



Digital learning can be made more interactive and engaging by using 3d mock ups that can be accessed using VR or AR through an application that supports these features.

# ELEVATE DIGITAL LEARNING: EXPLORING INNOVATIVE PLATFORMS FOR EDUCATION

## GROUP 2

Aoliya Fauziyah  
Dina Rohmatika

Farah Amira  
Zasya Naura S. A.



IEEE UPI SB International Student Conference 3.0

Organized by:



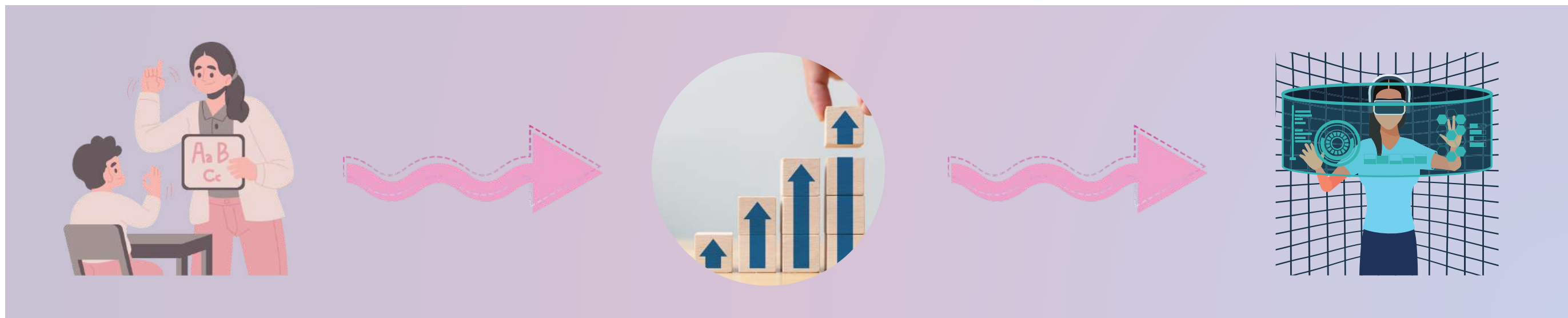
**RAVTE**  
Regional Association for  
Vocational Teacher Education



# INTRODUCTION

## BACKGROUND

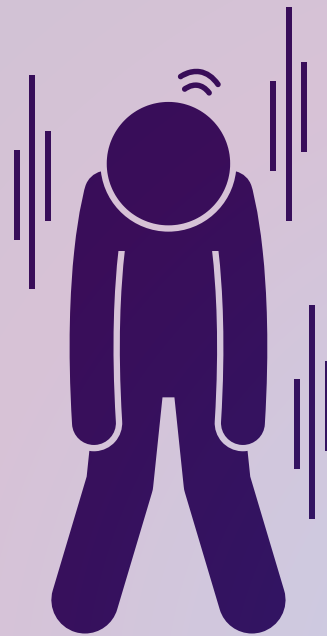
In the face of a technology world that is growing rapidly everyday, education must constantly adapt to ensure that learning remains relevant, interesting and attainable.



# INTRODUCTION

## PROBLEM

Students and teachers are experiencing lack of productivity



Students have many distraction



The teacher can not provide interactive teaching





# METHOD

## Comparative methods

(Gameil and Al-Abdullatif, 2023). Using Digital Learning Platforms to Enhance the Instructional Design Competencies and Learning Engagement of Preservice Teachers.

Digital Learning using 2 platforms. First platform used for course contents (Online meeting, module, and assignment) and the second platform used for taking tests.

(Mahsusi, et al., 2023). Integrated Application-Based Digital Learning Technology in Successfull Learning Activites During the Pandemic.

Researched was conducted at Madrasah schools. Some madrasahs are lack of online learning effectivity due to inadequate technology. Also some students are limited by facilities and tools.

# METHOD

## Comparative methods

(Berutu and Hanana, 2023). Using Learning Platforms to Support Online Learning in Junior High School.

This research focusing about comparing 2 platforms (Google Classroom and Edmodo). Both of these platforms have advantages and disadvantages, which still requires another platform to help with the work.

(Nainggolan, 2021). Evaluating of Digital Platforms Related Online Learning During Covid-19 Pandemic: Students' Satisfaction View

The researched shows that some college students think online learning activities lacked interactive communication and skill development. Various kind of digital platforms that have been used may not provide many benefits to online learning.

# RESULT & DISCUSSION

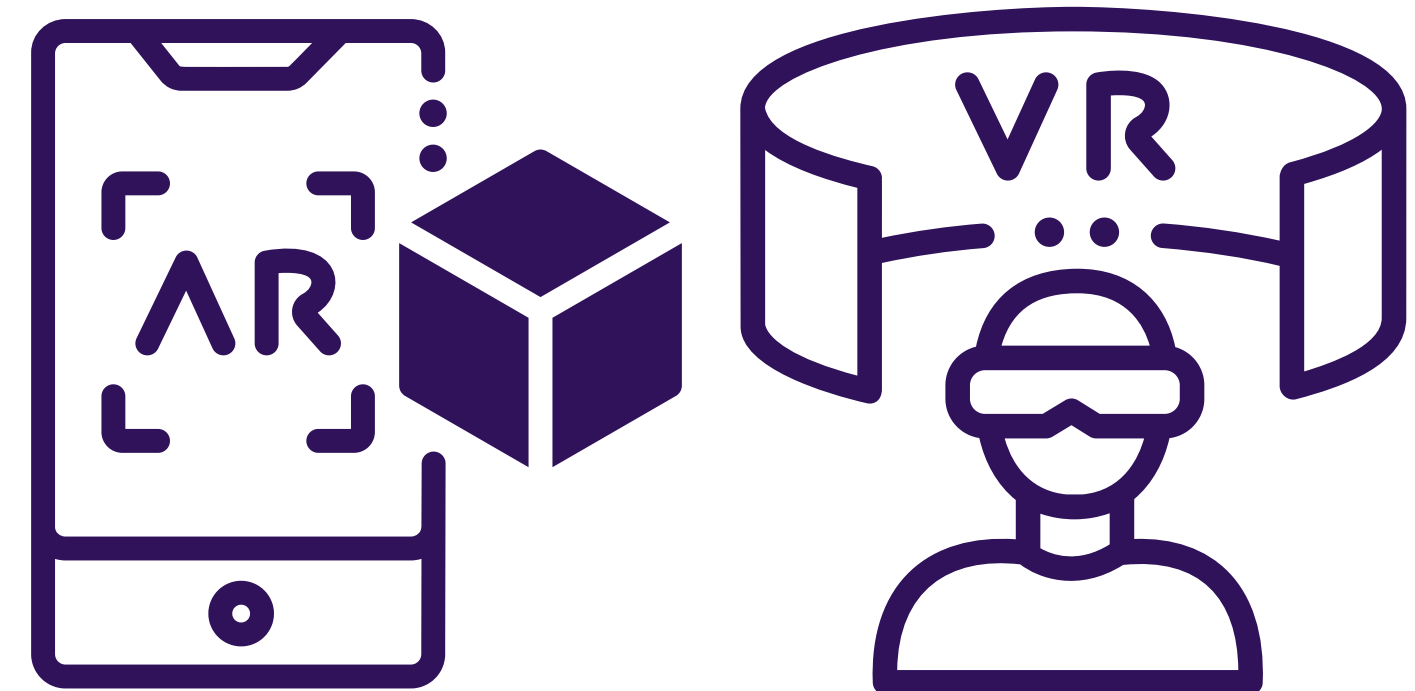
## Solution

From the research that has been done, we came to an idea of a technology that supports students and teachers to increase creativity and increase interest in learning.

## APPLICATION

Learning activities will be carried out in just one platform, with collaboration of AR and VR.

This application also contains game-based learning and evaluation module.



# RESULT & DISCUSSION

## SWOT Analysis

### STRENGTH

- Adaptability
- Enhanced Engagement
- Versatility

S

W

### WEAKNESS

- Technology Dependence

O

T

### OPPORTUNITIES

- Innovative Solutions
- Broad Reach
- Continuous Improvement

### THREAT

- Digital Divide

# CONCLUSION

In the rapidly evolving technology world, education must adapt to stay relevant, engaging, and accessible. Students and teachers currently face issues with low productivity, distractions, and a lack of interactive teaching. Several studies including researched by Gameil and Al-Abdullatif (2023) show that digital learning platforms can increase learning design competence and learning engagement, although there are still some shortcomings in its distribution.

The proposed solution is to develop technology that supports creativity and interest in learning for both students and teachers. Appropriate digital platforms can address these issues and improve learning effectiveness in the digital era.



# REFERENCES

Berutu, N., & Hanana, A. (2023). Using Learning Platforms to Support Online Learning in Junior High School. *Jurnal Geografi -*, 15(2549–7057), 100–111. <https://doi.org/10.24114/jg.v15i1.42772>

Gameil, A. A., & Al-Abdullatif, M. (2023). Using Digital Learning Platforms to Enhance the Instructional Design Competencies and Learning Engagement of Preservice Teachers. *Educ. Sci*, 13. <https://doi.org/10.3390/educsci13040334>

Mahsusi, et al. (2023). Integrated Application-Based Digital Learning Technology in Successfull Learning Activites During the Pandemic. *Journal of Applied Engineering and Technological Science*, 4(2), 633–643. <https://doi.org/10.37385/jaets.v4i2.1449>

Nainggolan, S. (2021). Evaluating of Digital Platforms Related Online Learning During Covid-19 Pandemic: Students' Satisfaction View. *Al-Ishlah: Jurnal Pendidikan*, 13(2087–9490), 1358–1365. <https://doi.org/10.35445/alishlah.v13i2.912>