

Exploring Learning Patterns Student in the Digital Age Approach Qualitative in Pancasila Education Lessons

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Abstract

Purpose: This study is to know the learning patterns of students in the digital era in Pancasila Education lessons at Muhammadiyah Vocational School Sukoharjo.

Methodology: Research This use method qualitative with approach descriptive done in a way gradu-ally starting from determining topic, collecting data, analyzing data, up to getting understanding material related to a Topic certain. Source data study This is head school, teacher Education Pancasila, and students. Research da-ta This is related with pattern Study students in the digital era learning Education Pancasila. Research This uses technique data collection in the form of observation, interviews, and documentation to all the parties that become the data source in study this, while for data analysis using interactive data analysis. Research conducted at Muhammadiyah 1 Vocational School, Su-koharjo (SMK Muhammadiyah 1 Sukoharjo).

Results: The study reveals that students in the digital era tend to prefer group learning patterns, as it enhances their motivation, engagement, and comprehension of the learning material. An effective strategy in this context is the integration of attractive media and the use of e-learning platforms, which support the delivery of Pancasila Education. However, several challenges were identified in teaching Pancasila Education in the digital age, such as the rapid change in information, shifting student interest, and the ease of technological misuse.

Applications/Originality/Value: This research provides a deeper understanding of how digital technology has transformed the way students access, process, and apply Pancasila values in their education. It offers important contributions to the development of more advanced, relevant, and effective learning models suited to the digital era. The findings can guide educators in designing appropriate teaching strategies that align with the digital behaviors of students, particularly in civic and moral education like Pancasila.

Introduction

Education is one of the main capital that must be owned by everyone for success in his life. According to the definition, education is business conscious and planned For give guidance or help in developing potential physical and spiritual health of adults For reach maturity and achieve objectives so that participants are capable carry out tasks in a way independent [1]. In the increasingly digital era develop rapid This pattern Study student experience transformation significant compared to with the previous era. Along with the development of the internet and digital technology in depth , access to information and methods of learning becomes more diverse and dynamic [2]. Changes pattern learning in this digital era based on several factors. First, convenience access information. Students now own access not limited to vari-ous source learning, such as the internet, online education platform, and learning videos. This makes it very possible they For Study in a way independent and flexi-ble, outside limitation room class tradition. Second, the emergence of various meth-od learning innovations. Digital technology opens up opportunities for more learning interactive, engaging, and personal. Use of multimedia, educational games, and sim-ulations can help students understand draft PPKn with more ease and fun. Third, the shift pattern of communication. In the digital era, communication and social interac-tion happen online, opening opportunities for collaboration and discussion between students in Pancasila Education learning. The convenience and innovation offered, the digital era also presents various challenges and impacts negatively in Pancasila Education learning. Education is aspect important things needed in life human at the time this, because with existence education this, human can with easy realize devel-opment nation in accordance with what to expect [3].

According to Jean Piaget learning results experience new interacting with struc-ture cognitive that has There is previously. Experience Study students become more complex and varied in a digital environment, so that need adjustment methodology Study teaching. Kozulin (2003), emphasizes the importance of connection socially in the learning process, a process that may be mediated by technology in the digital era today. Digital platforms can facilitate interaction between students and between students and teachers, but guard efficiency and quality Learning also requires the right strategy. With his idea about intelligence compounds. Howard Gardner also emphasizes How digital technology can help students to obtain various types of in-telligence. Multimedia teaching, for example, can be beneficial for children with visual- spatial

intelligence, while online discussion can grow interpersonal intelligence in students. Learning Patterns "Patterns are models; examples, guidelines (draft), basic work. Patterns are also called a method that is a method of student learning which is one of the important from the learning process because in Study proven students try "How material That can mastered " [5].

One of the main things in the digital era is lack of control of information. Students easily exposed misinformation, hoaxes, and content negative that can influence understanding about Pancasila values [6]. According to data from the Ministry of Communication and Information, there is around 800,000 sites in Indonesia that have been classified as spreader information fake. Addition gadgets and the internet can bother the focus and concentration of students in learning. Technology is increasingly day the more develop, make more challenges Lots Again for educators and also for parents, but although so man must still follow development over time proceed [7]. This can result in declining quality learning and understanding of Pancasila Education material. Impact negative others are lack of interaction socially in a way directly. Online interactions indeed allow communication between students, but no can fully replace interaction. Look at advances in building a sense of togetherness and mutual respect, essential values in Pancasila Education. The digital world today This Already touches all aspects of life. The internet world connects everyone and provide all matter However No someone is responsible answer when happen error when using the internet and errors That back to the person using the internet [8]. Learning PPKn which is only use method lectures and books text often considered not enough interesting and less contextual for students, so that can reduce interest and motivation Study [9]. According to Yasin (2019), PKN teachers are required to integrate technology in the learning process so that the material delivered can be more contextual, interesting, and meaningful for students.

Research conducted by Suryani (2019) stated that use of interactive multimedia in learning draft democracy can increase understanding students in a way significant compared to with method learning. Interactive multimedia can help students visualize draft abstract in Pancasila Education such as democracy, rights, basic human beings, and insight into nationality, so that it is more easily understood. In this digital era, teachers try to create fascinating learning with help from various interesting media, starting from a projector that turns on Images move until an engaging audio visual approach makes students feel. This aims for students to penetrate material lessons and get involved fully in the learning process [11]. Many studies have been done so far that also found potential outside normal board writing interactive in increasing the quality of learning process teaching with dig level high interaction, communication and collaboration within room class (Sriyono et al., 2022). Generation Indonesia 2045 includes the awaited generation for reaching progress nation. Generation used as designation for reach level a more nation tall from usually. In discussing quotes mentioned, it is necessary to have a competent generation. To build a nation requires character. Intelligence and creativity are just Not enough. Through successful education to give birth to a moral generation, straight, creative, and virtuous sublime, then objective development will also be more sturdy. Therefore that, the world of education must put forward constructive and useful activities for educate Generation Gold [13].

The Internet is a neutral, free, open and non-proprietary technology set. It means that we are all connected, but No someone is responsible for the answer. The Internet is democracy, but without a constitution [8]. In 2016 UNESCO named Indonesia as second from the bottom in world literacy, which means interest reading in Indonesia is very low, only 0.001% [14]. The low literacy causes lack of the knowledge and science that is possessed, while use of digital media with a relatively long time will cause users to become target soft for provoked, spread news lies (hoaxes) and slander that are spread on social media. It is very much needed to strengthen and understand digital literacy to students. Reinforcement and understanding of digital literacy to students must be supported with adequate facilities and infrastructure, but No all schools can provide adequate facilities and infrastructure. According to the Minister of Communication and Information until September 17, 2023, the number of content negative that was already handled by the Ministry of Communication and Information reached 3,761,730 contents. PISA or Program for International Student Assessment A studies international assessor quality system education with measure results essential learning For success in the 21st Century states PISA results in 2022 related literacy reading, showing Indonesia's ranking rose 5 positions compared to 2018. Understanding pattern learning in the digital era, along with challenges and impacts the negative, becomes important for designing learning strategies Effective and relevant PPKn in this era. The digital era has brought significant change in various aspects of life, including in the world of education. Development of digital technology has opened opportunities for learning and teaching, and have changed the way students access information and interact with the world around them. Pancasila and Citizenship Education (PPKn) is an eye lesson essential in education in Indonesia. PPKn aims to instill Pancasila values and character nationality in the younger generation. In the digital era, learning PPKn is faced with various challenges, one of them is changing pattern Study students. We need prepare participant educate as generation the Indonesian nation is capable solve problem, creative, critical, competitive and brave take decision with fast and precise so that capable endure with productive in the future in the midst of a full digital era challenges (Sudarisman et al., 2018).

The digital era is a time or condition where everything and supporting activities life are made easy by technology. The digital era has replaced a number of technologies previously and adapt with the present era to become more practical and modern. The digital era has brought development technology in various fields. Education in the digital era will contribute to development source Power humans in Indonesia [16]. One of the challenge learning PPKn in the digital era is teachers and students must capable do related things direct with technology moreover before. According to the Ministry of Education and Culture Ristek, the number of teachers or qualified trainers condition For give proper teaching is around

2.91 million in the academic year 2020/2021. The figure represents 95.78% of all teachers in Indonesia. Progress technology Already seen clearly in daily life of teachers and students, one of the for example is smartphone use. The digital era is also necessary to be mastered and addressed seriously. So that education citizenship in the digital age can benefit learning and continuity in everyday life, we must utilize and manage role technology That Alone in a way wise and skilled. According to (Bingimlas (2009), which dis-cusses What only that becomes teacher obstacles in integrating technology inside class, and connection between existing obstacles. There are obstacles in integration technology that are obstacles from the teacher himself and obstacles from school. Obstacles related to teachers include facility teacher personal, limitations time and limitations teacher's ability, while obstacle related school covering facility school, policy schools, effective training, and teacher accessibility to use technology. De-velopment technology There are also many in the world of education creating inno-vation to support the learning process. One of them is rapid development technology that causes increased variation of learning media. Interaction process between teach-ers and students in the digital era This is different from previously. The learning process (interaction) that took place started to become interaction digital learning. So that the learning process switches from generation to generation, appropriate learning strategies are needed with development technology [18].

Challenges for teachers in the digital era; teachers to Now Still Lots use 80s products, while his students Already use contemporary. Participants educate differ-ently in a way radical with the teachers, because Lots happen absent connections here and there. Participants educate Now No Again suitable with system education 20th century [19]. However, in practice in the field, teachers still do not understand matter This. Many of our teachers are slow, very chase rate modernization educa-tion. The result that occurs is a student already capable accept information in a way fast from various multimedia sources, while many teachers often give information with slow and from sources limited. The students like seeing pictures, listening to music and viewing video moreover formerly before seeing the text , while the teach-er gives text moreover previously [20]. The technology that is currently This gives Lots of impact positively for life. Utilization of the right technology in learning gives additional good knowledge for teachers who can deliver to participant educa-tion, for example with looking for more teaching materials interesting for students still interested in study. In addition to researching material education, teachers can utilize technology up to date to support learning and become a blogger. The role of the teacher as a facilitator of learning is more complex in the digital era. Teachers need not only control material lessons, but also be able to utilize technology to cre-ate an environment of active and inspiring learning. With Work same, teacher can develop various digital learning media that can facilitate student in reach objective learning [21]. This will help participants understand lessons given, students can repeat material provided by teachers anywhere and anytime they want, sure just matter This depends on adequate facilities. Teachers must give understanding to participants to educate how utilise technology For goodness [22].

The Education World has developed very well from time to time, progress This is not supported with progress Human Resources (HR) that can in harmony follow change in the world of education [23]. Some educators Still maintain traditional methods to convey material learning. They think that using technology to complicate them Because must be always capable of renewing knowledge from various sources. Problems this is a challenge for educators in the face of education based on technol-ogy. Educators are required to control the development of the times for progress and goodness of a nation, in matter This especially the world of education [24]. Observer from the Center of Education Regulation and Development Analysis explained that ability literacy students are classified as very low. This can be proven from the data obtained from Indonesian National Assessment Program Ministry of Education and Culture that literacy in Indonesian society is only 46.83 %. This is in line with the data obtained by researchers at SMA Negeri 5 Surakarta, there are as many as 27 out of 38 students who often find information at a false moment and look for a source to learn on the internet. Therefore supervision of the use of ICT in online learning is also necessary to be improved. Students as part of digital citizens need equipped knowledge related norms in surfing in the digital world through technology educa-tion like digital literacy [25].

Independence students play a very important role in increasing independence, learning, thinking critically, and achieving academic students. In addition to superior grades, students are also required own level humanity and high morals. Second as-pect This expected can each other support and achieve objective effective learning. According to Somantri (2001), education citizenship is education that is based on democracy politics, which is expanded with sources knowledge others , positive influence of education school , society, parents, all of whom That processed For practice students think critical , analytical , and action democratic in prepare life democratic based on Pancasila and the 1945 Constitution. Article 39 of Law No. 20 of 2003 emphasizes that Civics is business for equip participants educated with knowledge and skills base regarding connection between citizens with the State and education predecessors defend the country to become citizens who can be relied on by the nation and state. Progress information moment This gives significant impact to activity life society and patterns connection socially in a number of things. No except sector education. The rapid progress of current information and efficiency technology has caused significant change [27].

Shift paradigm education basically needs a transition from classroom teaching traditional to learning multimedia based sourced from the internet. Digital learning is influenced by the development of digital-based media. computers and technology information and communication [28]. Digital learning provides students with di-verse characters that become advantages and disadvantages of media. Digital learn-ing can be depicted as a bunch of big combined computers so that many people can share a source of very large power [29]. The results of education comprehensive national is very important for prepare generation young a country to oppose impact bad from influence outside and modern times, especially moral

and personality disorders that have hit this country. Exploration pattern Study students in the digital era in Pancasila Education lessons become very relevant. Research This will use an approach qualitative for dig more in How students utilise digital technology in Pancasila Education learning, as well as the challenges and opportunities they face. Thus, the results study This expected can give contribution in development of effective and inclusive learning strategies in the digital era. Research and exploration are required to find the right solution in utilizing digital technology to support quality and meaningful Pancasila Education learning for students. Civic education in the digital era should Already exist and be applied in various educational institutions in Indonesia.

Based on problems that have been presented, then an important study titled "Exploration of Learning Patterns" Students in the Digital Age Approach Qualitative in Pancasila Education Lessons" for understanding pattern Study students in the digital era in Pancasila Education learning. Title This chosen Because technology has changed every aspect of life in the digital era, including the method we are learning. Thanks to digital gadgets, students now can easily access various materials. Therefore, it's important to understand How they use technology. This is in class, especially in class on Pancasila Education lessons which discuss principles of citizenship. Research This can give significant contribution for development of Pancasila Education learning in the digital era.

Literature Review Learning Patterns

According to Dictionary Big Language Indonesia: Pattern is a system Work or method Work something. In context learning, pattern Study is the method used by students to do activity study. According to Roestiyah (1986) states : Learning patterns are a number of series procedures in learning that can help students in controlling material lessons. Learning patterns include pattern Study independent, pattern Study guided, pattern Study group, pattern Study discussions, etc. Each pattern studies the naturally own advantages and disadvantages. Implementation pattern Study independent is normally done by students at home each. Buchari (2008) stated that: "Learning patterns consist of patterns individual learning, patterns Study group, pattern Study guided, pattern Study leaving (leaving), pattern Study supervising (supervision)". Individual learning patterns according to [32], pattern learning individual run by students alone. Learning patterns group is implementation style Study certain as criteria election group Work productive , especially useful in situations where students No each other know One The same other [33]. Learning patterns guided is pattern learning that improves focus, engagement, and memory to points of learning important. Learning patterns leaving is "Learning Patterns try-try" or "pattern" Study experimental". Learning patterns supervising is The terms "super" and " vision" have the same etymology with " supervision ", namely action superiors who see and study [34]. That is seen from the angle compilation strategy Study teaching, then there are several pattern learning that can be under consideration by teachers and students so that activities Study teach can walk in a way regular according to pattern certain. Learning patterns will be at once reflected by teacher attitudes and activities as well as interaction between both of them.

Education in the Digital Age

The digital era is our way to acquire, save, and share information has developed along with emerging digital technology. Limitations between geography and time in the learning process teach the more No seen because of the internet and mobile devices. Restricted to only use method teaching traditionally in class, students now can access various source Study When only and from any location (Baran, 2014). Education Pancasila Wrong one very subject required to follow the development era. In world education, this subject is sometimes ignored and considered trivial Because considered not in line with changes and less worthy in face of increasingly global competition strictly [36]. Environment learning more dynamic and collaborative can create blessing utilization technology in Education. Students can participate more actively in the process of learning and exchanging ideas and conversation One The same other when digital technologies such as Network social, conference videos, and e-learning platforms are used (Dhir et al., 2013). Teachers can increase learning interaction with students by using various interactive methods. Overview of the application wordwall, kahoot, quizzz, and others. Teachers can utilize applications in accordance with need they in accordance his ability. Education Pancasila Wrong one very subject required to follow the development era. In world education, this subject is sometimes ignored and considered trivial Because considered not in line with changes and less worthy in face of increasingly global competition strictly [36]. Education in Pancasila for the Indonesian public is very important for protecting them from the impact of bad technology.

Literacy and thinking are critically important in field developing education rapid and is prerequisite for all educators. Internet of Things , augmented reality, and artificial intelligence are three tools that must be included by educators in plan learning [38]. Teachers in the digital era are facing different challenges from era to era. There are several challenges faced by teachers in Hakim & Yulia (2024) that is, the gap between teachers and students, limitations ability technology, change fast in technology, needs For teach on participant educate multicultural. Development of digital technology rapidly brings significant impact to various aspects of life, including on world Education, in particular on learning Education Pancasila. Digital technology but open opportunities for creating interactive, interesting and relevant learning with students. According to [40], challenges that need to be overcome overcome in learning PPKn that is limited chance education, number institution Education, the number of teachers who have not evenly.

Compared to traditional learning models, the learning models used in the digital era are different. According to Azis (2019), stated that there are three types of learning models digital era : the first involving teachers or lecturer who gives material online learning to students who can download and studied in a way manual (of-fline); the second involving teachers or lecturer who gives material online learning to students who also can they learn in a way manual; and the third involving collaboration between online and offline learning. In addition, some learning models allow students to access material learning in a way directly through device online learning, so that there is no need for a teacher or lecturer to convey material. Some strategy learning according to [42] namely, multimedia interactive, digital simulation, online learning, social media.

Method

Research methods used in this research This is qualitative with design study descriptive. According to [43], method study qualitative called method research that is of a naturalistic nature Because his research was carried out at the time of natural conditions (*natural setting*). Type of research descriptive is research that has an objective For describe an existing phenomena, namely in the form of phenomenon nature, phenomenon artificial human, or describe results subject , but No give implications in a way wide [44]. Researchers to obtain information describing the data in form description and findings from results observations put forward related pattern Study students in the digital era in Pancasila Education learning. The reason why researchers use method research and design study is Because objective from study is to reach more results refers to understanding in a deep way about things to be studied, describing theory and reality in the objects studied. Data sources in study This is a Pancasila Education teacher, head school, and students of Muhammadiyah 1 Vocational School, Sukoharjo. Research data This is related with pattern Study students in the digital era in Pancasila Education Learning. Data in study This collected through observation, interviews, and documentation, while for data analysis in study This use technique analysis interactive is also interpreted as as method collect data with structured, so that researcher can with easy determine conclusion from results research conducted.

The first step to obtain data sources is that the author makes observations at the research location, namely SMK Muhammadiyah 1 Sukoharjo. This research starts from planning proposals to data analysis which is carried out for 6 months from June to November 2024. The author observed students of SMK Muhammadiyah 1 Sukoharjo, then the author conducted interview techniques with the principal, Pancasila Education teachers, and students of SMK Muhammadiyah 1 Sukoharjo regarding student learning patterns in the digital era in Pancasila Education lessons and took data with documentation techniques. The data analysis technique used is to collect data first and then reduce it to select important things. Data presentation in this study is presented in the form of narrative text to describe student learning patterns, effective learning strategies in the digital era, and constraints and learning solutions in the digital era and then conclusions are drawn.

Results and Discussion

Learning Patterns and Strategies Effective in the Digital Age Education Pancasila Students at Muhammadiyah 1 Vocational School, Sukoharjo

Muhammadiyah 1 Vocational School, Sukoharjo, which is located at Jl. Anggrek No. 2 Sukoharjo, Regency Sukoharjo, Central Java, accredited "A" besides That school. This has applied technology in learning. School This has created an environment relevant to learning with the world of work. In chapter This will describe results from pattern Study students in the digital era in Pancasila Education lessons. Researchers carry out research at Muhammadiyah 1 Vocational School, Sukoharjo, which was carried out in August-October 2024. Activities the first conducted by researchers in the study This is observation, the second interview about How pattern Study students in the digital era in Pancasila Education lessons, in study This is the Pancasila Education teacher who was made resource person by researcher Then researcher will take a number of photos as documentation.

In the digital era, learning group can become useful experience for student If technology used and existing constraints can overcome, because from results the interview that has been expressed by the Pancasila Education teacher regarding pattern Study Students in the digital era in Pancasila Education lessons:

"Mereka saya buat untuk satu pembelajaran yang bisa kompak dengan temannya, kerjasama dengan temannya. Jika saya mengajar di kelas itu saya sudah buat sistem untuk kelompok, jadi untuk mengerjakan tugas harus dengan berkelompok satu anak dengan yang lainnya harus berkelompok tidak ada yang menuliskan nama jadi harus sama-sama untuk mengerjakan" (They I made it for One learning that can compact with his friend, cooperation with his friend. If I teach in class That I already made a system for group, so for do tasks must within groups One child with others must in groups No someone wrote Name So must You're welcome for to do").

“Aktivitas belajar kelompok bagus, siswa aktif untuk mencari jawaban bersama-sama dan cepat, tetapi kelemahannya siswa tidak menyaring materi terlebih dahulu” (Mr. Head The school also said “activities Study group good, students active for look for answer together and quickly, but his weakness student No filter material moreover before). Then initial A as student say that " Sering untuk pelajaran Pendidikan Pancasila soalnya kebanyakan tugas itu berkelompok dan saya merasa lebih senang jika belajar itu kelompok” (Often for Pancasila Education lesson, you know most task That group and I feel more like If Study That group).

Based on results interviews conducted, students seem to really like the learning group in eye Pancasila Education lessons. This is supported by the teacher's statement that He has entered the approach Study group to in his lessons and statements clear student A that He likes Study in group. The results of observations in the teacher's class will explain material use *powerpoint* Then to be continued with discussion in a way in groups. Students will form a number of groups and given tasks to be done in a way together. Students will also direct to form a group and divide his job. Then they will do his job in a way in groups. Our way of working the same in groups has a great influence on how much Good We Study. The right way to work Can make We each other learn and understand material more in [45]. Teachers have the aim for students to always try to gather information in a way independent of his group, especially via the internet. Options This show How Working with Friends the same age Increases motivation, engagement, and understanding students to material lessons. Learning groups in the digital era increase skills Work team and success academic, overcome need capable specialist carry out project collaborative, as proven by the bait come back positive students [46]. With utilise pattern learning groups, can create an environment to learn more inclusive and effective [33]. This matter is very important, especially in an environment where participants are not used to One the Same, because they can help each other know and work the same with more good. Carry out presentation results discussion group so that they can increase activity student in the learning process [47]. Besides that, system learning the group that the teacher has done grows an atmosphere of collaborative learning and encouraging students For each other's support. Therefore that, learning in groups can it is said is good way for increase level Pancasila education, especially in the digital era which requires cooperation team and good communication. With help Study in a way group, students can become more involved, have chances to talk and share opinions about a subject or issues, and search facts or supporting data For help they solve challenges [48]. In the context of the digital era, methods learning groups have proven to contribute significantly to increased quality learning. Collaboration is active between students, which is possible by development technology, enabling they for to obtain more knowledge in-depth and develop skills in the digital age. Learning model traditional teacher- centeredness is challenged with a student - centered and collaborative learning model. This study required for reduce the impact of the digital era and preparing student facing the future of the world of work [49].



Figure 1. Discussion Group
Source: Results Observation 2024

Strategy Effective Lesson Education Pancasila in the Digital Era

Mentrenching values Pancasila on digital generation, learning must be customized with contemporary issues that they face. Using digital technologies such as social media, games education, and online learning platforms can create experiences that are more interactive, fun and relevant with life. Teachers often use classroom learning with *powerpoint* and applications *quizizz*. Students are more interested if the teacher explains material using *powerpoint* Because learning will be seen as more interesting and not boring. Application *quizizz* Also often used after material for do questions, students will also be more Spirit If Already it's time For do question with *quizizz*.

" Menggunakan *quizizz* dek yang membuat siswa itu lebih bersemangat untuk mengerjakan tugas. Jika materi mereka lebih senang menggunakan *powerpoint* karena tidak membuat mereka bosan dan lebih menarik” (Use *quizizz* the deck that makes students That more enthusiastic to do assignments. If the material they like more uses *powerpoint* Because No makes them bored and more interesting). Then initial A as a student say that " kalo pake buku teks itu lebih cepet bosan, tapi jika diimbangi dengan materi menggunakan *powerpoint* terus mengerjakan

soal *quizizz* itu saya lebih senang karena menarik” (If you wear book text That is more fast bored, but If balanced with material use *powerpoint* Keep going do question *quizizz* That I more like Because interesting).

Based on the interview that has been done, can stated that students own different preferences in matter method learning. *Quizizz* considered as a useful tool for increasing motivation for student Study while finishing work home. *Quizizz*'s interactive and competitive features add joy and enjoyment in the learning process. According to the opinion [50] *Quizizz* is an innovation in world education that is capable of changing the way we see learning. With *Quizizz*, learn No Again becomes a boring activity, but becomes an enjoyable and meaningful experience for students. With *Quizizz*, teachers can create an atmosphere to learn more alive and meaningful. *Quizizz* Not only tests understanding students, but Also pushes them to think critically and creatively (Pohan et al., 2024). However, because *PowerPoint* can convey information with a better way interesting and varied, so that more difficult for student For become No interested, presentation it is also considered as tool useful learning. Although still relevant, book text viewed is not interesting and potential fast makes students bored. If compared to learning models, the learning models used in the digital era are different. Involving students through interactive and innovative digital devices, such as game serious and AI- driven platforms, can increase experience. Device This give stimulation, realism, and bait come back sustainable, which is very important for digital generation [52]. According to Azis (2019) stated that there are three types of learning models digital era : the first involving teachers or lecturer who gives material online learning to students who can downloaded and studied in a way manual (offline); the second involving teachers or lecturer who gives material online learning to students who also can they learn in a way manual; and the third involving collaboration between online and offline learning. In addition, some learning models allow student access material learning in a way direct through device online learning, so that No need a teacher or lecturer for convey material.

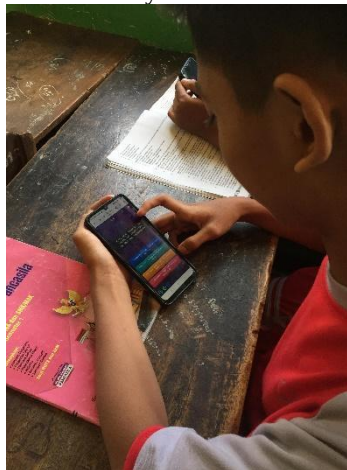


Figure 2. Usage *Quizizz*

Source: Results Observation 2024

E-Learning tools learning others who help students Study independent and economical time. Active students look for sources of the information Alone become emphasis main e-learning. In addition, teacher information is available for students only and from any location. They can actually expand his knowledge beyond what has been taught his teacher, because they can find knowledge about the topics they learn from various sources. Knowledge about device learning and materials can be updated with e-learning. Progress knowledge such knowledge and erudition rapid on moment This need updates and improvements quality material teach. This is reinforced with the results of the teacher interview at Education Pancasila at Muhammadiyah 1 Vocational School, Sukoharjo.

" Untuk diskusi pada saat mengerjakan tugas mereka akan mencari berbagai materi yang bersumber dari internet untuk mendukung tugas itu dan itu mereka lakukan dengan kesadaran diri untuk cari materi yang lebih luas mba di internet. Pada saat presentasi ada kuis dari kelompok lain jika ada yang tidak bisa menjawab, mereka secara langsung akan browsing mencari jawaban di internet, siswa yang rajin kadang sampai menulis informasi yang mereka dapatkan kemudian selanjutnya ditanyakan langsung kepada saya jika mereka tidak paham atau merasa ragu” (For discussion at the time they do a task they will look for various sourced material from the internet to support that task and that they do with awareness self For search more material wide mba on the internet. At the time presentation There is quiz from other groups if there is something not Can answer, they in a way direct will browse looking for answers on the internet, diligent students sometimes until write the information they have get Then furthermore asked direct to I If they No understand or feel doubtful).

Based on the statement above can conclude that initiative outstanding students are normal in the learning process. They actively look for source alternative learning, especially the internet, besides passive acceptance of knowledge given by the teacher. Capacity student For look for various information online show understanding them about mark learning

independently and expanding knowledge them. Besides that, the effort they find to answer the moment presentation and asking questions to the teacher if you have any questions show strong desire For understanding material lessons in a way intact. The Internet provides easy and fast access to source learning the latest and relevant , so increase understanding students to material lessons [53]. This is show that student This can use technology For improve the learning process them and have ability sufficient digital literacy strong. According to The [54] digital learning requires connection between teachers and students through use of technology, such as a connected computer to the internet or mobile phone equipped with applications. In other words, students have shown strong capacity For becoming critical, independent, and active learners. Based on the description said, then can it is said that digital learning is a broad word that includes techniques and tactics learning that utilizes technology. Digital learning is a dynamic and ever - changing field developing which offers a number of benefits, such as flexibility, individual teaching, and improvement involvement. However, to maximize its potential, factors like digital divide and quality as well as ability to adapt must be considered. With technology and methods teaching innovative, digital education can in a way significantly increase results in learning and accessibility for students [55].



Figure 3. Searching Material on the Internet

Source: Results Observation, 2024

Challenge Digital Era Pancasila Education Learning for Students at Muhammadiyah 1 Vocational School, Sukoharjo

The rapid progress in technology, information and communication that has become characteristic of the digital era has given a big impact on Lots aspect society, including education. As the foundation of national ideals, education Pancasila even No escape the impact of the digital era now. Results interview with Wrong One students at Muhammadiyah Vocational School Sukoharjo and Education teachers Pancasila.

" Jika belajar sendiri pake platfrom online malah jadi tidak belajar karena biasanya jadi buka aplikasi yang lain, udah buka materi tapi tiba-tiba ada notif chat jadi buka chat itu terus jadi asik main *handphone* belajarnya juga jadi sebentar" (If Study Alone wears an online platform instead of So No Study Because usually So open other applications, already open material But suddenly There is chat notification done open that chat Keep going So having fun playing on *the cellphone* learning is also possible wait a minute). (quote) interview October 2, 2024). "Siswa masih banyak yang menyalahgunakan ponsel itu, makanya saya harus secara langsung mengecek siswa satu persatu pada saat saya memberikan tugas yang bersumber dari internet untuk memastikan mereka tidak membuka aplikasi-aplikasi lain apalagi berbahaya jika mereka sudah membuka aplikasi yang tidak seharusnya dibuka karena anak sekarang itu pinter-pinter dek kadang guru kalah pinternya sama siswa kalo kita tidak bisa mengikuti mereka" (Students Still many people abuse it mobile phone thats why I must in a way direct check student One one by one at a time I give sourced tasks from the internet to ensure they No open other applications especially dangerous If they Already open applications that do not should opened Because child Now That smart-smart deck sometimes teachers lose clever The same student if We No Can follow they).

Challenge on learning Education Pancasila in the digital era, namely, diverse and fast information changed with development of increasingly advanced technology advanced information becomes fast for developing. Convenience of this internet access makes information spread quickly, including hoaxes and misinformation that can damage understanding students about Education Pancasila. The digital era has open access to information that is not limited. However, behind convenience access said, the user faced with on challenge to find relevant and accurate information in the midst of flood existing information. Ability to navigate and filter information effectively becomes very skillful important in this digital era [56]. Participants are expected to be able to choose information on the internet so that they No Wrong understanding. Shift interest Study students, development technology make students more interested in the gadget, so that interest Study in a way conventional tends to decrease. The height level addiction and obsession with social media among students show significant abuse, impact negative on control personal and performance academic they [57]. Easy abused, students the more interested in mobile phones Because the amount feature interesting, including social media, games, and applications message instant. Development technology has changed the method students learn. With the more mobile phone smart , students own more access easy to various source Study [58]. This matter not only facilitates the learning process, but also

opens opportunities in collaboration and communication between students. Student can with easy access the internet via his cell phone, which allows they play games, chat with friends, and do search information with fast even inside class. Students feel it is difficult to concentrate on their studies they Because they can be involved in various fun activities. Uncontrolled use of social media. Healthy can cause various problem Serious for students. Besides impact negative on performance academic, too Lots time spent on social media Also can cause problem mental health such as depression and anxiety, by Because That important for student For Study arrange time social media use and searching more activities productive [59]. Technology integration in learning is a necessity in the digital era. However, successful integration technology is highly dependent on the teacher's understanding of curriculum, availability of adequate facilities and infrastructure, as well as the teacher's ability to manage class and motivate students. With the right approach, technology can become a powerful tool For increasing quality learning and preparing students to face future challenges [60].

Conclusion

Development technology has changed the method of student study Pancasila Education. Research This shows a change from pattern Study conventional going to pattern learn more active, independent and collaborative through digital platforms. Learning Pancasila Education in the digital era is more effective applied use pattern Study within groups. This is proven by the implementation Pancasila Education learning for students at Muhammadiyah 1 Sukoharjo Vocational School is very effective in increasing quality learning, so that happens to improve motivation, engagement, and understanding students, as well as realizing an atmosphere of collaborative learning. Implementation strategy learning based on technology, such as using *powerpoint*, *quizizz*, and *e-learning* platforms, in subjects Education Pancasila has shown positive results. Ability students to access and utilize digital technology to support the learning process, indicating students' own level of high digital literacy as well as great potential for becoming active and independent learners. One of the challenges in learning in the digital era is distraction caused by mobile devices. Convenience access to various digital content through mobile phones cleverly often divert attention from activities. To overcome this problem, it requires effort collaborative from all over stakeholders interested in creating an environment conducive learning and maximizing potential technology.

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