

VISUALISASI *COLLABORATIVE LEARNING* PADA *LEARNING MANAGEMENT SYSTEM* DENGAN *SERVICE ENGINEERING*

SKRIPSI

diajukan untuk memenuhi bagian dari
syarat memperoleh gelar Sarjana Komputer
pada Departemen Pendidikan Ilmu Komputer
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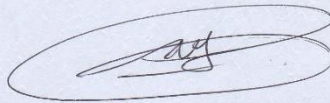
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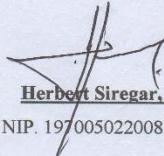
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ABSTRAK

Digital learning environment digunakan sebagai medium bantu untuk aktivitas institusi pendidikan pada interaksi pembelajaran. Eksistensi *smart learning environment* adalah model yang dibangun berdasarkan kebutuhan khusus dari agen manajemen yang mengampu proses aktifitas pembelajaran. *Online collaborative system* dibangun guna mengangkut kolaborasi berfikir pada satu wadah komunikasi serius untuk merekam *log* diskusi yang asalnya dilakukan secara verbal menjadi eksplisit tercatat. Dalam aktivitas hermeneutik ini, yang menjadi perhatian adalah melihat kecocokan antara pasangan tiap aktor diskursus sebagai fokus analisa dan jawaban eksak atas hipotesis yang diterjemahkan menjadi kelebihan kolaborasi. Analisa studi penelitian terdahulu mengantarkan *collaborative learning* menjadi proposal yang membidik bauran pembelajaran kolaborasi sebagai penilaian proses pembelajaran karena data yang diambil linier dengan apa yang menjadi pembangunan hipotesis riset aktivitas kolaboratif. Temuan utama hasil penelitian menunjukkan pengaruh aktivitas kerja kelompok pada performa kolaborasi.

Kata kunci: *Smart Learning Environment, Digital Learning Environment, Collaborative Learning, Collaborative Performance.*

**COLLABORATIVE LEARNING VISUALISATION IN LEARNING
MANAGEMENT SYSTEM WITH SERVICE ENGINEERING**

By

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ABSTRACT

Digital learning environment is used as auxiliary medium for educational institution activities in learning interactions. The existence of smart learning environment is a model built based on the specific needs of management agents that can process learning activities. Online collaborative system is built to transport collaboration thinking on one serious communicationist container to record the log of discussions that were originally done verbally become explicitly recorded. In this hermeneutics activity, the concern is seeing the match between the pairs of each of the discourse of actors as the analysis focus and the exact answer to the hypothesis that translates into collaboration advantage. Analysis of previous research studies delivered collaborative learning into a proposal aiming at collaborative learning as an assessment of the learning process because of the data being taken linear with the development of the research hypothesis collaborative activity. The main findings of the research show the influence of group work activity on collaborative performance.

Keywords: Smart Learning Environment, Digital Learning Environment, Collaborative Learning, Collaborative Performance.

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