



How a Digital Learning Become a Teaching Media in Hotel Accommodation Subject?

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ABSTRACT

Vocational High School graduates are directed to acquire certain skills that are needed by the industrial world, so that in the learning process, growing experience, visual stimulation, affective awareness, extracting cognitive information, and developing psychomotor skills is a must. The continuous learning process aims to support vocational development which includes exploring, strengthening, and preserving the talents of a student in pursuing a career in the world of work in vocational schools that is balanced with practical and theoretical abilities, this ability can be proven by a certificate of competence by each graduate. Digital learning for hospitality subjects at SMK Pariwisata is very much needed to support the practical abilities of students. The purpose of this research is to examine the development of a digital learning model of the hospitality learning which is expected to be able to produce a virtual space. The data techniques used were observation and interviews, using this type of qualitative research.

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1. INTRODUCTION

The government established the Directorate General of Vocational Education based on the Decree of the President of the Republic of Indonesia Number 82 of 2019 concerning the Ministry of Education and Culture. One of its missions is to revitalize vocational education and increase the demand for this education. With the hope of playing a bigger role in meeting quality resource needs in the business and industrial world. In the implementation of

vocational education, there are several things that distinguish it from academic education. Namely, first, the educational program refers to the profession. Second, have competent educators. Vocational educators must have education certificates and competency certificates. Third, students have the potential to develop. Fourth, adequate facilities and infrastructure. Fifth, guarantee operational costs. Sixth, a sustainable management system on sustainable resources (Sutono, 2020).

Vocational education graduates are required to be able to survive in an ever-changing global era by being equipped with skills in their fields which include knowledge, skills, and application of knowledge and skills. Tourism is one of the economic sectors that requires competent Human Resources (HR) to recognize dynamic market needs. The pattern of vocational education in the tourism sector is required to always be in harmony with existing changes. Educational institutions that produce competent human resources in mastering science and technology can encourage the growth of science-based industries so that the absorbed workforce is productive and produces goods, services, and products that have high competitiveness. In other words, a quality workforce can be seen from the quality of the existing education system. The quality of education is influenced by several factors, one of which is the facilities and infrastructure in the education process itself.

Understanding educational media and educational facilities according to the same thing (Lohani, 2004; Wolf, 2011). Which was further developed by Vernous that educational media is a learning resource which can also be interpreted as humans and objects or events that condition students to acquire knowledge, skills or attitudes. The existence of learning media enriches oral and written traditions in the learning process. Teachers as educators can create various situations in the classroom. Even learning media can help teachers bring the world into the classroom so that the learning process feels more realistic, not just fixated on writing. The use of appropriate and professional learning media will create an effective learning process and increase student understanding.

In realizing realistic learning in the field of tourism accommodation, we are compelled to create one of the learning media that utilizes technological sophistication in tourism accommodation learning in the form of "VICE-Tel" (Virtual Space Hotel) (Yung & Khoo-Lattimore, 2019; Zeithaml et al., 2013). With the existence of VICE-Tel, it can help teachers as educators in making the learning atmosphere more realistic, interesting, and of course easy to understand.

2. METHODS

This research includes action-development research because it seeks to create an application system that is able to make it easier for users to learn something and take action in making application systems to get real results. The design in making the VICE-Tel model is carried out in several stages of the work program. The following is a program development plan:

A. Problem Identification

In the implementation of an activity, the first thing that must be done is to identify the problem that will be used as the basis for this activity. The problem taken is Tourism Accommodation Learning Media in the Digital Age.

B. Needs Analysis

This stage is an analysis of user needs and the needs of certain parties such as teachers. By collecting the required data and information, an application plan will be formed.

C. System Design

This method is a method for translating an application plan. In this stage, a design will be carried out which includes: input, output, and screen display from VICE-Tel, as well as other matters such as software, hardware, and databases that will be used in the virtual space development. At this stage, the VICE-Tel design process will be carried out using virtual space applications, as well as supporting applications for creating 3D models, namely Blender. At this stage, the VICE-Tel design sketch process is carried out for a period of 2 weeks. Heading to the application system section, it will be done by making designs and simulating them in software such as blender and virtual space.

D. Programming

In this stage, the translation of the output design that has been designed will be carried out with information and data that is already available into a website.

E. Testing

In this stage, the program that has been made will then be tested whether the program will produce data as requested under various conditions. The purpose of this testing stage is to check whether there are errors or bugs from the program that has been made.

F. Production Stage

In order for the final result to be achieved, all parts of the workflow must be interconnected, the flow is known as the pipe line which is the production stage. The following is Figure 3.1 which is the production stage.

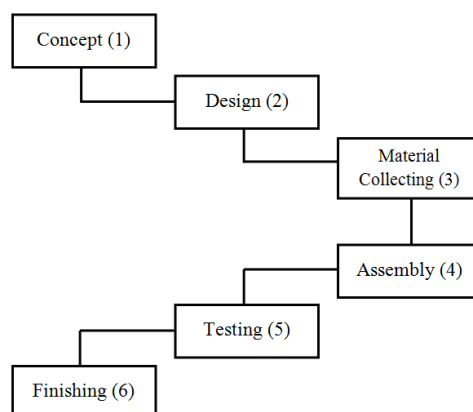


Figure 1 Production Stage Flowchart

3. RESULTS

A. Discovery of Innovative Work Ideas

Education has always been a topic that is actively discussed in academic circles. In the world of education, especially in Indonesia, the use of virtual space is still rare, but it is predicted that in the future the use of virtual space at various levels of education will be commonly used. Virtual space can be the right platform in learning a field, one of which is tourism. VICE-Tel can be used as a platform for insight into the world of accommodation for all, besides that VICE-Tel can be a solution in this digital era as a learning medium in the field of tourism accommodation.

Product Characterization of VICE-Tel

Table 1 Characterization of VICE-Tel Products

No	Indicator	Information
1	Modern Apps	Applications using digital technologies such as Android and PC
2	Attract	Presenting interesting and fun videos/pictures and explanations for students
3	Easy	Provide convenience and completeness of content in such a way that users can use it without the guidance of others
4	Interactive	Users can interact with an environment that is simulated by a computer

B. 3D Blender

Blender is a 3D graphics software that can be used to design animated films, visual effects, 3D printed models, interactive 3D applications, and video games. In general, blender is widely known by the public as a free, open source 3D creation package. Blender is perfect for individuals or small studios who want to benefit from a responsive and responsive development process.

C. 3DVista

3D Vista Virtual Tour Pro is a multimedia software package that allows us to create interactive virtual tours. 3DVista Virtual Tours can be used to facilitate virtual learning and teaching through the use of hotspots, quiz cards, integrated assessments, reporting systems, and LMS (Learning Management System) integration.

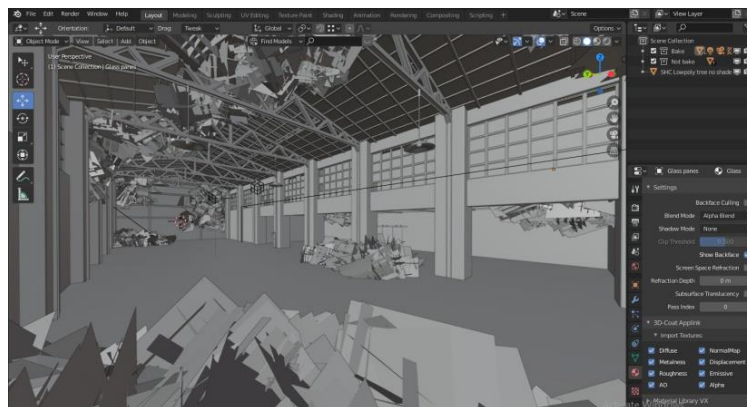


Figure 2 3D Blender



Figure 3 3DVista

D. Virtual Space

Virtual space is part of a diverse information space. Virtual space is invariant from what is recognized by humans indirectly (Spivakovskyy et al., 2020). Virtual space is an area of industrial, technological and social relations that appears, develops, changes, and fades in the process of using computers or other electronic technical networks regarding information, information resources, information services, and communications (Andryeyeva et al., 2020). My Virtual Space is a platform that allows us to explore and customize virtual environments without limits from augmented reality and virtual reality technologies.

E. Virtual Space in Education

With the advancement of technology in recent years, new forms of teaching have emerged. In the world of education, Virtual Space technology has been widely used for its benefits to support more effective education and assist academics in finding new learning methods, one of which is the creation of Virtual Space-based learning modules. In Virtual space in education, there are various potentials and advantages of applying Virtual space technology for education, among others, one of which is having the power to attract students in ways that were previously not possible and provide freedom for students to carry out the discovery process in their own way. VICE-Tel is an innovative tourism accommodation learning platform that can be measured with the industry standard SNI ISO 21001:2018, Management System because it can improve the quality of education.



Figure 4 My Virtual Space

4. CONCLUSION

Based on the results of the research above, it can be interpreted that digital hospitality learning is very necessary for students to be able to assist the learning process in the digital era as it is today. The ease and attractiveness of learning media expected by students with digital media that can provide a visual picture. The hospitality learning media situation requires the development of learning media such as animation-based learning media, as well as the need for digital hospitality learning media that students feel are needed, and digital learning media models that must be relevant and accompanied by creativity and innovation in the field of digital learning media, especially for hospitality. and tourism.

The development of digital learning media still needs to be developed, the needs of students who prefer to play with digital media, the learning process needs to be balanced with these needs, hospitality digital learning media is still not diverse among tourism schools. Continuous development efforts are needed so that the benefits can be felt by all tourism schools, especially in the field of hospitality expertise and also the hospitality industry as users of graduates.

5. AUTHORS' NOTE

The authors declare that there is no conflict of interest regarding the publication of this article. Authors confirmed that the paper was free of plagiarism.

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