Chapter 29
Indonesian Mobile Learning Information System Using Social Media Platforms

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ABSTRACT

As a developing country, Indonesia continues to improve its quality as a state, in which the attempt to optimize all of its potential both in terms of economic, political, social, cultural, technological, educational, health, etc. This modern era, all aspects of life are depending on technology. This makes the technology becomes one of necessary in people's life. The utilization of technology has been used by all people in all aspects of life. Specifically, this paper tries to offer an innovation that has never been designed before, namely a platform of M-Learning in form of social media related to the development of technology for learning. Nowadays, internet users and smartphone ownership in Indonesia increased dramatically, then writers took initiative to design an innovation related to this case. Social media technologies provide the opportunity for teachers to engage students in online classes, thereby supporting the development of skills and learners to achieve competency. In addition to students, the opportunity is also open to outside the community to get information that can add knowledge. This case study provides a platform for M-Learning based learning that facilitate student learning also helps society size to obtain information more easily. The design of this platform using models UML (Unified Modeling Language) to design a visual model of this platform.

INTRODUCTION

Development is related to technology. Stage of human development has arrived can occur without technological advances. Radical changes and progress in the economy, as we are seeing now, is the result of modern technology. Technology has brought efficiency and quality in people's life. Technology leads to the use of machines, techniques, materials, and tools to make the job easier. The fast development in

many aspects occurs in the access of technology, wireless communication device and mobile learning tools. It is proven by the development of mobile technologies that becoming increasingly ubiquitous. Innovation in telecommunication technology develops rapidly and in line with the growth of modern characteristics of societies that has high mobility, looks for services that are flexible, easy and satisfactorily as well as pursues efficiency in all aspects.

Internet users in Indonesia were extremely increased every year. Based on statistic report from Communication Center watch University of Indonesia (PUSKAKOM) with Indonesia Internet Service Provider Association (APJII) shows that from 247 million of population in Indonesia, 24% are internet users and 65% of them using smartphone. Internet became one of the sources of information that beat the newspapers; 60% of Internet user relied on the Internet to gain information. 92% of the Internet has Facebook's account and 75% login from a mobile device. Chatting application is a communication method of cellphone user, 90% user using it many times a day. The point of view from e-commerce shows that many people using an online site to buy products (20%), from social media (26%), chatting group (27%), and from forum or advertising site (27%). The statistic shows that Indonesia became an active internet user and well known to operate application on a website.

ICT has also been associated with Cellphone technology because now is the basic needed. Mobile phones are now turned into a portable computer, which has a data processing capability of the Internet while mobile. Mobile devices outnumber desktop computers 5 to 1. These technologies are the current trends of ICT development called Smartphone. He has the ability of many things. The smart phone started manufacturing since 2012 with the featured of high-speed connection with 4G LTE as the network, the development has a purpose on supporting mobile payment mechanisms as the modern system that provides the Internet that can do all things. According to "We are social Singapore (2014)" there is an active Internet user worldwide, in Asia 635 million people, has packet data prepaid in order to have internet access through a cell phone.

Social media is growing rapidly to penetrate the global market. This change is good for its own sake and also to embrace and utilized by practitioners for development in our efforts to empower the communication with the public. Social media is defined as a web platform that provides breadth for users to create, share and exchange their information, ideas, videos or photos and content in computer-mediated groups and communities. Social media platforms are used in different countries while Facebook became the most popular social media service all over the world, its popularity varies across countries. For example, Facebook is remarkably dominant in Indonesia, it showed that 97.5% are users of the application currently, e-learning system has growing significantly. E-learning defined as a leaning media using electronics circuit (LAN, WAN or Internet) to deliver the contents of learning. While other interpreted that e-learning as a form of distance learning conducted through internet media. Although e-learning can be used anytime and anywhere, e-learning still has the disadvantage which is requires users to use Personal Computer (PC) connected to the Internet so that students as users are limited by place and certain facilities. Then, mobile learning (M-Learning) is the solution to overcome the limitations of e-learning. M-Learning is the process of sending an electronic learning materials on a mobile computing device to be accessible from anywhere and anytime. In general, mobile devices are mobile phones and PDAs in question (Ally, 2005). M-Learning is a new paradigm in education sector to support learning processes. (M-Learning) provides a change in learning to communicate with tutors and friends, as well as access learning resources to be better. The using of M-Learning as a social media certainly bring such huge

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