LITERATURE STUDY: A BLENDED LEARNING MODEL IN IMPROVING CREATIVE THINKING ABILITY

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ABSTRACT

The selection of learning models is one of the important components that can affect the effectiveness of the learning process as well as the quality and learning outcomes. The blended learning model is known to be able to overcome various limitations associated with online learning and face-to-face teaching. Blended learning is also a combination of face-to-face teaching and online teaching, involving teachers, pictures, videos, digital assignments and face-to-face discussions. Learning with the blended learning model can be applied to every student and can be accessed anytime and anywhere via the internet. The Blended Learning Learning Model is considered very effective because the interaction of teachers and students is not limited by space and time and is able to overcome problems in the learning process. This study uses a qualitative approach with a literature study method. The data analysis technique used is content analysis. The results of this study conclude that the innovation of the Blended Learning learning model will raise students' independence and self-confidence because they try to find and explore learning resources not only from the teacher.

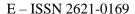**Keywords**: Learning model, Blended learning, Creative

ABSTRAK

Pemilihan model pembelajaran merupakan salah satu komponen penting yang dapat mempengaruhi efektivitas proses pembelajaran serta kualitas dan hasil pembelajaran. Model blended learning diketahui mampu mengatasi berbagai keterbatasan yang terkait dengan pembelajaran online dan pengajaran tatap muka. Blended learning juga merupakan gabungan dari pengajaran tatap muka dan pengajaran online, yang melibatkan guru, gambar, video, tugas digital dan diskusi tatap muka. Pembelajaran dengan model blended learning dapat diterapkan pada setiap siswa dan dapat diakses kapan pun dan dimana pun melalui internet. Model pembelajaran Blended Learning dinilai sangat efektif karena interaksi guru dan siswa tidak dibatasi oleh ruang dan waktu serta mampu mengatasi permasalahan dalam proses pembelajaran. Penelitian ini menggunakan pendekatan kualitatif dengan metode studi literatur. Teknik analisis data yang digunakan adalah analisis isi. Hasil penelitian ini menyimpulkan bahwa inovasi model pembelajaran Blended Learning akan meningkatkan kemandirian dan rasa percaya diri siswa karena berusaha mencari dan menggali sumber belajar tidak hanya dari guru.

Kata Kunci: Model pembelajaran, Blended learning, kreatif

INTRODUCTION

In the world of education, information technology can be used to support the teaching and learning process and can support distance learning, especially by optimizing the convenience for students to better understand the material delivered by lecturers in class lessons. If students have problems related to material that students have not fully understood, they can use information technology facilities to support this. To be able to support this learning, digitization will be carried out to allow lecturers and students to communicate with each other without having to face to face at all in class, lecturers and students can communicate

with each other, can also help students in understanding learning from class material that is there is something that can be done at home or anywhere, therefore a medium is needed to allow this to happen.

According to Karwati (2014), E-learning is a teaching and learning process using electronic devices such as computers in obtaining learning material according to their needs and desires. The use of learning media (E-Learning) is an activity or process of teaching and learning using computers or other electronic equipment in the creation of creativity and innovation. Besides that, it can assist in the development and delivery of material and facilitate interaction and communication in the teaching and learning process in any place without being hindered by time. Rahmanisa (2014) revealed that by using learning media (E-Learning), students can absorb and obtain various materials or materials being taught, encourage them to play an active role and increase independence in learning, and improve the quality of materials and materials from the learning process. Students are more able to discipline time. The use of Learning Media (E-Learning) provides many benefits for teachers in providing lecture materials and materials as well as students as recipients of the material.

The development of e-learning is important to do in tertiary institutions, because it has the flexibility of learning such as interaction between educators and students is not only done face to face, but can also be done through electronic media. This is in accordance with the opinion of Divayana (2017) which states that the need for e-learning facilities in tertiary institutions is very important, due to several considerations including: e-learning is easy and fast to use to be able to assist the learning process both in class and outside the classroom, through e-learning students will have the power or ability to be able to explore or search, deepen, and expand the course material they are studying through various online learning resources, with e-learning a culture of enthusiasm for learning will be formed, and through E-learning also encourages self-expression in students to actively explore their own knowledge and information.

The combination of these learning models is often referred to as Blended Learning where face-to-face teaching is combined with the use of information and communication technology. According to Husama (2013) the Blended Learning Learning Model has the advantage of increasing accessibility in learning so that later it will have an impact on the ease of students accessing subject matter and screening so that it can help students improve their learning outcomes.

METHODS

In this study we used a type/research approach in the form of Library Research. Literature study is a study that is used to collect information and data with the help of various materials in the library such as documents, books, magazines. Literature studies can also study various reference books and the results of similar previous studies which are useful for obtaining a theoretical basis for the problem to be studied (Sarwono: 2006).

Meanwhile, according to other experts, literature studies are theoretical studies, references and other scientific literature related to culture, values and norms that develop in the social situations studied (Sugiyono: 2012). Sources of data that are used as material for this research are books, journals and internet sites related to the topics that have been selected. The data analysis technique used in this study is the content analysis method. This analysis is used to obtain valid inferences and can be re-examined based on the context (Kripendoff, 1993).
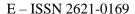
RESULT AND DISCUSSION

Result

1. Blended Learning

Blended learning is a combination of online and offline learning. This is confirmed by the opinion put forward by Husamah who was also cited by (Utari et al., 2020) that blended learning is basically a combination of the advantages that exist in face-to-face and virtual learning models. According to the blended learning model, the goal is to produce the most effective teaching methods (Bhakti & Ghiffari, 2018). This is because the basic concept of blended learning is to combine the most effective methods for developing a particular ability, so that the combination of blended learning methods does not only combine methods in general, but there is an essence in combining the methods to be selected. Thus, the combination of these methods will later have the same goal in the learning process.

Blended Learning is currently being talked about because the learning process in class is boring and technological developments are also increasingly widespread, so many practitioners are developing and giving their opinions about the notion of blended learning, such as Semler (in Husamah, 2014: 11) who argues that the notion of Blended Learning is to combine the advantages of e-learning, the advantages of face-to-face, and the practice. Moebs and Weibelzahl (in Husamah 2014:12) define Blended Learning as a combination of online and face-to-face learning activities. Then Graham (in Sari, 2014: 127) mentions the definition of Blended Learning that is often conveyed is learning that combines learning media, learning

that combines learning models and learning theories, and learning that combines face-to-face learning (face-to-face). -face) with online learning. Based on the explanation from Semler, Moebs and Weibelzahl, and Graham, the meaning of Blended Learning is a combination of e-learning learning with face-to-face learning that uses learning media and learning theories in the learning process.

2. Creative Thinking Ability

Siswono & Novitasari in (Nugrahaeni et al., 2017) stated that creative thinking is a thinking process that gives rise to various alternative answers. Meanwhile (Rahman, 2012) argues that creative thinking is the ability to produce something new, in the form of an idea or real work that is relatively different from what existed before. Thus, an idea or thought can be said to be the result of creative thinking. In addition, (Yaniawati et al., 2020) argues that creative thinking is a mental activity related to the sensitivity to create problems, consider information and unusual ideas further with an open mind, and build connections in solving problems.

Technology in conceptual learning has been proven to contribute to learning activities in the form of knowledge of solving learning problems, providing professional staff who can arouse students to learn, various learning resources, and the latest information needs that can be accessed quickly (Susila: 2015, 4). Furthermore, Amali (in Susila, 2015) stated that ICT, which is developing so rapidly, has provided convenience for various problems faced by society and especially students. Information technology-based learning such as e-learning by the government is also expected to be developed. Boediono (2013) when giving his inaugural lecture at Surya University in Jakarta stated, "E-learning, if designed properly, will be able to answer most of the obstacles. And with that, we can accelerate educational equity." In other words, online-based learning (online) has a positive effect in overcoming the challenges of Indonesian education.

Munandar in (Yaniawati et al., 2020) states that there are four indicators to measure the ability to think creatively, namely (1) Fluency, (2) Flexibility, (3) Originality, and (4) Detail (elaboration). Fluency is the ability to bring up many ideas, answers, problem solving, or questions. Flexibility is the ability of students to generate ideas, solutions, or questions that are varied and change approaches by paying attention to problems from different perspectives. Elaboration, namely the ability to develop an idea, add or describe an object, goal, or situation in detail. Originality is the ability to express personal ideas in response to a problem at hand.

3. Curiosity

Hopkins et al. (2015) states that there are ten theories related to activities that should be carried out in order to enhance student learning and curiosity. The first four theories are regarding activities that can be carried out by schools in general, namely: (1) raising curiosity by prioritizing high expectations and authentic relationships, (2) prioritizing inquiry-based learning so that the level of achievement and curiosity of students can increase , (3) improve attitudes, student involvement in learning, and student curiosity by adopting consistent teaching protocols, (4) using fixed learning rules so that all students can experience increased learning capacity, improve skills, confidence, and curiosity he asked.

Discussion

The potential for implementing learning with the Blended Learning system is very possible to implement, this is in line with the development of information and communication technology in terms of the proliferation of supporting applications which are also accompanied by the even distribution of the use of this technology for the community, so that the deficiencies as mentioned above can be overcome with a strong will. big from the teacher.

Whatever form of learning strategy, method or model is implemented and utilized properly and appropriately in education will expand learning opportunities, increase efficiency, improve the quality of learning, facilitate skills formation, and encourage lifelong learning in a sustainable manner as stated at the beginning of this paper. Blended Learning is not the only alternative in overcoming learning problems. However, in the midst of the rapid flow of information and communication in various walks of life, Blended Learning is an essential solution today.
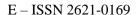
CONCLUSION

Based on the explanation regarding blended learning, creative thinking abilities, and students' curiosity, in improving these abilities, teachers can use blended learning learning models. There are four indicators to measure the ability to think creatively, namely (1) fluency, (2) flexibility, (3) originality, and (4) elaboration. The innovation of the Blended Learning learning model will awaken students' independence and confidence because they try to find and explore learning resources not only from the teacher.

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