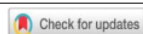




Analysis of the Application of Blended Learning Models in Physics Learning During the COVID-19 Pandemic

Kirana Aureola Arzak¹

¹State University of Surabaya, Surabaya, Indonesia



DOI: <https://doi.org/10.53621/ijocer.v1i1.138>

Sections Info

Article history:

Submitted: April 21, 2022

Final Revised: May 29, 2022

Accepted: June 03, 2022

Published: June 30, 2022

Keywords:

Blended Learning

Physics Learning

COVID-19



ABSTRACT

This research was carried out to analyze physics learning using a blended learning model during the COVID-19 pandemic in Indonesia. The method used in this study is the literature study method. A literature study is a type of research used in collecting data and information by collecting and reviewing various references. This study examined as many as 30 journals and articles both nationally and internationally that are valid and accountable. The journals and articles used are published in 2018-2022. Researchers collect data and proceed to the stage of concluding the results of qualitative research. Based on the results of studies and analyses that have been carried out, it can be concluded that: (1) The application of the blended learning model to physics learning is declared valid, practical, and effective as an alternative to learning during the COVID-19 pandemic, (2) The blended learning model can improve students' critical thinking skills and creative thinking abilities, (3) Students tend to ignore academic and social aspects.

INTRODUCTION

In mid-2020 after the COVID-19 pandemic that hit the territory of Indonesia, provincial governments and local governments produced policies in the world of education to temporarily eliminate face-to-face learning and replaced it with online learning to reduce the number of COVID-19 sufferers. The pandemic crisis not only attacked the human respiratory organs (Widiawati et al., 2021), but also stopped the organs of the education and learning system that were held normally through face-to-face learning in schools (Mansyur, 2020). The implementation of all activities outside the home and offices (Spagnuolo et al., 2020), including schools being temporarily closed is an effort by the government to prevent the spread of the virus (Yezli & Khan, 2020). The aftermath of the ongoing pandemic (Sulistiyawan, 2021) forced students to learn from home (Hakim & Azis, 2021).

Several learning models were piloted during the pandemic for the sake of educational programs to continue to be carried out (Napaswati, 2020). One of the learning models that can be applied during the COVID-19 pandemic is the blended learning model (Mali & Lim, 2021). The transition period of online learning turning into blended learning takes time to adjust (J. E. Putri, 2021). Blended learning is a learning activity that combines face-to-face and online activities (Yuliati & Saputra, 2020). Basically, blended learning is a collaboration of the advantages of face-to-face and virtual learning (Hapudin, 2019).

This learning model is claimed to combine different ways of delivery, teaching methods and learning styles (Ekayati, 2018) as well as cohesiveness that makes communication open (Zahid & Adi, 2019) and access to information unlimited (Purnama, 2020). Through the application of blended learning, it is hoped that learning activities will be more interesting (Soni et al., 2018) and provide widespread

ORIGINALITY REPORT

19%

SIMILARITY INDEX

18%

INTERNET SOURCES

16%

PUBLICATIONS

%

STUDENT PAPERS

PRIMARY SOURCES

1	Ketut Suma, Ni Made Pujani, Ni Putu Merry Yunitasari. "Blended Learning for Developing Problem-solving Skill, Learning Motivation, and Student Engagement in Mathematical Physics II Course During the COVID-19 Pandemic", KnE Social Sciences, 2022 Publication	3%
2	ijae.journal-asia.education Internet Source	2%
3	twj.ulm.ac.id Internet Source	2%
4	ejournal.undiksha.ac.id Internet Source	1%
5	jurnal.unsyiah.ac.id Internet Source	1%
6	Z Faraniza. " Blended learning best practice to answers 21 century demands ", Journal of Physics: Conference Series, 2021 Publication	1%
