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10th ICET

PROGRAM BOOK

The 2024 10th International Conference on Education and Technology (ICET)

*"Digital Resilience and Empowering Ethical Artificial
Intelligence (AI) for Education"*

October 10th, 2024
Malang, Indonesia

Organized by Faculty of Education,
Universitas Negeri Malang

Technically co-Sponsored by:



PROGRAM BOOK

The 2024 10th International Conference on Education and Technology (ICET)

*“Digital Resilience and Empowering Ethical Artificial Intelligence (AI)
for Education”*

**October 10th, 2024
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The 2024 10th International Conference on Education and Technology (ICET) is organized by the Faculty of Education, Universitas Negeri Malang supported by its partners which is to be held in Malang, East Java, Indonesia. The 2024 10th ICET is an international conference that discusses education and technology. Today, these two topics are crucial themes and are commonly discussed in seminar forums. The purpose of the 2024 10th ICET is to facilitate researchers, academics, and practitioners to disseminate the results of research that studies education and technology. The 2024 10th ICET currently carries the theme: *Digital Resilience and Empowering Ethical Artificial Intelligence (AI) for Education*.

October 10th, 2024
Faculty of Education, Universitas Negeri Malang

Greeting from the 10th ICET Chair

Welcome to the 10th International Conference on Education and Technology (ICET) held by Faculty of Education, State University of Malang in Malang on October 10, 2024. We are very excited to gather here to discuss a very relevant and urgent theme: *"Digital Resilience and Empowering Ethical Artificial Intelligence (AI) for Education"*. Amidst the rapid advancement of technology, it is important for us to explore how education can adapt and thrive, while harnessing the potential of AI ethically and responsibly.

This conference will be a platform for educators, researchers, and practitioners to share insights and experiences related to the challenges and opportunities that arise from the application of AI in education. Through a series of panel sessions, and presentations, we hope that participants can explore ways to build digital resilience, create inclusive learning environments, and ensure that technology is used to empower students in an ethical and responsible manner.

We would like to thank the Invited Keynote Speaker Prof. Hongliang Ma, PhD from China, Prof. Rex Perez Bringula, PhD from the Philippines, Dr. Alex Wing Cheung Tse, EdD from Hong Kong, and Assoc. Prof. Saida Ulfa, M.Edu, PhD Indonesia who has research expertise in AI issues in education.

We inform you that ICET 2024 received 137 article submissions, originating from 16 countries in the world spread across 117 institutions involving 531 authors. However, only 39% are accepted to be presented. Since 2018, ICET has published 225 articles published in the IEEEXplore database indexed by Scopus.

We would like to thank all presenters, participants, and sponsors (IEEE, and IEEE Indonesia Section) who have contributed to the organization of this event. May this conference not only expand our knowledge, but also encourage productive and innovative collaborations in creating a better future for education.

Happy conferencing!

ICET Chair

Ence Surahman, Ph.D

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Agenda

The conference will be held online on October 10th, 2024 with Hybrid session at Ijen Suites Resort & Convention Malang. Ijen Nirwana Raya Blok A No.16, Bareng, Malang, East Java, Indonesia and via Zoom platform. Kindly check your presentation schedule by looking for your paper ID (from EDAS) on the room in parallel session.

Main Event Schedule



**2024 10th International
Conference on Education and
Technology (ICET) Program
Schedule,
Thursday, 10 October 2024**

Virtual Conference:

<https://us06web.zoom.us/j/6767454824?pwd=q5BrNkBiFxuDWKaOZRNIUvGF5LuQ3.1&omn=83126332601>

Meeting ID: 676 745 4824

Passcode: fipum

Time (GMT+7)	Detail
Thursday, 10 October 2024	
07.00 AM – 08.00 AM	Registration
08.15 AM – 08.30 AM	Announcement to participants Video profile: Universitas Negeri Malang (UM) and Faculty of Education
08.30 AM – 08.35 AM	Formal Opening
08.35 AM – 08.45 AM	Singing out National Anthem “Indonesia Raya”
08.45 AM – 08.50 AM	Pray
08.50 AM – 09.00 AM	Welcoming Remarks from Vice Rector IV UM
09.00 AM – 09.10 AM	Opening Speech from Prof. Dr. Bambang Budi Wiyono, M.Pd – Universitas Negeri Malang
09.10 AM – 09.15 AM	Transition Time to Plenary Session
09.15 AM – 09.45 AM	Prof. Hongliang Ma, PhD - Shaanxi Normal University, (Speaker 1)

09.45 AM – 10.15 AM	Prof. Rex Perez Bringula, PhD – University of the East, Philippines (Speaker 2)
10.15 AM – 10.45 AM	Dr. Alex Wing Cheung Tse, EdD - The University of Hong Kong, Hong Kong (Speaker 3)
10.45 AM – 11.15 AM	Assoc. Prof. Saida Ulfa, M.Edu, PhD - Universitas Negeri Malang, Indonesia (Speaker 4)
11.15 AM – 11.45 AM	Discussion
12.00 PM – 12.15 PM	Closing ceremony
12.15 PM – 01.00 PM	Break time
01.00 PM – 04.00 PM	Parallel Session

Parallel Session Program

Session Room A

Session Time : Thursday, 10 October 2024, 01:00 pm until 02:30 pm
Session Chair : Ni Luh Sakinah Nuraini S.Pd.,M.Pd.
Virtual Room : <https://meet.google.com/nog-rjsg-yqz>

Time(GMT+7)	Paper ID	Title	Authors
01:15 pm – 01:25 pm	1571064952	Avoid Plagiarism in Feedback Systems: Aligning Academic Fairness and Innovation	Ayu Azzahro; Muharman Lubis; Muhammad Haekal Habibie, MHH; Hanif Fakhurroja
01:25 pm – 01:35 pm	1571064960	Digital Learning Objects in Sipejar: A Learning Innovation for Social Personal Guidance and Counseling Courses	Devy Probowati; Arbin Setiyowati; Irene Simon; Elia Flurentin; Yuzi Putra Ananda
01:35 pm – 01:45 pm	1571065131	How To Be an Effective Digital Charismatic Leader? Evidence from A Bibliometric Historiography	Imam Gunawan; Djum Djum Noor Benty; Vida Ayu Rahmalia Putri; Afrina Hanifah Mufidah; Syahdan Syahdan; Retnani Latifah; Yohana Ika Harnita Sari; Gabriel Indra Widi Tamtama; Deriyan Senjaya
01:45 pm – 01:55 pm	1571065355	Unlocking Potential: Smart Classroom Paradigms and Their Impact on Students' Metacognitive Development in Mathematics	Nurul Shida binti Noni
01:55 pm – 02:05 pm	1571065771	Development of a Gamification Application "Osint Maniac" to Enhance Open-Source Intelligence (OSINT) Skills on a Website-Based Platform	Syubbanul Siddiq; Nurul Qomariasih; Rheva Anindya Wijayanti
02:05 pm – 02:15 pm	1571065909	The investigation of artificial intelligence (AI) used in academic writing activities for online students' program	Yella Dezas Perdani; Gita Rahmi; Yessi Widyasari

Session Room B**Session Time**

: Thursday, 10 October 2024, 01:00 pm until 02:30 pm

Session Chair

: Dimas Arif Dewantoro, M.Pd

Virtual Room: <https://meet.google.com/vzt-rbwk-kwi>

Time (GMT+7)	Paper ID	Title	Authors
01:00 pm – 01:15 pm	1571066468	Mobile Augmented Reality Development for Culinary Learning Media Through Design Thinking Method	Rina Mariana; Wahyu Nur Hidayat; Yon Hermanto; M Arief Nazaruddin; Rivan Adi Kurniawan; Nur Afni
01:15 pm – 01:30 pm	1571066841	RoadMap Quest: Transforming Learning Complexity into Clarity	Suyash Sunil Dongre; Khushi Bora; Prathmesh Deshmukh; Arohi Pachpute; Sheetal
01:30 pm – 01:45 pm	1571068879	Leveraging Smartphone Applications for Emotional Recognition Education in Students with Autism Spectrum Disorder	Ahsan Romadlon Junaidi; Muchamad Irvan; Muhammad Nurrohman Jauhari; Joko Yuwono
01:45 pm – 02:00 pm	1571069373	The Impact of Implementing a Web-Based E-Attendance System on Enhancing Student Learning Motivation in Vocational High School	Maulidiyah Junnatul Azizah Heru; Atika Jatimi; Wahyu Sulfian; Fakhrun Nisa' Fiddaroini; Zainal Munir; Novela Eka Candra Dewi
02:00 pm – 02:15 pm	1571069431	Bridging the Digital Divide: The Role of Public Relations in Enhancing Digital Inclusivity	M. Hidayat; Eny Nur Aisyah; Darwis Darwis; Abdul Wahid Zaini; Aqil Fahmi Sanjani
02:15 pm – 02:30 pm	1571070006	Cyber Risk in Learning 4.0; Indigenous Parenting in Dealing With Children	Fathor Rozi; Ahmad Fawaid; Abd Basid; Wiwin Warliah; Abu Hasan Agus R; Ahmad A Zubaidi

Session Room C**Session Time**

: Thursday, 10 October 2024, 01:00 pm until 02:30 pm

Session Chair

: Rizqi Fajar Pradipta, S.Pd, M.Pd

Virtual Room: <https://meet.google.com/wfs-reaf-ogh>

Time (GMT+7)	Paper ID	Title	Authors
01:15 pm – 01:25 pm	1571070127	Data Visualization of Online Differentiated Learning Implementation on Students' Time Spend in Learning	Citra Kurniawan; Ence Surahman; Deka Dyah Utami; Rumaizah Mohd Nordin; Widi Hasanah; Amiirah Aniisah
01:25 pm – 01:35 pm	1571070393	Development of Go-Parents Application Based on Virtual Reality As a Form of Partnership Between Parents and Lab Schools in Reporting Children's	Rezka Rahma; Ach Rasyad; Lidya Amalia Rahmania; Ramdhan Fazrianto Suwarman
01:35 pm – 01:45 pm	1571070396	User Experience with Grammarly's AI: Ethical Implications for Improving Writing Skills	Asih Zunaidah; Chandra Kurniawan Wiharja; Danang Wahyu Wicaksono
01:45 pm – 01:55 pm	1571070494	Classification of Epileptic EEG Spectrogram Images Using CNN: A Study on Magnitude, Phase, Imaginary and Complex Representation	Donny Setiawan Beu; Achmad Rizal; Inung Wijayanto
01:55 pm – 02:05 pm	1571070594	Development of Interactive Multimedia "Komsiklopedia" to Improve Understanding of Puberty Material of Elementary School	Lilik Bintartik; M. Anas Thohir; Sang Aji Prawismo
02:05 pm – 02:15 pm	1571070707	Examining Student Acceptance and Attitudes Toward the Learning Management System Through the Lens of the Technology Acceptance Model and the Information System Success Model	Arnold Aribowo; Hery Hery; Yosua Imanuel Moku; Andree E. Widjaja; Calandra Alencia Haryani

Session Room D

Session Time : Thursday, 10 October 2024, 01:00 pm until 02:30 pm
Session Chair : Ediyanto, M.Pd, Ph.D
Virtual Room : <https://meet.google.com/dfk-igwa-eik>

Time (GMT+7)	Paper ID	Title	Authors
01:15 pm – 01:25 pm	1571070867	SocengGo: Social Engineering Educational Application Based on Attack-Defense Multiplayer Card Game	Fadel Azzahra; Nurul Qomariasih; Herman Kabetta; Hermawan Setiawan; Rheva Anindya Wijayanti; Taqiya Nabilla Nathania Afrani
01:25 pm – 01:35 pm	1571070928	Student Responses to the Implementation of Experiment-Based Science Learning with the Hybrid Method Assisted by Action Camera	Ahmad Swandi; Muhammad Wajdi; Fina Melani Putri; Asrinan; Rafiah Mahmudah; E. H. Sujiono
01:35 pm – 01:45 pm	1571070945	Information Systems Project Management: a Review	Rudy Tjahyadi; Kayla Kurniawan; Lovina Manuela Kristiadji; Rafael Omar Mario Anderson Zheng
01:45 pm – 01:55 pm	1571071013	PhishWise: Enhancing Students Understanding of Social Engineering Awareness in Phishing through Gamification	Rheva Anindya Wijayanti; Nurul Qomariasih; Syubbanul Siddiq; Syahrizal Yonanda
01:55 pm – 02:05 pm	1571071020	Artificial Intelligence for Literature Learning: Trends and Attitude	Elisabeth Ngestirosa Endang Woro Kasih; Amarudin Amarudin; Kristiawan Indrianto; Suprayogi Suprayogi, M. Hum.; Ahmad Vahry Lilam Putra
02:05 pm – 02:15 pm	1571071029	E-Portofolio in Improving Critical Thinking and Self-Management through Lesson Study: A Study on Writing Pedagogy in Higher Education	Achmad Fawaid; Putri Handayani; Yahya Auliya Abdillah

Session Room E**Session Time**

: Thursday, 10 October 2024, 01:00 pm until 02:30 pm

Session Chair

: Dedi Prestiadi, S.Pd.I., M.Pd.

Virtual Room: <https://meet.google.com/xrp-upoy-foe>

Time (GMT+7)	Paper ID	Title	Authors
01:15 pm – 01:25 pm	1571071096	Leveraging IndoBERT and Google NLP for Learning Evaluation Tool	Rengga Prakoso Nugroho; Yerry Soepriyanto; Muhammad Tri Panunggal Aprianto; Aris Triwahyu Febriansah; Muhammad Syifa'ul Qolbi; Khusnul Khuluq
01:25 pm – 01:35 pm	1571071099	Augmented Reality Research in History Education: A Bibliometric Analysis	Faishal Hilmy Maulida and Gamal Kusuma Zamahsari (Bina Nusantara University, Indonesia)
01:35 pm – 01:45 pm	1571071107	Teachers' Perception of Artificial Intelligence Integration in Learning: A Cross-Sectional Online Questionnaire Survey	Yovian Yustiko Prasetya; Yansen Alberth Reba; M Zaenul Muttaqin; Purwo Susongko; Sitti Hartinah; Muslihati Muslihati; Hanung Sudibyo; Yulius Mataputun
01:45 pm – 01:55 pm	1571071118	Web Programming Learning Website with Achievement Goals-Oriented Approach to Increase Learning Motivation	Aditya Bayu Prihandicha; Wahyu Nur Hidayat; Azhar Smaragdina; Fadhel Naufal Akbar; Mochammad Mu'iz Afdloly; Mohammad Dzaki Yaumal Atsal
01:55 pm – 02:05 pm	1571071121	Designing Start Up Collaboration System as a Entrepreneur Learning Media	Mohammad Dzaki Yaumal Atsal; Wahyu Nur Hidayat; Syaad Patmanthara
02:05 pm – 02:15 pm	1571073393	Assessing Self-Management of Technology Education Students Towards Self-Directed Digital Learning to Optimize Online Learning Experience	Marisol Jane M Beray; Jalil Estrada Benito I; Angelica Cubero; Rhessan Jade Codenera; Robegine Casidsid

Session Room F**Session Time** : Thursday, 10 October 2024, 01:00 pm until 02:30 pm**Session Chair** : Titis Angga Rini, S.Pd, M.Pd**Virtual Room** : <https://meet.google.com/dds-sicz-tbn>

Time (GMT+7)	Paper ID	Title	Authors
01:15 pm – 01:25 pm	1571073882	Artificial Intelligence Approaches to Fault Diagnosis of Electrical Drives	Ruzimatjon Sultonov, Sr
01:25 pm – 01:35 pm	1571074145	The Digitalization Phenomenon in Indonesian Education: Progress, Challenges, and Government Strategies	Muhammad Takwin Machmud; Mahfuzi Irwan; Nurul Mu'tia Utami; Rosidah Rosidah; Suchat Wattanachai; Charuni Samat; Fadhil Zil Ikram
01:35 pm – 01:45 pm	1571074440	Trends and Challenges of E-Commerce in Nigeria	Ifechukwunyelum Deux-didth Obieze; Udosen Jacob Idem; Dare Olipede Ezekiel
01:45 pm – 01:55 pm	1571074472	Enhancing Adaptive Learning in Technological Era: Creating Learning Object Material (LOM) in Digital Micro Module Desain Based on Case Method	Widya Multisari; Ella Zen; A Atmoko
01:55 pm – 02:05 pm	1571074530	Examining Factors Influencing Behavioral intention in Mobile-based Assessment for Junior High School Students during the COVID-19 Pandemic in Indonesia	Saida Ulfa; Ence Surahman; Agus Wedi; Bambang Budi Wiyono
02:05 pm – 02:15 pm	1571074597	Book Recommender System Using Content-Based Filtering for PNJ Press Website	Dewi Yanti Liliana; Rizki Elisa Nalawati; Ratna Widya Iswara

Session Room G**Session Time**

: Thursday, 10 October 2024, 01:00 pm until 02:30 pm

Session Chair

: Dr. R. Anggia Listyaningrum, S.Pd., M.Pd

Virtual Room: <http://meet.google.com/ppw-knfg-uqo>

Time (GMT+7)	Paper ID	Title	Authors
01:15 pm – 01:25 pm	1571066456	Assessment of E-Pocketbooks for Curriculum Management: Insights from Freedom to Learn Curriculum Implementation in University Laboratory Schools	Maisyaroh Maisyaroh; Bambang Budi Wiyono; Sri Untari; Maulana Amirul Adha; Anabelie Valdez; Indra Lesmana; Hanika Angelie; Isadatul Fadhila
01:25 pm – 01:35 pm	1571070051	Artificial Intelligence (AI) Innovation in Education: From Data-Driven Learning to Automated Teaching	Jazilurrahman Jazilurrahman; Lina Novita; Munaisra Tirtaningsih; Rohimah Rohimah; Mualimin Mualimin; Suhermanto Suhermanto
01:35 pm – 01:45 pm	1571070865	Development of Learning Media Video on MOOC Platform Through Project-Based Learning (PjBL)	Wildan Zulkarnain; Bambang Budi Wiyono; Ali Imron; Maisyaroh Maisyaroh; Dedi Prestiadi
01:45 pm – 01:55 pm	1571071079	Development of Learning Resources on Automation Manufacturing Systems to Enhancing Students' Creativity	Marsono Marsono; Ilham Ari Elbaith Zaeni; Erwin Komara Mindarta; Fitria Khasanah; Rama Adi Wijaya; Monalisa Wirawan
01:55 pm – 02:05 pm	1571073588	Facial Emotion Analysis for Evaluating the Suitability of Online Learning Modules: A Case Study on a MERN-Based Platform	Utara Setya Wardaya; Fitra Abdurrachman Bachtiar; Fajar Pradana; Daniel Moritz Marutschke
02:05 pm – 02:15 pm	1571074611	Conquer or Crumble: A Study of Student Experiences in Micro-credential Examinations using Text Mining Approach	Joan Katherine N Romasanta; Charlyn A. Malimata; Elmer M Aliño; Cedrick L. Santiago; Jozel Bryan Mestiola Terrible

Session Room H**Session Time** : Thursday, 10 October 2024, 01:00 pm until 02:30 pm**Session Chair** : Riskiyana Prihatiningsih, S.Pd., M.Pd.**Virtual Room** : <https://meet.google.com/kmm-kyzs-edg>

Time (GMT+7)	Paper ID	Title	Authors
01:15 pm – 01:25 pm	1571066127	Development Of A Flipbook Based On A Knowledge Management System To Improve The Integrity Character Of Education Personnel In Tertiary Institutions	Otto Fajarianto; Arbin Setiyowati; Muhibuddin Fadhli; Eka Adi; Arif Prastiawan; Widi Hasanah; Nasa Izza Aqillah Nur Farikh; Affero Ismail
01:25 pm – 01:35 pm	1571070017	Balancing Innovation and Ethics: Challenges in the Implementation of AI-Based Learning	Abdullah Abdullah; Eka Adi; Ade Imelda Frimayanti; Hamam Burhanuddin; Ratih
01:35 pm – 01:45 pm	1571070715	Immersive Spherical Video-Based Virtual Reality for Experiential Learning in High School	Hasan Argadinata; Wahyu Putra; Rody Putra Sartika
01:45 pm – 01:55 pm	1571071071	Paragraph vs Sentence in Automatic Question Generation Fine-Tuning using Text-to-Text Transfer Transformers for Bahasa Indonesia	Halim Wildan Awalurahman; Indra Budi
01:55 pm – 02:05 pm	1571073498	Research on Cross-disciplinary Collaborative Teaching Mode in Game Design and Development Courses	Jing Zhao; Astri Yulia; Rina Abd Shukor
02:05 pm – 02:15 pm	1571074641	Artificial Intelligence and the Future of Learning in Malaysian Higher Education	Jowati Juhary

List of Accepted Abstract

Paper ID	1571064952
Title	Avoid Plagiarism in Feedback Systems: Aligning Academic Fairness and Innovation
Abstract	Plagiarism often occurs in the academic world and it is an offense to take someone else's work and admit it as its own. plagiarism must be prevented. Plagiarism activities make students turn off creative and critical thinking patterns so that they will tend to look for convenience which will result in stupidity for next generation. This study aims to review plagiarism and copyright law in Indonesia. This research using method normative writing, the approach using in this research is the statutory approach. This research also presents steps to decrease plagiarism, such as citation and paraphrasing
Authors with affiliation and country	Ayu Azzahro and Muharman Lubis (Telkom University, Indonesia); Muhammmad Haekal Habibie, MHH (National Research and Innovation Agency, Indonesia); Hanif Fakhurroja (National Research and Innovation Agency, Indonesia & Telkom University, Indonesia)

Paper ID	1571064960
Title	Digital Learning Objects in Sipejar: A Learning Innovation for Social Personal Guidance and Counseling Courses
Abstract	The social personal course is a mandatory component of the curriculum for undergraduate students pursuing a degree in guidance and counseling at the State University of Malang. This study formulated a product named Sipejar content for social personal counseling courses. The research employed the ADDIE model (analysis, design, development, implementation, and evaluation), which involved the input of two experts in the field of materials and media, as well as that of students who may potentially utilize the product. The research instrument employed was a questionnaire for the validation of materials, media, and prospective product users. The data analysis utilized interrater agreement. The findings of this development research indicate that the social personal counseling Sipejar content product has been well-received, meeting highly satisfactory criteria in terms of accuracy, clarity, usefulness, convenience, and attractiveness, thus providing valuable support for learning in social personal counseling courses. Based on these findings, further research recommendations are proposed to assess the effectiveness of Sipejar content in social personal counseling courses and disseminate it to counseling students
Authors with affiliation and country	Devy Probowati (Universitas Negeri Malang, Indonesia); Arbin Setiyowati and Irene Simon (University of Malang, Indonesia); Elia Flurentin (Universitas Negeri Malang, Indonesia); Yuzi Putra Ananda (Universitas Gadjah Mada, Indonesia)

Paper ID	1571065131
Title	How To Be an Effective Digital Charismatic Leader? Evidence from A Bibliometric Historiography
Abstract	To investigate the development status of studies on digital charismatic leader (DCL), the current study applies bibliometric historiographic mapping. Citation data screened from the Web of Science (WoS) revealed 73 documents from 1995 to 2023, which were analyzed using HistCite. Descriptive statistical analysis results revealed three stages of development along with four significantly influential documents in each stage based on the Global Citation Score (GCS). Bibliometric historiographic mapping identified thirty significant documents on DCL studies and categorized them into five clusters including cluster 1 digital transformation, cluster 2 inspiring leadership, cluster 3 influence of DCL on online workers, cluster 4 a computerized approach for leader, and cluster 5 impacts of DCL practice in organizations. Finally, implications, limitations, and future research possibilities of this study are presented.
Authors with affiliation and country	Imam Gunawan, Djum Djum Noor Benty, Vida Ayu Rahmalia Putri and Afrina Hanifah Mufidah (Universitas Negeri Malang, Indonesia); Syahdan Syahdan (Universitas Lancang Kuning, Indonesia); Retnani Latifah (Universitas Muhammadiyah Jakarta, Indonesia); Yohana Ika Harnita Sari (Universitas Gadjah Mada, Indonesia); Gabriel Indra Widi Tamtama (Universitas Kristen Duta Wacana, Indonesia); Deriyen Senjaya (National Tsing Hua University, Taiwan)

Paper ID	1571065355
Title	Unlocking Potential: Smart Classroom Paradigms and Their Impact on Students' Metacognitive Development in Mathematics
Abstract	This study investigated how smart classroom technologies influence the development of metacognition in mathematics. The researchers used a robust study design by randomly allocating 62 second-semester students to either a smart classroom or a conventional classroom. Prior to and at the end of teaching, students' metacognitive skills were measured using Metacognitive Awareness Inventory (Schraw & Dennison, 1994). T-tests indicated that smart classroom students showed significantly higher development of metacognitive abilities, for example information management strategies. The researchers concluded that the endowment effect has limited practical importance given that other variables, such as personal distinctions, fed into the decision-making process. Although students' metacognitive capabilities might have been equal in both settings, smart classrooms provide more practical guidance concerning information management and structuring strategies that help them think better and work more effectively. Both settings fostered sound metacognitive competences but smart classrooms provide intriguing benefits. The researchers recommend future studies to follow up on the effectiveness of intelligent classrooms and to investigate these effects with different disciplines and across the range of academic stages
Authors with affiliation and country	Nurul Shida binti Noni (Lecturer, Malaysia)

Paper ID	1571065771
Title	Development of a Gamification Application "Osint Maniac" to Enhance Open-Source Intelligence (OSINT) Skills on a Website-Based Platform
Abstract	Open-Source Intelligence (OSINT) plays a crucial role in cybersecurity and intelligence by providing valuable insights and information from publicly available sources. In today's digital age, where vast amounts of data are generated and shared online, OSINT serves as a powerful tool for gathering intelligence, monitoring threats, and identifying potential risks. By leveraging OSINT, organizations can enhance their situational awareness, detect emerging threats, and proactively mitigate security vulnerabilities. However, mastering OSINT skills requires not only theoretical knowledge but also practical experience and proficiency in effectively utilizing various online resources. Utilizing the Personal Xtreme Programming (PXP) Software Development Lifecycle (SDLC), the Osint Maniac gamification application is crafted as a practical OSINT training platform. Based on questionnaire results distributed to respondents, the Osint Maniac gamification application has been shown to enhance users' knowledge and practical OSINT skills
Authors with affiliation and country	Syubbanul Siddiq (Politeknik Siber dan Sandi Negara, Indonesia); Nurul Qomariasih (Poltek Siber Dan Sandi Negara, Indonesia); Rheva Anindya Wijayanti (Politeknik Siber dan Sandi Negara, Indonesia)

Paper ID	1571065909
Title	The investigation of artificial intelligence (AI) used in academic writing activities for online students' program
Abstract	The research aimed to explore the utilisation of artificial intelligence (AI) in the writing activities of the online student program at one university in Indonesia. A quantitative research design with a survey approach was used, and a questionnaire was used as the data collection technique. The questionnaire used a Likert Scale of five, from totally-agree to not-agree. There were fourteen statements in the questionnaire. 50 online students became the respondents of the research. The data showed that there were four main findings. First, the respondents came from very different backgrounds, ages and majors. Second, most respondents have used AI in the learning process for over 2 years and were aware of technology, including AI. Third, AI helped the respondents in many ways with their writing process such as improving their article quality, increasing the speed of writing scientific articles, improving the quality of research in scientific articles, overcoming difficulties in writing the articles, reducing errors in writing scientific articles, and analyzing relevant resources in scientific articles. Finally, the respondents also worried that AI could replace the role of human writers in writing scientific articles. They also feared that AI could reduce the authenticity or originality of scientific articles.
Authors with affiliation and country	Yella Dezas Perdani (Bina Nusantara University, Indonesia); Gita Rahmi (Universitas Negeri Padang, Indonesia); Yessi Widyasari (State Polytechnic of Malang, Indonesia)

Paper ID	1571066127
Title	Development Of A Flipbook Based On A Knowledge Management System To Improve The Integrity Character Of Education Personnel In Tertiary Institutions
Abstract	This research aims to develop digital learning media in the form of a Knowledge Management System (KMS)-based flipbook to improve the integrity character of education personnel in higher education, especially in the period after the COVID-19 pandemic. The rapid development of technology and shifting moral values in the era of globalization have affected the integrity of human resources, including in higher education. The flipbook developed in this study is designed to provide an interactive and independent learning experience, so that it can be accessed anytime and anywhere. The research uses the Research and Development (R&D) method with the Hannafin and Peck model which includes the stages of needs analysis, design, and development and implementation. The results of validation by material and media experts show that the flipbook produced is very feasible to use with a percentage score of 100%. The conclusion of this study is that this KMS-based flipbook learning is effective in improving the integrity of education personnel in higher education, and is ready to be used in the learning process.
Authors with affiliation and country	Otto Fajarianto (Universitas Negeri Malang, Indonesia); Arbin Setiyowati (University of Malang, Indonesia); Muhibuddin Fadhli, Eka Adi, Arif Prastiawan, Widi Hasanah and Nasa Izza Aqillah Nur Farikh (Universitas Negeri Malang, Indonesia); Affero Ismail (Universiti Tun Hussein Onn Malaysia, Malaysia)

Paper ID	1571066456
Title	Assessment of E-Pocketbooks for Curriculum Management: Insights from Freedom to Learn Curriculum Implementation in University Laboratory Schools
Abstract	This study evaluates the effectiveness of e-pocketbooks as a tool in curriculum management in laboratory schools, especially in the context of implementing freedom to learn. Through a descriptive quantitative approach, 20 principals and teachers at Universitas Negeri Malang laboratory schools participated in this study. Three main aspects were assessed, namely appearance, presentation of materials, and usefulness. The results showed that e-pocketbooks were considered very good in supporting curriculum management, with an average score for all aspects in the "very good" category. The usefulness of e-pocketbooks in improving user understanding of curriculum management and motivation in implementing freedom to learn curriculum received the highest rating. This study makes a significant contribution in identifying e-pocketbooks as an effective tool for curriculum management in laboratory schools. In addition, these findings support the development of digital tools that can be applied more widely in educational contexts, thereby encouraging the adoption of technology in innovative and adaptive curriculum management.
Authors with affiliation and country	Maisyaroh Maisyaroh, Bambang Budi Wiyono and Sri Untari (Universitas Negeri Malang, Indonesia); Maulana Amirul Adha (Universitas Negeri Jakarta, Indonesia); Anabelie Valdez (Mindanao State University, Indonesia); Indra Lesmana, Hanika Angelie and Isadatul Fadhila (Universitas Negeri Malang, Indonesia)

Paper ID	1571066468
Title	Mobile Augmented Reality Development for Culinary Learning Media Through Design Thinking Method
Abstract	Cooking involves processing ingredients and seasonings to create various dishes, guided by recipes. Modern recipes provide step-by-step instructions and ingredient lists. While many recipes are available online, few incorporate Augmented Reality (AR) to enhance the cooking experience. The Masak.In app aims to fill this gap by using AR to display detailed food information on smartphones via provided markers. Developed using the design thinking method, this app minimizes errors and caters to modern society's demand for mobility, simplicity, and efficiency. It scores an average of 82% for reliability, usability, tools, compatibility and documentation. The app's key advantage is its ease of use and compatibility with various mobile devices.
Authors with affiliation and country	Rina Mariana, Wahyu Nur Hidayat and Yon Hermanto (Universitas Negeri Malang, Indonesia); M Arief Nazaruddin (Brawijaya University & Oart Studio, Indonesia); Rivani Adi Kurniawan and Nur Afni (Universitas Negeri Malang, Indonesia)

Paper ID	1571066841
Title	RoadMap Quest: Transforming Learning Complexity into Clarity
Abstract	In order to transform conventional teaching techniques, this project investigates the frontiers of individualized learning by utilizing sophisticated data analytics and machine learning. Our research presents an improved framework for adaptive education that customizes lessons to the requirements and cognitive profiles of each student. By using recommendation algorithms and predictive modeling, our platform dynamically optimizes learning paths to raise student engagement and academic performance. We talk about how individualized learning is changing education and how it can influence knowledge societies in the digital age.
Authors with affiliation and country	Suyash Sunil Dongre, Khushi Bora, Prathmesh Deshmukh, Arohi Pachpute and Sheetal Phatangare (Vishwakarma Institute of Technology, India)

Paper ID	1571068879
Title	Leveraging Smartphone Applications for Emotional Recognition Education in Students with Autism Spectrum Disorder
Abstract	This study explores the implementation of smartphone-based emotion regulation learning for students with Autism Spectrum Disorder in East Java. A total of 123 students with autism participated in the study, with varying levels of functioning classified as high-functioning (HF) and low-functioning (LF). The research aimed to assess the effectiveness of the smartphone application "Emotion Recognition Assistance" in enhancing the participants' ability to recognize and regulate emotions, specifically focusing on four emotional expressions: happiness, sadness, anger, and fear. The study employed a pre-experimental one-shot case study design, utilizing the Friedman Test and Kruskal-Wallis Test for data analysis. The results indicate a significant improvement in emotion recognition abilities among participants, with those in the HF category showing greater gains compared to the LF group. The findings

	suggest that smartphone-based emotion regulation learning can be an effective tool for improving emotional awareness and regulation among students with autism, particularly those with higher functioning levels.
Authors with affiliation and country	Ahsan Romadlon Junaidi and Muchamad Irvan (Universitas Negeri Malang, Indonesia); Muhammad Nurrohman Jauhari (Universitas PGRI Adi Buana Surabaya, Indonesia); Joko Yuwono (Universitas Sebelas Maret, Indonesia)

Paper ID	1571069373
Title	The Impact of Implementing a Web-Based E-Attendance System on Enhancing Student Learning Motivation in Vocational High School
Abstract	Maintaining high levels of student motivation is crucial in vocational high schools, where attendance and the development of practical skills are directly linked to academic success and future employability. This study explores the impact of a web-based E-Attendance system on student motivation within a vocational high school setting. The research employs an Expost Facto design, specifically a One-Shot Case Study, involving 35 students selected through purposive sampling. The results reveal a moderately strong positive correlation ($R = 0.641$) between the use of the E-Attendance system and student motivation, with an R Square value of 0.411, indicating that 41.1% of the variation in learning motivation can be explained by the system. Additionally, the study finds a significant impact of the E-Attendance system on increasing motivation, as evidenced by an F-value of 23.692 and a significance level of 0.000. These findings suggest that the E-Attendance system not only correlates with but also contributes to increased student motivation. The study concludes that integrating such systems in vocational education can enhance student engagement and performance. This study highlights the potential for adopting similar systems in other educational settings to improve overall student outcomes and academic success.
Authors with affiliation and country	Maulidiyah Junnatul Azizah Heru (Nurul Jadid University, Indonesia); Atika Jatimi (Nazhatut Thullab Al-Muafa University, Indonesia); Wahyu Sulfian (Widya Nusantara University, Indonesia); Fakhrun Nisa' Fiddaroini (Husada Health College Jombang, Indonesia); Zainal Munir and Novela Eka Candra Dewi (Nurul Jadid University, Indonesia)

Paper ID	1571069431
Title	Bridging the Digital Divide: The Role of Public Relations in Enhancing Digital Inclusivity
Abstract	This research aims to analyze bridging the digital divide: the role of public relations in increasing digital inclusivity. This research uses a qualitative case study approach. The research subjects comprised the Head of the Madrasah, the Deputy Head of Public Relations, the Deputy Head of Curriculum, the Deputy Head of Facilities and Infrastructure, the Digital Training Coordinator, the Madrasah IT Team, Teachers and Guardians of Students. Data collection techniques use interview observation and documentation. Data analysis techniques include data reduction, data presentation, and conclusion. The research results show that public relations bridges educational institutions and society, facilitating access and understanding of digital technology. Through various communication, training, and campaign activities, public relations can educate the public about the benefits and use of digital technology and overcome the challenges underserved groups face. Implementing effective

	public relations strategies, such as community outreach, providing technological facilities, and holding digital workshops, reduces the digital divide and increases digital skills among the community. Public relations is vital in creating an inclusive environment and supporting sustainable digital transformation by involving various stakeholders and utilizing social media and digital platforms.
Authors with affiliation and country	M. Hidayat (Universitas Nurul Jadid, Indonesia); Eny Nur Aisyah (State University of Malang & Lecturer of Early Childhood Education, Indonesia); Abdul Wahid Zaini (Nurul Jadid University, Indonesia); Aqil Fahmi Sanjani (Maulana Malik Ibrahim State Islamic University, Indonesia)

Paper ID	1571070006
Title	Cyber Risk in Learning 4.0; Indigenous Parenting in Dealing With Children
Abstract	This study aimed to analyze the patterns of parents in overcoming children against cyber risks in learning 4.0 at the Binor Paiton Probolinggo State Elementary School. The research was conducted with a qualitative approach with case studies. The results showed that parenting plays an important role for children to be able to educate to be more disciplined when using information technology and learning can be even more effective. For children to avoid cyber risks, the parenting styles used are: Accompanying children when learning takes place, Limiting children's time when using technology, and teaching good role models to children. With good parenting styles by parents towards children, it can make all students more disciplined and effective in learning, so that they can make students more educated.
Authors with affiliation and country	Fathor Rozi, Ahmad Fawaid, Abd Basid, Wiwin Warliah, Abu Hasan Agus R and Ahmad A Zubaidi (Nurul Jadid University, Indonesia)

Paper ID	1571070017
Title	Balancing Innovation and Ethics: Challenges in the Implementation of AI-Based Learning
Abstract	This research evaluates the ethical challenges and impact of implementing artificial intelligence (AI) in learning, focusing on the balance between technological innovation and ethical principles. This study adopts a qualitative approach through a case study method to explore the experiences and practices of various educational institutions in implementing AI. Data was collected through in-depth interviews, direct observation, and document analysis related to using AI in academic contexts. Research findings reveal that although AI offers significant potential to improve personalization and learning efficiency, its implementation faces various ethical challenges. Primarily, emphasis is placed on four main aspects: biased algorithms, data privacy, reduced human interaction, and technology ethics. Algorithmic bias, arising from unrepresentative data, has the potential to reinforce inequalities in education by providing unfair recommendations for minority groups. The implications of these findings demonstrate the importance of a balanced, ethical approach in applying AI to ensure that this technology is innovative and adheres to high ethical standards. This study contributes to the literature by providing a comprehensive framework for understanding ethical challenges in AI and recommendations for more responsible practices.

Authors with affiliation and country	Abdullah Abdullah (Nurul Jadid University, Indonesia); Eka Adi (Universitas Negeri Malang, Indonesia); Ade Imelda Frimayanti (FKIP Universitas Terbuka, Indonesia); Hamam Burhanuddin (Universitas Nahdlatul Ulama Sunan Giri, Indonesia); Ratih Purnamasari (Universitas Pakuan, Indonesia); Izzatul Munawwaroh (Nurul Jadid University, Indonesia)
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Paper ID	1571070051
Title	Artificial Intelligence (AI) Innovation in Education: From Data-Driven Learning to Automated Teaching
Abstract	This research explores Artificial Intelligence (AI) innovation in madrasa education, especially in applying data-driven learning and automated teaching. This research aims to understand how AI can improve the teaching and learning process through in-depth analysis of student data and adaptive automated teaching. Using a qualitative method with a case study type, data was collected through in-depth interviews and participant observation at Madrasah, which has implemented AI technology. The research results show that data-driven learning allows teachers to design more personalized and effective learning based on comprehensive data analysis. Meanwhile, automated teaching through AI provides real-time guidance and feedback, accelerating students' understanding of lesson material. These findings indicate that the integration of AI in madrasa education strengthens the quality of learning and creates a more inclusive and adaptive learning environment.
Authors with affiliation and country	Jazilurrahman Jazilurrahman (Nurul Jadid University, Indonesia); Lina Novita (Universitas Pakuan, Indonesia); Munaisra Tirtaningsih (Universitas Negeri Malang, Indonesia); Rohimah Rohimah (Universitas Islam Assafiyah, Indonesia); Mualimin Mualimin (FKIP Universitas Terbuka, Indonesia); Suhermanto Suhermanto (Universitas Nurul jadid, Indonesia)

Paper ID	1571070127
Title	Data Visualization of Online Differentiated Learning Implementation on Students' Time Spend in Learning
Abstract	Online learning is currently developing rapidly along with the growing role of digitalization. This study aims to determine the implementation of online differentiated learning (ODL) for students who have diverse learning styles. Time spend and choice of learning content were measured in this study. The study found that the implementation of ODL makes it easier for students to choose the content they are interested in. The study found that students who have a visual learning style have a greater time spend than other learning styles (Auditory = 66.81338 Minutes; Kinesthetic = 53.25906 Minutes; and Visual = 85.70985 Minutes). Differentiation instruction provided by ODL helps students to choose to stay longer because the content matches their learning style. This study provides recommendations regarding the implementation of ODL that can be further developed based on the characteristics of other students.
Authors with affiliation and country	Citra Kurniawan (Universitas Negeri Malang, Indonesia); Ence Surahman (Universitas Negeri Malang, Indonesia & National Tsing Hua University, Taiwan); Deka Dyah Utami (Universitas Negeri Malang, Indonesia); Rumaizah Mohd Nordin (Universiti Teknologi MARA, Malaysia); Widi Hasanah and Amiirah Anisah (Universitas Negeri Malang, Indonesia)

Paper ID	1571070393
Title	Development of Go-Parents Application Based on Virtual Reality As a Form of Partnership Between Parents and Lab Schools in Reporting Children's
Abstract	Virtual reality-based applications can monitor developmental aspects reliably including religious and moral, physical motor, social emotional, cognitive, language and art aspects. This study uses the Research and Development (R&D) method. The results of the development of the Go-Parents Virtual Reality-Based application have been implemented and the results obtained are in accordance with the directions of expert validators, media validators and trial results from guardians, which then the Go-Parents Virtual Reality-Based application is suitable for use. This application can be used by parents to monitor their children's development which includes: development of religious and moral values, cognitive development, social emotional, physical motor, language, and art. Recommendations that can be given to application users, namely parents, are: (1) parents must continue to follow developments and not be indifferent to new technology, (2) gadgets can be used to monitor children's development, but parents need to be more intensive in checking applications that have been developed in order to find out about their child's development, and (3) children must be able to be directed in using gadgets even though this disruptive era is full of openness that parents cannot completely prohibit children from using gadgets, but supervision needs to be increased.
Authors with affiliation and country	Rezka Rahma and Ach Rasyad (State University of Malang, Indonesia); Lidya Amalia Rahmania (State University of Malang & Universitas Negeri Malang, Indonesia); Ramdhan Fazrianto Suwarman (State University of Malang, Indonesia)

Paper ID	1571070396
Title	User Experience with Grammarly's AI: Ethical Implications for Improving Writing Skills
Abstract	This study investigates into the user experience and ethical implications of utilizing Grammarly's AI to improve writing skills among college students. While AI tools have grown in popularity due to their ability to improve written communication, concerns have been raised regarding the possible over-reliance on these tools and their impact on student autonomy and academic integrity. Using the User Experience Questionnaire (UEQ), this study provides a quantitative investigation of students' opinions of Grammarly's AI, focusing on important factors such as attractiveness, efficiency, and dependability. The findings show that, while Grammarly's AI is appealing and entertaining, it poses major ethical concerns about user control, as indicated by the lower scores in reliability. These findings underline the importance of a balanced approach to integrating AI technologies into education, ensuring that they assist rather than replace critical thinking and autonomous skill development. The study adds to the ongoing conversation about AI in education by providing vital insights for educators and policymakers on the ethical and successful usage of AI tools in academic contexts. The findings of this study highlight the need of creating an environment in which AI technologies can supplement traditional learning methods, preserving academic integrity and facilitating holistic skill development.
Authors with affiliation	Asih Zunaidah (Digital Language Learning Center, Bina Nusantara University, Indonesia); Chandra Kurniawan Wiharja and Danang Wahyu Wicaksono (Bina Nusantara University, Indonesia)

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Paper ID	1571070494
Title	Classification of Epileptic EEG Spectrogram Images Using CNN: A Study on Magnitude, Phase, Imaginary and Complex Representation
Abstract	Seizure is a neurological disorder characterized by abnormal electrical activity in the brain, which can result in seizures, loss of consciousness, or behavioral changes. This condition, which often leads to epilepsy, affects approximately 50 million people worldwide. Early detection of seizures can be achieved through EEG signal analysis, and various signal-processing methods have been developed for this purpose. This study proposes the use of Short-Time Fourier Transform (STFT) to analyze EEG signals by decomposing the signal into Magnitude, Phase, Imaginary, and Real components. These components are converted into images and classified using Convolutional Neural Networks (CNN). Experimental results show that the Magnitude component provides high accuracy, ranging from 91% to 98%, while the Phase component shows greater variability, from 50% to 89%. The Real and Imaginary components demonstrate stable performance, with Real slightly outperforming. This study concludes that the combination of Magnitude and Real components is the most effective method for EEG signal classification, offering a comprehensive representation of the signal's frequency and phase characteristics. These findings provide potential for the development of more accurate and reliable seizure detection techniques in the future
Authors with affiliation and country	Donny Setiawan Beu, Achmad Rizal and Inung Wijayanto (Telkom University, Indonesia)

Paper ID	1571070594
Title	Development of Interactive Multimedia "Komsiklopedia" to Improve Understanding of Puberty Material of Elementary School
Abstract	This study aims to develop a valid, practical, and effective interactive multimedia "Komsiklopedia" in improving the understanding of puberty material in grade VI of elementary school. This research and development uses the Analyze, Design, Development, Implementation, and Evaluation (ADDIE) model. This research and development involved a material expert and a media expert as validators, as well as a teacher and 29 students as practitioners. Through questionnaires and tests, quantitative and qualitative data were obtained. The questionnaire was used to test the validity and practicality of the media produced, while the test was used to test the effectiveness of the media. The average results of the assessment of all aspects of product validity by material experts, media experts, and users. The average results of the assessment of all aspects of product practicality. The product effectiveness test using the Paired Sample t-Test assisted by SPSS version 25 obtained a Sig.2-tailed value of 0.000, which means that there is an increase in understanding of puberty material. Therefore, the interactive multimedia "Komsiklopedia" is declared feasible to use, practical, and proven effective in improving understanding of puberty material in grade VI of elementary school.
Authors with	Lilik Bintartik (Malang State University, Indonesia); M. Anas Thohir and Sang Aji Prawismo (Universitas Negeri Malang, Indonesia)

affiliation and country	
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Paper ID	1571070707
Title	Examining Student Acceptance and Attitudes Toward the Learning Management System Through the Lens of the Technology Acceptance Model and the Information System Success Model
Abstract	This paper seeks to explore the attitudes and acceptance of students at Dian Harapan High School towards the digital learning management system that the school has been implementing. A survey was conducted by distributing a questionnaire to all 224 students at Dian Harapan High School Cikarang, with 200 students completing it and yielding 192 valid responses. Ten hypotheses were examined using PLS-SEM, and the findings indicate that each variable has a positive relationship and influence on attitudes and acceptance. Specifically, Service Quality (SeQ) positively affects Perceived Usefulness (PU), Information Quality (IQ) positively influences Perceived Ease of Use (PEOU), System Quality (SyQ) positively affects Perceived Ease of Use (PEOU), and Service Quality (SeQ) also has a positive impact on Perceived Ease of Use (PEOU). Additionally, Perceived Ease of Use (PEOU) positively influences Perceived Usefulness (PU), Perceived Ease of Use (PEOU) positively affects Attitude (AT), and Attitude (AT) positively influences Behavioral Intention (BI). However, the results also reveal that Information Quality (IQ) does not have a significant impact on Perceived Usefulness (PU), System Quality (SyQ) does not affect Perceived Usefulness (PU), and Perceived Usefulness (PU) does not influence Attitude (AT).
Authors with affiliation and country	Arnold Aribowo, Hery Hery, Yosua Imanuel Mokalalu and Andree E. Widjaja (Universitas Pelita Harapan, Indonesia); Calandra Alencia Haryani (Universitas Pelita Harapan, Tangerang, Indonesia)

Paper ID	1571070715
Title	Immersive Spherical Video-Based Virtual Reality for Experiential Learning in High School
Abstract	This study explores the application of Spherical Video-Based Virtual Reality (SVVR) in enhancing experiential learning within high school geography education, specifically focusing on understanding biomes. SVVR provides an immersive environment that allows students to engage with geographical content in a way that traditional methods cannot replicate. The research employs a Design and Development Research (DDR) methodology, which includes needs analysis, design and development, and evaluation phases. The developed SVVR was subjected to validation through a one-on-one method involving 6 experts. The product assessment, conducted using a closed-ended questionnaire, yielded a mean score of 3.34 out of 4, equivalent to 83.58%, indicating a generally positive evaluation across all measured criteria. The findings demonstrate that SVVR not only increases student engagement but also deepens their understanding of complex geographical concepts. This study contributes valuable insights into the use of immersive learning technologies in education, offering practical recommendations for integrating SVVR into high school geography curricula.

Authors with affiliation and country	Hasan Argadinata (Malang State University, Indonesia); Wahyu Putra (Universitas Negeri Malang, Indonesia); Rody Putra Sartika (Tanjungpura University, Indonesia)
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Paper ID	1571070865
Title	Development of Learning Media Video on MOOC Platform Through Project-Based Learning (PjBL)
Abstract	This research aims to develop digital learning media in the form of videos for instructional supervision courses presented through Massive Open Online Courses (MOOC). The development method used is simple steps adapted to follow the development procedure proposed by Borg and Gall, namely: (1) problem identification; (2) initial prototyping; (3) prototype evaluation; (4) prototype improvement; (5) validation of the improved prototype; and (6) preparation of the final product. This research was conducted at the Department of Educational Administration, State University of Malang. The results showed that the video learning media developed with the PjBL model for the instructional supervision course proved to be effective as supporting material in online lectures through MOOC
Authors with affiliation and country	Wildan Zulkarnain, Bambang Budi Wiyono, Ali Imron, Maisyaroh Maisyaroh and Dedi Prestiadi (Universitas Negeri Malang, Indonesia)

Paper ID	1571070867
Title	SocengGo: Social Engineering Educational Application Based on Attack-Defense Multiplayer Card Game
Abstract	Social engineering is still considered one of the most threatening attacks in the digital world. One of the best defenses against social engineering starts with education. Since it is important to present education in an engaging way, this research proposes an educational application with an attack-defense card game concept for social engineering education, namely SocengGo. The application applies the multiplayer concept to address the collaborative learning challenge in Education 4.0. The card game flow adopts the Cangkulan and UNO card games. The cards in the game consist of attack elements that describe social engineering techniques, defense elements that describe preventive measures for certain social engineering techniques, and the value of the effectiveness of defense elements against attack elements. The application can be accepted by users with the User Acceptance Index criteria of reaching 'very acceptable' and receiving a 'positive' response from application users, especially on the multiplayer concept which is promoted with value. This application has also been proven to be able to increase understanding of social engineering techniques and preventive steps.
Authors with affiliation and country	Fadel Azzahra (Politeknik Siber dan Sandi Negara, Indonesia); Nurul Qomariasih (Poltek Siber Dan Sandi Negara, Indonesia); Herman Kabetta, Hermawan Setiawan, Rheva Anindya Wijayanti and Taqiya Nabilla Nathania Afnani (Politeknik Siber dan Sandi Negara, Indonesia)

Paper ID	1571070928
Title	Student Responses to the Implementation of Experiment-Based Science Learning with the Hybrid Method Assisted by Action Camera
Abstract	Currently, innovative teaching models and methods and technology are increasingly advanced. This provides students with a high-quality form of learning that requires the use of a variety of senses to support their preparation for future challenges. To achieve this, science learning is carried out which is oriented towards challenge-based learning, flexibility in when and where the learning experience takes place, inspiring teachers, and memorable student experiences. This research explores the influence of using an action camera in experimental-based physics learning using a hybrid method on the learning process and involvement of prospective science teacher students. This research uses a mixed methods approach, involving both qualitative and quantitative information from the population analyzed. This research was divided into two stages. The first stage of this research involved a trial with 1 class of students who used an action camera to carry out hybrid experiment-based learning on new renewable energy materials. In the second stage, students answer questions regarding the topic discussed. The results show that the use of action camera technology in experimental-based learning with hybrid methods has a positive influence on the learning experience and student engagement when compared to traditional methods
Authors with affiliation and country	Ahmad Swandi (Universitas Negeri Makassar, Indonesia & Universitas Bosowa, Indonesia); Muhammad Wajdi (Universitas Negeri Makassar, Indonesia); Fina Melani Putri (Universitas Bosowa, Indonesia); Asrinan (Universitas Muhammadiyah Pare-Pare, Indonesia); Rafiah Mahmudah (Universitas Muhammadiyah Makassar, Indonesia); E. H. Sujiono (Universitas Negeri Makassar, Indonesia)

Paper ID	1571070945
Title	Information Systems Project Management: a Review
Abstract	Navigating Indonesia's various infrastructure, technology advancement, and socio-economic initiatives requires effective project management. This study examines Agile project management in Indonesia on managing information systems projects. Agile methods like Scrum and Kanban enable constant project modifications, better cooperation, and better results. This study does a PRISMA-based literature review to identify success factors and challenges in Agile-based project management. Analytic Hierarchy Process and Balanced Scorecard are also examined to connect Agile methods with strategic goals. According to the findings, project success depends on continual learning, good processes, and stakeholder engagement. Assessing Agile techniques' direct influence across industries requires more research.
Authors with affiliation and country	Rudy Tjahyadi, Kayla Kurniawan, Lovina Manuela Kristiadji and Rafael Omar Mario Anderson Zheng (Bina Nusantara University, Indonesia)

Paper ID	1571071013
Title	PhishWise: Enhancing Students Understanding of Social Engineering Awareness in Phishing through Gamification

Abstract	Phishing poses a significant threat in cybersecurity, often exploiting human vulnerabilities through social engineering. Raising awareness, particularly among students, is essential to mitigate this risk. This paper presents PhishWise, a gamification-based application designed to enhance students' understanding of phishing and social engineering techniques. The gamified learning model is integrated into learning management systems (LMS). The study employed statistical analyses to evaluate PhishWise's impact on students' awareness. Using an experimental method, students were divided into a control group and an experimental group. The experimental group was taught using PhishWise, while the control group received conventional instruction. The research, conducted through an e-learning instructional model using Moodle, demonstrated significant improvements in comprehension. The Wilcoxon test results, with a p-value of less than 0.001, indicated a significant difference between pre-test and post-test scores in the gamification group, highlighting the intervention's effectiveness. Furthermore, the Mann-Whitney test confirmed a substantial increase in understanding, reinforcing PhishWise's impact. As an educational tool, PhishWise not only enhanced comprehension but also increased participants' motivation, as evidenced by a Likert Scale score of 93.3% in the "very high" category.
Authors with affiliation and country	Rheva Anindya Wijayanti (Politeknik Siber dan Sandi Negara, Indonesia); Nurul Qomariasih (Poltek Siber Dan Sandi Negara, Indonesia); Syubbanul Siddiq, Syahrizal Yonanda Mahfiridho and Monica Christy Natalia (Politeknik Siber dan Sandi Negara, Indonesia)

Paper ID	1571071020
Title	Artificial Intelligence for Literature Learning: Trends and Attitude
Abstract	This study explores the use of Artificial Intelligence (AI) in the teaching of literature at the University of Technocrat Indonesia, focusing on the latest trends and attitudes of lecturers and students. Employing bibliometric and qualitative descriptive methods, the research included an analysis of 164 articles on "Artificial Intelligence in Education" from Scopus.com, with limitations to the fields of Social Sciences, Arts and Humanities, Engineering, and Computer Science, and publications from 2019 to 2024 in journals and proceedings. Data was also collected through a questionnaire given to 34 students who had taken prose and poetry writing courses. The study aims to understand how AI is integrated into literary learning, including its effects on personalized learning experiences, automated assessments, and content analysis. Findings indicate that AI significantly impacts teaching methods and student engagement, though concerns remain about its effects on human creativity in interpreting literary texts. While most respondents accept AI, debates persist about its limitations within humanities education. This research contributes to the ongoing discussion on AI integration in literary education and suggests further steps to enhance AI's benefits while preserving the essence of humanities learning at Universitas Teknokrat Indonesia.
Authors with affiliation and country	Elisabeth Ngestirosa Endang Woro Kasih (Universitas Teknokrat Indonesia, Indonesia); Amarudin Amarudin (Universitas Teknokrat Indonesia, Indonesia & Universitas Gadjah Mada, Indonesia); Kristiawan Indrianto (Universitas Prima Indonesia, Indonesia); Suprayogi Suprayogi, M. Hum. and Ahmad Vahry Lilam Putra (Universitas Teknokrat Indonesia, Indonesia)
Paper ID	1571071029
Title	E-Portofolio in Improving Critical Thinking and Self-Management through Lesson Study: A Study on Writing Pedagogy in Higher Education

Abstract	The purpose of this study was to investigate the effectiveness of integrating e-portfolios with the Lesson Study approach in enhancing critical thinking and self-management skills among higher education students in writing pedagogy. The research was conducted in a quasi-experimental design, involving two classes with a total of 53 students. One class employed traditional portfolios, while the other used e-portfolios, both within the context of Lesson Study cycles. Data were collected through pretests and posttests assessing critical thinking and self-management skills, supported by qualitative observations from the Lesson Study. The results indicated that the use of e-portfolios, when combined with Lesson Study, significantly improved both critical thinking and self-management skills compared to traditional portfolios. Specifically, the experimental group demonstrated a 39.4% higher improvement in critical thinking and a 15% greater enhancement in self-management skills than the control group. While the study's innovative integration of e-portfolios within Lesson Study cycles provides valuable insights, its limitations-such as the focus on a single institution and a short duration-suggest the need for further research to explore broader applications and long-term impacts.
Authors with affiliation and country	Achmad Fawaid and Putri Handayani (Universitas Nurul Jadid, Indonesia); Yahya Auliya Abdillah (Universitas AMIKOM Yogyakarta, Indonesia)

Paper ID	1571071071
Title	Paragraph vs Sentence in Automatic Question Generation Fine-Tuning using Text-to-Text Transfer Transformers for Bahasa Indonesia
Abstract	Automatic Question Generation (AQQ) has been developed to help create usable questions for assessment purposes. AQQ have been adopted to many domains and languages, including Indonesia. The state-of-the-art method in AQQ is transformers model. The recent Indonesian AQQ model, however, still inherit limitations in form of irrelevant question-answer (QA) pairs. We propose different preprocessing mechanisms to reduce the irrelevant QA pairs utilizing only sentence and top 3 sentences as the input, which has never been explored before. We used basic string matching and BM25Okapi for this purpose. The multilingual Text-to-Text Transfer Transformer (mT5) base variant is fine-tuned in Indonesian SQuAD and TydiQA dataset with three different input schemes: paragraph, sentence, and top 3 most relevant sentences. We evaluated the model using BLEU and ROUGE metric. Our findings suggest that different input scenarios can influence the performance of the model. The characteristic of the dataset also plays an important role in deciding which input scheme to use. Our findings could be the basis of further development for AQQ in Indonesian, especially enhancing the preprocessing of the current and future models.
Authors with affiliation and country	Halim Wildan Awalurahman (Universitas Indonesia, Indonesia); Indra Budi (Faculty of Computer Science & Universitas Indonesia, Indonesia)

Paper ID	1571071079
Title	Development of Learning Resources on Automation Manufacturing Systems to Enhancing Students' Creativity

Abstract	This study focusses on the development of an educational materials designed to improve students' creativity within the field of Automation Manufacturing Systems (AMS). In light of the fast advancement of industrial automation and the increasing significance of innovative problem-solving abilities in today's labor market, it is crucial to provide students with a combination of technical proficiency and creative thinking capabilities. The research use the ADDIE instructional design paradigm to methodically create, produce, execute, and assess learning materials. The study conducted a thorough requirements analysis to identify deficiencies in current teaching materials and to get insight into the precise learning goals associated with AMS that uploaded at MOOCs. These findings led to the creation of a set of learning materials that include interactive components, real-life examples, and practical exercises aimed at fostering creativity. The effectiveness of these resources was assessed in a controlled classroom environment using a combination of formative and summative evaluations. The findings demonstrated an important enhancement in the creative productivity of students, as assessed by their capacity to produce original solutions. The feedback received from both students and lecturer emphasized the significance and practicality of the created materials in promoting a more captivating and innovative learning environment.
Authors with affiliation and country	Marsono Marsono, Ilham Ari Elbaith Zaeni and Erwin Komara Mindarta (Universitas Negeri Malang, Indonesia); Fitria Khasanah (Universitas Wisnuwardhana Malang, Indonesia); Rama Adi Wijaya and Monalisa Wirawan (Universitas Negeri Malang, Indonesia)

Paper ID	1571071096
Title	Leveraging IndoBERT and Google NLP for Learning Evaluation Tool
Abstract	Learner feedback is information-rich data. But with so much feedback, a practical system is needed to provide a quick analysis of learners' perceptions of their experiences. IndoBERT and Google NLP are models that can perform sentiment analysis on Indonesian messages. We benchmarked the two models against a dataset of feedback provided by higher education learners to determine their ability to be used in the context of higher education. There is a noticeable discrepancy in neutral and negative sentiments between the two models, while positive sentiments get consistent results. In general, the accuracy and precision of both models are very good, above 70 percent. The classification performance in each sentiment is also consistent but leaves a low recall and precision rate on negative and neutral sentiments.
Authors with affiliation and country	Rengga Prakoso Nugroho (Teknologi Pendidikan ID, Indonesia); Yerry Soepriyanto and Muhamad Tri Panunggal Aprianto (Universitas Negeri Malang, Indonesia); Aris Triwahyu Febriansah (State University of Malang, Indonesia); Muhammad Syifa'ul Qolbi (Universitas Negeri Malang, Indonesia); Khusnul Khuluq (State University of Malang, Indonesia)

Paper ID	1571071099
Title	Augmented Reality Research in History Education: A Bibliometric Analysis
Abstract	This work uses a bibliometric approach to investigate the fast expansion of augmented reality (AR) in historical teaching. By building immersive and interactive learning environments that help students grasp difficult historical information, AR has revolutionized conventional approaches of teaching history. The analysis spans 2016 to 2024 and reveals rising academic interest

	as well as a strong annual growth rate in this sector. Although researchers are working closely, the low degree of international cooperation indicates room for improvement in world alliances. Identified as fundamental ideas are key themes including "augmented reality," "virtual reality," and "e-learning." The study also points up chances for more investigation in developing or underdeveloped subjects. In essence, AR in historical education is a vibrant field with great future expansion possibilities.
Authors with affiliation and country	Faishal Hilmy Maulida and Gamal Kusuma Zamahsari (Bina Nusantara University, Indonesia)

Paper ID	1571071107
Title	Teachers' Perception of Artificial Intelligence Integration in Learning: A Cross-Sectional Online Questionnaire Survey
Abstract	This study aimed to analyze the influence of teaching experience and age on teachers' perceptions of AI integration in learning. The study involved 108 junior and senior high school teachers from Papua and Central Java, using quantitative methods with one-way ANOVA analysis. The results showed significant differences in teachers' perceptions based on teaching experience), with experienced teachers >10 years having more positive perceptions than experienced teachers <5 years. In contrast, no significant difference was found based on age. This finding suggests that AI training programs need to consider the level of teaching experience, but do not need to differentiate by age. In conclusion, teaching experience plays an important role in shaping teachers' perceptions of AI integration, while age has no significant influence. This study provides valuable insights for the development of teacher training programs that are effective in integrating AI into learning.
Authors with affiliation and country	Yovian Yustiko Prasetya (Universitas Pancasakti Tegal, Indonesia); Yansen Alberth Reba (Universitas Negeri Malang, Indonesia); M Zaenul Muttaqin (Universitas Negeri Makassar, Indonesia); Taufiqulloh Taufiqulloh (Universitas Pancasakti Tegal, Indonesia); Purwo Susongko and Sitti Hartinah (Universitas Pancasakti, Indonesia); Muslihati Muslihati (Malang State University, Indonesia); Hanung Sudibyo (Universitas Pancasakti, Indonesia); Yulius Mataputun (Universitas Cenderawasih, Indonesia)

Paper ID	1571071118
Title	Web Programming Learning Website with Achievement Goals-Oriented Approach to Increase Learning Motivation
Abstract	The Merdeka Curriculum is an educational approach that aims to offer freedom and flexibility in organizing the learning process according to students' needs. However, its implementation faces challenges, including misinterpretation by some teachers who continue to apply a uniform approach instead of adapting to individual student needs. This research focuses on designing and developing a web programming learning website using the Achievement Goals approach, which categorizes students as Overachiever, Mastery-Expert, Best-Performance, or Non-Achiever, based on the Achievement Goals Questionnaire-Revised (AGQ-R). The research employs the Design Thinking method, which involves five phases: empathize, define, ideate, prototype, and test. Test subjects included Material and Media Experts, as well as students from PPLG class XI. The findings revealed that media and material experts

	rated the website highly, with validation scores of 89.78% in the "good" category and 84.61% in the "good" category. The user trial indicated a feasibility percentage of 82.34%, placing it in the "good" category, while the Functionality Validation Test scored 87.41% in the "good" category. Overall, the results suggest that this learning media is highly effective and suitable for educational use.
Authors with affiliation and country	Aditya Bayu Prihandicha (State University of Malang, Indonesia); Wahyu Nur Hidayat, Azhar Smaragdina, Fadhel Naufal Akbar, Mochammad Mu'iz Afdloly and Mohammad Dzaki Yaumal Atsal (Universitas Negeri Malang, Indonesia)

Paper ID	1571071121
Title	Designing Start Up Collaboration System as a Entrepreneur Learning Media
Abstract	Entrepreneurship plays a crucial role in driving economic growth, innovation, and job creation, especially in today's digital age where startups must adapt quickly to dynamic and competitive markets. Traditional entrepreneurship education often lacks practical applications and collaborative learning opportunities, necessitating the development of more integrated educational platforms. This study focuses on designing and developing a website-based startup collaboration system as an entrepreneurial learning medium, using the ADDIE methodology, which includes Analysis, Design, Development, Implementation, and Evaluation phases. The system integrates collaborative tools and educational resources tailored for startup teams to enhance learning outcomes and support innovation. Material and media validation processes were conducted to ensure the system's effectiveness. Media validation by lecturers yielded an overall score of 88.89%, classified as "Good," with aspects like attractiveness and clarity rated "Very Good." Material validation scored 89.42%, also classified as "Good," confirming the educational content's quality and suitability. These results suggest that the developed learning platform is both effective and feasible for use in entrepreneurial education, providing a scalable and practical solution to enhance startup ecosystems and promote entrepreneurial success.
Authors with affiliation and country	Mohammad Dzaki Yaumal Atsal, Wahyu Nur Hidayat and Syaad Patmanthara (Universitas Negeri Malang, Indonesia)
Paper ID	1571073393
Title	Assessing Self-Management of Technology Education Students Towards Self-Directed Digital Learning to Optimize Online Learning Experience
Abstract	The abrupt shift to online learning during the COVID-19 pandemic highlighted the critical need for students to possess self-management skills to navigate the digital learning environment effectively. The ability to manage time, set goals, stay motivated, and regulate one's learning has emerged as a critical factor in student success in online learning. This study investigated the self-management skills of technology education students at Caraga State University (CSU) Cabadbaran Campus in the Philippines, aiming to understand their readiness for self-directed digital learning. The research employed a quantitative approach, utilizing a descriptive research design and a survey questionnaire adapted from previous studies. The sample comprised 154 technology education students. The findings revealed that the students generally exhibited a high degree of self-management, demonstrating

	proficiency in setting learning goals, creating study plans, and utilizing various learning resources. However, challenges were noted in areas such as note-taking, following oral instructions, and problem-solving. The study underscores the importance of integrating self-management training into the curriculum to enhance students' online learning experiences and equip them with the skills necessary for success in the digital age.
Authors with affiliation and country	Marisol Jane M Beray (Caraga State University Cabadbaran Campus, Philippines); Jalil Estrada Benito I (Mindanao State University-Maigo School of Arts and Trades, Philippines & Mindanao State University, Philippines); Angelica Cubero, Rhessan Jade Codenera and Robegine Casidsid (Caraga State University Cabadbaran Campus, Philippines)

Paper ID	1571073498
Title	Research on Cross-disciplinary Collaborative Teaching Mode in Game Design and Development Courses
Abstract	(Background) Analyze the shortcomings of traditional theoretical teaching modes mainly focused on knowledge impartation and explore effective teaching methods that integrate practice and theory according to the training objectives of applied undergraduate colleges and the diversified needs of society. (Methods) This study takes cross-disciplinary teaching and practice in game art and technology courses as an example to explore how to leverage the strengths of the art design college and the computer science college, and integrate them cross-disciplinarily according to the workflow of game development. (Results) By guiding tasks through development projects and incorporating cross-disciplinary teaching through multiple channels, the teaching process guided by projects has helped students achieve multiple accomplishments, and the teaching team has also experienced growth. (Conclusions) Cross-disciplinary teaching teams and teaching systems aimed at cultivating applied talents have increased communication and collaboration during the teaching process, enhanced students' employability and entrepreneurial abilities, and adapted to the diversified needs of society.
Authors with affiliation and country	Jing Zhao (Universiti Selangor, Malaysia & University of Electronic Science and Technology of China, Zhongshan Institute, China); Astri Yulia and Rina Abd Shukor (Universiti Selangor, Malaysia)

Paper ID	1571073588
Title	Facial Emotion Analysis for Evaluating the Suitability of Online Learning Modules: A Case Study on a MERN-Based Platform
Abstract	Learning is a process that involves the progressive transfer of knowledge, encompassing both the physical and psychological components of the learner. Emotions play a crucial role in the success of learning, yet they are often overlooked in the context of online education. Facial emotion detection technology and emotion analysis offer a solution for effectively recognizing and accommodating students' emotions in digital learning environments. The use of a Learning Management System (LMS) based on the MERN architecture (MongoDB, Express.js, React.js, Node.js) is also critical in supporting the flexibility and responsiveness of online learning platforms.
Authors with affiliation	Utara Setya Wardaya and Fitra Abdurrachman Bachtiar (Brawijaya University, Indonesia); Fajar Pradana (Universitas Brawijaya, Indonesia); Daniel Moritz Marutschke (Kyoto University of Advanced Science, Japan)

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Paper ID	1571073882
Title	Artificial Intelligence Approaches to Fault Diagnosis of Electrical Drives
Abstract	The production of electrical equipment plays a vital role in various industries, including electric vehicles, transportation, and renewable energy systems. Electric drives, comprising a power modulator, motor, control unit, sensor unit, and load, are widely used in industrial enterprises to regulate production. The control unit governs the entire electric drive system, making reliability a crucial factor. Ensuring the safety and reliability of electric drives involves identifying and diagnosing faults. Anomalies are key indicators of faults, and their correct classification is essential. This article introduces an intelligent approach using artificial neural networks (ANN) and a genetic algorithm (GA) to enhance electric drive reliability. The GA detects faults, while the ANN enables early fault detection. The fault detection system was developed using MATLAB, and the model demonstrated the potential to improve the reliability of electric drives by 2-5%. These methods ensure timely fault identification and elimination, improving the overall performance of electric drive systems.
Authors with affiliation and country	Ruzimatjon Sultonov, Sr (Fergana Polytechnic Institute, Uzbekistan)

Paper ID	1571074145
Title	The Digitalization Phenomenon in Indonesian Education: Progress, Challenges, and Government Strategies
Abstract	This study is focusing on analyzing digitalization phenomena for education purposes. The study also attempts to identify Indonesian government strategies in digital development. The study is conducted by using library study and documents analysis to find facts and information about digitalization phenomena and digital technology issues in Indonesia education. The results have shown that digitization in Indonesian education is progressing gradually. The fact that mobile devices and digital learning resources are so widely used in classrooms serves as evidence. Moreover, the Indonesian government has released several strategies that support digital development for education, including: (1) established digital road map; (2) developing digital infrastructure; (3) developing human resources; and (4) collaborating with educational startups. In conclusion, the Indonesian government is concerned toward several digital technology issues about utilizing the various potentials and strategy to provide access and support digital development in each Indonesia region.
Authors with affiliation and country	Muhammad Takwin Machmud and Mahfuzi Irwan (Universitas Negeri Medan, Indonesia); Nurul Mu'tia Utami (SMA Insan Cendekia Syech Yusuf Gowa, Indonesia); Rosidah Rosidah (Universitas Negeri Makassar, Indonesia); Suchat Wattanachai and Charuni Samat (Khon Kaen University, Thailand); Fadhil Zil Ikram (Universitas Sulawesi Barat, Indonesia)

Paper ID	1571074440
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Title	Trends and Challenges of E-Commerce in Nigeria
Abstract	We live in a digital world around the internet. The concept of online buying and selling has always been fascinating; how individuals in different locations can seamlessly engage in commerce across borders. The purpose of this study is to uncover the common trends and challenges presented by e-commerce in the Nigerian market, drawing insights from two diverse markets: The United States and South Africa. This study also provides strategic recommendations for overcoming these hurdles such as reducing the data cost, providing appropriate internet technology, investing in infrastructure, and enacting adequate laws and regulatory bodies. The study concludes that although there is an ongoing exciting journey of digital transformation in Nigeria, we still have a long way to go to be on par with other countries like the United States and South Africa. This study will contribute to providing a guide for policymakers in Nigeria for future policy directions on e-commerce.
Authors with affiliation and country	Ifechukwunyelum Deux-didth Obieze (Chief Afe Babalola & Co Law Firm, Nigeria); Udosen Jacob Idem and Dare Olipede Ezekiel (Afe Babalola University, Nigeria)

Paper ID	1571074472
Title	Enhancing Adaptive Learning in Technological Era: Creating Learning Object Material (LOM) in Digital Micro Module Desain Based on Case Method
Abstract	The aim of this research is to obtain learning outcome material in guidance and counselling learning course. The research method was carried out using the ADDIE research and development model. The results of research showed that the model developed have the acceptability requirements which include aspects of precision, convenience, usefulness and usefulness. The assessment of product acceptability was obtained from an analysis of agreement between assessors from 2 experts. Based on expert assessments and analysis of product acceptability, it was concluded that the learning object material in case method-based digital micro-module design assisted by the networked learning system platform in the guidance and counselling learning course is very suitable for use.
Authors with affiliation and country	Widya Multisari and Ella Zen (Malang State University, Indonesia); A Atmoko (State University of Malang & Educational Faculty, Indonesia)

Paper ID	1571074530
Title	Examining Factors Influencing Behavioral intention in Mobile-based Assessment for Junior High School Students during the COVID-19 Pandemic in Indonesia
Abstract	Few studies focus on technology adoption research on mobile-based assessment (MBA) despite the opportunity for mobile-based assessment implementation in the COVID-19 pandemic is increasing. The purpose of this study was to investigate the determinant factors that influence the behavioral intention to use MBA in junior high school students. In this study, an acceptance model was developed by adopting the technology acceptance model (TAM) and several other determinants such as perceived mobility (PM),

	perceived trust (PT), mobile user interface (MUI), mobile self-efficacy (MSE), infrastructure (I), content (C), and satisfaction (S). This research was conducted at a public junior high school in Malang, East Java, Indonesia with a total of 145 students as respondents. The survey data were analyzed using a structural equation model (SEM) using the Smart PLS 3.0 application. The results of this study confirm that perceived usefulness (PU), perceived ease of use (PEOU), and satisfaction have a positive effect on BIU in terms of the use of MBA. The developed model predicted a 15.6% variance of BIU on the use of MBA.
Authors with affiliation and country	Saida Ulfa (State University of Malang, Indonesia); Ence Surahman (Universitas Negeri Malang, Indonesia & National Tsing Hua University, Taiwan); Agus Wedi (State University of Malang, Indonesia); Bambang Budi Wiyono (Universitas Negeri Malang, Indonesia)

Paper ID	1571074597
Title	Book Recommender System Using Content-Based Filtering for PNJ Press Website
Abstract	The vast collections in book publishers and bookstores make it challenging for users to find books on specific topics without knowing the exact titles. An information system with a book recommendation feature can significantly enhance the efficiency of a book search. Recommender systems, which predict or suggest items of interest based on user interactions and queries, are widely used across various platforms to personalize user experiences. This study focuses on developing a Content-Based Filtering recommender system for PNJ Press, a book publisher of the academic community of Jakarta State Polytechnic. The system compares user search queries with the content of book titles and abstracts to provide relevant recommendations. Previous research has demonstrated the effectiveness of Content-Based Filtering in various domains, highlighting its potential for improving book search efficiency on the PNJ Press website. The system achieved a precision of 91.84% and a recall of 97.83%, resulting in an overall accuracy rate of 90%. Additionally, the study found that the combined attributes of book titles and abstracts significantly influence recommendation results.
Authors with affiliation and country	Dewi Yanti Liliana and Rizki Elisa Nalawati (State Polytechnic of Jakarta, Indonesia); Ratna Widya Iswara (Politeknik Negeri Jakarta, Indonesia)

Paper ID	1571074611
Title	Conquer or Crumble: A Study of Student Experiences in Micro-credential Examinations using Text Mining Approach
Abstract	Embedding micro-credential examination in the curriculum of students is a new approach to 21st century educational system. Micro-credentials are series of courses that grant certification to the students which can culminate in a digital badge from an accredited institution. This study aims to explore the perspectives of students who have participated in micro-credential examinations through text mining analysis. A total of 454 students were surveyed about their experiences with these examinations and their responses were analyzed using the RapidMiner app. The results show that the respondents show a slightly positive emotional content on taking the

	<p>examination it also revealed that a significant number of students expressed positive sentiments and suggesting overall satisfaction with the examination process however a notable number of neutral and negative sentiments also highlighted. The study also utilized Word Cloud to visually represent the most common words that the respondents use to describe their experiences in micro-credential examination. This suggests that most of the respondents indicate a positive response towards the microcredential examinations. However, there are noticeable number of respondents who showed neutral and negative response towards their examination experience. This implies that micro-credential examinations offer valuable learning experiences but emphasized that there are areas that need to improve.</p>
Authors with affiliation and country	<p>Joan Katherine N Romasanta (National University, Philippines & NU Dasmariñas, Philippines); Charlyn A. Malimata and Elmer M Aliño (National University, Philippines); Cedirick L. Santiago (National University Philippines, Philippines); Jozel Bryan Mestiola Terrible (National University Dasmariñas & National University, Philippines)</p>

Paper ID	1571074641
Title	Artificial Intelligence and the Future of Learning in Malaysian Higher Education
Abstract	<p>The rapid advancements in artificial intelligence (AI) have sparked a growing interest in its potential applications in higher education. Experts have highlighted the transformative impact of AI on the future of learning. This paper attempts to understand how AI can shape the future of learning in Malaysian higher education by examining the potential applications, success strategies, and implications of integrating AI technologies. The author discovers that the changing educational landscape has also integrated AI and opines that this is a complex and multifaceted topic that requires careful consideration and strategic planning to ensure the effective and ethical implementation of AI in the educational sector. To assist the author and perhaps other educators, this paper narrates the key arguments for AI in higher education. This paper employs a methodology of content analysis, selecting documents based on key phrases. At this initial stage, the integration of AI in Malaysian higher education holds great promise, but it also requires thoughtful planning and implementation to ensure ethical and effective use of the technology. By carefully evaluating the potential benefits and risks of AI, universities can develop strategies and policies that support the effective use of this transformative technology in education.</p>
Authors with affiliation and country	Jowati Juhary (Universiti Pertahanan Nasional Malaysia, Malaysia)