



Futurism and Digitalism in the World of Education

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Abstract:

Futurism is an understanding or sect that favors the future, not the past. In the world of education, futurism is a learning approach that understands its strengths and weaknesses as learning progress. Through the futuristic model, the assumption is formed that the future is different from the past because students are needed to be ready to face future challenges. The future is often associated with social reconstruction curricula, which emphasizes the process of developing relationships between curricula. The implementation that can be done in the world of education regarding the futuristic flow is that students can make changes and respond intelligently to changes that occur to move forward in education, in this case, students can compete in the era of globalization and a free economy that will occur in the future. Digitalism or digitization is a form of change that comes from mechanical technology to digital technology. Digital is a form of modernization or renewal of the use of technology which is often associated with the emergence of the internet and computers. In the world of education, the implementation of digitalization of education is Blended Learning and Distance Education (PJJ).

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Blended learning is a learning model that is applied through the use of technology-based media, learning that combines or combines various web-based technologies, to achieve educational goals. While distance education is an institution-based formal education in which students and instruments are located in different locations, thus requiring an interactive telecommunications system to connect the two and the various resources needed in it.

INTRODUCTION

Education is a conscious and planned effort to create a learning atmosphere and learning process so that students can actively develop their potential to have religious spiritual strength, self-control, personality, intelligence, noble character, and skills needed by themselves, society, nation and state. (UU No. 20/2003). Education can be viewed from two aspects: first, education from the point of view of the community where education means cultural inheritance from the older generation to the younger generation with the aim that community life will continue, secondly, education from an individual point of view where education means the development of potential hidden within each individual because individuals are different.

In simple terms the meaning of education can be interpreted as a human effort to foster his personality in accordance with the values in society and culture, and education is an effort to prepare students to face an environment that is undergoing changes that are increasingly rapidly. Human life is currently developing very quickly along with many research findings carried out by world scientists as an effort to develop science and to answer problems that continue to develop in the midst of global human life and can improve the quality of human life in general. To improve the quality of education, we need our understanding of the schools that exist in the world of education such as the flow of progressivism, constructivism, humanism, and other schools that are attached to the flow of educational philosophy. This stream will provide our understanding of education and even with the existence of streams in the world of education it can provide solutions and make a policy in the world of education. The flow taken should be in accordance with the conditions and circumstances faced by education in Indonesia, according to the needs that we need. If we use the right flow and understanding, education will gradually become better and more advanced.

Education is developed based on a paradigm by educational thinkers based on reality or educational conditions. This view explains that education is based on the conditions of reality that are being faced in society. The expected education tends to be a demand approach. Therefore the response to the world of education to these problems indirectly places education as the main thing in solving educational problems. Based on this, we can see dynamic movements, even movements that occur faster, the focus of today is no longer the focus of the future. The fact is that "Toffler (1970) "explosion of knowledge and technology is very fast in the work of Future Shock, schools are more busy in the system than paying attention to the growth of new communities that occur. The energy created is to create "industrial people" who are always ready for system changes and are able to face future changes by looking at methods in the future, not the past. The need for a new breakthrough in the field of education that explains a series of alternatives so that students and educators have a foundation in creating education as a future investment by preparing individuals who are able to respond to change and choose intelligently changes that move into the future with various configuration systems (Knight, 2007). In the context of futurism, which is a stream of thinking and acting for the future, the

importance of preparation for future challenges is important. Because in life, nothing is permanent or constant, there are always changes in fast situations. In the 1970s (Evans, 1979) computing was suggested accessible at home and using personal computers during the 1980s.

The advent of the Internet enabled global digital communication initially to cognoscenti and lastly with the advent of the easy-to-use World Wide Web from the 1990s, to large numbers of the general population worldwide (Berners-Lee, 1999). Then in the 2000s, Web 2.0 allowed even more social interactions – for example, through blogs and so on. Then now in the 2010s we are in a state where digital technology is ubiquitous in developed countries and developing modern societies with mobile devices that allow access to the Internet from anywhere. This, individuals wherever and whenever is an alternative form of communication and interaction with the world that no longer depends on geographical proximity or location. They can record their real life experiences and share them with their digitally connected friends and others. This phenomenon is especially prevalent in artistic contexts where users experience potentially meaningful experiences and it is to them uniquely personalized experiences that they wish to communicate with others who are not in the same location as them or save for possible future use.

METHODS

The type of this research is descriptive research which describes the flow of Futurism and the Digitization of Education. This research method is a literature study by looking for literature that is in line with the research topic. Literature review is an important step where the researcher determines the research topic. The next step is to conduct a study related to the theory related to the research topic. Researcher use studies that come from trusted literacy sources such as books or research previously conducted by other experts.

RESULTS AND DISCUSSION

Educational futurism

1. *Futurism concept and principles*

Futurism term comes from the French language, namely futur which in English is future, both of which mean the future. Futurism is an understanding of some people or groups of people who believe in a better future, in other words, more modern, more concrete, and even believed that humans will be able to control the universe with their technology later. Futurism was proclaimed in 1909 by Filippo Tommaso Marinetti. Futurism is a fine arts movement from Italy and the first cultural movement in the 20th century to be introduced directly to the wider community. Starting from the concept of literary movement, then entering the fields of art including ; painting, sculpture, music, design and architecture.

Futurism emerged in the situation caused by the first world-war, with the aim of leaving bitter memories, then letting go and forgetting old materials, elements and values. Philosophically, it can be said that the ontology of futurism is a change in people's lifestyles that are closer to a more modern one, the action of futurism is how changes in human values are replaced by machines, while the epistemology of futurism is the change of human work to machines. This means that less manpower is needed, more technology and machines work. The role of humans is only in the development of machine technology itself.

The Machine aesthetics or the aesthetics of the machine appear due to the influence of the characteristics of the typography arrangement on posters, book covers, and various other graphic

forms. Futurism is one of the notions of some people who believe and believe that there is a future that will be better, in a more modern, more concrete sense, and it is even believed that humans will be able to control the universe with their technology in the future. From the various thoughts initiated by Dewey, both at the metaphysical and logical levels, in principle it cannot be separated from three aspects of instrumentalism, namely temporalism, futurism and meliorism. What is meant by temporalism is the existence of real movement and progress in time, knowledge is not only a reflection of the world, but it reshapes it and makes changes to it. Meanwhile, futurism means seeing the future, not the past. An entirely new future, while meliorism is the view with our efforts the world can be made better.

If this flow is related to art, then this flow uses a painting object that looks like it moves the same as the original object, which has the characteristics of using the principle of place, using elements of expression in a design, and paying attention to discipline, dynamism, and style to express a speed. As for this flow, it has characteristics, namely leaving the classic art tradition, using various new styles and techniques that follow the flow of the times, fighting the remnants of inner destruction from the impact of world war, applying universal dynamism which means not only using one concept, but from all aspects include things that are often overlooked, and contain various elements of new modern health such as industry, automobiles, and various other mechanical technologies that were developing rapidly in the 1900s.

Phenomenon in the world of education, the meaning of futurism is a learning approach that understands its strengths and weaknesses as learning. This is called a futuristic model which is formed with the assumption that the future is different from the past, because students are needed to be ready to face future challenges. The future is often associated with social reconstruction curriculum, which emphasizes the process of developing the relationship between curriculum and social life. Basically, the curriculum with the futuristic model will create learning that is expected to be able to overcome the problems that will arise in the future, and prepare students to be able to plunge into a future society in accordance with the predictions that have been made. There are three approaches in implementing this curriculum model, namely: 1) Material will be provided through various representations with various strategies to realize it; 2) The curriculum will be designed as a module and can be accessed via online networks, and materials, experiences; and 3) Support will be taken from broad and integrated resources in the core structure of a curriculum. In this curriculum design phase, it is to make predictions, determine goals, integrate educational goals with current learning conditions and implement curriculum.

The principles that need to be applied in futurism are: 1) Complex learning environments and authentic tasks learners that must be carried out by learners are not given separate parts, simplification of questions, and repetition of basic skills, but vice versa, students are faced with a complex learning environment, seem blurry, and disorganized to the problem. Complex problems must be associated with authentic activities and tasks, because of the variety of situations students face, as well as the applications they face in the real world; 2) Social Negotiation, the aim of learning is to develop students' abilities to build and maintain their position, and at the same time respect the position of others and work together to discuss or build a common understanding. To overcome this mix, must talk and listen to each other. In other words, this mental process goes through a social process of negotiation and interaction, so that cooperation in learning can be made possible, namely: giving birth to an intersubjective attitude – a commitment to building a diversity of understandings and finding

common similarities and mixed interpretations; 3) The diversity of views and representation of the discussion, learning references must be able to facilitate the representation of various topics by using analogy examples and different metaphors. Reviewing the same material, at different times in different contexts for different purposes, and from different conceptual perspectives is important for achieving more advanced knowledge skills goals; 4) The process of knowledge construction, prioritizing to make students care about their role in building knowledge. The assumptions are individual beliefs and experiences, forming what is known as the world. Different assumptions and experiences, lead to different knowledge. If students are concerned with influences that shape mindsets, they will be better able to choose, develop, and use positions by introspecting themselves, while respecting the positions of others; and 5) Learning of students towards awareness in learning, the focus in this process is to place students' efforts to understand the formation of learning in education and the teacher is responsible for providing direction or guidance.

2. *Futurism Implementation*

The implementation of this flow in the world of education states that the future is better than the present, this refers to modernity. The learning system in this stream is designed for students in the future to consider the importance and main function of education in developing the quality of human resources needed for the lives of students in the future. The implementation that can be done is by spreading the curriculum or learning process with technology systems, technology using computers, starting from the use of software, hardware and programming in high school or vocational high school, this is done to prepare students to compete in the era of globalization. Globalization and free trade will surely occur in the future. Students must have the ability to both knowledge, skills and even behavioral aspects, because this school assumes that the future will be better, things such as knowledge, skills and attitudes of the Ministry of Religion must be prepared from now on so that when the time comes, students can compete against the challenges that will come in the future.

Educational Digitalism

1. *Digitalism concept*

Digital term comes from the Latin for finger, *digitus*, somewhat confusingly Digitalism is used in a number of different ways, depending on the field. In medicine, digitalism refers to a medical condition, related to poisoning by digitalis, a stimulant drug extracted from the foxglove plant (Ishimaru & Yokogawa 2006). Other opinions regarding "digitality", referring to living conditions in digital culture, have also been created. However, all such neologisms are in a fluctuating state when digitalism develops rapidly and unpredictably (Negroponte et al, 1995).

Human Computer Interaction Studies (HCI) describes the "between" things (computers, technology) and humans interacting with technology, digitalism is about digital person-to-person interactions and how we see and know ourselves and each other, where digital technology is a platform for human communication, creativity, and innovation. Art in digital, influenced by digitalism, has moved from using digital tools to create artwork as picture frames, to digital art that is digital, networked, interactive, 3D, and often dynamic, changing in response to interactions to being able to communicate and react to others.

2. *Digitalism implementation in education*

The implementation of digitalization in the world of education in Indonesia at this time can be done through the learning process of Blended Learning and Distance Education. 1) Blended Learning:

Blended learning is one of the learning models that can be applied through the use of technology-based media, according to Driscoll, blended learning is learning that combines or combines various web-based technologies, to achieve educational goals. Trone defines blended learning as a mixture of e-learning and multimedia technologies, such as video streaming, virtual classes, online text animations combined with traditional forms of classroom training. Blended learning can be done with online learning, face-to-face learning, and independent learning. At the present time the education system in Indonesia during the COVID-19 pandemic uses online learning systems, such as using e-learning, zoom, and other learning platforms; and 2) Distance Education: Distance education is an institution-based formal education in which students and instruments are located in different locations, thus requiring an interactive telecommunications system to connect the two and the various resources needed in it. Distance education has its characteristics, namely learners and teachers work separately, learners and teachers are united through correspondence and the need for interaction between learners and teachers, distance education is a form of education that provides opportunities for learners and teachers to study separately.

CONCLUSIONS

Education can be seen from two sides, namely education as practice and education as theory. In connection with efforts to study education as a theory, it can be done through a philosophical approach. One approach that is applied is the flow of futurism. In its application to the world of education and learning, futurism demands that learning is a conscious effort of students to think and act today to face the future and the skills needed to be able to deal with symptoms and changes so quickly. Because the learning process is not a dogmatic or absolute process. Learning must be centered on the character of students. Futurism aims to help prepare citizens in this case the younger generation to respond to change and make smart choices considering moving into a future that has more than one configuration. So the philosophy of futurism aims to develop a more pleasant future through education. Digital or also often referred to as digitization is a form of change that comes from analogue mechanical and electronic technology to digital technology. Digital is a form of modernization or renewal of the use of technology which is often associated with the emergence of the internet and computers. In the world of education, digitalizations of education are distinguished as blended learning and distance education. Blended learning is one of the learning models that can be applied through the use of technology-based media, according to Driscoll blended learning is learning that combines or combines various web-based technologies to achieve educational goals. While distance education is an institution-based formal education in which students and instruments are located in different locations, thus requiring an interactive telecommunication system to connect the two and the various resources needed in it.

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