

Learning in the Digital Age Full of Hedonistic Cultural Values Among Elementary School Students

(Pembelajaran di Era Digital dengan Nilai Budaya Hedonistik di Kalangan Siswa Sekolah Dasar

Aslan¹, Pong Kok Shiong²

¹Institut Agama Islam Sultan Muhammad Syafiuddin Sambas, Indonesia

²Universiti Tunku Abdul Rahman, Malaysia

 aslanalbanjary066@gmail.com

Abstract

The era of digital development that dominates the world with the sophistication of today's internet networks, especially the impact of the COVID-19 pandemic, has created a learning system using mobile phones with internet networks. On the one hand, there are negative and positive impacts. The article aims to analyze learning in the Digital Age Full of Hedonistic Cultural Values Among Elementary School Students. This research method is qualitative with a literature review approach. From the collected literature, this study shows negative values with hedonistic behavior, which then becomes a habit that has a negative impact. It was inseparable from the cell phones used by children as learning media. Still, at that time, parental control was not maximal over cell phone features, which became a consumptive spectacle that impacted children's behavior. Therefore, this new insight becomes a new idea to support similar research in the future.

Keywords: Digital Development, Hedonistic Culture Values, Learning in Digital Age

Article **Received** : October 31, 2022
History **Revised** : August 03, 2023
Accepted : September 07, 2023

INTRODUCTION

Changes that occur in human life from time to time also describe the development of technology. Technology from the agricultural, industrial, and current eras¹ known as the information age, has changed everything in human life.² However, this sophistication, on

¹ Alvin Toffler, *Future Shock* (Random House Publishing Group, 2022). Praveen Kumar Reddy Maddikunta dkk., "Industry 5.0: A survey on enabling technologies and potential applications," *Journal of Industrial Information Integration* 26 (1 Maret 2022): 100257, doi:10.1016/j.jii.2021.100257. Diego G. S. Pivoto dkk., "Cyber-physical systems architectures for industrial internet of things applications in Industry 4.0: A literature review," *Journal of Manufacturing Systems* 58 (1 Januari 2021): 176-92, doi:10.1016/j.jmsy.2020.11.017. N. Deepa dkk., "A survey on blockchain for big data: Approaches, opportunities, and future directions," *Future Generation Computer Systems* 131 (1 Juni 2022): 209-26, doi:10.1016/j.future.2022.01.017. Jiewu Leng dkk., "Industry 5.0: Prospect and retrospect," *Journal of Manufacturing Systems* 65 (1 Oktober 2022): 279-95, doi:10.1016/j.jmsy.2022.09.017.

² Mujiburrahman, *Humor, Perempuan dan Sufi* (Jakarta: PT. Elex Media Komputindo, 2017). Purniadi Putra dkk., "The Relevancy on Education Release Revolution 4.0 in Islamic Basic Education Perspective in Indonesia (An Analysis Study of Paulo Freire's Thought)," *Test Engineering & Management* 83 (2020): 10256-63. Swarna Priya Ramu dkk., "Federated learning enabled digital twins for smart cities: Concepts, recent advances, and future directions," *Sustainable Cities and Society* 79 (1 April 2022): 103663, doi:10.1016/j.scs.2021.103663.

Published by **CV. Creative Tugu Pena**

ISSN **2775-2305**

Website **<https://attractivejournal.com/index.php/bpr/>**

This is an open access article under the CC BY SA license

<https://creativecommons.org/licenses/by-sa/4.0/>



the one hand, has a positive impact; on the other hand, it also has a negative effect. The influence permeates all areas of human life, including education.

Before experiencing technology development, school education institutions only made use of makeshift technology with the ability of the teacher concerned. However, media displayed with simple technology has more requirements to contain messages of positive values than the current information age technology.

The media used is made only from makeshift materials, utilizing the surrounding environment. The point is to select media according to students' goals, maturity, and development in learning.³ Along with the development of the simple technology era that is used as a medium for learning, it gradually shifts when technology changes so that it also impacts curriculum changes.⁴

The curriculum is a set of learning used by teachers and the application of learning for students.⁵ Educational experts have designed the curriculum to answer future challenges in the future. Still, when the Covid 19 occurred in the world, it also impacted Indonesia, so the curriculum's objectives needed to match what was expected. Schools that were initially held face-to-face have changed to become online. Almost one year of learning was completed *face-to-face* but online.

Online or online learning from the beginning of 2020 until now 2021 with such thorough preparations for both internet and other network problems is increasingly being encouraged.⁶ However, with some of these implementations so that online learning goes as expected, on the other hand, it also has negative impacts such as learning achievement and unpreparedness of teachers, students, and schools. Students who should need the guidance and direction of the teacher are not getting it at all.⁷ Apart from that, mobile

³ Fadhilah Suralaga, "Peranan penggunaan media sederhana dalam meningkatkan efektivitas proses belajar mengajar bidang studi pendidikan agama islam di min Johar Baru Jakarta Pusat," 2005. Afiaty Fajriyah Ningrum dan Justito Adiprasetyo, "Broadcast Journalism of Private Radio in Cirebon, Indonesia, in the Convergence Era," *Asian Journal of Media and Communication (AJMC)* 5, no. 1 (25 Mei 2021), doi:10.20885/asjmc.vol5.iss1.art2.

⁴ Christine Greenhow Lewin Cathy, "Social media and education: reconceptualizing the boundaries of formal and informal learning," dalam *Social Media and Education* (Routledge, 2018). Annika Lantz-Andersson, Mona Lundin, dan Neil Selwyn, "Twenty years of online teacher communities: A systematic review of formally-organized and informally-developed professional learning groups," *Teaching and Teacher Education* 75 (1 Oktober 2018): 302-15, doi:10.1016/j.tate.2018.07.008. Stefania Manca, "Snapping, pinning, liking or texting: Investigating social media in higher education beyond Facebook," *The Internet and Higher Education* 44 (1 Januari 2020): 100707, doi:10.1016/j.iheduc.2019.100707.

⁵ Aslan Aslan, *HIDDEN CURRICULUM* (Pena Indis, 2019). Cedric Bheki Mpungose dan Simon Bheki Khoza, "Postgraduate Students' Experiences on the Use of Moodle and Canvas Learning Management System," *Technology, Knowledge and Learning* 27, no. 1 (1 Maret 2022): 1-16, doi:10.1007/s10758-020-09475-1. Jeffrey Carpenter dkk., "Exploring the landscape of educator professional activity on Twitter: an analysis of 16 education-related Twitter hashtags," *Professional Development in Education* 48, no. 5 (20 Oktober 2022): 784-805, doi:10.1080/19415257.2020.1752287.

⁶ Muhammad Giatman, Sri Siswati, dan Irma Yulia Basri, "Online learning quality control in the pandemic Covid-19 era in Indonesia," *Journal of Nonformal Education* 6, no. 2 (2020): 168-75. Sudarmo Sudarmo dkk., "The Future of Instruction Media in Indonesian Education: Systematic Review," *AL-ISHLAH: Jurnal Pendidikan* 13, no. 2 (31 Agustus 2021): 1302-11, doi:10.35445/alishlah.v13i2.542. Sardjana Orba Manullang dkk., "Understanding Islam and The Impact on Indonesian Harmony and Diversity," *Al-Ulum* 21, no. 1 (25 Juni 2021), doi:10.30603/au.v21i1.2188.

⁷ Nopa Yusnilita, "The Impact of Online Learning: Student's Views," *ETERNAL (English Teaching Journal)* 11, no. 1 (16 Mei 2020), doi:10.26877/eternal.v11i1.6069. Zaitun Zaitun, M. Sofian Hadi, dan Pinkan Harjudanti, "The Impact of Online Learning on the Learning Motivation of Junior High School Students," *Bisma The Journal of Counseling* 5, no. 1 (2 Juni 2021): 56-63, doi:10.23887/bisma.v5i1.35980. Ram Gopal, Varsha Singh, dan Arun Aggarwal, "Impact of Online Classes on the Satisfaction and Performance of Students during the Pandemic Period of COVID 19,"

phones, with the sophistication of the internet, are learning media that every student has without direct control of parents because of their respective activities, so this freedom is not only to facilitate learning but also to fulfill hedonistic values.

The features contained in these mobile phones display more hedonic attributes.⁸ The hedonic lifestyle is to seek the pleasures of life with more time being used for things that are not useful, such as spending more time playing games *than* interacting with people or the surrounding community.⁹ Another impact, watching children on cell phones is more immoral and affects the child's psychology and the feeling of wanting to try something new that is far from religious values.

Thus, the authors are interested in looking further at the hedonistic culture when online learning is carried out in schools in general and elementary schools in particular when online learning is finished while the children are still using mobile phones. Parents with busy work outside the home also do not control their children.

METHOD

The study of this research is a literature by collecting various theories related to the topic of discussion from books, accredited national journals or not, international and national journals, Scopus, Wos, and others. According to Zed.,¹⁰ a literature review is not a study that only collects related literature but more than that. The collected theory is analyzed, and the findings from this study are sought.

RESULT AND DISCUSSION

Several literature studies on the development of the digital era, which was even more so used as a learning process during the Covid-19 period by displaying hedonistic behavior caused by technology.

Technological Developments in Learning Media

The journey of human life, along with the development of technology that humans have today, alternates continuously, experiencing changes and shifts. Before humans got to know technology in the current era of information development, technology was a medium for conveying messages through animal skins, date palm fronds, and the like to be used as a medium for learning. When the printing press was invented, the media used to convey messages had been printed a lot but faced obstacles for those who could not read and write, so visual technology was discovered and no longer changed to audio-visual

Education and Information Technologies 26, no. 6 (1 November 2021): 6923–47, doi:10.1007/s10639-021-10523-1.

⁸ Emílio José Arruda Filho dan Ruby Dholakia, "Hedonism as a Decision Factor and Technologic Usage," *Review of Business Management* 15 (1 September 2013), doi:10.7819/rbgn.v15i48.1407. Tatiana Anisimova, "Integrating Multiple Factors Affecting Consumer Behavior Toward Organic Foods: The Role of Healthism, Hedonism, and Trust in Consumer Purchase Intentions of Organic Foods," *Journal of Food Products Marketing* 22, no. 7 (2 Oktober 2016): 809–23, doi:10.1080/10454446.2015.1121429. Harish Kumar Singla dan Amit Hiray, "Evaluating the impact of hedonism on investment choices in India," *Managerial Finance* 45, no. 12 (1 Januari 2019): 1526–41, doi:10.1108/MF-07-2019-0324. Ömer Saraç, Vahit Oğuz Kiper, dan Orhan Batman, "The conflict of halal and hedonism, investigating halal-sensitive tourists' hedonic tendency," *Journal of Islamic Marketing* 14, no. 9 (1 Januari 2022): 2361–82, doi:10.1108/JIMA-06-2021-0178.

⁹ Aslan, "Pergeseran Nilai Di Masyarakat Perbatasan (Studi tentang Pendidikan dan Perubahan Sosial di Desa Temajuk Kalimantan Barat)," Disertasi dipublikasikan (Pasca Sarjana, 17 Januari 2019), <https://idr.uin-antasari.ac.id/10997/>.

¹⁰ Mestika Zed, *Metode penelitian kepustakaan* (Jakarta: Yayasan Obor Indonesia, 2004). Hannah Snyder, "Literature review as a research methodology: An overview and guidelines," *Journal of Business Research* 104 (1 November 2019): 333–39, doi:10.1016/j.jbusres.2019.07.039.

technology.¹¹ With the development of this technology, learning media in the world of education automatically also experiences growth.

The media is an intermediary or a messenger to the recipient.¹² Therefore, media has long been used in learning to convey messages to students. However, it cannot be separated from that; the media used in learning has a long history in education.

Books written by Saettler,¹³ and Bates,¹⁴ about technological developments have been used as educational media. However, the book only describes the journey of learning technology until 1989.

The technology used in learning media starts from; *First* verbal communication. Media with oral communication is mostly conveyed for stories, folklore, history, and also news. This first media, from oral communication, is delivered so that *the output* is more rote because the goal is to convey the results of education in a way that is repeated as people give speeches.

The second is written communication. In its history, the Prophet Musa conveyed the ten commandments written on stone in a chiseled manner, estimated to be around the 7th century AD. When the 15th-century printing press was invented, written documents were increasingly booming. The notes were written and printed in large numbers but encountered obstacles because many people needed help to read. Finally, efforts to eradicate illiteracy opened opportunities for humans to pursue education until remote lectures opened. From oral communication media and printed with printers, they are distributed in various countries to be used as learning media for distance education programs.

Third, Broadcasting and video. In 1920 *the British Broadcasting Corporation* (BBC) has given teaching to children via radio. Meanwhile, television has been used as an educational medium since 1960. Educational technology has begun to develop, using radio to convey educational material to students. However, that's not all; only part of Aitken media is used as learning media by uploading it in the form of a video.

Fourth, computer technology. Since 1954, computers have been used for learning, both for research and as learning media. Since computers developed, typewriters have turned into electronics. Humans already use technology to understand writing and watch learning videos.

Fifth, computer network. In 1952 the internet network began to be implemented in American schools. In 1993, *Google search* was launched because, as a result of learning, the materials presented were easily searchable by the desired educators as they are today.

Sixth, *online* learning environment. Since 1995, the learning *web* has been created, and the first *web* for learning is WebCT. Content loaded and managed from the web, such as student activities, assignment questions, and discussion forums. The learning system only includes PDFs and slides.

¹¹ Mujiburrahman, *Agama, Media Dan Imajinasi: Pandangan Sufisme Dan Ilmu Sosial Kontemporer* (Banjarmasin: Antasari Press., 2015). Khe Foon Hew dkk., "What predicts student satisfaction with MOOCs: A gradient boosting trees supervised machine learning and sentiment analysis approach," *Computers & Education* 145 (1 Februari 2020): 103724, doi:10.1016/j.compedu.2019.103724. Sut Ieng Lei, Lawrence Hoc Nang Fong, dan Shun Ye, "'Touch over tech': a longitudinal examination of human touch along a travel journey," *International Journal of Contemporary Hospitality Management* ahead-of-print, no. ahead-of-print (1 Januari 2023), doi:10.1108/IJCHM-11-2022-1372.

¹² Rudy Sumiharsono dan Hisbiyatul Hasanah, *Media Pembelajaran: Buku Bacaan Wajib Dosen, Guru dan Calon Pendidik* (Pustaka Abadi, 2017). Mustofa Abi Hamid dkk., *Media Pembelajaran* (Yayasan Kita Menulis, 2020). Felicitas Macgilchrist, John Potter, dan Ben Williamson, "Shifting scales of research on learning, media and technology," *Learning, Media and Technology* 46, no. 4 (2 Oktober 2021): 369–76, doi:10.1080/17439884.2021.1994418.

¹³ Paul Saettler, *The evolution of American educational technology* (IAP, 2004).

¹⁴ A. W. (Tony) Bates, "A Short History of Educational Technology," 5 April 2015, <https://opentextbc.ca/teachinginadigitalage/chapter/section-8-1-a-short-history-of-educational-technology/>.

Seventh, social media. Social media is a subcategory of computer technology that has a vital role in educational technology. Social media is used as learning media, such as *blogs, wikis, and YouTube videos*, and mobile devices, such as cell phones, *tablets, Twitter, Skype, and Facebook*. According to Kaplan & Haenlein,¹⁵ social media used in learning media is to share the created content.

Thus, the development of technology used in education, on the one hand, has progressed but, on the other hand, experienced negative impacts on students. The negative effect is when technology has reached its golden peak in the information age, where technology with internet networks no longer looks at an age so when this technology is used as a medium of learning without direct control from parents, especially the elementary education level so that when mobile phones have become multi-functional, which are not only used as media in knowledge but also used to play with various features on these mobile phones, negative values with a hedonistic culture cannot be avoided as a consumption culture for children in the digital era when this.

The Hedonistic Values of Technology

Value is something valuable and has always been a symbol in human life.¹⁶ Meanwhile, hedonistic values are values that are too excessive and more about lifestyle than needs.¹⁷ This style is more about pursuing pleasure without considering its impact.¹⁸ When technology develops in today's information age, hedonistic culture has become a wasteful culture for children. Finally, the values taught by family, school, and community educational institutions gradually lose their function and role. Many children, especially those at the elementary education level, are just attending school for the first time using mobile phones with the features included in them during the Covid-19 pandemic. Finally, the culture that has been consumed through the media becomes a value so that it becomes a child's behavior.

Internet technology is consumed by children with resulting negative impacts such as children preferring to spend time outside the home to play, excessive use of gadgets, appearances have started to stand out, always taking photos of the results of visiting a place, staying at a hotel, eating outside and others,¹⁹ are familiar with what is called free sex, skipping school, fighting, cheating and other deviant behavior. ²⁰ Children at the elementary education level have started watching shows that shouldn't be overlooked, cockfights, and bird fights, whose only purpose is to seek momentary pleasure.

Thus, the more significant the impact of technological developments, the greater the challenges in the world of education.

Education that starts from educational institutions in the family, school, and community should be able to provide cooperation so that the mobile phones used during the teaching and learning process during the Covid-19 pandemic fit their purpose and function. However, due to the absence of parental control, the features on the mobile phone, rich in hedonic values, are consumed by students.

¹⁵ Andreas M. Kaplan dan Michael Haenlein, "Users of the World, Unite! The Challenges and Opportunities of Social Media," *Business Horizons* 53, no. 1 (1 Januari 2010): 59–68, doi:10.1016/j.bushor.2009.09.003.

¹⁶ Aslan Aslan dan Agus Setiawan, "Internalization of Value education In temajuk-melano malaysia Boundary school," *Edukasia: Jurnal Penelitian Pendidikan Islam* 14, no. 2 (2019).

¹⁷ Arpita Khare, "Influence of Hedonic and Utilitarian Values in Determining Attitude towards Malls: A Case of Indian Small City Consumers," *Journal of Retail & Leisure Property* 9, no. 5 (1 Mei 2011): 429–42, doi:10.1057/rlp.2011.6.

¹⁸ Franz Magnis-Suseno, *Etika Dasar. Masalah-masalah Pokok Filsafat Moral*. (Penerbit PT Kanisius, 1987).

¹⁹ Reishani Marha Shafwati, "Pengaruh Teman Sebaya (Peer Group) Terhadap Gaya Hidup Hedonisme Di Kalangan Pelajar" (PhD Thesis, Universitas Pendidikan Indonesia, 2015).

²⁰ Aslan, "Pergeseran Nilai Di Masyarakat Perbatasan (Studi tentang Pendidikan dan Perubahan Sosial di Desa Temajuk Kalimantan Barat)."

Finally, educational institutions in schools face new challenges, where schools should be a place to instill character education, but they are increasingly being neglected.²¹ The cognitive aspects are also limited, so teachers and children should interact face-to-face, but this is ignored online.²² However, when the mobile phone has finished being used as a learning medium, the mobile phone is owned by the full rights of the child concerned. What's more, the lack of parental supervision of cell phones used by children so that the features found on phones with hedonic values become the child's character to follow.

Children at the elementary level are still in the unstable category and need serious attention from the teacher.²³ They think differently, see the world differently and live by different moral and ethical principles than adults.²⁴ When the Covid-19 pandemic occurred, schools implemented an online system, and students were required to have cell phones with internet sophistication.

These features on the internet are an all-time spectacle that is more about hedonic values and will be followed by students later. These values will later become a child's behavior because the phenomenon that is watched has become a habit that, over time, becomes ingrained, challenging to reshape like the traditional values and culture of society.

CONCLUSION

The development of learning technology has a very long history, from oral, written, radio, and video to computer communication. When the computer has developed, it is given an internet network so that learning media is increasingly widespread in cyberspace for consumption by various parties and groups regardless of age. However, when there is no parental control, the features contained in cell phones that are conditional on hedonic values become children's behavior in general and at the elementary level in particular, so educational institutions are increasingly experiencing significant challenges.

REFERENCE

- Anisimova, Tatiana. "Integrating Multiple Factors Affecting Consumer Behavior Toward Organic Foods: The Role of Healthism, Hedonism, and Trust in Consumer Purchase Intentions of Organic Foods." *Journal of Food Products Marketing* 22, no. 7 (2 Oktober 2016): 809–23. doi:10.1080/10454446.2015.1121429.
- Arruda Filho, Emílio José, dan Ruby Dholakia. "Hedonism as a Decision Factor and Technologic Usage." *Review of Business Management* 15 (1 September 2013). doi:10.7819/rbgn.v15i48.1407.
- Aslan. "Pergeseran Nilai Di Masyarakat Perbatasan (Studi tentang Pendidikan dan Perubahan Sosial di Desa Temajuk Kalimantan Barat)." Disertasi dipublikasikan. Pasca Sarjana, 17 Januari 2019. <https://idr.uin-antasari.ac.id/10997/>.
- Aslan, Aslan. *Hidden curriculum*. Pena Indis, 2019.
- Aslan, Aslan, dan Agus Setiawan. "Internallizatlon of Value educatlon In temajuk-melano malaysla Boundary school." *Edukasia: Jurnal Penelitian Pendidikan Islam* 14, no. 2 (2019).
- Bates, A. W. (Tony). "A Short History of Educational Technology," 5 April 2015. <https://opentextbc.ca/teachinginadigitalage/chapter/section-8-1-a-short-history-of-educational-technology/>.

²¹ Unissula, "Dampak Pembelajaran Daring Di Masa Pandemi Bagi Pendidikan Karakter - Universitas Islam Sultan Agung Semarang," 2020, <http://unissula.ac.id/c24-berita-unissula/dampak-pembelajaran-daring-di-masa-pandemi-bagi-pendidikan-karakter/>.

²² Ashabul Kahfi, "Tantangan Dan Harapan Pembelajaran Jarak Jauh Di Masa Pandemi Covid 19," *Dirasah: Jurnal Pemikiran dan Pendidikan Dasar Islam* 3, no. 02 (2020): 137–54.

²³ Husna Farhana, "Analisis perkembangan karakteristik anak sekolah dasar di sdn teluk pucung i bekasI," *Jurnal JPSD (Jurnal Pendidikan Sekolah Dasar)* 7, no. 1 (8 Mei 2020): 29–43.

²⁴ Robert E. Slavin, *Educational Psychology: Theory and Practice* (Pearson/Allyn & Bacon, 2006).

- Carpenter, Jeffrey, Tania Tani, Scott Morrison, dan Julie Keane. "Exploring the landscape of educator professional activity on Twitter: an analysis of 16 education-related Twitter hashtags." *Professional Development in Education* 48, no. 5 (20 Oktober 2022): 784–805. doi:10.1080/19415257.2020.1752287.
- Deepa, N., Quoc-Viet Pham, Dinh C. Nguyen, Sweta Bhattacharya, B. Prabadevi, Thippa Reddy Gadekallu, Praveen Kumar Reddy Maddikunta, Fang Fang, dan Pubudu N. Pathirana. "A survey on blockchain for big data: Approaches, opportunities, and future directions." *Future Generation Computer Systems* 131 (1 Juni 2022): 209–26. doi:10.1016/j.future.2022.01.017.
- Farhana, Husna. "ANALISIS PERKEMBANGAN KARAKTERISTIK ANAK SEKOLAH DASAR DI SDN TELUK PUCUNG I BEKASI." *Jurnal JPSD (Jurnal Pendidikan Sekolah Dasar)* 7, no. 1 (8 Mei 2020): 29–43.
- Giatman, Muhammad, Sri Siswati, dan Irma Yulia Basri. "Online learning quality control in the pandemic Covid-19 era in Indonesia." *Journal of Nonformal Education* 6, no. 2 (2020): 168–75.
- Gopal, Ram, Varsha Singh, dan Arun Aggarwal. "Impact of Online Classes on the Satisfaction and Performance of Students during the Pandemic Period of COVID 19." *Education and Information Technologies* 26, no. 6 (1 November 2021): 6923–47. doi:10.1007/s10639-021-10523-1.
- Hamid, Mustofa Abi, Rahmi Ramadhani, Masrul Masrul, Juliana Juliana, Meilani Safitri, Muhammad Munsarif, Jamaludin Jamaludin, dan Janner Simarmata. *Media Pembelajaran*. Yayasan Kita Menulis, 2020.
- Hew, Khe Foon, Xiang Hu, Chen Qiao, dan Ying Tang. "What predicts student satisfaction with MOOCs: A gradient boosting trees supervised machine learning and sentiment analysis approach." *Computers & Education* 145 (1 Februari 2020): 103724. doi:10.1016/j.compedu.2019.103724.
- Kahfi, Ashabul. "Tantangan Dan Harapan Pembelajaran Jarak Jauh Di Masa Pandemi Covid 19." *Dirasah: Jurnal Pemikiran dan Pendidikan Dasar Islam* 3, no. 02 (2020): 137–54.
- Kaplan, Andreas M., dan Michael Haenlein. "Users of the World, Unite! The Challenges and Opportunities of Social Media." *Business Horizons* 53, no. 1 (1 Januari 2010): 59–68. doi:10.1016/j.bushor.2009.09.003.
- . "Users of the World, Unite! The Challenges and Opportunities of Social Media." *Business Horizons* 53, no. 1 (1 Januari 2010): 59–68. doi:10.1016/j.bushor.2009.09.003.
- Khare, Arpita. "Influence of Hedonic and Utilitarian Values in Determining Attitude towards Malls: A Case of Indian Small City Consumers." *Journal of Retail & Leisure Property* 9, no. 5 (1 Mei 2011): 429–42. doi:10.1057/rlp.2011.6.
- Lantz-Andersson, Annika, Mona Lundin, dan Neil Selwyn. "Twenty years of online teacher communities: A systematic review of formally-organized and informally-developed professional learning groups." *Teaching and Teacher Education* 75 (1 Oktober 2018): 302–15. doi:10.1016/j.tate.2018.07.008.
- Lei, Sut Ieng, Lawrence Hoc Nang Fong, dan Shun Ye. "'Touch over tech': a longitudinal examination of human touch along a travel journey." *International Journal of Contemporary Hospitality Management* ahead-of-print, no. ahead-of-print (1 Januari 2023). doi:10.1108/IJCHM-11-2022-1372.
- Leng, Jiewu, Weinan Sha, Baicun Wang, Pai Zheng, Cunbo Zhuang, Qiang Liu, Thorsten Wuest, Dimitris Mourtzis, dan Lihui Wang. "Industry 5.0: Prospect and retrospect." *Journal of Manufacturing Systems* 65 (1 Oktober 2022): 279–95. doi:10.1016/j.jmsy.2022.09.017.
- Lewin, Christine Greenhow, Cathy. "Social media and education: reconceptualizing the boundaries of formal and informal learning." Dalam *Social Media and Education*. Routledge, 2018.

- Macgilchrist, Felicitas, John Potter, dan Ben Williamson. "Shifting scales of research on learning, media and technology." *Learning, Media and Technology* 46, no. 4 (2 Oktober 2021): 369–76. doi:10.1080/17439884.2021.1994418.
- Maddikunta, Praveen Kumar Reddy, Quoc-Viet Pham, Prabadevi B, N Deepa, Kapal Dev, Thippa Reddy Gadekallu, Rukhsana Ruby, dan Madhusanka Liyanage. "Industry 5.0: A survey on enabling technologies and potential applications." *Journal of Industrial Information Integration* 26 (1 Maret 2022): 100257. doi:10.1016/j.jii.2021.100257.
- Magnis-Suseno, Franz. *Etika Dasar. Masalah-masalah Pokok Filsafat Moral*. Penerbit PT Kanisius, 1987.
- Manca, Stefania. "Snapping, pinning, liking or texting: Investigating social media in higher education beyond Facebook." *The Internet and Higher Education* 44 (1 Januari 2020): 100707. doi:10.1016/j.iheduc.2019.100707.
- Manullang, Sardjana Orba, Mardani Mardani, Prasetyono Hendriarto, dan Aslan Aslan. "Understanding Islam and The Impact on Indonesian Harmony and Diversity." *Al-Ulum* 21, no. 1 (25 Juni 2021). doi:10.30603/au.v21i1.2188.
- Mpungose, Cedric Bheki, dan Simon Bheki Khoza. "Postgraduate Students' Experiences on the Use of Moodle and Canvas Learning Management System." *Technology, Knowledge and Learning* 27, no. 1 (1 Maret 2022): 1–16. doi:10.1007/s10758-020-09475-1.
- Mujiburrahman. *Agama, Media Dan Imajinasi: Pandangan Sufisme Dan Ilmu Sosial Kontemporer*. Banjarmasin: Antasari Press., 2015.
- . *Humor, Perempuan dan Sufi*. Jakarta: PT. Elex Media Komputindo, 2017.
- Ningrum, Afiaty Fajriyah, dan Justito Adiprasetyo. "Broadcast Journalism of Private Radio in Cirebon, Indonesia, in the Convergence Era." *Asian Journal of Media and Communication (AJMC)* 5, no. 1 (25 Mei 2021). doi:10.20885/asjmc.vol5.iss1.art2.
- Pivoto, Diego G. S., Luiz F. F. de Almeida, Rodrigo da Rosa Righi, Joel J. P. C. Rodrigues, Alexandre Baratella Lugli, dan Antonio M. Alberti. "Cyber-physical systems architectures for industrial internet of things applications in Industry 4.0: A literature review." *Journal of Manufacturing Systems* 58 (1 Januari 2021): 176–92. doi:10.1016/j.jmsy.2020.11.017.
- Putra, Purniadi, Hilmi Mizani, Abdul Basir, Ahmad Muflihin, dan Aslan Aslan. "The Relevancy on Education Release Revolution 4.0 in Islamic Basic Education Perspective in Indonesia (An Analysis Study of Paulo Freire's Thought)." *Test Engineering & Management* 83 (2020): 10256–63.
- Ramu, Swarna Priya, Parimala Boopalan, Quoc-Viet Pham, Praveen Kumar Reddy Maddikunta, Thien Huynh-The, Mamoun Alazab, Thanh Thi Nguyen, dan Thippa Reddy Gadekallu. "Federated learning enabled digital twins for smart cities: Concepts, recent advances, and future directions." *Sustainable Cities and Society* 79 (1 April 2022): 103663. doi:10.1016/j.scs.2021.103663.
- Saettler, Paul. *The evolution of American educational technology*. IAP, 2004.
- Saraç, Ömer, Vahit Oğuz Kiper, dan Orhan Batman. "The conflict of halal and hedonism, investigating halal-sensitive tourists' hedonic tendency." *Journal of Islamic Marketing* 14, no. 9 (1 Januari 2022): 2361–82. doi:10.1108/JIMA-06-2021-0178.
- Shafwati, Reishani Marha. "Pengaruh Teman Sebaya (Peer Group) Terhadap Gaya Hidup Hedonisme Di Kalangan Pelajar." PhD Thesis, Universitas Pendidikan Indonesia, 2015.
- Singla, Harish Kumar, dan Amit Hiray. "Evaluating the impact of hedonism on investment choices in India." *Managerial Finance* 45, no. 12 (1 Januari 2019): 1526–41. doi:10.1108/MF-07-2019-0324.
- Slavin, Robert E. *Educational Psychology: Theory and Practice*. Pearson/Allyn & Bacon, 2006.

- Snyder, Hannah. "Literature review as a research methodology: An overview and guidelines." *Journal of Business Research* 104 (1 November 2019): 333–39. doi:10.1016/j.jbusres.2019.07.039.
- Sudarmo, Sudarmo, Ardian Arifin, Petrus Jacob Pattiasina, Vani Wirawan, dan Aslan Aslan. "The Future of Instruction Media in Indonesian Education: Systematic Review." *AL-ISHLAH: Jurnal Pendidikan* 13, no. 2 (31 Agustus 2021): 1302–11. doi:10.35445/alishlah.v13i2.542.
- Sumiharsono, Rudy, dan Hisbiyatul Hasanah. *Media Pembelajaran: Buku Bacaan Wajib Dosen, Guru dan Calon Pendidik*. Pustaka Abadi, 2017.
- Suralaga, Fadhilah. "Peranan penggunaan media sederhana dalam meningkatkan efektivitas proses belajar mengajar bidang studi pendidikan agama islam di min Johar Baru Jakarta Pusat," 2005.
- Toffler, Alvin. *Future Shock*. Random House Publishing Group, 2022.
- Unissula. "Dampak Pembelajaran Daring Di Masa Pandemi Bagi Pendidikan Karakter - Universitas Islam Sultan Agung Semarang," 2020. <http://unissula.ac.id/c24-berita-unissula/dampak-pembelajaran-daring-di-masa-pandemi-bagi-pendidikan-karakter/>.
- Yusnilita, Nopa. "The Impact of Online Learning: Student's Views." *ETERNAL (English Teaching Journal)* 11, no. 1 (16 Mei 2020). doi:10.26877/eternal.v11i1.6069.
- Zaitun, Zaitun, M. Sofian Hadi, dan Pinkan Harjudanti. "The Impact of Online Learning on the Learning Motivation of Junior High School Students." *Bisma The Journal of Counseling* 5, no. 1 (2 Juni 2021): 56–63. doi:10.23887/bisma.v5i1.35980.
- Zed, Mestika. *Metode penelietian kepustakaan*. Jakarta: Yayasan Obor Indonesia, 2004.
-

Copyright Holder :

© Aslan, Pong Kok Shiong (2023)

First Publication Right :

© Bulletin of Pedagogical Research

This article is under:

CC BY SA