

THE ROLE OF MANAGEMENT INFORMATION SYSTEMS IN APPLICATIONS E-LEARNING AT UBHARA JAYA

Dewi Puspaningtyas Faeni ¹, Ika Wijayanti ².

¹Faculty Of Economics And Business Universitas Bhayangkara Jakarta Raya

²Students Of Faculty Of Economics And Business Universitas Bhayangkara Jakarta Raya

E-mail : dewi.puspaningtyas@dsn.ubharajaya.ac.id

Abstract (English)

The word electronic in e-learning means taking advantage of the addition of technological elements to the learning process so that it involves various hardware, software, and other electronic processes. Experience in this context describes the provision of broad and varied access to all students to learn, adjusted to the willingness of time; place; manner; material; as well as the available environment. Extended means extending and expanding learning opportunities for students, not limited to specific programs but lasting throughout life. Expanded means learning is open to everyone, with a wider range of materials and topics so that learning will not be hampered by the availability of funds. E-learning is very beneficial for students in learning learning materials because this technology allows them to learn flexibly wherever and whenever needed. Materials that are poorly understood by students at school can be relearned through elearning so that it will be easier for students with more time and opportunities to understand well because it is not limited like at school.

Article History

Submitted: 20 June 2024

Accepted: 25 June 2024

Published: 26 June 2024

Key Words

Management Information System, Applications E-learning

INTRODUCTION

A. Background

Education has a very important role in improving the ability of human resources. Therefore, the quality of education itself needs to be improved. Quality education is greatly influenced by the education system, including the curriculum, educators, learning methods, materials and also the media used in the learning process. Education is basically a process where educators communicate to students. This information will be well received by students if they are able to capture and understand the message conveyed.

The learning process will succeed optimally if students are invited to involve all their sensory tools, because the more sensory tools used to receive and process messages, the more messages that can be understood and last a long time in students' memory. By utilizing media in communicating messages, to use all the sensory tools of students more, this strongly supports the use of media in the learning process so that it runs effectively and efficiently in accordance with educational goals.

One type of media that can be used in learning is computer-based media using the internet. With the internet, students can easily access learning materials quickly. The learning process with internet-based media can be known as the e-Learning learning model.

The electronic learning model or E-Learning is a new way of teaching and learning. E-Learning is the basis and logical consequence of the development of information and communication technology. E-Learning can also shorten the target learning time schedule, and of course save the cost that must be incurred by an educational program. E-Learning is a form of learning method that is perceived as student-centered. The use of E-Learning is expected to motivate the improvement of the quality of education in Indonesia.

THEORETICAL REVIEW

A. Definition Of E-Learning

E-Learning or electronic learning is learning that is presented electronically using computers and computer-based media. The computer media referred to here is more oriented to the use of computer technology and the internet.

The American Society for Training and Development (ASTD) provides a more specific general definition of the methods and media used in the process e-Learning. This definition is contained on about-elearning.com website. The definition states that e-Learning is the process and activity of implementing web-based learning, computer-based learning, virtual education and/or digital collaboration. The materials in these electronic learning activities are mostly delivered through internet media, intranet, video or audio tapes, broadcasting via satellite, interactive television and CD-ROM. This definition also states that the definition of E-Learning can vary depending on the organizer of the e-Learning activity and how it is used, including what the purpose of its use is.

E-Learning is a learning system that uses electronic media as a means to help learning activities, this includes various types of learning that use electronic media (internet) both formally and informally. Formally, for example, in the form of curriculum, syllabus, subjects, and tests that are arranged according to the schedule by related parties, namely e-Learning managers.

Through E-Learning, learning becomes more interesting because the display on the screen can be designed with interesting variations. This system is also called distance learning which is managed by universities and is usually a consulting company engaged in providing e-Learning services for the public. Informally, for example, through mailing lists, e-newsletters or personal websites, and companies that socialize for the public, and usually services like this are free. In simple terms, it can be said that electronic learning (e-Learning) is a learning activity that utilizes networks (internet, LAN, MAN, WAN) as a method of delivery, interaction, and facilitation and is supported by various other electronic learning services.

B. Definition of SIM (Management Information System)

Management information systems are a combination of information systems and management. The two synergize with each other in the process they are running. Helmawati revealed that management needs an information system to support the management process starting from planning, organizing, leadership and control.

Management consists of a series of processes that require information. The planning process requires information so that the plan that has been set is relevant to the existing resources. In the organizing process, there is a flow of information when there is an allocation of work, authority, and resources between members of the organization. Furthermore, in leading activities (actuating) there is a process of directing and influencing all members in an organization. Of course, leaders must know data and information related to the abilities of their members so that they can be directed properly. Likewise, controlling a leader or manager who wants to know whether the activities carried out are in accordance with the previous plan or not, information that can illustrate this is used (Faeni, 2024).

The role of information becomes very urgent when management is facing large and complex challenges. To anticipate this situation, it is necessary to design an information system, especially when management has to manage a large amount of data and can perform complex calculations, the use of computers is the right solution.

A computer is a system because it consists of several components, such as hardware, software, procedures, data, and people. However, the use of computers is not the starting point of the concept of management information systems. Long before the advent of computers, management information systems were actually implemented by every organization. Since the beginning of the organization,

the management information system has been implemented. However, with the rapid advancement of technology and the demands of increasingly dynamic management development, computers are used. This is because management requires the processing of large amounts of data on a regular basis accompanied by its storage system. In addition, there are repetitive tasks and activities and there is a need to perform complex calculations. By using a computer as a system, all members of the organization can be helped in achieving the goals that have been set in using information.

C. Explanation of E-Learning for the Education Industry

Online learning during the Covid-19 pandemic ran smoothly even though it required assistance or facilitators by lecturers to students. The role of lecturers as facilitators has a fairly important role in achieving online learning without going through face-to-face. Lecturers provide opportunities for students to communicate through the E-learning platform or whatsapp group to discuss material and ask questions to lecturers or friends so that learning activities can be conductively intertwined. This condition cannot be separated from the support from parents in the success of this online learning. In the context of using Moodle LMS-based e-learning media, there is a positive influence on the learning process and increasing student learning motivation, which encourages them to stay active in asking questions in every online learning activity (Faeni et al., 2023).

In addition, the success of the use of e-learning media for the realization of learning outcomes can also be seen in the research results of A'yun et al. (2019) showing that the act of learning with e-learning has a positive impact on student learning outcomes. The impact of the use of e-learning media on learning outcomes has significant results in improving student learning outcomes as shown by student understanding and student interest in lecture materials that have increased and student participation in learning activities (Hakim et al., 2020; Hasriadi, 2020).

In addition, students can quite have an effort to adapt to the online learning environment on the Lentera E-learning Website based on Moodle LMS. In addition, lecturers as facilitators and motivators display a good role in learning activities. Since the Covid 19 pandemic, the way of lectures has changed, while many campuses, including Ubhara Jaya, have not been used to this method. Changes in learning methods certainly bring their own consequences in the process. At least the readiness of lecturers and students, the effectiveness of distance learning, as well as the challenges and difficulties of students in understanding the lecture material because distance learning is more one-way so that it is difficult for students to deepen the lecture material delivered by lecturers (Faeni, 2024)

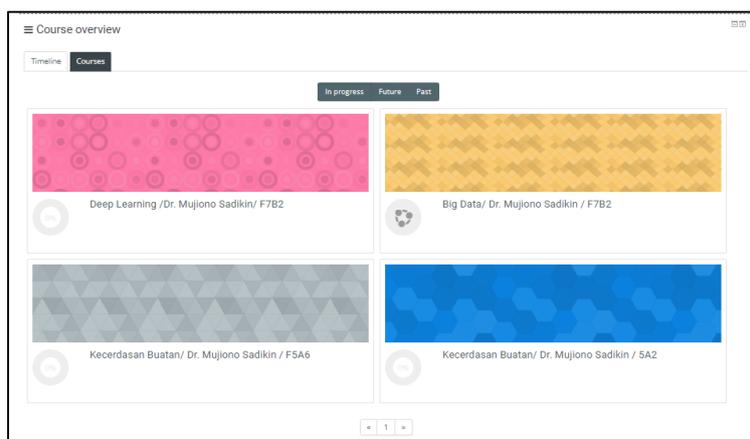
Features and examples of capture Apk & Its Explanation

A. E-Learning System Registration

Before we create e-learning materials in Moodle, in the early stages we have to create a new user account. Any user who will be involved in the learning process using Moodle must be registered in the system. Each new user is required to register first on the registration page. In addition, the Administrator section can also register new user accounts manually. For the initial stage, it's a good idea to set some password settings to make it easier to manage users. There are several ways to enter new user accounts, namely: manually or individually and collectively

B. Log in to the e-learning system

To be able to log in to elearning, please select the course category according to the course you are working on. If your account has been set to a teacher, the system will go to the trainer page. If you successfully log in, the Course Overview column will display a list of courses taught by users who are logged in.



In the example above, it can be seen that the user is teaching the course (Trainer: Mujiono).

What can the Trainer input into the E-Learning

In general, e-Learning is used to, among others, to:

- a. Giving announcements to the participants
- b. Upload materials/modules, either in the form of *word*, *powerpoint*, *pdf* or *streaming video documents*.
- c. Giving Assignments to participants; and participants can upload the results of the assignment within the specified time limit.
- d. Create questions (interactive quizzes) that can be done online by the participants. This question can be in the form of multiple choice, matchmaking, or essays.
- e. Opening a discussion forum with the participants.

METHODOLOGY

This study employs a qualitative research methodology with descriptive applied research. Using qualitative research methods allows for an understanding of how individuals experience a particular event. Despite the various strategies in qualitative research, it generally aims to be accurate and focuses on richly exploring meanings when analyzing data (Gunawan, 2013). Common approaches in qualitative research include basic theory, ethnography, action analysis, phenomenology, and narrative analysis, each emphasizing different goals and perspectives (Semiawan, 2010). Qualitative researchers also view themselves as "instruments" in the research process, meaning that all conclusions and interpretations are filtered through their personal viewpoints.

RESULTS AND DISCUSSION

Benefits (Benefit Study)

The mastery of students and lecturers in learning technology, which is very varied, is a challenge for them. With the Learning From Home (BDR) and Work From Home (WFH) policies, it is able to force and accelerate them to master digital learning technology as a necessity for them. The demands of these needs make them aware of online media that can support as a substitute for learning in the classroom directly, without reducing the quality of learning materials and achievement targets in learning.

After educators are able to master various online learning facilities, they will create thoughts about more varied learning methods and models that have never been done by educators. For example, lecturers create creative video content as teaching materials. In this case, the lecturer is more

persuasive because it makes students more interested in the material provided by the lecturer through the creative video. Students will certainly be able to understand what the lecturer explains through creative videos made by the lecturer. So that with the implementation of this learning model at home, students do not feel bored in participating in online learning.

The communication used, of course, is long-distance in this case known as online communication. This communication allows lecturers as communicators and students as communicators to communicate through the internet network or cyberspace. The goal is, it can be controlled remotely, time efficiency so it can be done anytime and anywhere.

Obstacles to the E-Learning Learning System

Obstacles from distance education, including difficulty understanding lecture materials; the tasks given are sometimes too much, and the collection time is too fast; students become lazy to study; group discussions are less effective; and lecturers teach makeshift and sometimes only give lecture materials without explanation.

students feel wasteful because the quota runs out quickly; students find it more difficult to master the lessons informed by lecturers; students feel that social activities with their friends are hampered and network disruptions and often errors occur in the application. Despite the internet connection problems, learning is still going well. Online learning as one of the learning connecting paths that has not yet ended is one of the solutions at Bhayangkara University Jakarta Raya as a substitute for face-to-face learning activities. Despite the obstacles, learning is still going well.

Conclusion

The electronic learning model or E-Learning is a new way of teaching and learning. E-Learning is the basis and logical consequence of the development of information and communication technology. E-Learning can also shorten the target learning time schedule, and of course save the cost that must be incurred by an educational program. E-Learning is a form of learning method that is perceived as student-centered. The use of E-Learning is expected to motivate the improvement of the quality of education in Indonesia. E-Learning is a learning system that utilizes electronic media as a tool to help learning activities, which in a broad sense includes learning carried out with electronic media (internet) both formally and informally. Formally, for example, in the form of curriculum, syllabus, subjects, and tests that have been arranged according to the schedule by related parties, namely the manager e-Learning, With E-Learning, quiz questions and exam questions can be input in the Moodle application. So that lecturers can check directly and directly also provide grades. And lecturers can also upload the material that will be given during the learning process later.

Lecturers should learn to master the Moodle Application, which can be used in E-Learning-based learning. This facility can also be used by lecturers to give assignments and exams without having to meet face-to-face. With this E-Learning, lecturers can use the Moodle Application to help the learning process. In this application, lecture materials can be uploaded, so that students and lecturers can interact without having to meet face-to-face.

Suggestion

- a. For further development, the learning process with E-Learning can be held outside the campus with a predetermined day and time.
- b. Lecturers should learn to master the Moodle Application, which can be used in E-Learning-based learning. This facility can also be used by lecturers to give assignments and exams without having to meet face-to-face.
- c. With this Moodle, Lecturers can use E-Learning media in their learning process. The activeness of students can be seen, even without having to face to face in class

BIBLIOGRAPHY

- Chusna, N. L. (n.d.). PEMBELAJARAN E-LEARNING. <https://rumahpublikasi.com/index.php/prokaluni/article/download/36/20>.
- Dwi Budi Srisulistiowati, A. R. (2020). STUDI AWAL IMPLEMENTASI E-LEARNING DI MATA KULIAH ALGORITMA. *Proposal Tesis*.
- Faeni, D. (2023). SERVQUAL measures: Indonesian government healthcare (BPJS) from a human resource perspective. *Journal of Infrastructure, Policy and Development*, 8(2), 2271. <http://dx.doi.org/10.24294/jipd.v8i2.2271>
- Faeni, D. (2024). Green Practices and Employees' Performance: The Mediating Roles of Green Human Resources Management Policies and Knowledge Development. *Journal of Infrastructure, Policy and Development*
- Faeni, D.P., Puspitaningtyas Faeni, R., Alden Riyadh, H. and Yuliansyah, Y. (2023), "The COVID-19 pandemic impact on the global tourism industry SMEs: a human capital development perspective", *Review of International Business and Strategy*, Vol. 33 No. 2, pp. 317-327. <https://doi.org/10.1108/RIBS-08-2021-0116>
- Hasanuddin, H. (2022). Efektivitas Pembelajaran Jarak Jauh Dalam Perspektif Mahasiswa. <https://ejurnal.ubharajaya.ac.id/index.php/JKI/article/view/869>.
- Panduan Penggunaan Moodle. (November 2022). https://cloud.ubharajaya.ac.id/index.php/s/Panduan_eLearning?dir=undefined&openfile=9251.
- Puspitorini, F. (2020). Strategi Pembelajaran Di Perguruan Tinggi Pada Masa Pandemi Covid-19. <https://ejurnal.ubharajaya.ac.id/index.php/JKI/article/view/274>.
- Safitri, I. (Maret 2020). Sistem Informasi Manajemen Dampak Pemanfaatan Sistem E-Learning. https://www.researchgate.net/publication/339971633_TUGAS_E-LEARNING_I_SISTEM_INFORMASI_MANAJEMEN_PENGANTAR_SISTEM_INFORMASI.
- Shodiq, S. (2021). Peran Sistem Informasi dan Teknologi Informasi terhadap Proses Pembelajaran Di masa Pandemi Covid-19.
- Siahaan, M. (2020). Dampak Pandemi Covid-19 Terhadap Dunia Pendidikan. <http://repository.ubharajaya.ac.id/4842/2/Jurnal%20PANDEMIC%20MATDIO%20S.pdf>.