# *BUILDING AN APPLICATION OF COLLABORATIVE LEARNING COLLEGE BASED ON WEB (CASE STUDY IN EMIRAT INSTITUTE OF ARABIC LANGUAGE AND ISLAMIC STUDIES)*

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## *ABSTRACT*

*The widespread acceptance of the internet and more specifically the World Wide Web (WWW) has raised the awareness of educators to the potential for on-line education and virtual university. The web as a new phenomenon in the information landscape of the university is used to support course instruction. An innovative model of web-based university instruction is presented that more fully expresses and uses the power of the web in opening up the interaction between student and knowledge. Collaborative learning application makes the data which connected with learning activities can be easier to process, so it can represent as an alternative learning system. Collaborative learning is not substitute for traditional learning system. The existence of collaborative learning can be more likely as supplement. However conventional learning method is still needed, but we can modify it to another shape, for example, offline talk and chalk learning method can be modified to a discussion through an online forum.*

*Keywords : collaborative learning, social web.*

## *1. INTRODUCTION*

*Internet represent a revolution in growth of digital technology which marked with the happening of konvergensi [among/between] communications technology, computer, and broadcasting become a information technology. Internet become information network and global communications [at] is present day.*

*Method study of kolaborasi (collaborative learning) is process learn group which each;every its active member render information, experience, idea, attitude, opinion, ability, and skill had to is to improving each other understanding (S.Gupta and of Dr.Robert P.Bostrom, 2004). This method enable consumer (instructor) active in developing knowledge. method of Collaborative learning push consumer to communicate one another, expressing respon at question, work in immeasurable opinion papyrus and write down conclusion clearly.*

*Materials test-drive this application, is instructed to historical science area of islam, because according to perception of the study items if using saturated felt conventional method. With existence of method study of the kolaborasi enable active consumer in adding, editing, vanishing items in system, so that consumer will be claimed by more creative is, dynamic, and can learn self-supportingly. And applying of method study of kolaborasi expected can improve consumer enthusiasm in studying and comprehending history of islam.*

## *2. MODEL ANALYSIS, DESAIN, AND IMPLEMENTATION.*

*Some definition of Collaborative learning (CL)*

1. *Umbrella term to various type approach of edukasi entangling effort work along intellectually between student or between*

*instructor and student. (B.L.Smith dan J.T.MacGregor).*

2. *An instruction method in wich students work in groups toward a common academic goal. (A.Anuradha dan Gokhale, 1995).*
3. *Johnson (S.Gupta dan Dr.Robert P.Bostrom, 2004):*

   *"Collaborative learning (CL) refers to instructional methods that encourage students to work together to accomplish shared goals, beneficial to all. It involves social (interpersonal) proceses where participants help each other to understand as well as encourage each other to work hand to promote learning."*

## *2.1. Analysis*

*Systems analysis aim to to identify problemss exist in system. This analysis is needed as base to step scheme of system. In systems analysis done by decomposition from an application. collaborative learning college base on web 2.0 intact into parts of its component with a view to identify and evaluate problemss, is so that found by insuffiencys, opportunitys, resistances that happened and expected requirements so that can be repair.*

## *2.2. Desain*

*User interface desain represent communications media between user with computer system. Result of scheme of user interface will facilitate implementation process wait. In this application of design will be made by more friendly user so that easy to as well as drawing umtuk used.*

## *2.3. Implementation*

*After application analysed and didesain in detail, hence will go to implementation phase. Intention of implementation is to module confirmation - scheme module so that user can give input to system development.*

# *3. RESULT AND DISCUSSION*

*Result and discussion of development of this application shall be as follows:*

1. *Functionally, system have earned to yield expected output.*
2. *Functionally, application have earned to walk better at Netscape browser (Firefox 3.0.1+), and opera of v9.x but [at] output of Microsoft ( IE) Appearance still is unfavourable.*
3. *This application is easy to studied, to used, this application have interesting interface appearance and user friendly, besides process which there are in application can walk better, but this application still have lacking of in the case of facility, facility in application collaborative learning this still less complete.*

*Tables 1. Result of Examination of Question. "application program of collaborative learning easy to used (user friendly) ?"*

| ***Kategori Jawaban*** | ***Frekuensi Jawaban*** | ***Jumlah Populasi Sample*** | ***Jumlah Persentase*** |
|---|---|---|---|
| *Sangat Setuju* | *2* | *10* | *20%* |
| *Setuju* | *7* | *10* | *70%* |
| *Biasa-biasa Saja* | *1* | *10* | *10%* |
| *Kurang Setuju* | *0* | *10* | *0%* |
| *Tidak Setuju* | *0* | *10* | *0%* |

# *4. CONCLUSION AND SUGGESTION*

*Pursuant to result of solution during doing research hence obtained some conclusion, among others :*

1. *An aplication collaborative learning can water down all consumer of application for collaboration to process content related to certain Iesson items.*
2. *An aplication collaborative learning can water down consumer is to changing over each other and sharing knowledge about certain Iesson items..*
3. *An aplication collaborative learning which woke up can water down consumer to obtain;get information concerning certain Iesson items.*
4. *An aplication collaborative learning can make certain Iesson become more pleasant.*

*For furthermore development, suggestions able to be passed to this Final Duty is :*

1. *Enhancing special facility to present simulation video streaming.*
2. *Require to be developed furthermore about test of online able to be used as by assessment medium. Require to be developed furthermore for problem to be can be presented at random to the each participant following test and use deadline in executing test.*
3. *More optimal Ianguage kolaborasi pemrograman of PHP and of AJAX ( Asynchronouse Javascript & XML) to yield application of web more [of] interaktif and is dynamic.*
4. *Enhancing facility to change themes to be] graphical interface appearance (templates) can change according to desire of consumer.*

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