collaboration ensures the realization of an education system that is aligned with the complexities of the current and future socio-technological landscape, ultimately promoting inclusivity, resilience, and sustainability.

Keywords: Digital Learning, Digital Generation, Education Transformation, Society 5.0, Sustainable

History:	Publisher: Undiksha Press
Received : July 10, 2024	Licensed: This work is licensed under
Accepted : October 10, 2024	a Creative Commons Attribution 4.0 License
Published : October 25, 2024	

#### 1. INTRODUCTION

The recent global COVID-19 pandemic has shown that the transformation of the educational world is necessary (Dziubaniuk et al., 2023; Matli & Phurutsi, 2023; Ogata et al., 2023; Okoye et al., 2021; Vishnu et al., 2022). Traditional face-to-face classroom education services are unable to withstand the disruptive conditions and emergencies that occur (Iivari et al., 2020; Maryani et al., 2023; Mhlanga & Moloi, 2020). At the onset of the disruption, Indonesia's education system came to a halt; traditional face-to-face educational services could not be implemented due to social restriction policies. As a result, students graduated

prematurely without taking exams. The emergency forced the education world to transform into digital technology-based educational services. The new experience of technology-based learning processes for students and teachers elicited different reactions and responses. For some teachers, digital learning such as distance education is considered unsuitable, and they feel a loss of authority as they cannot interact directly with students.

They also struggle to teach with digital technology due to a lack of previous training and understanding. But in reality, for learners, online learning and technology are needs that must be met. They expect digital education services to continue even though social restriction policies have been abolished. This condition is caused because the current learners are dubbed the digital generation who can only interact, grow, and learn optimally if connected to the digital world (Jahromi et al., 2023; Net, Nuryadi, et al., 2023; Nuhu & Aladesusi, 2022). In addition, in the context of the 5.0 society, referred to as the super-smart society, the integration of technology in education becomes important and urgent. Thus, technology-based education has become an urgent need today, so that the goal of education to shape a high-quality young generation, improve the quality of life, and provide solutions to existing problems and challenges can be realized (Andayani et al., 2023; Khairunnisa Putri Alif et al., 2022; Tavares et al., 2023).

So far, the existing literature on education and technology tends to look at it from three perspectives. First, technology brings a new face to the world of education and encourages educators to utilize technology in the learning process (Ambarwati et al., 2022; Chick et al., 2020; Mokalu et al., 2022; Scherer et al., 2019) And is seen as the key to the educational model of the future (Almarzooq et al., 2020; Faludi et al., 2023; Rohmah, 2023). Second, Technology-based learning media make it easier for teachers to present material (Firmadani, 2020; Isrokatun et al., 2023; Net, 2023) And improve the understanding of millennial learners of the material presented in the learning process (Ningsih et al., 2022; Nuryatin et al., 2023), Which can enable learners to learn faster, better, and smarter in disruptive situations (Hasanudin et al., 2022; Net, Puniatmaja, et al., 2023; Rohmah, 2023). Third, to achieve this idealism, innovation is needed in the learning process with well-designed technology as a tool to support knowledge development in learning. Learning and knowledge are designed according to the needs and psychological development of learners (Maulidah et al., 2023; Putri Supriadi et al., 2022; Taimur & Onuki, 2022; Zhao et al., 2021).

The argument used in compiling this study is that the world of education in the era of Society 5.0 requires digital technology-based education. This cannot be postponed because society is already living in a digital culture. The influence of technology continues to strengthen and humans are increasingly dependent on the use of technology, including the world of education. Society 5.0 has a digital character, referred to as a super-smart society because humans in this era have based all of their life activities on the use of technology (Wahyuningtyas et al., 2022). Next are students who come from the digital generation. The nature of the digital generation becomes an important reason for them to receive technologybased educational services because, theoretically, the digital generation can only develop optimally if they are connected to the internet, connected to the digital world as their real world (Fukuda, 2020; Khairunnisa Putri Alif et al., 2022). The last thing that needs attention is the threat of disruption that cannot be guaranteed not to happen. The experience of the Covid-19 pandemic has shown that technology-based education is education that is resilient to disruption. Thus, digital education, technology-based education, or integrating technology into education is an inevitability. The reason is that technology-based education is quality education, strong resilience, sustainable, futuristic, and compatible with the world of learners.

The existing literature is too focused on the benefits that technology provides to the world of education, the differences between traditional education and modern education that are integrated through technology, and teaching methods that make the material presented

very interesting, interactive, and expected to develop student's academic achievements. The research discussed previously has largely talked about the advantages and the urgency of digital education for students, but there is still a lack of research focusing on what steps can be taken by educational institutions to anticipate these issues. In this regard, this study aims to fill that gap in the literature.

This article aims to describe, explore, analyse, and convince stakeholders that a digital-based education transformation is necessary as a primary need in the context of a 5.0 society. In line with this, research questions have been formulated as guides in elaborating on the research topic, namely: a) What is the strategy to create education that is resilient to disruption, high quality, sustainable, and futuristic in the era of a 5.0 society? b) Why should technology be used in the education of the 5.0 society era? c) What are the implications for the world of education in the future if technology is not integrated into education?

## 2. METHODS

The use of technology in education has become an important issue since the global COVID-19 pandemic, the journey towards Society 5.0, and the nature of students as the digital generation. This needs to be given serious attention to gain a deep understanding of the phenomenon of educational practices in virtual spaces through the integration of digital technology. Recently, there have been numerous issues arising in technology-based educational services. Therefore, this topic has been intentionally selected as the research object for three reasons: 1) the increasing dominance of digital technology in human life, which cannot be avoided in everyday life, including education. Unfortunately, after the pandemic, technology-based educational services tend to be abandoned, and even online or distance education services have been discontinued.

However, these services have proven to have unique advantages that cannot be obtained in traditional education. 2) Limited attention has been given to analyzing the close relationship between technology and education. Existing literature has extensively studied the integration of technology into societal life. However, the analysis regarding the integration of technology and education as an urgent and essential need in the era of Society 5.0, in line with the nature of students and as a precaution against future disruptive threats, has been overlooked by scholars. 3) The foundational thinking on technology-based education within the framework of Society 5.0 is urgently needed to take preventive measures so that the education system can transform, adapt, and innovate in line with the needs and spirit of the times. Thus, education can genuinely and significantly contribute to the development of quality of life. These three reasons demonstrate that comprehensive understanding and analysis of education in the light of technology in Society 5.0 are significant as the policy foundation for developing the governance of modern educational systems.

This study on technology-based education is conducted using a descriptive qualitative research design. The aim is to explore knowledge and understanding of the significance of technology use in educational services. The primary focus is directed towards understanding the concepts of Society 5.0, the digital generation, and disruption. Through this, new knowledge will be gained on how advanced digital technology has become a driving force and its implications for the future of education. This study relies on secondary data obtained from literature studies and relevant online news articles related to the research topic. Primary data is only obtained through direct observations of educational practices and learning processes in schools after the pandemic. The literature used and analyzed consists of 40 sources focused on technology-based education in Society 5.0. These sources were retrieved from websites such as scopus.com and publish parish. In addition to journal articles, this

study also incorporates online news articles from Indonesian-based online news portals, specifically detik.com and detiknews.

The data is analyzed in three stages: data reduction, which involves organizing the data systematically; data presentation, which includes presenting the research findings in tabular form; and data verification, which involves drawing conclusions based on the observed data trends. The data processing techniques include descriptive analysis and content analysis. The process begins with data description as a foundation for contextual interpretation. Then, content analysis is conducted by the research objectives and research questions. The content analysis involves systematically examining and categorizing the data from the literature and online news articles to identify recurring themes, patterns, and key insights related to technology-based education in Society 5.0. This process helps in extracting meaningful information, identifying common trends, and drawing conclusions based on the analyzed content. The analysis includes coding and categorizing the data, identifying key ideas or concepts, and exploring relationships or connections between different sources and themes. Through this content analysis, a comprehensive understanding of the significance and implications of technology-based education in Society 5.0 can be gained. Stages of analysis and techniques used to formulate conclusions appropriately.

## 3. RESULTS AND DISCUSSION

## **Results**

This study highlights the education system and the practices of educational services that have taken place post-pandemic. The results of field observations in school environments indicate a decline in the transformation of technology-based education, to the point where it can be said that it is not being continued. Students are learning in face-to-face classroom settings every day, and online or distance learning has been discontinued. Digital learning is only utilized for specific subjects that involve seeking information related to the course material and watching YouTube videos using mobile phones and student data packages. The digital learning environment post-pandemic has not shown any progress, with no improvements or additions to the infrastructure for technology-based education. This is considered unnecessary because the COVID-19 pandemic is over, and students are attending physical classes every day. The following are some of the technology-based education models that are being developed and implemented in the current educational landscape. The result of technology-based educational models is show in Table 1.

Number	Learning Model	Definition	Source
1	Online Learning	utilizes multimedia technology virtual classes, CD / DVD ROM, video streaming, voice messages, email and conference calls, and video streaming	
2	Blended Learning	This learning model combines the use of technology with direct interaction between teachers and students. Typically, some of the content is delivered online through an online learning platform, while students also have face-to-face	

# Table 1. Technology-Based Educational Models

Number	Learning Model	Definition	Source
3	Flipped Classroom	sessions with the teacher for discussions, further explanations, or collaborative activities. In this model, students learn the material independently through online learning resources before coming to class. When in the classroom, time is utilized for interactive activities such as	· •
4	Game-based Learning	discussions, collaborative projects, or consultations with the teacher. Technology is used as a means to access the material and support students' understanding before and during the classroom sessions. This approach utilizes computer games or game-based educational applications to teach and engage students in the learning process. The games are designed to	(Upu & Akbar 2022)
5	Augmented Reality	facilitate conceptual understanding, enhance skills, and solve problems through engaging challenges and scenarios. It is the integration of digital information with live video about	
	Virtual Realty	the user's environment in real-time. It is a technology that allows users to interact with a simulated virtual environment created by a computer, making them feel like they are inside that environment. In Indonesian, virtual reality is known as "realitas maya" or "realitas virtual."	
6	Collaborative Online Learning	This model utilizes online learning platforms and collaborative tools to enable students to collaborate virtually. Students can work together on projects, engage in discussions, or complete assignments in a shared digital workspace.	(Haqqi, 2017)
7	Personalized Learning	This approach utilizes technology to provide personalized learning experiences tailored to the needs and pace of each student. Students can access materials, practice	(Putra et al., 2021)

Number	Learning Model	Definition	Source
8	Mobile Learning	<ul><li>activities, and receive customized feedback through adaptive learning applications or platforms.</li><li>This model utilizes mobile devices such as smartphones or tablets to provide flexible learning access.</li></ul>	(Irawati et al., 2022)
		Students can learn anytime and anywhere through mobile applications that provide learning content, exercises, and interaction with teachers or fellow students.	
9	Adaptive Learning	This model uses technology to collect data on students' learning progress and utilizes this information to develop individually tailored learning plans. Adaptive learning systems can identify students' strengths and weaknesses in a subject and then adjust the content and learning strategies to meet the needs of each student.	(Wahyu, 2021)
10	Online Discussion Forums	This model utilizes online discussion platforms to encourage interaction and collaboration among students. Students can participate in discussion forums managed by the teacher or even take on the role of a forum moderator. These online discussions allow students to share ideas, exchange opinions, and deepen their understanding of the topics being studied.	(Foong & McGrouther, 2010)

#### Discussion

Based on the explanation in the previous section, it can be formulated that the transformation of the education system towards digital education is driven by three factors. First, society 5.0, known as a super-intelligent society that emphasizes collaboration between humans and technology, such as AI, IoT, big data, and robotics, encourages inclusivity, resilience, and sustainability (Akhmadieva et al., 2023). The critical role of technology in education is evident and vital in Today's world. For example, the phenomenon of using GPT Chat in completing academic assignments by students and pupils. This tool has proven to play an important role and provide valuable benefits for the development of the educational sector. Academic tasks can be completed quickly and effectively with the help of artificial intelligence technology. Besides education, technology is also seen in using robotics to carry out routine and technical tasks in companies as service providers and customer welcomers (Pandarova et al., 2019). This fact teaches and gives a message that the world of education cannot be separated from the role of digital technology because education cannot be

implemented without looking at the concrete context of social life in society. In this case, education has a significant role in increasing students' knowledge, understanding, and skills in utilizing technology; at the same time, it is hoped that education will be able to strengthen and confirm the positioning of the importance of the human role, which cannot be replaced by technology.

Second, Today's students are a digital generation with the characteristics of technology being a part of their lives, multitasking abilities, access to broad information, high technology skills, and involvement in social media, interactive learning, and creativity in selfexpression. The logical consequence is that educating them outside their world is an inappropriate action because, theoretically, the digital generation will only grow and develop optimally if they are connected to the digital world. The logical reason is that this generation was born and grew up amidst the rapid development of digital technology. Technological intrusion is getting stronger and cannot be avoided; it has changed human attitudes, patterns, and cultures. This itself automatically has an impact on the growth, formation of selfcharacter, and self-potential of students. They will only feel 'alive' if they are connected to a gadget, or cell phone (Isni & Anugrah, 2021). They can last a long time and feel happy if they use digital activities. This is both an opportunity and a challenge for educators and education providers. The ability to take advantage of opportunities and respond to challenges appropriately and wisely will positively impact the personal development of individual students as well as the development of the world of education and the quality of social life in society in the future.

Third, an uncertain future will be free from the threat of global disruptions such as pandemics, climate change, natural disasters, and ecological disruption (Shi, 2018). All of this has consequences of severe efforts to anticipate the possibility of further disturbances (Tawafak et al., 2023). It is hoped that educational services will not stop and will be ready to face and adapt to the situation. Therefore, educational designs and models that are test-resistant and resistant to disruption are needed. To realize this, it is necessary to make concrete efforts to develop an education system that is adaptive, innovative, and responsive to the increasingly complex demands of society. The complexity of Today's life problems requires collaboration between various stakeholders: government, educational institutions, industry, and the general public to realize a serious, strong, quality, and successful digital education transformation.

Unfortunately, the digital education transformation process in Indonesia tends not to be responded to positively and seriously after the pandemic. This is demonstrated by returning the practice of the learning process to the classroom every day. The old paradigm still has a strong influence, namely, that teaching and learning activities must be carried out directly in the school and that students must meet with the teacher (De Leon, 2023; Hajisoteriou & Sorkos, 2023; Marieiev et al., 2023). Difficulties and obstacles that occur or are experienced when doing online learning during the pandemic (Ivanov et al., 2020; Octaberlina & Muslimin, 2020) have not been able to be interpreted as a moment, a valuable experience and a significant opportunity to improve the quality of education and develop a modern education model that is relevant to current developments through the transformation of education into a digital platform (Lee & Bailey, 2020; Qureshi et al., 2022; Susila et al., 2020). As previous literature has shown, online education is challenging because teachers' digital literacy is inadequate (Lemay et al., 2021; Putri et al., 2020; Sufian et al., 2020), insufficient digital learning environment (Camargo et al., 2020; Lapitan et al., 2021; Matli & Phurutsi, 2023; Nguyen et al., 2022), teachers lose authority in teaching (Gao & Zhang, 2020; Khairiah et al., 2022; Muassomah et al., 2022).

This reality is different from the international education landscape, where other countries have evaluated, explored, and improved post-pandemic technology-based education

services (Chomunorwa et al., 2023; R. Imran et al., 2023; Jogezai et al., 2023; O'Connor et al., 2023). The international world interprets the pandemic experience as a trigger for them to accelerate the transformation of digital education because the digital education model has provided, apart from being a new and exciting experience, has also had a positive impact on developing the quality of teaching and increasing student academic achievement. As shown in the previous section (results), previous literature has shown that integrating technology into educational services has been proven to positively impact quality, fun, durability, and the future. The author encourages and hopes that the health emergency experience can be understood and interpreted in depth to create awareness and belief that transforming education into digital education is an urgent matter that needs to be pursued immediately (Capone & Lepore, 2022; Ivanov et al., 2020; Valdés Hernández et al., 2023). Furthermore, the study encourages digital education not to be interpreted narrowly that technology-based education models are a last resort and are only required when a global pandemic such as COVID-19 occurs (Gan & Sun, 2022).

Implementing technology-based education will have implications for changes and improvements in educational services and learning processes. The following positive impacts can occur: a) enabling better, broader, and more accessible educational accessibility for students from various backgrounds. Technology can help overcome physical and geographic barriers that may hinder access to education, such as distance or infrastructure limitations. b) Personalized learning because technology allows a more personal and adaptive learning approach. By using digital tools such as computer-based learning programs or educational applications, students can learn at their own pace and learning style. This helps improve learning effectiveness and increases student motivation. c) Students' active involvement in the learning process increases. For example, students can participate in collaborative projects online, use interactive visualization tools, or create multimedia content to express their understanding.

This increases students' motivation and allows them to become active learners. d) Skills-based learning: Technology enables the integration of digital skills and 21st-century skills into the curriculum. Students can learn digital literacy, problem-solving, critical thinking, collaboration, and creativity skills through the use of technology. This helps prepare students to face the demands of an increasingly digital world of work (Alhashem & Alfailakawi, 2023). Thus, this description and analysis reflect the value and meaning that human abilities determine the quality of education in the future: teachers, students, and educational institutions in integrating technological sophistication lead the government and stakeholders to implement new strategies to create a resilient, quality, sustainable, and futuristic education system in society 5.0, namely digital technology-based education. (Koesnandar, 2020; Mahmoud Saleh et al., 2023; Tóth et al., 2022).

This research contributes to providing new insights and paradigms in the organization of education in schools in the context of the digital era towards the development process of society 5.0. The transformation of digital education is a determinant of efforts to create a quality, resilient, and sustainable education system. Apart from the findings and analysis that have been presented, this research has limitations in methodological aspects because this qualitative research only uses secondary data through literature studies. Therefore, the findings of this study cannot be used to generalize the state and situation of educational transformation in the wider region of Indonesia. The findings of this study need to be complemented by conducting further studies in the future with qualitative and quantitative designs involving many respondents from both teachers and students. Thus, more complete information will be obtained that can be used to formulate policies to realize the appropriate and effective integration of technology into the education system in Indonesia.

## 4. CONCLUSION

The findings of this study reflect the meaning that the implementation of the education system is essentially in line with the context of the current social life reality of the community as well as futuristic. It isn't easy to imagine the practice of an education system that is not responsive to the concrete experiences of students in community life because educators and students do not live in a vacuum. This meaning implies that integrating technology into the education system is a precondition for education that suits the needs and spirit of the current digital era. In addition, this digital education design is a futuristic modern education model.

## 5. REFERENCES

- Akhmadieva, R. S., Udina, N. N., Kosheleva, Y. P., Zhdanov, S. P., Timofeeva, M. O., & Budkevich, R. L. (2023). Artificial intelligence in science education: A bibliometric review. *Contemporary Educational Technology*, 15(4), ep460. https://doi.org/10.30935/cedtech/13587.
- Alhashem, F., & Alfailakawi, A. (2023). Technology-enhanced learning through virtual laboratories in chemistry education. *Contemporary Educational Technology*, *15*(4), 1–14. https://www.cedtech.net/article/technology-enhanced-learning-through-virtual-laboratories-in-chemistry-education-13739.
- Almarzooq, Z. I., Lopes, M., & Kochar, A. (2020). Virtual Learning During the COVID-19 Pandemic: A Disruptive Technology in Graduate Medical Education. *Journal of the American College of Cardiology*, 75(20), 2635–2638. https://doi.org/10.1016/j.jacc.2020.04.015.
- Ambarwati, D., Wibowo, U. B., Arsyiadanti, H., & Susanti, S. (2022). Studi Literatur: Peran Inovasi Pendidikan pada Pembelajaran Berbasis Teknologi Digital. Jurnal Inovasi Teknologi Pendidikan, 8(2), 173–184. https://journal.uny.ac.id/index.php/jitp/article/view/43560.
- Andayani, Meter, W., & Setiawan, B. (2023). Professional Educator in the Era of Society 5.0: Primary Education Alumni Competence. *Journal of Higher Education Theory and Practice*, 23(10), 6–16. https://doi.org/10.33423/jhetp.v23i10.6177.
- Camargo, C. P., Tempski, P. Z., Busnardo, F. F., de Arruda Martins, M., & Gemperli, R. (2020). Online learning and COVID-19: a meta-synthesis analysis. *Clinics*, 75, e2286. https://doi.org/10.6061/clinics/2020/e2286.
- Capone, R., & Lepore, M. (2022). From Distance Learning to Integrated Digital Learning: A Fuzzy Cognitive Analysis Focused on Engagement, Motivation, and Participation During COVID-19 Pandemic. In *Technology, Knowledge and Learning* (Vol. 27, Issue 4). Springer Netherlands. https://doi.org/10.1007/s10758-021-09571-w.
- Chick, R. C., Clifton, G. T., Peace, K. M., Propper, B. W., Hale, D. F., Alseidi, A. A., & Vreeland, T. J. (2020). Using Technology to Maintain the Education of Residents During the COVID-19 Pandemic. *Journal of Surgical Education*, 77(4), 729–732. https://doi.org/10.1016/j.jsurg.2020.03.018.
- Chomunorwa, S., Mashonganyika, E. S., & Marevesa, A. (2023). Digital transformation and post-Covid-19 education in South Africa: a review of literature. *South African Computer Journal*, *35*(1), 91–100. https://doi.org/10.18489/sacj.v35i1.1101.
- De Leon, L. (2023). Redefining the Paradigm of Engagement for a Digital Age. *The International Journal of Technology, Knowledge, and Society, 19*(1), 1–19. https://doi.org/10.18848/1832-3669/cgp/v19i01/1-19.
- Dziubaniuk, O., Ivanova-Gongne, M., & Nyholm, M. (2023). Learning and teaching sustainable business in the digital era: a connectivism theory approach. *International Journal of Educational Technology in Higher Education*, 20(1).

https://doi.org/10.1186/s41239-023-00390-w.

- Faludi, J., Acaroglu, L., Gardien, P., Rapela, A., Sumter, D., & Cooper, C. (2023). Sustainability in the Future of Design Education. *She Ji*, 9(2), 157–178. https://doi.org/10.1016/j.sheji.2023.04.004.
- Firmadani, F. (2020). Media Pembelajaran Berbasis Teknologi Sebagai Inovasi Pembelajaran Era Revolusi Industri 4.0. "Strategi Dan Implementasi Pendidikan Karakter Pada Era Revolusi Industri 4.0," 2(1), 93–97. http://ejurnal.mercubuanayogya.ac.id/index.php/Prosiding\_KoPeN/article/view/1084.
- Foong, D. P. S., & McGrouther, D. A. (2010). An Internet-based discussion forum as a useful resource for the discussion of clinical cases and an educational tool. *Indian Journal of Plastic Surgery*, 43(2), 195–197. https://doi.org/10.4103/0970-0358.73448.
- Fukuda, K. (2020). Science, technology and innovation ecosystem transformation toward society 5.0. *International Journal of Production Economics*, 220(July 2019), 107460. https://doi.org/10.1016/j.ijpe.2019.07.033.
- Gan, I., & Sun, R. (2022). Digital barriers and individual coping behaviors in distance education during COVID-19. *International Journal of Knowledge Management*, 18(1). https://doi.org/10.4018/IJKM.290023.
- Gao, L. X., & Zhang, L. J. (2020). Teacher Learning in Difficult Times: Examining Foreign Language Teachers' Cognitions About Online Teaching to Tide Over COVID-19. *Frontiers in Psychology*, 11(September), 1–14. https://doi.org/10.3389/fpsyg.2020.549653.
- Hajisoteriou, C., & Sorkos, G. (2023). Towards a new paradigm of "Sustainable Intercultural and inclusive education": A comparative "blended" approach. *Education Inquiry*, *14*(4), 496–512. https://doi.org/10.1080/20004508.2022.2071016.
- Haqqi, A. (2017). Collaborative Learning: Model Pembelajaran Dalam Upaya Meningkatkan Literasi Informasi Mahasiswa Jurusan Ilmu Perpustakaan dan Informasi Melalui Belajar secara Kolaboratif. *Baitul Al Ulum: Jurnal Ilmu Perpustakaan Dan Informasi*, 1, 1–22. http://baitululum.fah.uinjambi.ac.id/index.php/b\_ulum/article/view/13.
- Hasanudin, C., Fitrianingsih, A., Utomo, D. N. P., & Fitriyana, N. (2022). Android Based Material to Teach Early Reading for Primary Students using Construct 2 Apps. *Ingenierie Des Systemes d'Information*, 27(6), 933–940. https://doi.org/10.18280/isi.270609.
- Iga Setia Utami, Setia Budi, N. (2020). A Need Analysis of Blended Learning Model for Deaf Students in Higher Education. *Edumatic: Jurnal Pendidikan Informatika*, 4(2), 112–119. https://doi.org/10.29408/edumatic.v4i2.2469.
- Iivari, N., Sharma, S., & Ventä-Olkkonen, L. (2020). Digital transformation of everyday life

   How COVID-19 pandemic transformed the basic education of the young generation and why information management research should care? *International Journal of Information Management*, 55(June), 102183.
   https://doi.org/10.1016/j.ijinfomgt.2020.102183.
- Imran, M., & Almusharraf, N. (2023). Analyzing the role of ChatGPT as a writing assistant at higher education level: A systematic review of the literature. *Contemporary Educational Technology*, *15*(4), ep464. https://doi.org/10.30935/cedtech/13605.
- Imran, R., Fatima, A., Elbayoumi Salem, I., & Allil, K. (2023). Teaching and learning delivery modes in higher education: Looking back to move forward post-COVID-19 era. *International Journal of Management Education*, 21(2), 100805. https://doi.org/10.1016/j.ijme.2023.100805.
- Irawati, I., Huda, N., & Adji, S. S. (2022). Effectiveness of Pbl-Based Mobile Learning To Improve Students' Critical Thinking Skills. Jurnal Pendidikan Matematika (JUPITEK), 5(2), 160–166. https://doi.org/10.30598/jupitekvol5iss2pp160-166.

- Isni, R. A. F., & Anugrah, D. (2021). Penanganan Kecanduan Gadget pada Anak Usia Sekolah Selama Masa Pandemi Covid-19 di Desa Wantilan, Kabupaten Subang. *Proceedings UIN Sunan Gunung Djati Bandung*, I(XXVIII), 150–165. https://proceedings.uinsgd.ac.id/index.php/proceedings/article/view/538.
- Isrokatun, I., Hanifah, N., Abdul, R. Y., Rosmiati, R., & Khoerunnisah, R. (2023). The Development of Android-Based Learning Mobile App to Practice Critical Thinking Skills for Elementary School Students. *Pegem Egitim ve Ogretim Dergisi*, 13(2), 161– 172. https://doi.org/10.47750/pegegog.13.02.20.
- Ivanov, I., Cobo, J. C., & Kosonogova, M. (2020). Implementation of developmental education in the digital learning environment. *Procedia Computer Science*, *172*(2019), 517–522. https://doi.org/10.1016/j.procs.2020.05.062.
- Jahromi, M. J. H., Bamakan, S. M. H., Qu, Q., & Tabbakhian, H. (2023). The capability of Distributed Generation in Digital Twin platform. *Procedia Computer Science*, 221, 1208–1215. https://doi.org/10.1016/j.procs.2023.08.108.
- Jogezai, N. A., Koroleva, D., & Baloch, F. A. (2023). Teachers' digital competence in the post COVID-19 era: The effects of digital nativeness, and digital leadership capital. *Contemporary Educational Technology*, 15(4), ep466. https://doi.org/10.30935/cedtech/13620.
- Khairiah, K., Mubaraq, Z., Asmendri, A., Hendriani, S., Musa, D. T., & Sihombing, A. A. (2022). Delegitimization of leadership in overcoming difficulties in online learning during the COVID-19 pandemic. *World Journal on Educational Technology: Current Issues*, 14(3), 726–739. https://doi.org/10.18844/wjet.v14i3.7209.
- Khairunnisa Putri Alif, Salma Nabila, & Masduki Ahmad. (2022). Principal Management in Increasing the Quality of Education in the Society 5.0 Era. *Indonesian Journal Of Educational Research and Review*, 5(3), 438–448. https://doi.org/10.23887/ijerr.v5i3.56423.
- Koesnandar, A. (2020). Pengembangan Model Pembelajaran Inovatif Berbasis Teknologi Informasi Dan Komunikasi (Tik) Sesuai Kurikulum 2013. *Kwangsan: Jurnal Teknologi Pendidikan*, 8(1), 33. https://doi.org/10.31800/jtp.kw.v8n1.p33--61.
- Lalima, D., & Lata Dangwal, K. (2017). Blended Learning: An Innovative Approach. *Universal Journal of Educational Research*, 5(1), 129–136. https://doi.org/10.13189/ujer.2017.050116.
- Lapitan, L. D., Tiangco, C. E., Sumalinog, D. A. G., Sabarillo, N. S., & Diaz, J. M. (2021). An effective blended online teaching and learning strategy during the COVID-19 pandemic. *Education for Chemical Engineers*, 35(May 2020), 116–131. https://doi.org/10.1016/j.ece.2021.01.012.
- Lee, A. R., & Bailey, D. R. (2020). Learning from experience in the midst of covid-19: Benefits, challenges, and strategies in online teaching. *Call-Ej*, 21(2), 176–196. https://old.callej.org/journal/21-2/Bailey-Lee2020.pdf.
- Lemay, D. J., Bazelais, P., & Doleck, T. (2021). Transition to online learning during the COVID-19 pandemic. Computers in Human Behavior Reports, 4, 100130. https://doi.org/10.1016/j.chbr.2021.100130.
- Mahmoud Saleh, M., Abdelkader, M., & Sadek Hosny, S. (2023). Architectural education challenges and opportunities in a post-pandemic digital age. *Ain Shams Engineering Journal*, *14*(8), 102027. https://doi.org/10.1016/j.asej.2022.102027.
- Marieiev, D., Marieieva, T., Yaroshevska, L., Kaminskyy, V., & Viesova, O. (2023). Modern Teacher Education in Ukraine and EU Countries: Transformation, Vectors of Development. *Journal of Higher Education Theory and Practice*, 23(5), 227–236. https://doi.org/10.33423/jhetp.v23i5.5947.
- Maryani, L., Nur, J., Utami, S., & Nurnaifah, I. I. (2023). Strengthening School Management

with Digital Education Technology to Improve the Quality of Educational Output. *Indonesian Journal of Educational Research and Review*, 6(2), 446–465. https://doi.org/10.23887/ijerr.v6i2.66039.

- Matli, W., & Phurutsi, M. (2023). Students' concerns about Online Remote Learning during COVID-19 Pandemic in the 4IR digital society. *Procedia Computer Science*, 219(2022), 971–976. https://doi.org/10.1016/j.procs.2023.01.374.
- Maulidah, N., Sapriya, S., & Supriatna, N. (2023). Desain Pedagogi Kreatif Berbasis Teknologi Digital dalam Pengembangan Pembelajaran IPS SD Untuk Menstimulasikan Kebiasaan Berpikir Kreatif. *Dwija Cendekia: Jurnal Riset Pedagogik*, 7(1), 1–23. https://doi.org/10.20961/jdc.v7i1.72516.
- Mhlanga, D., & Moloi, T. (2020). COVID-19 and the digital transformation of education: What are we learning on 4ir in South Africa? *Education Sciences*, 10(7), 1–11. https://doi.org/10.3390/educsci10070180.
- Mokalu, V. R., Panjaitan, J. K., Boiliu, N. I., & Rantung, D. A. (2022). Hubungan Teori Belajar dan Teknologi Pendidikan. *Edukatif: Jurnal Ilmu Pendidikan*, 4(1), 1475–1486. https://doi.org/10.31004/edukatif.v4i1.2192.
- Muassomah, M., Abdullah, I., Hasanah, U., Dalmeri, D., Sihombing, A. A., & Rodrigo, L. (2022). The Academic Demoralization of Students in Online Learning During the COVID-19 Pandemic. *Frontiers in Education*, 7(May), 1–11. https://doi.org/10.3389/feduc.2022.888393.
- Net, W. W. W. P. (2023). Developing Android-Based Learning Media to Enhance Early Reading Competence of Elementary School Students. *Pegem Journal of Education* and Instruction, 13(4), 43–55. https://doi.org/10.47750/pegegog.13.04.06.
- Net, W. W. P., Nuryadi, M. H., Widiatmaka, P., & Yanto, B. E. (2023). Developing Nationalism Character among the Digital Native Generation through Formal Education in Indonesia. *Pegem Journal of Education and Instruction*, 13(3), 78–83. https://doi.org/10.47750/pegegog.13.03.09.
- Net, W. W. P., Puniatmaja, G. A., Parwati, N. N., Tegeh, I. M., & Sudatha, I. G. W. (2023). The Effect of E-learning and Students' Digital Literacy towards Their Learning Outcomes. *Pegem Journal of Education and Instruction*, 14(1), 348–356. https://doi.org/10.47750/pegegog.14.01.39.
- Nguyen, L. T., Kanjug, I., Lowatcharin, G., Manakul, T., Poonpon, K., Sarakorn, W., Somabut, A., Srisawasdi, N., Traiyarach, S., & Tuamsuk, K. (2022). How teachers manage their classroom in the digital learning environment – experiences from the University Smart Learning Project. *Heliyon*, 8(10), e10817. https://doi.org/10.1016/j.heliyon.2022.e10817.
- Ningsih, I. W., Anwar, A. S., Supiana, S., & Zakiah, Q. Y. (2022). Penggunaan Teknologi Informasi Sebagai Jembatan Reformasi Pendidikan Islam di Indonesia. *Islamic Management: Jurnal Manajemen Pendidikan Islam*, 5(02), 179–194. https://doi.org/10.30868/im.v4i02.2608.
- Nuhu, K. M., & Aladesusi, G. A. (2022). Intention of Basic Technology Teachers on The Use of ICT for Teaching in Ilorin Metropolis. *Indonesian Journal Of Educational Research and Review*, 5(2), 335–341. https://doi.org/10.23887/ijerr.v5i1.46160.
- Nuryatin, A., Rokhmansyah, A., Hawa, A. M., Rahmayanti, I., & Nugroho, B. A. (2023). Google Classroom as an Online Learning Media for Indonesian Language Learning During COVID-19 Pandemic. *Journal of Language Teaching and Research*, 14(1), 255–262. https://doi.org/10.17507/jltr.1401.27.
- O'Connor, J., Ludgate, S., Le, Q.-V., Le, H. T., & Huynh, P. D. P. (2023). Lessons from the pandemic: Teacher educators' use of digital technologies and pedagogies in Vietnam before, during and after the Covid-19 lockdown. *International Journal of Educational*

Development, 103(January), 102942. https://doi.org/10.1016/j.ijedudev.2023.102942.

- Octaberlina, L. R., & Muslimin, A. I. (2020). Efl students perspective towards online learning barriers and alternatives using moodle/google classroom during covid-19 pandemic. *International Journal of Higher Education*, 9(6), 1–9. https://doi.org/10.5430/ijhe.v9n6p1.
- Ogata, H., Majumdar, R., & Flanagan, B. (2023). Learning in the Digital Age: Power of Shared Learning Logs to Support Sustainable Educational Practices. *IEICE Transactions on Information and Systems*, *E106D*(2), 101–109. https://doi.org/10.1587/transinf.2022ETI0002.
- Okoye, K., Rodriguez-Tort, J. A., Escamilla, J., & Hosseini, S. (2021). Technology-mediated teaching and learning process: A conceptual study of educators' response amidst the Covid-19 pandemic. In *Education and Information Technologies*. https://doi.org/10.1007/s10639-021-10527-x.
- Palagiang, C. L., & Sofiani, S. (2021). Augmented Dan Virtual Reality Sebagai Media Promosi Interaktif Museum Perumusan Naskah Proklamasi. *Destinesia : Jurnal Hospitaliti Dan Pariwisata*, 3(1), 12–20. https://doi.org/10.31334/jd.v3i1.1801.
- Pandarova, I., Schmidt, T., Hartig, J., Boubekki, A., Jones, R. D., & Brefeld, U. (2019). Predicting the Difficulty of Exercise Items for Dynamic Difficulty Adaptation in Adaptive Language Tutoring. *International Journal of Artificial Intelligence in Education*, 29(3), 342–367. https://doi.org/10.1007/s40593-019-00180-4.
- Putra, B. E., Wirahmad, I., & Gunawan, G. (2021). Pengaruh Model Pembelajaran Personalized System of Instruction (PSI) dalam Meningkatkan Aktivitas dan Hasil Belajar Matematika Siswa SMA. SUPERMAT (Jurnal Pendidikan Matematika), 5(1), 13–20. https://doi.org/10.33627/sm.v5i1.567.
- Putri, R. S., Purwanto, A., Pramono, R., Asbari, M., Wijayanti, L. M., & Hyun, C. C. (2020). Impact of the COVID-19 pandemic on online home learning: An explorative study of primary schools in Indonesia. *International Journal of Advanced Science and Technology*, 29(5), 4809–4818. https://www.researchgate.net/profile/Masduki-Asbari/publication/341194197.
- Putri Supriadi, S. R. R., Haedi, S. U., & Chusni, M. M. (2022). Inovasi pembelajaran berbasis teknologi Artificial Intelligence dalam Pendidikan di era industry 4.0 dan society 5.0. *Jurnal Penelitian Sains Dan Pendidikan (JPSP)*, 2(2), 192–198. https://doi.org/10.23971/jpsp.v2i2.4036.
- Qureshi, S. N., Farooqui, F., Ibrahim, N., Kaleem, M. B., & Khan, Z. A. (2022). Challenges of Online Learning Environment Faced by Undergraduate Medical Students during Covid 19 Pandemic. *Journal of Islamic International Medical College*, 17(4), 280– 285. https://doi.org/10.57234/1330.
- Rohmah, L. N. (2023). Pendidikan dengan Basis Teknologi Sebagai Inovasi Baru dalam Pembelajaran Pasca Pandemi. *Karimah Tauhid*, 2(2), 456–466. https://doi.org/10.30997/karimahtauhid.v2i2.7936.
- Scherer, R., Siddiq, F., & Tondeur, J. (2019). The technology acceptance model (TAM): A meta-analytic structural equation modeling approach to explaining teachers' adoption of digital technology in education. *Computers and Education*, 128, 13–35. https://doi.org/10.1016/j.compedu.2018.09.009.
- Shi, K. (2018). Research on the Cultivation of College Students Innovation and Entrepreneurship Based on Technological Innovation Platform. *Proceedings of the* 2018 8th {International} {Conference} on {Management}, {Education} and {Information} ({MEICI} 2018). https://doi.org/10.2991/meici-18.2018.53.
- Spradley, J. P. (2000). Metode Etnografi James P. Spradley. Tiara Wacana.
- Sufian, S. A., Nordin, N. A., Tauji, S. S. N., & M. Nasir, M. K. (2020). The Impacts of

Covid-19 to the Situation of Malaysian Education. *International Journal of Academic Research in Progressive Education and Development*, 9(2), 764–774. https://doi.org/10.6007/ijarped/v9-i2/7659.

- Susila, H. R., Qosim, A., & Rositasari, T. (2020). Students' perception of online learning in covid-19 pandemic: A preparation for developing a strategy for learning from home. Universal Journal of Educational Research, 8(11B), 6042–6047. https://doi.org/10.13189/ujer.2020.082240.
- Taimur, S., & Onuki, M. (2022). Design thinking as digital transformative pedagogy in higher sustainability education: Cases from Japan and Germany. *International Journal of Educational Research*, 114(May), 101994. https://doi.org/10.1016/j.ijer.2022.101994.
- Tavares, M. C., Azevedo, G., Marques, R. P., & Bastos, M. A. (2023). Challenges of education in the accounting profession in the Era 5.0: A systematic review. *Cogent Business* and Management, 10(2), 1–31. https://doi.org/10.1080/23311975.2023.2220198.
- Tawafak, R. M., Al-Obaydi, L. H., Klimova, B., & Pikhart, M. (2023). Technology integration of using digital gameplay for enhancing EFL college students' behavior intention. *Contemporary Educational Technology*, 15(4), ep452. https://doi.org/10.30935/cedtech/13454.
- Tóth, T., Virágh, R., Hallová, M., Stuchlý, P., & Hennyeyová, K. (2022). Digital Competence of Digital Native Students as Prerequisite for Digital Transformation of Education. *International Journal of Emerging Technologies in Learning*, 17(16), 150–166. https://doi.org/10.3991/ijet.v17i16.31791.
- Upu, H., & Akbar, A. I. P. (2022). Flipped Classroom Learning Tools to Maximize Ability Thinking High Level of Students. *Daya Matematis : Jurnal Inovasi Pendidikan Matematika*, 10(1), 10–16. https://doi.org/10.26858/jdm.v10i1.32445.
- Valdés Hernández, R. C., Zazueta, L. A., López Hernández, J. G., & Ortega, V. A. (2023). Factors Influencing Post-COVID-19 Virtual Education and Its Impact on University Students: Analysis Using Structural Equation Models. *Social Sciences*, 12(11), 605. https://doi.org/10.3390/socsci12110605.
- Vishnu, S., Raghavan Sathyan, A., Susan Sam, A., Radhakrishnan, A., Olaparambil Ragavan, S., Vattam Kandathil, J., & Funk, C. (2022). Digital competence of higher education learners in the context of COVID-19 triggered online learning. *Social Sciences and Humanities Open*, 6(1), 100320. https://doi.org/10.1016/j.ssaho.2022.100320.
- Wahyu, W. (2021). Adaptive Learning in Collegein the Pandemic Time Covid-19. Jurnal Socius, 10(1), 42. https://doi.org/10.20527/jurnalsocius.v10i1.10455.
- Wahyuningtyas, R., Disastra, G., & Rismayani, R. (2022). Toward cooperative competitiveness for community development in Economic Society 5.0. *Journal of Enterprising Communities*. https://doi.org/10.1108/JEC-10-2021-0149.
- Wang, P., Wu, P., Wang, J., Chi, H. L., & Wang, X. (2018). A critical review of the use of virtual reality in construction engineering education and training. *International Journal of Environmental Research and Public Health*, 15(6). https://doi.org/10.3390/ijerph15061204.
- Zhao, L., He, W., & Su, Y. S. (2021). Innovative Pedagogy and Design-Based Research on Flipped Learning in Higher Education. *Frontiers in Psychology*, *12*(February), 1–13. https://doi.org/10.3389/fpsyg.2021.577002.