

**LEMBAR
HASIL PENILAIAN SEJAWAT SEBIDANG ATAU PEER REVIEW
KARYA ILMIAH : PROSIDING**

Judul Karya Ilmiah	:	The Post-Covid-19 Pandemic Education Model Is Effective, Let's Compare: Online Versus Offline Learning
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2. Ruang lingkup dan kedalaman pembahasan:

Ruang linkup paper ini membahas tentang variasi metode pembelajaran yang dapat digunakan, mulai dari diskusi, dialog, hingga simulasi. Pembahasan mendalam terkait dengan munculnya pandemi COVID-19, model pembelajaran yang menggunakan teknologi informasi menjadi tren. Meskipun banyak media yang dapat digunakan sebagai media pembelajaran seperti internet, telepon genggam, dan platform lainnya, tidak semua guru dan siswa memahami penggunaan teknologi informasi

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Semarang, 3 April 2023

Reviewer 1



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Universitas Diponegoro

Jabatan Fungsional : Guru Besar

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2. Ruang lingkup dan kedalaman pembahasan:

Ruang lingkup paper ini fokus pada metode identifikasi konsep yang kemudian diatur secara hierarkis untuk memudahkan analisis hasil yang diperoleh. Hasilnya diperoleh dalam bentuk beberapa parameter yang dapat digunakan sebagai dasar untuk merancang model 3M (Metode, Media, dan Materi). Penulis memberikan contoh-contoh bagaimana penggunaan konsep 3M dapat membantu meningkatkan kualitas pembelajaran, terutama selama masa pandemi ini. Pembahasan cukup baik dan mendalam.

3. Kecukupan dan kemutahiran data/informasi dan metodologi:

Dalam studi tersebut, telah diperoleh sekumpulan informasi yang didukung oleh metodologi yang tepat dan didukung oleh referensi yang terbaru, yaitu kurang dari 5 tahun yang lalu, dengan total sebanyak 13.

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Paper ini dipublikasikan di sebuah conferences 2021 International Seminar on Application for Technology of Information and Communication (iSemantic) diterbitkan oleh IEEE Xplore. Paper tersebut memiliki semua unsur yang diperlukan dengan sangat baik.

Semarang, 3 April 2023

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Many variations of learning methods, ranging from discussions, dialogues, to simulations. When the COVID-19 pandemic began to emerge, learning models using information technology began to become a trend. Many media can be used as learning media such as the internet, mobile phones, and other platforms. The problem is that not all teachers and students understand the use of information technology. The solution offered is to create a model with the 3M concept (Methods, Media, and Materials) which will be the basis for educators and students to create balance and ease in the learning process. Method: To process the existing data, the identification concept will be used which

is then made a hierarchical arrangement to facilitate the analysis of the results. The results were obtained in the form of several parameters that can be used as the basic for designing the 3M model (Method, Media, and Material).. © 2021 IEEE.

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