

Computational Thinking dengan Microsoft Development Stack

VS19-A001, Version 1.0.0, Day 2

Ridi Ferdiana (Dr.)

Microsoft MVP – Developer Tools (Visual Studio)

Microsoft Certified Trainer – Microsoft 365

Microsoft Certified Educator – 21st Century Learning Design

Amazon AWS Accredited Educator



Tujuan Workshop

Decision Point 



Peserta memahami berbagai macam *stack* Teknologi di Platform Microsoft



Peserta dapat memahami konsep *computational thinking* dalam proses pembelajaran berbasis project based learning



Peserta dapat mengaplikasikan *computational thinking* di platform Microsoft

Agenda

Decision Point 



Microsoft Platform Overview



Computational Thinking di Pendidikan Tinggi



Project Based Learning dan Computational Thinking



Studi Kasus: Project Based Learning di Visual Studio

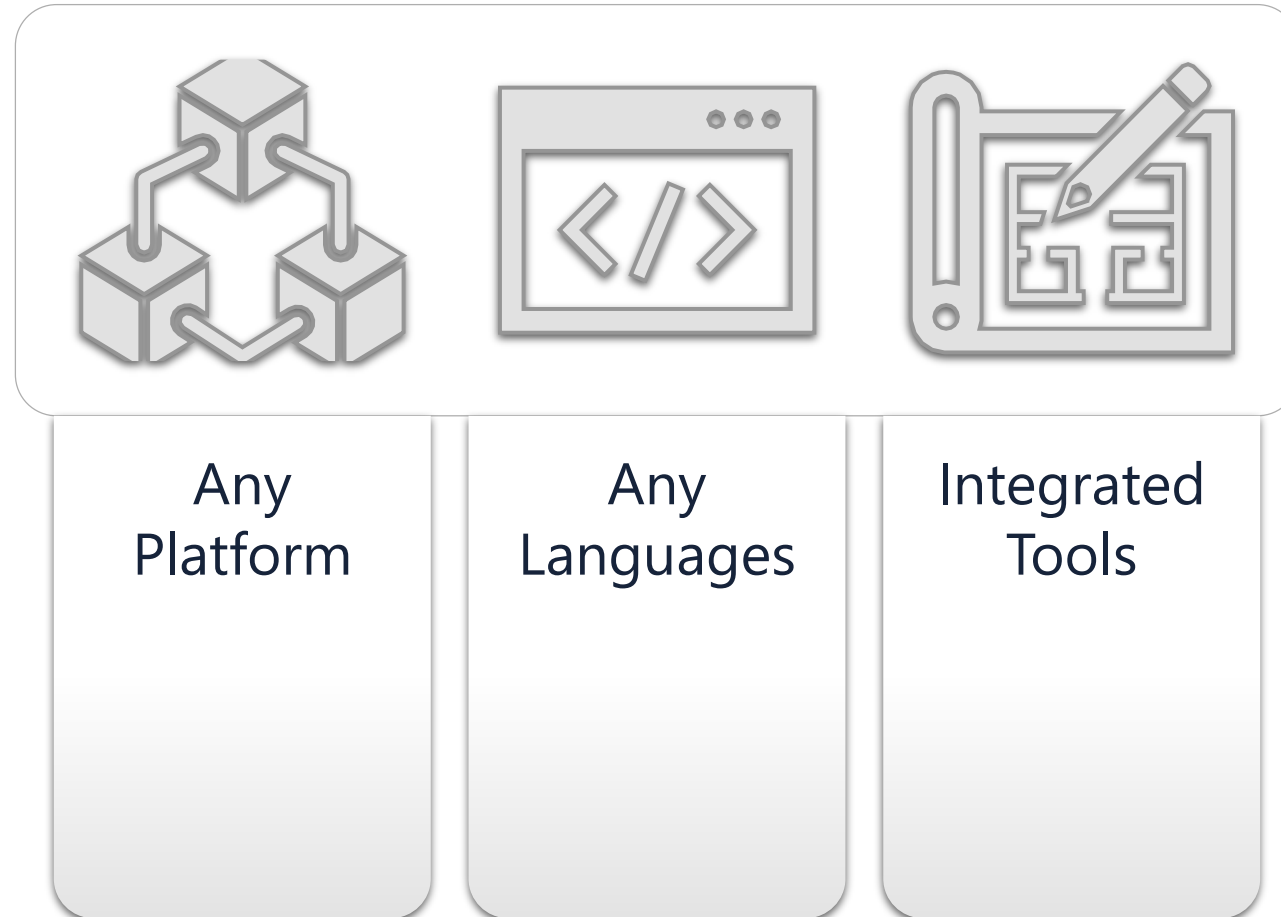
Microsoft Platform Overview

Microsoft Developer Technology Stack

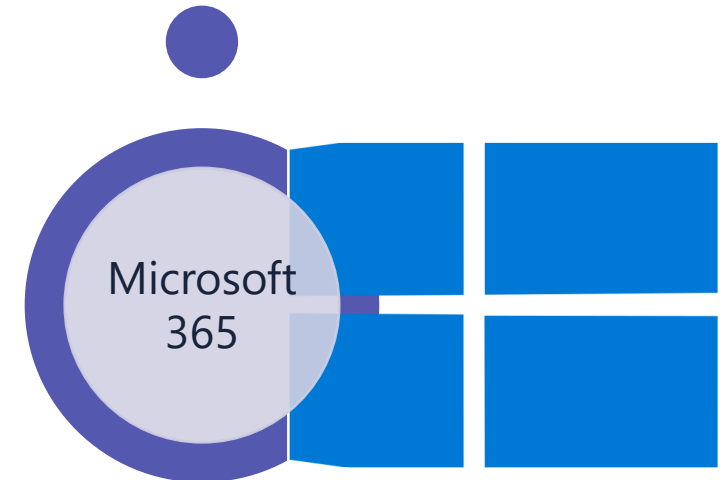
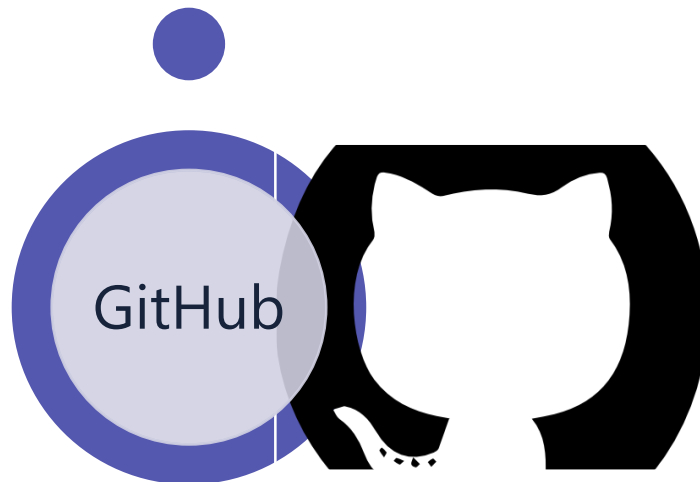
- Microsoft 365
- Microsoft Azure
- Microsoft Visual Studio



Microsoft Stack Saat Ini



Teknologi Kunci



Kelebihan Teknologi Pengembangan Microsoft

Gratis dengan
Program **Dev
Essentials**

Sumber Belajar
Terbaik di **Microsoft
Learn**

Solusi Belajar
Mengajar dengan
Azure Dev Teaching

Buku Pembelajaran
TIK di **Microsoft
Press**

Terbuka dengan
Berbagai Platform di
Microsoft Azure

Microsoft 365 yang
dapat dikembangkan
sesuai kebutuhan
pendidik

Bisa Membuat Apa?



Web



Mobile



Windows apps



AI



Bots



Machine Learning



Games



IoT



Quantum

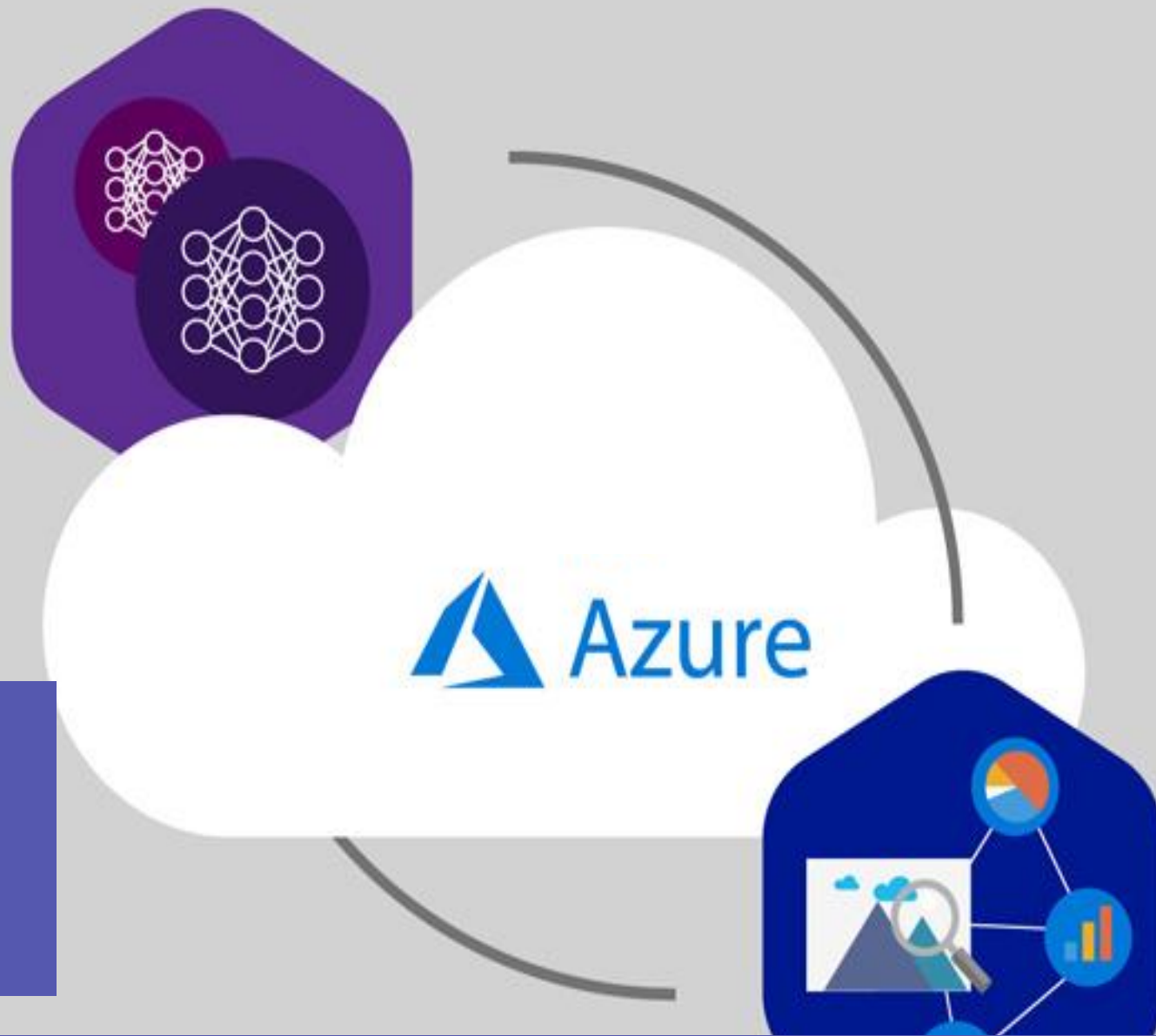


Visual Studio

DEMO

Visual Studio Dev Essentials

DEMO



Microsoft Azure Dev Tools for Teaching

Praktik Pertama

Membuat Aplikasi Web ASP.NET MVC dan Melakukan Hosting di Microsoft Azure

Praktik Kedua

Mengaktifkan Layanan Azure Dev Tools

Computational Thinking di Pendidikan Tinggi

Apakah itu Computational Thinking

‘Computational thinking is the thought processes involved in formulating a problem and expressing its solution(s) in such a way that a computer—human or machine—can effectively carry out.’ (Wing, 2014)

‘The mental activity for abstracting problems and formulating solutions that can be automated.’ (Yadav et al., 2014)

‘The process of recognising aspects of computation in the world that surrounds us, and applying tools and techniques from Computer Science to understand and reason about both natural and artificial systems and processes.’ (Furber, 2012)

‘A mental orientation to formulating problems as conversions of some input to an output and looking for algorithms to perform the conversions. Today the term has been expanded to include thinking with many levels of abstractions, use of mathematics to develop algorithms, and examining how well a solution scales across different sizes of problems.’ (Denning, 2009)

‘[Teaching CT is teaching] how to think like an economist, a physicist, an artist, and to understand how to use computation to solve their problems, to create, and to discover new questions that can fruitfully be explored.’ (Hemmendinger, 2010)

Penerapan Computational Thinking di Pendidikan Tinggi

Decision Point 



ABSTRACTION



DECOMPOSITION



PATTERNS



ALGORITHM

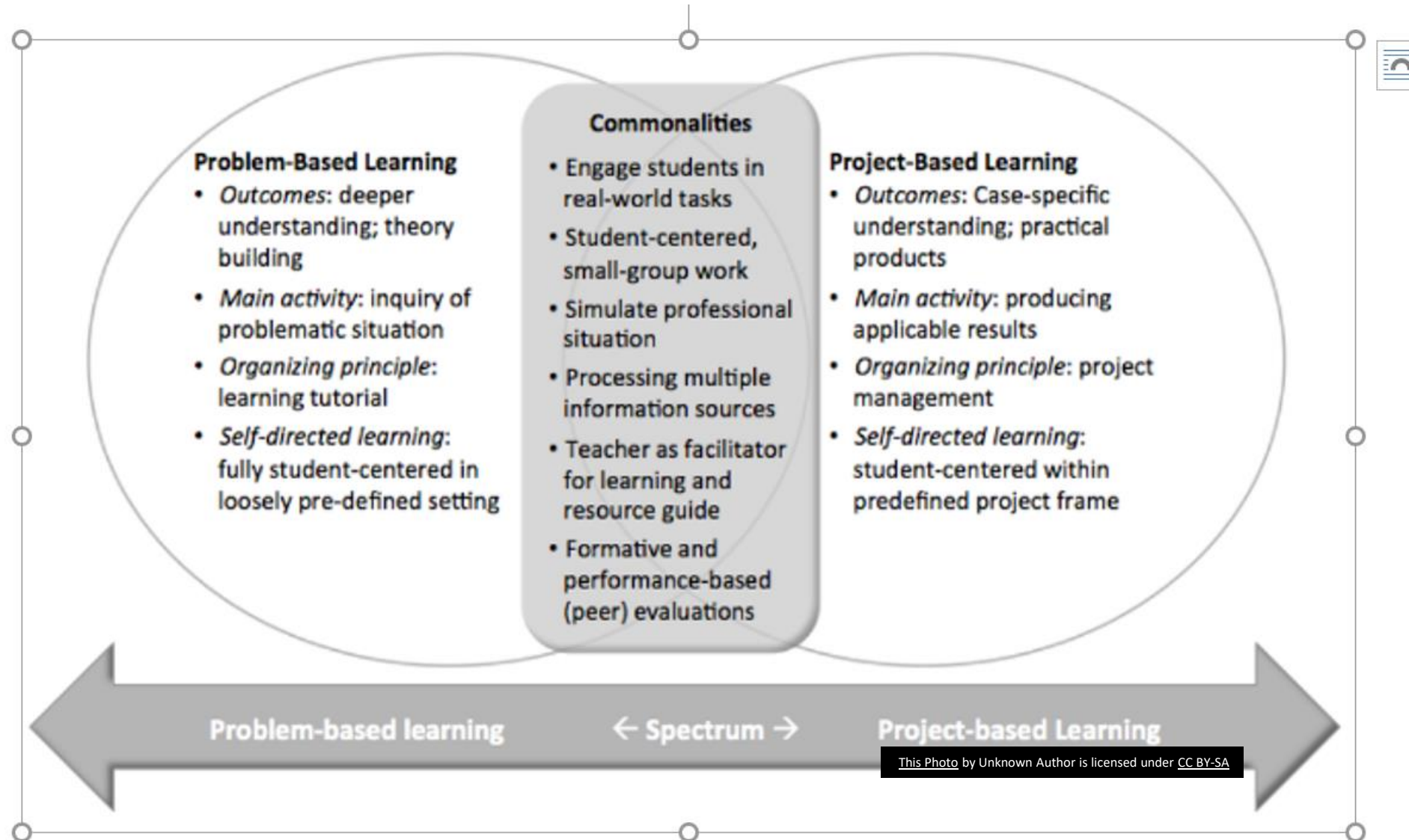
Contoh Penerapan CT dalam Mata Kuliah berbasis OBE

- Abstraction
 - Mahasiswa mampu merancang arsitektur solusi perangkat lunak berdasar masalah yang tersedia
- Decomposition
 - Mahasiswa mampu mengklasifikasikan kebutuhan perangkat lunak berdasar prioritas, batasan, dan juga klasifikasi perangkat lunak
- Patterns
 - Mahasiswa mampu mengusulkan solusi dengan pendekatan *engineering design* berdasar masalah kompleks yang dihadapi
- Algorithm
 - Mahasiswa mampu mengaplikasikan algoritme yang sudah ada dalam solusi perangkat lunak yang diusulkan

Contoh Pengukuran CT dalam Mata Kuliah

- Decomposition - Mahasiswa mampu mengklasifikasikan kebutuhan perangkat lunak berdasar prioritas, batasan, dan juga klasifikasi perangkat lunak
 - Peer Review dokumen kebutuhan perangkat lunak
- Patterns - Mahasiswa mampu mengusulkan solusi dengan pendekatan *engineering design* berdasar masalah kompleks yang dihadapi
 - Presentasi dan dinilai berdasar rubrik
- Abstraction - Mahasiswa mampu merancang arsitektur solusi perangkat lunak berdasar masalah yang tersedia
 - Umpan balik dokumen teknis yang diusulkan
- Algorithm - Mahasiswa mampu mengaplikasikan algoritme yang sudah ada dalam solusi perangkat lunak yang diusulkan
 - Demonstrasi solusi dan pengukuran sintesis (misal menggunakan Cyclomatic Complexity, Maintenance Index, Page Speed Insight)

Pendekatan Belajar Computational Thinking dalam Kelas

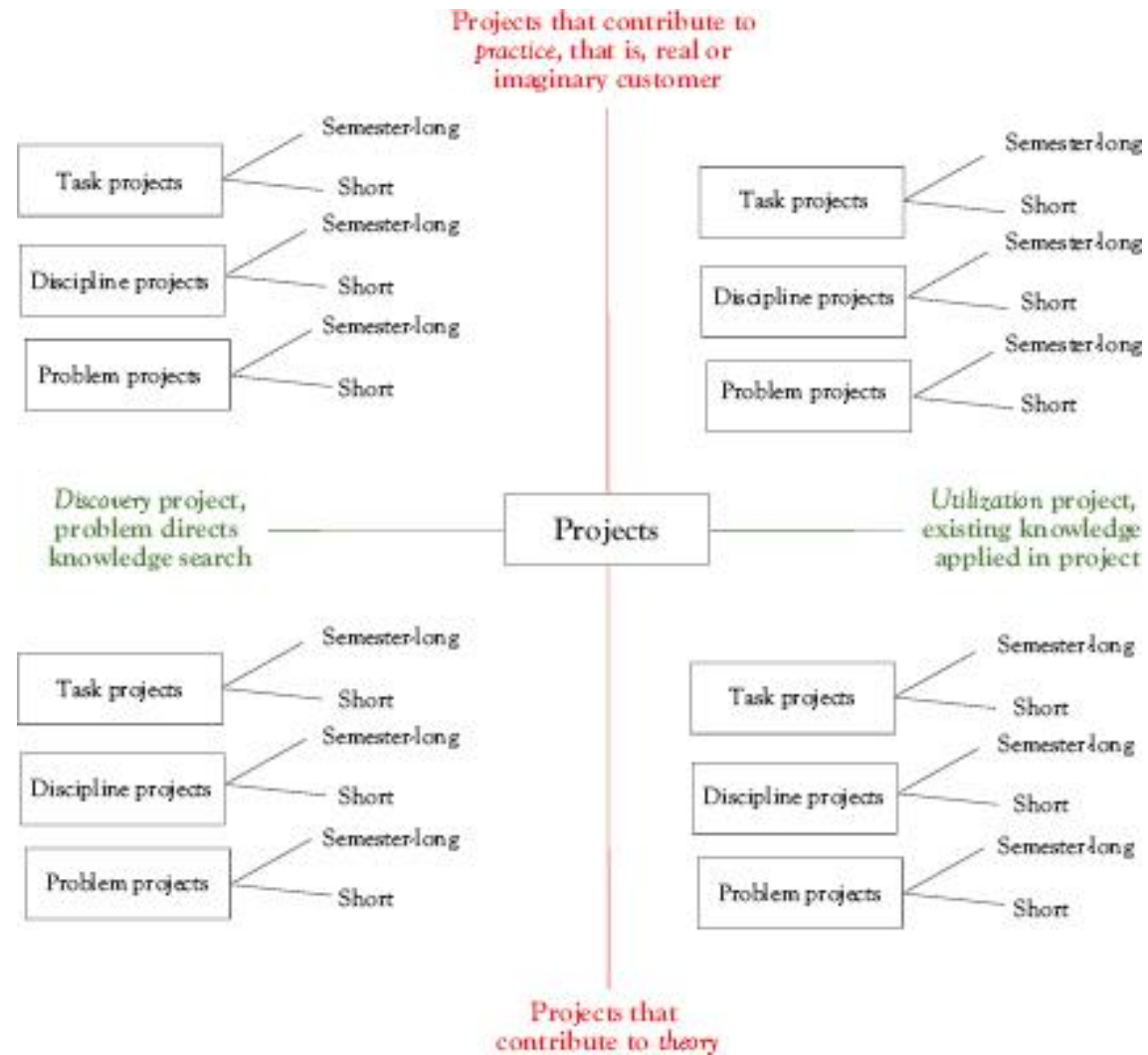


Penerapan Project-Based Learning di Computational Thinking

Project-Based Types

- The task project is characterized by a very high degree of planning and direction on the part of the teacher (teaching objectives) to the point where this most of all resembles a large task to be solved.
- The discipline project is usually characterized by a rather high degree of direction from the teacher's side (study program requirements).
- The problem project is a full-scale project for which the course of action is not planned in detail by the teachers.

Project-Based Execution



Demo

Studi Kasus Penerapan Project-Based Learning di Computational Thinking

Diskusi

Menurut Anda Apa Type Project Based yang dilakukan pada Demonstrasi Sebelumnya?

Praktik Ketiga

Project Based-Learning: Migrasi ASP.NET MVC

<https://go.maribelajar.org/vsct>

Pertanyaan Pembelajaran

- Kapan Computational Thinking cocok diterapkan di pembelajaran Pendidikan tinggi?
- Apa saja produk yang bisa digunakan untuk Penerapan Computational Thinking?
- Kapan menerapkan Project-Based Learning dan Problem-Based Learning pada Computational Thinking?

Terima Kasih  **maribelajar**