

Utilization Of Digital Technology In Learning In The Field Of Gastronomy In The Era Of The Covid-19 Pandemic

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Abstract. The development revolution industry is a very influential arrangement for humans, especially in education. A little a lot moment now, the world of education utilizes the development of digital technology in the learning process. Plus, the situation, The Covid-19 pandemic has also affected method study teaching, especially in schools Intermediate Vocational field gastronomy, again stare advance Becomes virtual face (online). As for the purpose study, this is to know the use of digital in the learning process, especially in the field of gastronomy, from before the pandemic, during time pandemic and after the Covid-19 pandemic. Method research used is a literature review to identify, evaluate and synthesize research that has been there. Results found that digital media before the pandemic technology used an educational startup in the form of guidance study with showing learning in audio and video. During the same pandemic, many digital technologies used WhatsApp Group, Zoom Cloud Meeting, Google Classroom, Google Form, and e-mail. At the same time, a suitably blended learning model pandemic for method learning.

Keywords: Digitalization of Learning; Gastronomy Tourism; Covid-19 Pandemic

1 Introduction

The development of the industrial revolution 4.0 significantly affects the order of human life, making humanity aware of the use of technology today. The COVID-19 pandemic has limited the space for people to move so that the transmission of this virus does not increase. This pandemic condition makes activities switch from face-to-face (offline) to face-to-face (online) by utilizing technological developments. In the world of education, learning and teaching are now turning to face-to-face, not only in Indonesia but all countries around the globe applying it.

Gastronomy is one element of tourism. In general, it is a traditional way of learning about food. We can know the process from upstream to downstream of a traditional food of a particular area. Gastronomy is adopted from the ancient Greek word *gastronomia*. *Gastro* or *gaster*, which means stomach, then *nomos* which means rule or law. In other terms, *gastro* can be interpreted

as cooking, while *nomi* is a rule or a legal system in a particular field [14]. One of the components of gastronomy is studying and researching a food, as stated by [14], the components in gastronomy, nine elements are related to each other, namely: (1) cooking/culinary, (2) raw materials, (3) tasting, (4) serving, (5) studying, researching food, (6) seeking unique experiences, (7) nutritional knowledge, (8) philosophy, history, tradition and social, (9) ethics and etiquette.

The use of digital is an effective solution to keep the teaching and learning process running, such as making learning videos, doing digital modules, and creating learning applications. Before the COVID-19 pandemic hit, online learning had been implemented, such as using Zenius media, teacher rooms, and so on, for learning purposes only at home [4]. Online learning does not always have a negative view because online learning methods are considered very efficient and can foster independent education for students and students. The use of online applications can increase learning independence. The position of teaching media as teaching aids is in the methodological component, as one of the learning environments regulated by the teacher [15]. In studying gastronomy at Vocational High Schools (SMK), you can take advantage of digital developments such as making learning videos about theory or practicum.

2 Literature Review

The learning process experienced throughout human life can be applied anywhere and anytime. Learning has almost the same meaning as teaching, although it has a different connotation. The teacher teaches that students can learn and master the content of the lesson to achieve a predetermined goal (cognitive aspect) and influence changes in the attitude (affective aspect) and skills (psychomotor part) of a student [1]. The introduction of technology in the teaching and learning process dramatically influences the quality of graduates when facing competition in the world of work. The technology-aware factor will support the quality of learning, one of which is the availability of learning media [3]. Technology-based learning media deserve to be considered as an alternative to independent learning that can be used in the learning process in the classroom or at home. One of the goals is to facilitate the delivery of messages and stimuli to students' understanding [8]. Learning videos with a little direction from educators will be beneficial and make it easier for students, such as tutorials that use audio and visual technology [18]. Learning modules that are well packaged in E-learning and uploaded via the internet can provide various benefits for students and lecturers.

3 Research Methods

This research uses the method of literature study or literature review. According to [6], Literature study is another term for literature review, literature review, theoretical study, theoretical basis, literature review, and theoretical review. What is meant by library research is research that is carried out only based on written works, including research results, both published and unpublished. This study examines research journals that explore the use of digitization in the learning process, especially in the field of gastronomy.

4 Results And Findings

The development of learning methods from time to time is always an update. In the case of the COVID-19 pandemic, the learning method changed significantly from face-to-face to online. However, as the COVID-19 case in Indonesia has slowed, the government has made leeway for teaching and learning activities to be hybrid or blended learning. The change in learning methods during this pandemic has forced school educators to take advantage of existing digital developments. Learning online allows students to learn independently [4]. Based on the results of a search for articles about the evolution of the use of digitalization of learning in Indonesia before, during and after the COVID-19 pandemic, they are as follows.

4.1 Benefits of learning media

Hamalik in [10] says that using teaching media in the learning process could awaken new desires and interests, arouse motivation and stimulate activity study, and even influence students psychologically. In general, the benefit of media in the learning process is expedited interaction between the teacher and student, making learning more effective and efficient.

But more special, there are several more media benefits Kemp and Dayton in [10] for example, identify several media benefits in learning that is:

1. Delivery Theory lesson could be uninformed.
2. Learning process becomes more transparent and attractive.
3. Learning process Becomes more interactive.
4. Efficiency in time and energy.
5. Increase quality results, study student.
6. Media enables the learning process to be conducted where only and when.
7. Media can grow positive attitudes among student toward learning materials and processes.
8. Change the teacher's role more direction positive and productive.

4.2 Utilization digitization before covid-19 pandemic

Activity study teaches, in principle, to activate students in shape, meaning or understanding. However, the neglected demands must-have fulfillment material mastered by students. The ability students with current knowledge should own to reach existing competencies is not growing. This thing could occur because many final students choose to memorize the Theory course. According to another research, the learning process in schools is a tool public policy best as an effort enhancement knowledge and skills [1]. Besides that, many students consider Thing this School to be a fun activity; they can interact with each other. A school could increase social skills and awareness classes for social students. School, on the whole, is a medium of interaction Between students and teachers to improve ability, integrity, skill and heart between them.

Along with the development of digital technology in Indonesia, realize the needs of students on policy desired curriculum use of study hours system full day school. So present, various alternative media to reach students without violating the system precisely as tool fulfillment needs students to study more efficiently and effectively. That is development startup education. Educational startups, many in the form of guidance study online, bring teachers virtually in video format, as done by Quipper Video and Ruang Guru. Some use audio only with a verbal explanation, like Zenius [5].

It can be concluded that before the pandemic, activity study teaching (KBM) already utilized development digitization in the field of education, such as the appearance of an educational startup but in the form of a guidance study showing learning in audio and video.

4.3 Utilization digitization moment covid-19 pandemic

The existence of regulation guard distance caused the spread of the COVID-19 virus, making whole aspect activity switch go online. Not except activity learn and teach at school until college high, to press the spread of the virus. System changing learning _ go online make school and energy educator utilize development digitization so that this process permanent walk although no come to a school called with Distance Learning (PJJ) or Learning From Home (BDR). Implementation of appropriate online learning with the concept of the Ministry of Education and Culture echoed by Nadiem Makarim before the COVID-19 pandemic, which is called learning independence. Students sued to dominate technology creatively, have motivation tall, and are capable of doing purposeful innovation to prepare millennials ready to challenge globalization [7]. According to [19], Learning process activities from this (BDR) house differ from activity study at school. If in activity study teaching at school is usually conducted with stare face, now study from home (BDR) done with there is also an online way that says learning in a network or online so in the learning process teaching teachers and participants educate no need meet stare advance in one room will, but this online learning can take place in different places. This online learning must be through electronic media intermediary can in the form of Android phones, laptops, and connected computers with internet networks.

According to the results of research conducted by Novita and Hutasuhut [12] throughout response study answer used Whatsapp, Google Meet And Google Classroom as the application used _ for online learning during the COVID-19 pandemic. in harmony with other research, online learning can be conducted

with use variety

application internet based like WhatsApp Group, Zoom Cloud Meeting, Google Classroom, Google Form, e-mail and some other applications capable support activity learning distance far or online[1]. Whereas research conducted [19] with the title "Learning During a Pandemic" Using E-Learning Media at Min 7 Ponorogo" say the method implementation online learning that teachers use in the video is method lectures and assignments. Due to the method lecture feel very effective in delivering Theory learning with video to participant education. This assignment aims to check how much understanding of students' Theory learning the teacher has conveyed through learning videos. According to another research in the journal entitled "Development of Video Tutorial Learning Media in Gastronomy Courses," state that the media for learning video tutorials for gastronomy courses for students majoring in family welfare education has practical criteria with a percentage of 79.02 %.[2]

The result of research on learning media often used when online learning like WhatsApp Group, Zoom Cloud Meeting, Google Classroom, Google Form, e-mail, and other methods effective for conveying Theory is in the form of learning videos.

4.4 Utilization digitization after covid-19 pandemic

Slope it Covid-19 cases in Indonesia and its implementation fixed health protocol run with implementation learning apply to stare the already face walk two years this there is change good

in the learning process teach nor activity others at school. The difference in learning stare face that is carried out during the pandemic

show existing modifications made by the parties' school, like application protocol health and reduced study hours at school. Michel Beer in [15] revealed changes as taking action differently than before. There is a difference that produces a change: changing the conducted as adjustment back for learning stare advance could walk with good. As for the change process or adjustments made naturally following regulations issued by the government.

With various returns, activities operate capable repair little by little economy declining society consequence caught impact of the Covid-19 Virus. Because of that method, practical learning during the post-Covid-19 pandemic is blended learning, namely, online and offline. The same thing as the study from [10] Development blended learning model learning is the combination of learning models carried out in context online and offline. The allocation used is 50:50, meaning from allocation time allotted, 50% for activity learning stare advance and 50% done online learning. The same happened with the use of composition 75:25 and performed 25:75. Technical Development the blended learning model developed; 1) Learning Model stare Advance, 2) Learning Use Electronic Teaching Materials, and 3) Learning Using Media Technology.

5 Conclusion

Teaching expected students and energy educators could operate their respective roles in the learning process. The existence Covid-19 pandemic has made the learning process change go online. But before the pandemic, this was a learning process Teachers already utilized digitization-like means for guidance study like teacher's room. During the moment pandemic, frequent online applications used for the learning process teach is WhatsApp Group, Zoom Cloud Meeting, Google Classroom, Google Form, e-mail and other methods effective for conveying Theory in the form of learning videos. Currently, post-pandemic digitization is still utilized because referring to the rules of government to keep guard Health protocol and not crowd that is use method blended learning. Where can the application be used the same as when a pandemic happen.

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