RuangGuru as an Ideation of Interaction and Education Revolution during COVID-19 Pandemic in Indonesia

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Abstract: COVID-19 pandemic has been destroying many sectors globally, one of which is education. Where students cannot do activities as they should at school. They must remain at home to avoid the epidemic that runs rampantly. During this crucial time Ruangguru offers an Education revolution which is very helpful, so that, students and teaching staffs can still learn and develop themselves amid the limitations. What is presented by Ruangguru application is in harmony with the ideation theory, which is a new way of thinking or behaving in social interaction or communication. The author found something creative and different in Ruangguru system where communication is varied which can enhance the enthusiasm of students to learn as ideation in social interaction.

Keywords: Ruangguru; COVID-19 Pandemic; Education Revolution; Ideation Theory; Social Interaction.

1. Introduction

Education is fundamental and important in human life. It is needed for society and basis of a good life (Bhardwaj, 2016). A good country is determined by its people who are well educated by giving good contributions to their country to invent something which worthwhile to their society. The invention in technology, science, arts, is needed to keep their country in advance from other countries (Ngafifi, 2014). Therefore, education cannot be stopped as it is essential.

Marta and Robin (2019:17) explains education is important to be given since early childhood period where children are taught some lessons from their childhood, so that, they are used to live like they are taught. Thus, is it important to give them positive learnings during their early childhood. Also, it is important to give directed lessons specifically to goals, thus, children can understand, perfectly (Marta & Fernando, 2020).

In addition, through education we can also produce persons who are high integrity. Persons get their integrity from the value and moral where they learn from the society and how the environment teach the person to become someone’s who has high integrity in his life (Marta, 2018).

Let alone, this time when technology keeps developing, unstoppably. Education follows to use technology in order to serve society for better education where schools start to use technology as a tool for them to teach students online. It implies how humans want their society to be well educated in so many ways, so that, people can study easier from era to era (Marta & Christanto, 2015). Technology makes people can easily access whenever people want to access (Marta et al., 2006). Moreover, Technology brings changes in society in many aspects (Christian, 2019).

Unfortunately, Indonesia is one of the countries which need to develop their education as it is still complex and has community issues (Nasution, 2008). Several schools and locations in Indonesia are lack of resources, tools, education’s system and good curriculums. As a result, most of the Indonesian people are not well educated and not aware of how important is education for their basis of a good life (Sukasni & Efendy, 2017).

In 2020, world has faced a serious problem where pandemic called COVID-19 spreads all over the world rapidly. This outbreak has been destroying many sectors globally. Economy, hospitality, tourism, included education are impacted by the pandemic where all are stopped the operation to prevent the spread of COVID-19 (Ozili & Arun, 2020).
2. COVID-19 In Indonesia

World has been facing a total crisis in education affecting 290.5 million students worldwide due to the COVID-19 pandemic (Dio Prasasti, 2020). Actually, the crisis in education did exist long before this outbreak occurred. Especially in Indonesia. For instance, unstable curricula, unmeasured student needs, soft skills, inappropriate use of technology, and many other issues that make education does not run as what people expect, so that, this outbreak makes even worst (Suryana, 1999). This time also brings a big psychological issue in students who are used to do their activities in schools. Being at home and study is totally unusual for the students who are used to go to school (UNSM, 2020).

This time, when the authors are writing this journal, is in a situation which students are not able to go for school. Thus, schools are finding a hard time to teach their students by distance, let alone, they are not ready for the systems and not equipped by skills for this time of trouble (Hamraie, 2020).

At the same time, it is a great opportunity for educators to re-design and how to actualize new approaches of teaching which can be applied in the future. So that, they can develop a more global and revolutionary methods/approaches further in Indonesia (Madjid, 2016).

According to Afrianto, a revolutionary teacher is the key in bringing a process of change, such as, suitable curriculum process, tools of teaching, classroom management, soft skills, and so on. Thus, teachers need skills to be equipped which can be transferred to their students eventually (Afrianto, 2018).

4C (Critical thinking, Creativity, Collaboration, and Communication) are skills people need in the future, It needs to be developed, so that, As humans can be different from robots or machines which are now widely used to facilitate humans in their activities and create innovations related to learning and skills (Zubaidah, 2019).

Ruangguru as a platform which runs for education basis system engage the need of students to study and the need of teachers to re-design their skills, especially 4C’s skill (will be discussed more in discussion section), through virtual tools. In addition, Ruangguru is absolutely ready more than schools in Indonesia which mostly they do not have good online systems, so that, they are not ready for this situation (Saputra, 2020)

3. RuangGuru During Pandemic Times

Ruangguru is currently being intensively to help Indonesia which are in time of trouble where students cannot study and teachers cannot teach offline by giving free of charge to use Ruangguru application (Latifah, 2020)
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Figure 1 Ruangguru offers Free Live Teaching during COVID-19
Source: https://sekolahonline.ruangguru.com/

Various kinds of patterns are presented such as two ways communication, creative videos for illustrations, collaboration grouping system, and reading section which persuade students to be more critical. The patterns certainly bring a new nuance to students who are currently studying at home (Rahadian et al., 2019).

The three products which provide various kinds of patterns where are related to 4C which students and teachers need to be equipped are ruangbelajar, ruangbelajarplus, and ruangbaca. Ruangbelajar provides videos which are able to teach students creativity and stimulate them by visual learning. By visual learning it gives completeness and coherence as well as their role as platforms to inference (Bobek & Tversky, 2016).
In addition, according to the journal of Anthony F. Grasha said that the individual teaching model has different advantages from groups such as providing more detailed information, providing clear answers, deeper concepts (Grasha, 2002). Moreover, teachers can hone their teaching abilities and also creativity in making material through content offered by Ruangguru applications such as learning videos and in-app activities (Taswadi, 2019).

Ruang belajar plus provides grouping learning where students are taught to collaborate and communicate with their co-students as group work can create a positive learning climate, classroom cohesion, and improve self-directness (Wyk & Haffejee, 2017). Also, Group communication has the advantage that students can develop deeper learning themes as well as improve their skills such as writing and communication. Being in groups helps them to collaborate effectively (Burke, 2011).

Ruangbaca where students stimulate by reading to be more critical thinking. According to Shu-Ying Chang, Literature reading helped those who scored low in pretest and and practice students to have better analysis (Tung & Chang, 2017). The products are engaged with the ideation theory that conceptualizes the new way we think or behave in a community.
reflected in our social interactions or the way we communicate. (Briggs & Reinig, 2007)

The outbreak of COVID-19 creates intention where converts to be a new behaviour in education activities. Moreover, as the environmental supports and constraints and reinforce skills and knowledge to find solution, so that, people find a better way to use virtual system or distance learning by online.

![Image](image.png)

**Figure 3 Ideation process**

Source: Krenn et al. (2014)

The author finds that Ruangguru fulfil the needs of students and teacher in midst of pandemic COVID-19. In other words, Ruangguru comes with a new way of thinking where people can see now during pandemic period COVID-19 where creativity, communication skills, Collaboration, critical thinking can be obtained through virtual education. Enhance, we cannot separate technology out of something nowadays since it is a powerful media to face new era which is called 5.0 (Berawi, 2019)
4. Future Learning System

Ruangguru offers an easy way to learn online or user-friendly experience for users who wants to learn. A variety of technology-based makes it easy for students or teachers to apply (Anggraeni, 2019). Methods such as e-learning also have useful goals for students such as increasing the absorption of students, independent learning, and improving the quality of learning from existing materials (Khasanah, 2008).

COVID-19 does not stop people from learning and to obtain their knowledge. Even through virtual education presented by Ruangguru application brings new ideas in social interactions which teach them 4C skills (Rahadian et al., 2019).

This is what people need in the midst of difficulties. Ruangguru provides a new color in the world of Education primarily based on virtual where this application provides a variety of simulation learning with different techniques individually or in groups. According Kemala Siregar and Fitriawan, their result of research find that most people who use Ruangguru are satisfied (Kemala et al., 2018).

In the next era 5.0, where the concept of society is centered on people and technology. Certainly, education will follow in virtual concepts which is like Ruangguru platform. Education institutions will adapt what Ruangguru has in the future and may further to develop. The COVID-19 pandemic has indirectly opened the discourse of how education revolves in the future for a better education (Faulinda & Abdu, 2020).

Education is the main basis for the development of character and norms, therefore, it is very important to deliver materials in many ways that people can easily understand. Thus, the role of media is important to deliver the materials like RuangGuru has (Teguh & Ciawati, 2020). Through digital platform it can create behavior exchange from traditional to digital method where new environmental creates values and new attitudes (Liem et al., 2019). A country is seen as having a quality as it comes from their resources. So, education is the thing we need to keep to produce excellence resources (Rahadian et al., 2019). In conclusion with technology that is integrated with education will become a breakthrough and revolution that reaches targets such as 4C learning and soft skills that are needed in the future needed by the community, teaching staff and also the country even in the middle of outbreak such as COVID-19 (Damon et al., 2016)
5. Conclusion

In time of pandemic COVID-19 has revealed a new system in education to help students and teachers to get through the hard time. Furthermore, this system which is provided by RuangGuru creates many ideations process back and forth, as a result, it creates a new behavior of learning in Indonesia where are based on technology and give The Indonesia people a new experience of learning where the future learning system could be the same like what RuangGuru has provided.

In Addition, through RuangGuru products students and teachers also learn 4C (Critical thinking, Creativity, Collaboration, and Communication) where those are needed in the future to distinguish between human and robot. As humans are still better and different than the robot where humans have critical thinking, creativity, collaboration, and communication where Robots do not have.

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