Digital Publishing at University as Media to Develop Student Writing Skill in Academic Paper

Arif Setyawan, Kundharu Saddhono, Yusuf Muflikh Raharjo

arifpbi2018@staff.uns.ac.id

Abstract--- *Nowadays publishing in universities has mushroomed a lot. One of them is digital-based publishing that has begun to be developed in various universities both private and public. This research focuses on describing and explaining digital publishing in tertiary institutions to develop students' writing skills in the field of scientific article writing. The research settings were conducted at various publishers in universities in Indonesia, namely UI Press from the University of Indonesia, Gama Press from Gajah Mada University, UNS Press from Eleven March State University, UPI Press from UPI Bandung, and Unesa Unipress from Surabaya State University. Data was collected by means of document analysis and in-depth interviews with informants, namely publishing managers and students. The results of the study, found that digital publishing in universities is also a representation of efforts to welcome the industrial revolution 4.0. With digital publishing, students can easily access references in the form of books and scientific articles on the internet. In addition, digital publishing also helps students in publishing scientific articles as one of the assets of intellectual property and science.*

KEYWORDS: *digital publishing, student writing skill, academic paper, university*

I. INTRODUCTION

The development of technology has become a phenomenon that cannot be avoided and circumvented by most modern society. Almost every activity and side of human life must involve and present electronic tools to help running every activity. The use of electronic devices in the activities of human life is able to change the behavior of society in terms of social, economic, and culture becomes faster. Human life becomes more advanced and modern, consequently human activity in various fields turns into a borderless world relationship [1]. The presence of internet makes people easier to access information from various parts of the world in just a short time. It makes all the lines and facets of human life changed, which initially still used the manual system into an online system or online based using the help of internet. The AspiKom makes the statement that the current use of the Internet has been highly globalized and even become one of the main human needs in terms of information and communication fulfillment, not only in developed countries, but also in developing countries [2].

With the development of this technology, directly or indirectly, will affect the lifestyle of humans into a digital lifestyle. The meaning is that the pattern of human life will be the effect and cause of the utilization of the technology itself [3]. Technological developments are increasingly prevalent cannot be separated from the circulation and the discovery of technological tools are increasingly sophisticated. Electronic devices that become products of technology development are often referred to as gadget terms. Gadget is a term from a foreign language, but not familiar to us. Gadget in Indonesian language referred to by the term "gawai" is a term derived from English to refer to a device or instrument that has a useful practical purpose and function which is generally given to something new. Gadgets in the general sense are regarded electronic devices that have a special function on each device. For example: computers, mobile phones, game consoles, and more.

A gadget is a small technology object or tool that has a special function but is often associated as an innovation or a new item. Gadgets are always interpreted more unusually or designed more intelligently than the normal technology of the time of its discovery [4]. Gadgets are sometimes also called gizmos. Tablets and smartphones are the most widely used gadgets nowadays because of their small size, easy to carry so people think it is more practical. From time to time the development of gadgets is getting more massive. The gadget developer companied annually always develop and update on additional features and applications in its products. Even the data released by the Ministry of Industry and Trade, there are 16 brands of mobile phones that set up factories in Indonesia (www.disperindag.go.id) this makes Indonesia as a consumptive country of technology products, especially in the field of gadgets.

Technological developments which are increasingly prevalent and unstoppable must be addressed with a positive, especially in terms of use and utilization of gadgets in everyday life. This positive attitude is shown wisely in using gadgets and do not use them for purposes that can give effect to the loss to others. This cannot be separated from the phenomenon of the criminal rampage caused by technological developments, such as human trafficking via online, human abduction, fraud, and system piracy activities conducted by hackers [5]. In addition, excessive use of gadgets can also adversely affect physical and mental health, particularly on children's developmental age. Therefore, in this paper will be discussed on the positive side of gadget use in the school environment that is useful to support academic activities in schools.

Academic activities in the school include activities to make learning tools or administration, draft of learning design, learning media, classroom management process, learning process in the classroom, monitoring and supervising activities of students [6]. In usual some of the above academic activities still using conventional ways, was not effective and efficient. Dispread the information by using letter is need the time and paper too much. Using conventional administration ways also make the cruel managing, sometimes also can make a human mistake. So, need a modern ways to solve that problems. Many school activity are inseparable from the function of gadgets to assist in the implementation and process activities. For example the process of making the administration of learning, teachers need electronic devices in the form of laptops to help creating draft design of learning programs, learning tools, and learning modules. At the time of the learning process, it is also necessary for information seeking activities, coordination with colleagues or with students, monitoring student activities, also used for special functions such as calculation functions in exact learning (mathematics, physics, and chemistry). At the end of learning, gadgets are also needed in online exam (Computer Based Test), the process of making and calculating the final value, as well as in disseminating information on student learning outcomes. Therefore, in this paper further described the role of gadget-function in the learning process.

II. RESEARCH METHODS

This research is in the form of descriptive qualitative research using case study approach. A case study was conducted in one of the schools to describe and explain the role-function of gadgets in academic activities at school. The data source in this school was academic activity in the school environment in Central Java, Indonesia. The research data obtained by doing observation and interview with some resource. The collected data were then reduced and selected as needed in data analysis activities related to the role of gadgets in academic activities at school. Reduced research data were later analyzed using flow analysis techniques and interactive analysis. The systematic stages of research in the study conducted by the author consists of the process of making research proposals, the process of validation of research proposals, data retrieval process, data reduction process, data presentation process, data analysis process, and the last process of drawing conclusions. To test the validity of the data used triangulation technique data. Triangulation of data is used to check the validity of data by exploiting something else [7]. Data triangulation technique used in this research is triangulation of data source and triangulation theory. In this research triangulation of data source because the source of data is variety that is from academic activity, academic document, also some interview result take from academic practitioners, IT expert, and academic expert. Triangulation theory in this research to analyze the data using several theory such as education theory, IT theory, social theory, and qualitative research theoretical.

III. RESULTS AND DISCUSSION

As already noted above, academic activities in schools ranging from the process of making lesson plans, the process of learning implementation, until the process of learning evaluation process has been confirmed by using the help of electronic tools to solve. In addition to learning activities, other academic activities also require the role of electronic devices such as activities of coordination of academic activities undertaken by schools, monitoring activities of learners, and used as a means of socialization. For learners gadget serves as a means of information retrieval and reference, a means for coordination with teachers, and used in learning activities such as the function of calculation and transliteration language. Further role-function gadgets in learning will be elaborated in the following explanation:

Gadgets as a Means to Ease School Communities

Communication activities for the human self are essential part of life. Communication is an individual process of sending a stimulus that is usually in verbal form to change the behavior of others [8]. In this digital era, the use of gadgets is common as a means of facilitating communication. This phenomenon is also the development of the media

or communication tool, which was originally only using verbal means, then developed using the means of text (letter), then into long-distance communication with cable (telephone), until now found wireless communication tools with various communication features, text, audio, and audio-visual. The function of gadgets in this smartphone can help human work become easier and practical.

The use of gadgets or smartphones has been extended to all groups, not just limited to certain groups, even almost all the citizens of the school (principals, teachers, and educational staff) have already used the features in the gadget. The data shows that almost 80% of the academic community in the school environment is using smartphone in their daily life. The main function of the smartphone is as a means of communication with someone who is in a different place. In education, the function of gadgets also as a means of communication as well as a means of socialization and coordination means [9]. Communication means of course used to communicate between school residents, both personal interaction and mass interaction contained in the communication group. Moreover, some application developers such as Whatsapp and Telegram have developed a group feature that can accommodate several members in a communication group. This allows a person to interact not only with one person, but with all members of the group.

Gadgets as Easy, Fast, and Effective means for Socialization of Information and Coordination Function

The presence of group features in the application that members consist of school residents also facilitates the dissemination of information or activities about school programs. Generally at the time of entry into the effective day of learning, all the people of the school are busy and focus on their respective tasks, whether it is teaching tasks, administrative tasks, and even not infrequently some school residents get the task outside the school. If there is important information, it will be difficult to distribute to all school residents because of the difference of place and time on duty. Therefore, urgent information and should be immediately known by school residents tend to be more shared through Whatsapp groups or Telegram groups. Socialization of information through the group of Whatsapp is more useable more than awaiting direct instruction, judging by the clarity of information and the rate of dissemination of information [10].

In addition to being a means of socializing important information, group features contained in some application on smartphones can also be used as a means of coordination. This can be seen when the school will hold an event or an important academic event, then the coordination of the board and the committee other than conducted in a meeting forum or regular meeting can be done through the group Whatsapp or Telegram. The use of this group also makes it easy for the committee to coordinate discussing plans and preparation of the event without having to hold a meeting directly. It can also save the cost, time, and energy needed because coordination by using a group can be done at any time without limited space and time.

The Gadget is used as a Reference Finding Tool

In the learning process, students are required to actively seek references from various sources not only from textbooks. One reference source that can be used is to search it through internet. To be able to find material on the internet students need a device that is connected to the internet, can be by using a laptop or smartphone [11]. However, the use of smartphones during the learning process should be with teacher-intensive control so that students actually seek information related to the subject matter, not searching or opening other sites.

In addition to being used by students, the gadget is also used for teachers in search of references. For instance, if the teachers want to develop an animation-based or audio-visual learning media, then the teacher needs the application or software used to create the learning media. Teachers can get it by browsing on the internet. For learning content in the form of learning videos or recordings is not found in reference books can also be obtained by downloading on the internet [12]. In addition, the search for references is also related to the development of the sciences in accordance with the field of lessons learned. Teachers can access references related to the latest developments of science by accessing in some journals that contain articles in accordance with the field of science under the control.

Gadgets as a Supporting Tool in Learning Activity

Gadget function in the learning process activities is not only as a means of seeking references, but more than this, the gadget can also be used as a learning tool to deliver the material. This can be seen in practice in vocational schools that have major IT related departments, such as majoring in Computer Network Engineering (CNE), Multimedia,

Electrical Engineering, Visual Communication Design, and some other IT-related majors. These majors must use gadgets in the learning process as a learning tool, both as a tool of praxis and supporting learning tools. Even in some schools, teaching and learning activities have been using technology in accordance with the majors [13]. For CNE and Multimedia majors use a laptop, then majoring in Marketing and Accounting using gadgets. The CNE department uses a laptop to practice in accordance with its majors, such as creating web programs, designing a digital operating system, setting up a Wi-Fi network, and creating web design. For marketing majors, gadgets are used to introduce online businesses. Online business is a field of business that is run by way of online (connected on the internet) They use the online base to develop their own store and sell their goods and advertised through online sites such as bukalapak, tokopedia, blibli.com, and several other online sites.

In addition, gadgets are also used as a means of supporting exams in schools that use the CBT (Computer Based Test) system. This is done to make it easier in the process of evaluation. Computer-based National Exam or UNBK designation has been implemented since 2015 at example schools throughout Indonesia [14]. Gadgets as tools to support are needed to facilitate the teacher in carrying out teaching and learning activities in the classroom. Other functions that can be used as a calculating function for the exact subject-based subjects, such as mathematics, physics, chemistry, statistics, or calculus. Gadget with its features can make it easier for students to calculate every problem that teachers give. For foreign language subjects, gadgets can also be used as a means of language translation.

From the discussion above so explain about the function about gadget to improve and effectivity the school activity. By using gadget the school activity more effective and efficient than using conventional ways. For example, to disspread the information using Whatsapp group more effective, fast, and paperless. Gadget which use to support the school activity in Indonesia are smartphone, laptop, and computer, because in that gadget there are some application and software which available using in school activity. But when using gadget in school activity also need a supervision in order to control of academic activity in school.

IV. CONCLUSION

Gadgets are technology products in the form of tools that can be used in accordance with the features developed by the developer company. Gadgets can be in form of laptops, smartphones, tablets, game consoles, and others. The use of gadgets has now penetrated to all elements of society, even to the realm of education. The use of gadgets should be wise, in order to get a positive effect. Gadgets also have a role-function in activities to support academic activities in schools. The gadget role-function in school among others can facilitate communication facilities within the school, either between teachers and educator staff, as well as communication between teachers and students. The presence of group features across multiple smartphone applications makes it easier for teachers to socialize announcements, coordinate with students, and supervise student functions. In addition, with group features, teachers can use it as a means of coordinating school programs. Gadgets are also a means of disseminating important school information effectively and efficiently. In addition, the gadget also has a supporting role in academic activities, especially teaching and learning activities, as a means of finding references on the internet, as a tool for majors related to information technology, supporting calculation activities for the exact field, and means of facilitating transliteration in foreign language subjects. The use of gadgets in the world of education, of course, should be coupled with good control by the teacher, so that students do not use gadgets to the negative things. In addition, teacher control also serves to discipline students, if students are caught violating school rules with gadgets, then the teacher must dare to seize gadgets in a certain period to cause a deterrent effect for students.\

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