

Innovative Teaching Learning During **Pandemic**

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Article

Impact of Web-Based Meeting Platform Usage on Overall Well-Being among Higher Education Employees

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Abstract: During the ongoing global pandemic, faculty, staff and administrators at colleges and universities experienced an increase in meetings using web-based platforms. Challenges were identified related to the changes from face-to-face to web-based meetings, including internet connectivity, inadequate technology and distractions in the online environment, which led to questions about how meetings that use web-based platforms may contribute to overall stress and well-being during the pandemic. The research related to the use of web-based meeting platforms is limited. However, some anecdotal evidence suggests that impacts from web-based meeting platforms could include frustration, sleep issues and fatigue, which contribute to overall well-being. The purpose of this study was to determine if a relationship exists between a number of potentially related web-based meeting factors including the frequency and length of the meetings and comfort level with the platform and overall well-being. This study involved ($N = 164$) male, female and nonbinary participants over 18 years of age who worked as tenured, tenure-track, or nontenure track faculty, staff and administrators at colleges/universities in the United States during the global pandemic. The participants were recruited via both social media and email and were provided with a link to the survey tool, which included demographic and web-based meeting questions (e.g., frequency, length, and comfort) along with scales to measure perceived stress, subjective well-being, mental fatigue and sleep quality. The current study did not find a relationship between the frequency of meetings and overall well-being ($p = 0.294$). However, statistically significant relationships were found between meeting length and overall well-being ($p = 0.003$) and between comfort with the web-based meeting platform and overall well-being ($p = 0.030$). Based on the findings of this study, meeting organizers may consider scheduling meetings for less than two hours and providing training to ensure participants are proficient in the web-based meeting platform in order to support overall well-being.



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ARTIKEL PENELITIAN

***Stress dan Zoom Fatigue* pada Mahasiswa Selama Pembelajaran Daring di Masa Pandemi Covid-19**

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ABSTRAK

Pandemi covid-19 yang terjadi di Indonesia menyebabkan diterapkannya pembelajaran daring di institusi Pendidikan. Termasuk di Universitas Mohammad Husni Thamrin. Perubahan yang cepat dalam metode pembelajaran menimbulkan Permasalahan yang berdampak pada Kesehatan fisik dan psikis. Tujuan penelitian untuk memperoleh gambaran Kecemasan dan kelelahan (*fatigue*) pada mahasiswa Selama Pembelajaran Daring Di Masa Pandemi Covid-19. Metode penelitian deskriptif kualitatif Desain *Cross sectional*, jumlah sampel 134 mahasiswa Prodi D-III Keperawatan Universitas MH. Thamrin. Kuesioner menggunakan *google form*. Hasil penelitian menunjukkan pembelajaran daring 62,7 % menggunakan aplikasi zoom. 83,6 % responden mengalami stress ringan dan 59,7% responden mengalami kelelahan saat pembelajaran daring. Ada hubungan yang bermakna antara pembelajaran daring dengan stress dan kelelahan (*Fatigue*). Media pembelajarn menggunakan aplikasi zoom berisiko 2 kali mengalami kelelahan pada mahasiswa dan berisiko 4 kali mengalami stress. Ada hubungan yang bermakna antara sakit saat pembelajaran daring, Frekuensi makan dan durasi belajar dengan kelelahan, dan ada hubungan yang bermakna antara durasi belajar dengan stress. Modifikasi media pembelajaran dengan berbagai aplikasi yang tidak memerlukan konsentrasi yang tinggi Sehingga kelelahan dan stress pada mahasiswa tidak terjadi. Serta dipilih desain/ metode yang digunakan saat pembelajaran online di masa pandemi Covid-19, yang efektif dan dapat meminimalisasi dampak secara fisik, psikis maupun sosial pada mahasiswa.

Kata Kunci: Pembelajaran Daring, Covid-19, Stres, Kelelahan /Fatigue.

Why we should do innovating teaching learning process??

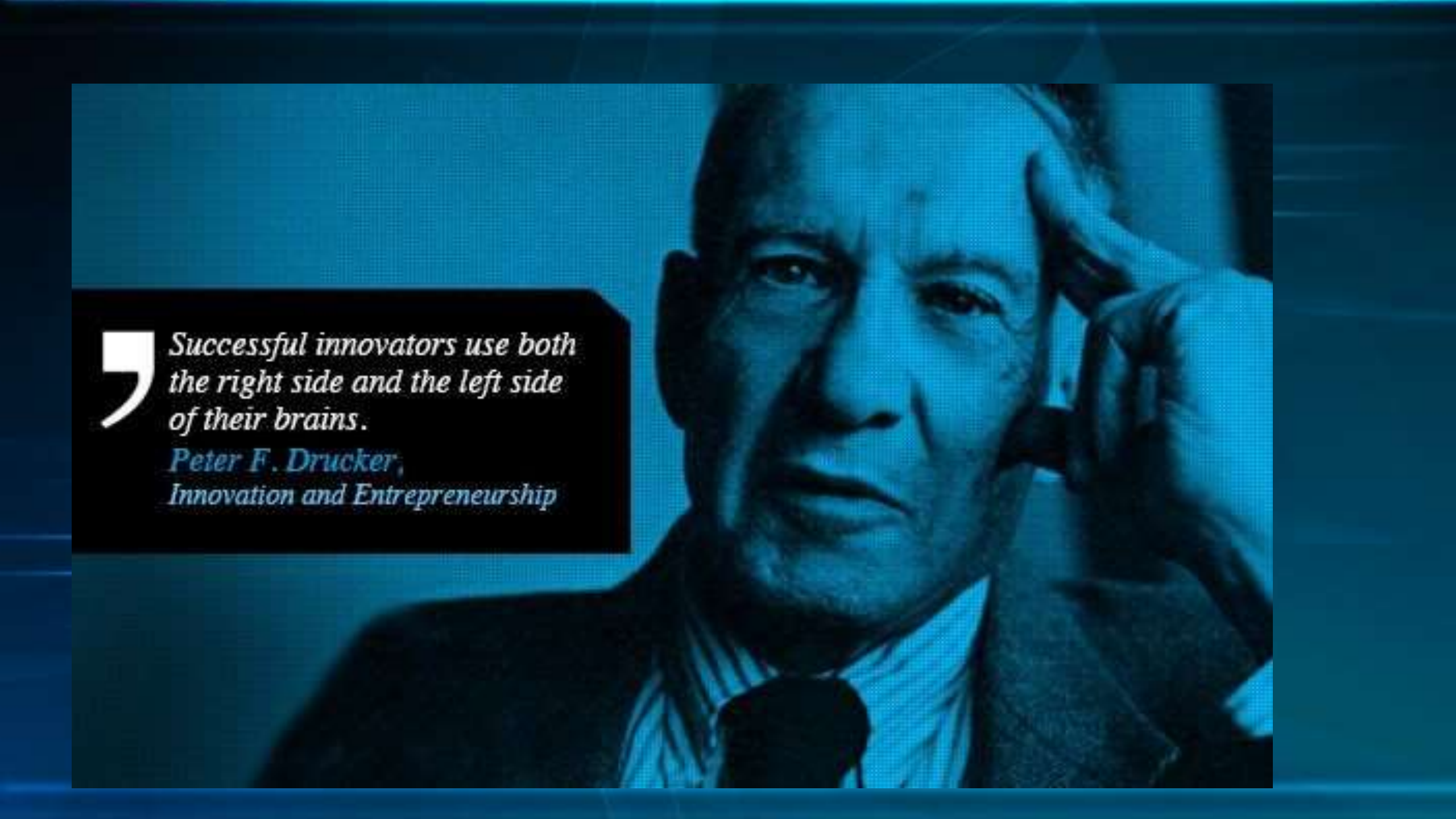
- We live in Innovative era, and we want to make our students innovative businessman
- Innovation can not only be taught in classical way, student have to experience it
- Online meeting/Zooming makes us boring. We have to wake up students, to make everybody enthusiast & happy.
- Pandemic sometimes makes stress. There should be edutainment to make student more releasing their stress
- Lecturer differentiation. Knowledge can get any where with internet
- To attract students outside of our institution. → attract student inbound



Innovation is the central issue in
economic prosperity.

— *Michael Porter* —

AZ QUOTES

A blue-tinted, close-up photograph of Peter F. Drucker. He is wearing a suit and tie, and has his right hand resting against his forehead in a contemplative gesture. The background is a plain, light-colored wall.

“ *Successful innovators use both the right side and the left side of their brains.*

*Peter F. Drucker,
Innovation and Entrepreneurship*

MARKETING OF SCIENCE: EXPLORATION THE LONG TERM EFFECT OF INNOVATIVE TEACHING LEARNING

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Abstract:

Science is also a type of product that should be created, communicated and delivered to student as customer. It reported from previous journal the effectiveness of innovative teaching learning to get more attention and increase performance of student. But there still enigma about the long term effect of it. This qualitative research tried to explore the affect of innovative teaching learning as a way to marketing science. The results shows that it has effect for alumni, they memorized it as a positive memory in their study. The alumni will remember the course and the lecturer, that it will be important to create long term relationship.

Introduction

Innovative teaching method is one of the demands of the teaching and learning process, especially in higher education. Science presented in order to effectively observed, studied, understood and practiced later, takes the form of innovative teaching. A dull teaching methods will cause the learners to experience demotivation for gaining knowledge.

- http://repository.unair.ac.id/100124/1/Gancar%20Candra%20P_Karil%2011_Marketing%20of%20Science%20....pdf

A study on the effect of teaching innovation on learning effectiveness with learning satisfaction as a mediator

Yu-Je Lee • Published 2011 • Psychology

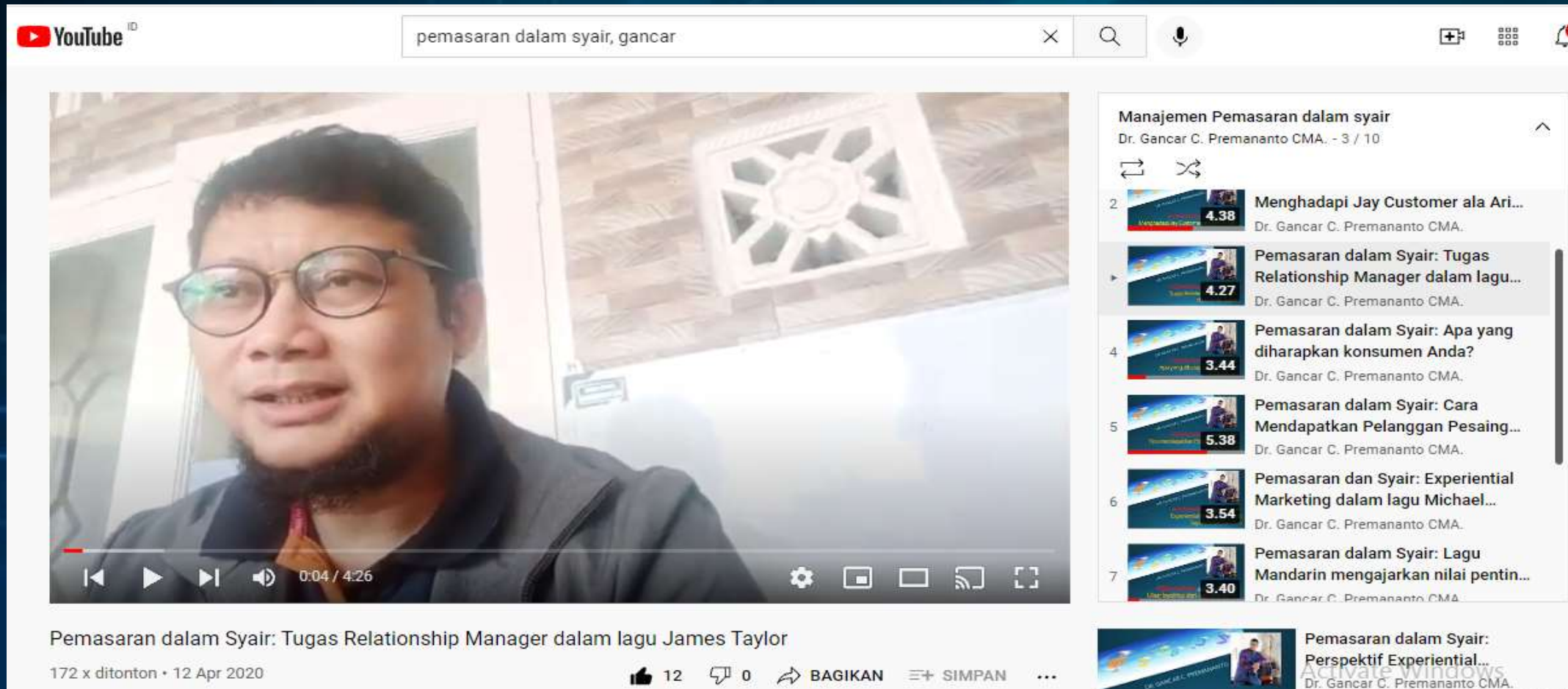
This research is primarily focused on the effect of teaching innovation on learning effectiveness in a certain technical-vocational college in Taiwan, with the students' learning satisfaction as the mediating variable. The sample population of the research was the student body of a technical-vocational college in Taiwan. Convenience sampling was used to take the samples. Structural Equation Modelling (SEM) was used to verify the research overall model, its structural model, and to measure the model's goodness-of-fit. Bayesian estimation is used to test whether the direct effect, mediating effect and overall effect of the model was significant. The research results showed that teaching innovation has a positive, direct effect on students' learning effectiveness, but it was insignificant. Secondly, teaching innovation has a significant, positive effect on learning satisfaction. Students' learning satisfaction has a significant, direct effect on students' learning effectiveness. In summary, students' learning satisfaction has a complete mediating effect. Collapse



VISI

"Menjadi pengelola pendidikan manajemen Bisnis kelas dunia yang inovatif, dan mandiri yang berlandaskan moralitas agama".

Some of my innovation in Youtube



The image shows a screenshot of a YouTube video player. The video is titled "Pemasaran dalam Syair: Tugas Relationship Manager dalam lagu James Taylor" and is by Dr. Gancar C. Premananto CMA. The video has 172 views and was uploaded on April 12, 2020. The video player shows a man with glasses speaking. The video progress is at 0:04 / 4:26. The video is part of a playlist titled "Manajemen Pemasaran dalam syair" with 3 out of 10 videos shown. The related videos list includes:

- Menghadapi Jay Customer ala Ari... (4.38)
- Pemasaran dalam Syair: Tugas Relationship Manager dalam lagu... (4.27)
- Pemasaran dalam Syair: Apa yang diharapkan konsumen Anda? (3.44)
- Pemasaran dalam Syair: Cara Mendapatkan Pelanggan Pesaing... (5.38)
- Pemasaran dan Syair: Experiential Marketing dalam lagu Michael... (3.54)
- Pemasaran dalam Syair: Lagu Mandarin mengajarkan nilai penting... (3.40)
- Pemasaran dalam Syair: Perspektif Experiential... (3.40)

At the bottom of the video player, there are icons for like (12), comment (0), share (BAGIKAN), save (SIMPAN), and a menu icon. A watermark "Activate Windows" is visible in the bottom right corner of the video player area.



**Some of Innovative Teaching Learning
that we've done...**



Project Based Learning

training students so that they can collaborate more effectively, work together. forming small research groups to work on projects, experiments and innovations.



Integrated Marketing Communication (S1)

- Project Based Learning
- Discussion from many movies “Thank You fro Smoking” “Our Brand is Crisis” “The Joneses”
- We asked students to create IMC agencies
- We gave IMC agencies the real project
- Award & Certificates for winning agencies
- Teaching about team work, completion, innovative thinking
- For project on pandemic we ask student to solve problems from ANTERAJA, the transportation online service.

Kuliah Berhadiah senilai Rp 2 juta

BY HUMAS FEB IN MM NEWS POSTED 27 JUN 2019



Beranda / MM News / Berita Kampus / Kuliah Berhadiah senilai Rp 2 juta



Komunikasi Pemasaran Terpadu menjadi mata kuliah yang menarik di S1 Manajemen FEB Unair. Dosen Pengampu, Dr. Gancar C. Premananto dan Dr. Dien Mardhiya, tidak hanya menghadirkan kuliah dengan multimedia, namun juga memberikan tantangan nyata. Para mahasiswa diminta membentuk agensi KPT, yang kemudian diberi tantangan nyata. Salah satu tantangan nyata yang diberikan adalah dari Auto2000 Basuki Rahmat. Bapak Ikhsir Toby selaku Pimpinan memberikan tantangan pembuatan video promosi. Dan tanggal 27 Juni lalu, 5 agensi yang merupakan kelompok dari 39 mahasiswa, mempresentasikan hasil karya profesionalnya kepada para pimpinan AUTO2000 Basuku Rahmat dan dosen pengampu. Dan kemudian diumumkan adanya 2 juara favorit dan 1 Juara Pertama dengan total hadiah Rp 2juta. Ikhsir yang merasa terkesan dengan karya para mahasiswa bahkan memberikan kesempatan mendapat hadiah Rp 1juta bagi semua agensi untuk membuat video youtube bagi produk hybrid terbaru Toyota yang akan launching di akhir Juni 2019. Gancar yang juga adalah KPS MM FEB Unair mengharapkan kerja sama tersebut akan terus berlanjut dan berkembang, menjadi proyek percontohan kerja sama dunia bisnis dan akademis.

International Marketing (S1)

- Asking groups of students to make contact foreign students
- They asked to found out about foreign behaviors
- They asked to suggest products that fits with their foreign correspondences demand
- They presenting their finding on international seminar with panelist from their foreign correspondences
- Teaching about communication, team work, personal confidence, foreign language
- https://www.youtube.com/watch?v=zR03_ntMpdU&t=476s



Pengalaman Pemasaran Internasional

BY ALMIR MANAJEMEN | IN MANAJEMEN NEWS | POSTED 08 JULI 2021



5 Berita | Manajemen News | Pengalaman Pemasaran Internasional
Nata Kulan Pemasaran Internasional di S1 Manajemen FEB Unar membuat sebuah inovasi – perjalanan berbasis pengalaman. Dalam mata kuliah tersebut, mahasiswa diberikan tantangan mencari korespondensi mahasiswa dari negara lain. Di tahap selanjutnya mahasiswa diminta mengoprek perilaku konsumen dan korespondensi asalnya. Hingga kemudian reambaran produk yang dianggap cocok untuk dipasarkan di negara asal siswa asing. Hasil pengamatan dan wawancara kemudian dipresentasikan dalam sebuah Seminar Internasional Understanding Potential Business Around The World dengan siswa asing korespondensi mereka menjadi tim panelis, untuk menyikapi hasil wawancara dan usulan produk yang dipasarkan.



Business Ethics & CSR (MM)

- Project based Learning
- Debate of Worldcom case
- Discussing film “The Man who made us Spend”
- Create innovative CSR (CSV)
- Teaching about innovation, caring, team work

The screenshot shows the YouTube channel page for 'Airlangga Social Responsibility'. The channel has 115 subscribers and a 'SUBSCRIBE' button. Below the channel name, there are navigation tabs for 'BERANDA', 'VIDEO', 'PLAYLIST', 'CHANNEL', 'DISKUSI', and 'TONTON'. A 'Lihat tayang' button is also visible. The main content area displays a grid of video thumbnails with titles such as '#Kisah seorang muslim menyakapi ajaz cibaan...', '#Membaharui khalid as Covid-19, dampak dan...', '#Kapan akan berakhir semua pandemi, jagan...', '#Mencari bisnis, siapa yang?', and '#Adaptasi budaya belajar mengajar and building optines...'. Each thumbnail includes a view count and a 'Tonton' button.

The screenshot shows a news article from SUARAKARYA.com. The headline reads 'Mahasiswa MM Unair Bantu Warga Sulap Jelantah Menjadi Sabun'. Below the headline is a photograph of a group of people, including students and community members, sitting on the floor in a room, engaged in an activity. A banner in the background mentions 'PENYAMPAHAN LIMBAH BAWA TANGGA SEBAGAI PRODUKSI CAMPURE BILAU JAGAT'.

The screenshot shows a news article from suarasurabaya.net. The headline is 'Magister Manajemen 55 Unair Ajak Tuna Netra Melukis dengan Cat Beraroma'. The article is reported by Anton Kusnanto and dated Monday, June 21, 2021, at 06:39 WIB. Below the text is a photograph showing a group of people, including a student and a visually impaired person, engaged in an activity involving painting or drawing on a table.

The screenshot shows a tweet from SURYA.co.id. The tweet is tagged 'Teman Tuli' and is dated Friday, 8 October 2021. The main text of the tweet reads 'Komunitas Arek-arek Tuli (Kartu) Surabaya, Mengembangkan Potensi Teman-teman Tuli'. Below the main text is a smaller photograph of a group of people. The tweet also includes a date 'Selasa, 25 Juni 2019' and a link to the full article.

Asking students to Make poster to capture & share student's knowledge



Other issue for teaching innovation

- Join Course for the same subject
- Using Gamification with Kahoot & Mentimeter or else
- Other references
- <https://www.bu.edu/ctl/guides/experiential-learning/>