

Implementasi *Case Method* dan *Team Based* *Project* dalam Pembelajaran

Oleh: HARYONO



Getting learners engaged in active learning through active learning strategies



Examples of Active Learning Activities

Pergeseran Desain Pembelajaran



INSTRUCTIVISM

- *Teacher centred and most talking and thinking done by teacher.*
- *Passive students listening to knowledge dissemination.*



CONSTRUCTIVISM

- *Facilitating learning through active student engagement.*
- *Constructing knowledge and learning through experience*



CONNECTIVISM


- *Guiding self directed, inquiry-based learning through collaborative learning & digital learning media.*
- *Connected and networked learning & knowledge building.*

SOCIAL CONSTRUCTIVISM



DESAIN dan LINGKUNGAN BELAJAR AKTIF

- *Provide multiple means of representation.* Memberikan akses pembelajaran seluas mungkin, mendorong dikembangkannya berbagai modus komunikasi yang memungkinkan mahasiswa dapat mengakses informasi sesuai kebutuhan dan kapasitas yang dimiliki.
- *Provide multiple means of expression.* Memberikan peluang sebesar mungkin mahasiswa untuk berinteraksi dalam pembelajaran dan berinteraksi dengan materi ajarnya. Memberikan ruang seluas-luasnya kepada mahasiswa untuk mengekspresikan pengetahuan, keterampilan, dan konsep-konsep yang diperoleh dari proses belajarnya.
- *Provide multiple means of engagement.* Memberikan ruang dan peluang bagi mahasiswa untuk sebanyak mungkin terlibat dalam proses belajarnya. Bagaimana memberikan jaminan kepada mahasiswa untuk tetap termotivasi selama proses pembelajaran berlangsung?



5

PRINSIP BELAJAR AKTIF

- *Learning is active construction of meaning by the learner.*
- *Learning facts and learning to do are two different processes.*
- *Learning can be specific to the learning domain or context (subject matter or course) or can be readily transferred to other domains.*
- *Learning with people is likely more effective than learning alone.*
- *Learning is meaningful when facilitated by articulating explanations, whether to one's self, peers, or teachers.*



Learning strategies are ways to assist in learning

Source adapted from :www.teaching.berkeley.edu

Active Learning Strategies...

help to initiate learners and faculty into effective ways to help learners engage in activities based on ideas about how people learn

Source adapted from :www.teaching.berkeley.edu

Active learning is...

Any instructional approach in which all students are asked to engage in the learning process

Source adapted from :www.cei.umn.edu

A form of learning that places more responsibility for learners with learning materials through discussions, problem solving, case studies, role plays, and other teaching methods

Source adapted from :www.queensu.ca



Case Methods
Case Based Learning (CBL)
Case Study Learning (CSL)

Team Based Project Methods
Project Based Learning (PBL)

- *Active learning*
- *Action learning*
- *A powerful approach to teaching and learning*
- *Social constructivism*
- *Collaborative learning*
- *Building knowledge and collective wisdom*
- *Experiential learning*
- *Simulation-based learning.*





Case Method = CBL = CSL

- *Case studies learning defined as student centered activities based on topics that demonstrate theoretical concepts in an applied setting (Davis & Wilcock, 2003).*
- *Case teaching is learner centered, characterized by intense interaction between instructor and student as well as among students in a group (Golich, at all., 2000).*
- *Case studies are complex examples which give an insight into the context of the example as well as illustrating the main point (Fry. at all., 2002).*

Case Method

- Adalah strategi pembelajaran yang menyambungkan antara riset dan belajar, antara teori dengan praktik (realita).

- Sebagai strategi yang produktif untuk mengembangkan kemampuan/ keterampilan memecahkan masalah - "HOT"

- Adalah bentuk stimulasi untuk mengaplikasikan teori ke dalam praktik menjawab permasalahan.
- Didesain untuk;
 - *Encourage collaboration*
 - *Promote reflective practice*
 - *Build imaginative responses*

- Dosen mengembangkan situasi yang mengharuskan mahasiswa membuat keputusan guna menjawab suatu permasalahan.

- Keberhasilan CSL ditentukan oleh tingkat keterlibatan aktif mahasiswa dalam memahami kondisi/situasi dari suatu kasus kemudian dielaborasi dan diintervensi sebagai realita (sehingga terjadi proses *experiential learning*).



Tujuan Terapan CSL

1

Mempertajam kemampuan analisis, pemecahan masalah dan pengambilan keputusan

2

Meningkatkan pemahaman tentang sistem nilai, persepsi, dan sikap mahasiswa terkait dengan situasi/kasus.

3

Menunjukkan kepada mahasiswa tentang peran dan pengaruh nilai dan persepsi terhadap proses pengambilan keputusan dan pemecahan masalah.

4

Menumbuhkan sinergi kelompok dan kerja kolaboratif dalam memecahkan suatu masalah.



Tugas dan Peran Dosen dalam CSL

Menyiapkan kasus yang akan dibahas sesuai tujuan instruksional yang akan dicapai

1



Selama proses diskusi kelompok, dosen bertugas mengobservasi, sesekali memberikan informasi jika dipandang perlu.

3



Setelah diskusi selesai, Dosen mengkoordinir proses pelaporan hasil dan pemecahan masalah.

5



Menentukan prosedur pembahasan studi kasus, apakah akan dianalisis secara individual/kelompok, dan waktu yang disediakan.

2



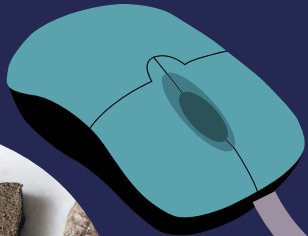
Memperhatikan agar setiap peserta mempunyai kesempatan untuk berpartisipasi aktif

4



Dosen mengkonfrmasi, merangkum dan menyimpulkan hasil belajar secara keseluruhan.

6



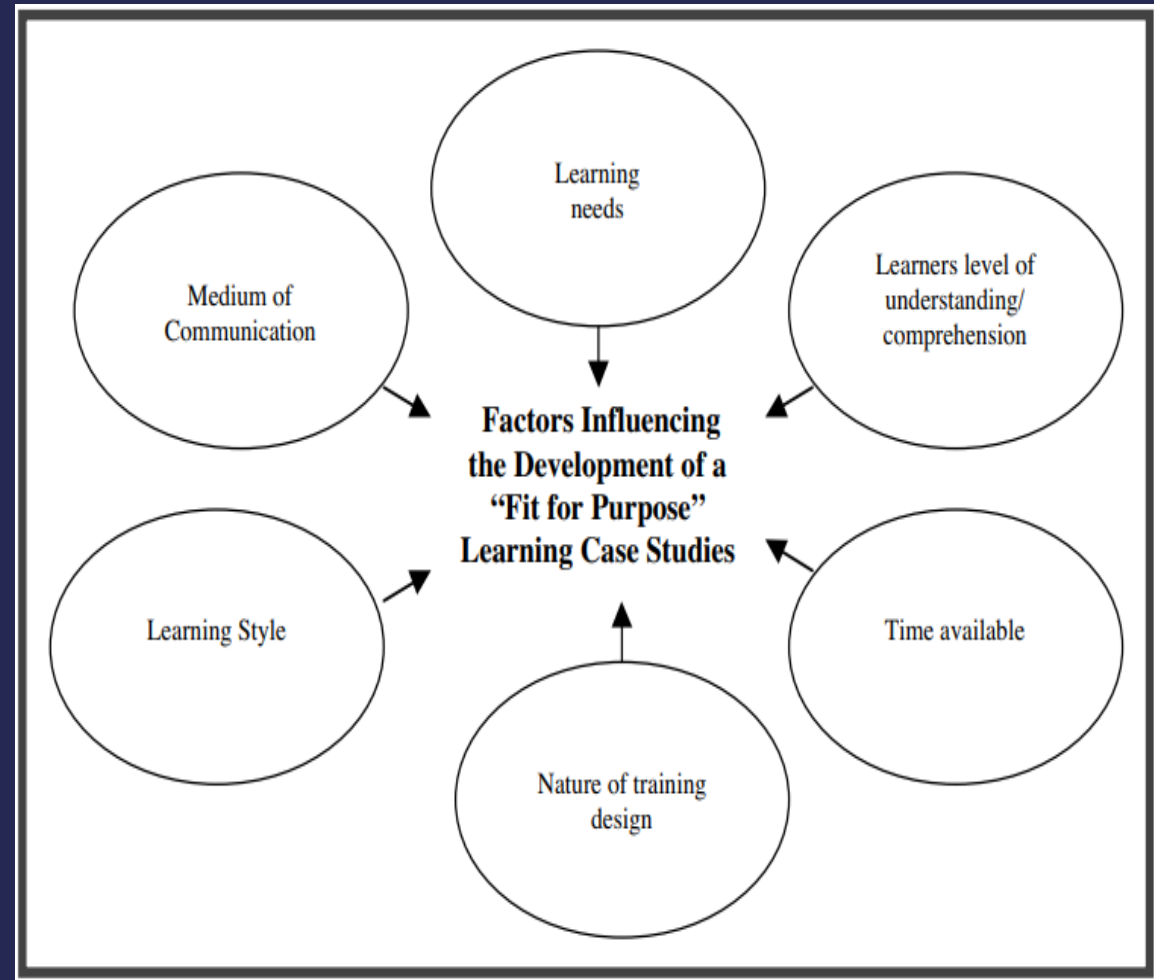


Teknis Operasional *Case Method*

- Mahasiswa berperan sebagai "protagonis" yang berusaha untuk memecahkan kasus tertentu;
- Mahasiswa melakukan analisis terhadap kasus untuk menemukan solusi, melalui diskusi kelompok rancangan solusi dikembangkan dan diuji; dan
- Mahasiswa berdiskusi secara aktif, dosen memfasilitasi dengan memberikan pengarahan, pertanyaan, pemantauan dan penilaian.

Praxis CSL

CSL harus mendasarkan pada tujuan MK, kasus dikembangkan untuk memfasilitasi mahasiswa memperoleh pengalaman belajar secara komprehensif, mengaplikasikan teori ke dalam praktik menjawab permasalahan.



(Hussain - Khaliq, 2014)



What is PBL?

Project Based Learning (PBL) is teaching method in which students learn by actively engaging in real-world and personally meaningful project.

Project Based Learning

Project-based learning (PBL) is exactly what its name implies: learning through the process of completing a project over a period of time (Stanley, 2021).

Project-based learning has been defined as “a teaching method where teachers guide students through a problem-solving process that includes identifying a problem, developing a plan, testing the plan against reality, and reflecting on the plan while in the process of designing and completing a project” (Wurdinger, 2016).

Project Based Learning

- *It is interdisciplinary, connecting curricula subject to the outside world in meaningful ways.*
- *Great strategies to engage students*
- *Help students become critical thinkers*
- *Develop 21st century skills (4C: collaboration, critical thinking, communication, creativity).*
- *Project-based learning prepare students for a competitive job market.*



Project Based Learning (PBL) has the potential to transform education.

5 Elemen Kunci PBL



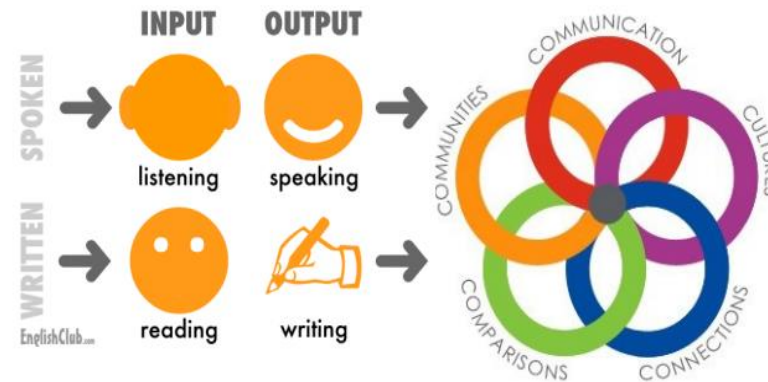
**Real-world connection:
Bother your colleagues**



**Student-driven:
but you're still the boss!**



**Academic Rigor:
make them work!**



**Structured
Collaboration:
Organized chaos**

- Define roles
- Self-assessment
- Troubleshooting
- Worksheets
- Check-ins
- Guided Questions



**Multifaceted Assessment:
Show the world!**





Project Method vs Project Based Learning

Projects	Project-Based Learning
Are based on directions	Is based on inquiry
Are teacher-directed	Is student-directed
Can be done individually	Usually involves collaboration
Involves end products that usually all look the same	Involves end products that are different for every student
Are close-ended	Is open-ended
Lack context for how they look in the real world	Is based on real-world experiences
Involve students as students	Involves student as experts
Do not provide much opportunity for student choice	Provides student choice for almost every component
Involve an end result shared with the class	Involves end results shared with an authentic audience
Typically take place after the learning	Is the learning

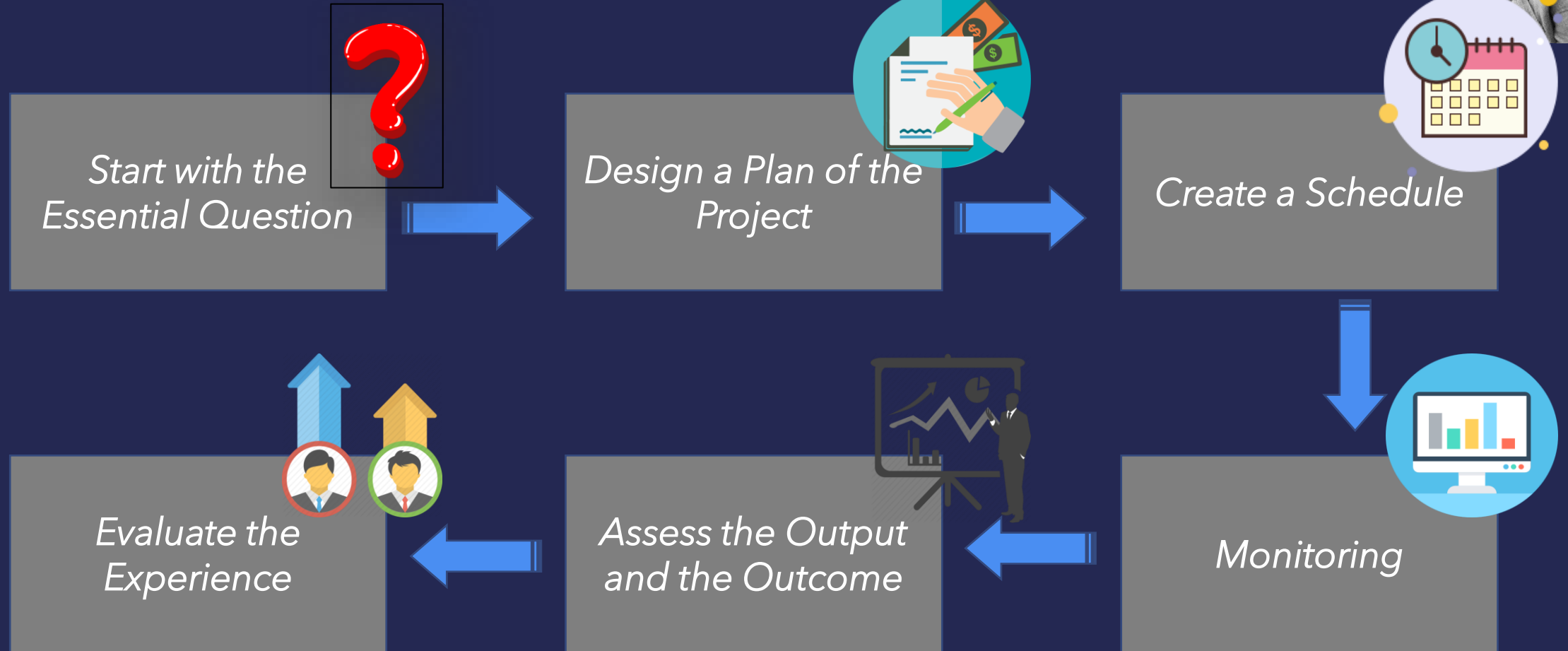
Teknis Operasional

Team Based Project

- Kelas dibagi ke dalam kelompok (3 - 5 mahasiswa/kelompok) untuk mengerjakan tugas bersama selama jangka waktu yang ditentukan;
- Kelompok diberikan masalah nyata yang terjadi di masyarakat atau pertanyaan kompleks, lalu diberikan ruang untuk membuat rencana kerja dan model kolaborasi;
- Masing-masing kelompok menyiapkan laporan kerja dan presentasi untuk disampaikan di dalam forum (kelas atau lainnya);
- Dosen membimbing, mengarahkan, dan memonitor kerja kelompok mahasiswa dengan terus mendorong mahasiswa untuk berpikir kritis, kreatif, dan kolaboratif dalam menjawab permasalahan melalui kerja proyek.



Langkah PBL





Terimakasih.