

Character Development Through Mobile Integration Into Teaching and Learning

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Abstract: The use of ICT in teaching and learning for developing the students' characters is an innovative way in this era. The research objective is to develop the students' characters by integrating mobile technology into the learning process in the classroom. The mobile technology is used as a learning tool. The mobile learning system and the learning procedure of mobile technology integration into teaching and learning is developed as well. The repetition of this procedure is expected to generate the characters of discipline, honest, hard working, independent, creative and responsible. This learning procedure will generate individual and collaborative learning. It is an ongoing research project that takes place at the Educational Technology Department, Faculty of Education, State University of Malang, Indonesia.

Keywords: behaviorism, character development, mobile learning

5. Introduction

Referring to the one of Indonesian national education's goal is to create graduates who have a strong personality and religious beliefs as well. Characters can not be built instantaneously, it takes time and needs synergy with the environment outside of school and also requires simultaneous implementation in teaching and learning activities in the classroom and other extra-curricular activities. The success of character education is expected to be a positive character for Indonesians young generations. Therefore, Indonesian Ministry of Education and Culture pays particular attention in implementing the character education in schools at all education levels in Indonesia, such as the new curriculum 2013 of Indonesian that encourages students to develop intellectual curiosity with habituation and intervention approach. According to Dougherty (2007), character traits is that they are habituated, stable dispositions that develop over time. She implies that a state of character results from the repetition of similar activities.

The use of ICT in teaching and learning for developing the students' characters is an innovative way in this era. The research objective is to develop students' characters by integrating mobile technology into the learning process in the classroom by utilizing mobile technology such as mobile phones, Smartphones, tablet PCs and so on. Particularly, these technologies that mostly owned by Indonesian people. These are the potential technologies that can be utilized for teaching and learning. In this research, the characters that will be developed are honest, discipline, creative, independent, hard working and responsible. The research is based on the Learning theory that promoted by Skinner (1958). Skinner says "learning is a change in behavior as a result of an individual's response to stimuli that called a reinforcing stimulus which occurred in the environment". In this case, the reinforcer is a mobile technology. Skinner believes that an individual's behavior is influenced by the presence of a continuous interaction with the surrounding environment. Repetition and training during teaching and learning process by using mobile technology will be desired to behavior change of the students' habit. It is expected to be a positive character for students. There are two main works of this research; developing the mobile learning system and the learning procedure of mobile technology integration into teaching and learning.

6. Mobile Technology in Indonesia

Mobile technology is a pervasive technology in this decade. The technology is owned by almost all people without exception, such as mobile phones, Smartphones, tablet PC, iPod, iPad and

others. The mobile technology offers ease of use and rich in features. With low prices, we can buy a mobile device that equipped with a communication standard for multimedia features and internet access. Furthermore. The features of mobile technology today is almost like a computer. With a smaller size than a laptop, the technology is more portable or easy to carry anywhere.

Since the mobile technology is almost owned by everyone, mobile technology could be utilized as a learning tool that supports the concept of "equity" or it can be defined as an equal access of education to all people. As a fact that not everyone who has a mobile phone has a computer however almost everyone who has a computer has a mobile phone. The number of mobile phone users in Indonesia has reached 159.248 million with a total population of 242 million (MobileLife, 2013).

7. Research Methodology for Mobile Learning System

In order to develop the characters of students by integrating mobile technology into teaching and learning in the classroom, the mobile learning system is designed. It is a media for learning. The research of mobile learning system incorporates both Instructional System Design (ISD) and the model of System Development Life Cycle (SDLC). The Framework model was developed by Berking, et al (2012) and in analysis step is modified in this research, as shown Figure 1. This framework is intended to develop concepts, and specific guidelines for the integration of mobile technology. This study begins to determine technology acceptance of students, which will be used as a foundation in developing mobile learning.

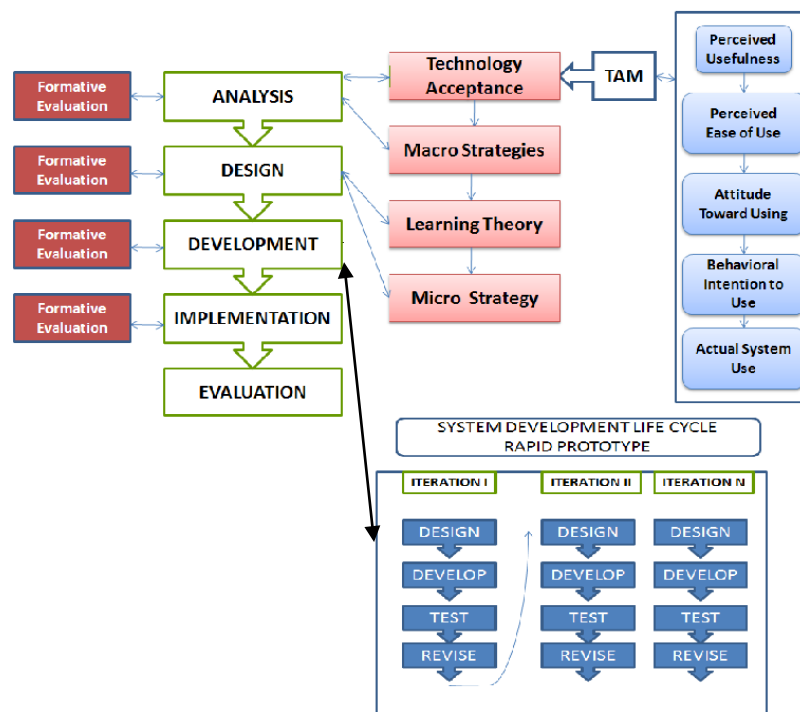


Figure 1. Research Methodology

8. Mobile Technology Application in Characters Development

The research is an ongoing project that takes place in the Educational Technology department, Education Faculty, State University of Malang, Indonesia. Mobile technology integration into teaching and learning supports the concept of student centered learning. It will increase the students' activities in the classroom. The mobile learning system will be used as a media for character development. For accessing this mobile learning, the students use their mobile devices. The procedure of mobile technology integration into teaching and learning in the classroom as shown in Figure 2 and described as follows: 1) Students' attendance checklist by using mobile phone, 2) Lecturing, 3) Enriched learning

material including others printed material resources and web resources that can be accessed through mobile technologies, 4) Discussions, 5) Exercises/Task, 6) Online formative assessment/quiz, 7) Online questionnaire.

The repetition of this procedure during the learning process is expected to develop the characters of discipline, honest, hard working, independent, creative and responsible. This learning procedure will generate individual and collaborative learning. Since the students have their own mobile technology, the learning will generate the individual learning, in this case procedure number 1,3,6 and 7 and the remains procedure will support collaborative learning. These characters are expected to be a positive character in the students for short term and long term period.

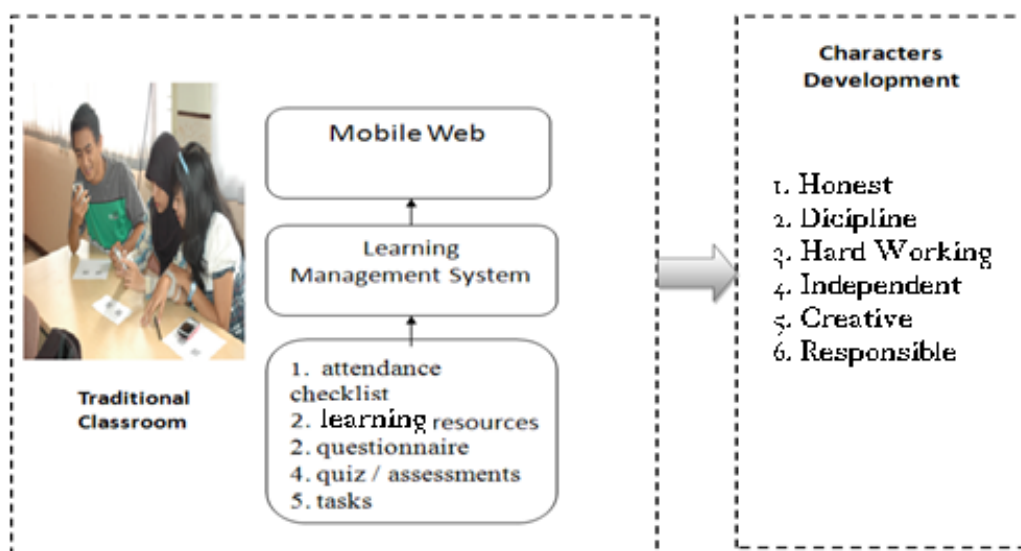


Figure 2 Mobile Integration into Teaching and Learning's Scheme

9. Conclusions

Character development in Indonesian Education is a critical issue. There are many ways to develop the students' characters in school, one of the examples is this research project that integrating mobile technology into teaching and learning. It is ongoing research in the Educational Technology Department, Faculty of Education, State University of Malang, Indonesia. The procedure of the learning by using mobile technology is developed in order to generate the characters of discipline, honest, hard working, independent, creative and responsible. These characters are developed academically and expected to be the positive characters of the students.

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