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## **Infinite Learning Cooperation Program Design Strategy with Ministries, Institutions, Regional Work Units or Institutions (KLDI)**

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### **Abstract**

This report discusses the implementation of collaboration between Infinite Learning and KLDI in developing training modules that comply with SKKNI. This design aims to increase cooperation and communication between government agencies and improve the efficiency of data handled by agencies and ministries. By implementing a module design strategy, Infinite Learning succeeded in creating an effective and efficient work process, building a strong collaboration culture, and improving KLDI's communication skills. Evaluation after implementation shows success in achieving the strategic goals of the collaboration.

**Keywords:** *KLDI, SKKNI, Infinite Learning*

### **Introduction**

Infinite Learning, a division of PT Kinema Systrans multimedia (a subsidiary of Infinite Studios), is centered on developing vocational training courses relevant to Infinite Studios' activities and the growing demand for skilled talents within the Nongsa Digital Park ecosystem.

Expanding on its current in-house training operations, Infinite Learning in 2018 has obtained an LPK license from the Indonesian Ministry of Manpower. This allows them to organize vocational training courses that are open to the public,

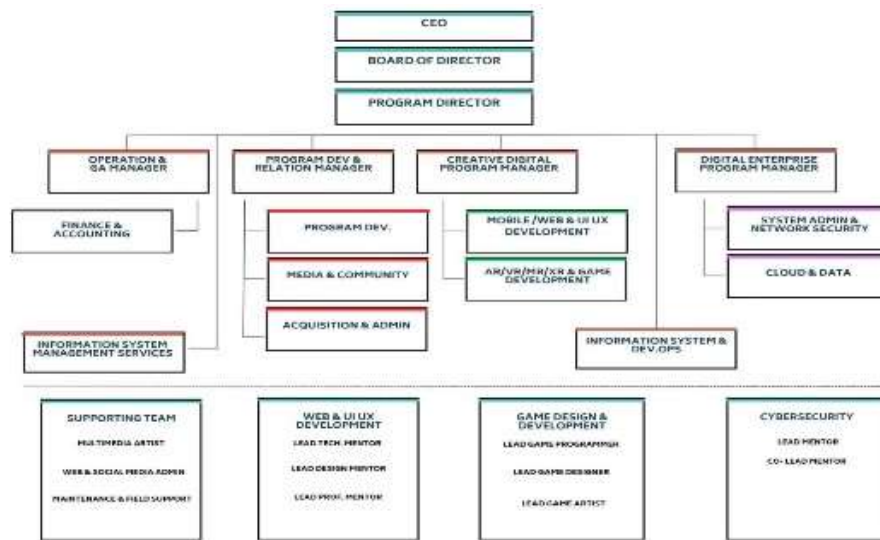
which can be implemented in collaboration with local and international educational institutions.

Currently, Vocational Education activities are conducted under the LPK license for training at NDP, in collaboration with Binar and Glints, and at Infinite Learning Apple Developer Academy in Nongsa.



Infinite Learning has a vision to be the leading solution provider in the technology, research and development, and innovation sectors through training and education. We aim to increase the number of creative and innovative digital talents who are independent and recognized by the industry in Indonesia and the world. Infinite Learning's mission is to collaborate with all government organizations, national research institutions and education/training institutions both at home and abroad to develop curriculum standards, cooperate in research and development, and innovative financing, recruit teachers, mentors, lecturers and researchers who meet industry standard criteria, organize regular training for teachers, advisors, trainers and researchers to ensure they are always up-to-date with the latest technological advances, recruit trainees and education participants from all over Indonesia, partner with all digital-based industries, both in Indonesia and abroad, to present opportunities for Indonesian digital talents to be developed.

Aware of the gap between current education and future industry standards, Infinite Learning was established to deliver training programs that meet the criteria set by different industries. Our goal is to fill the skills gap and equip our students with the knowledge and skills they need to succeed in their chosen field. Infinite Learning also works with Apple Developer Academy, Amazon Web Service, Epic Games, RMIT University, Kampus Merdeka, IBM Academy, Hybrid Cloud & AI. The organizational structure of Infinite Learning as one of the divisions in PT Kinema Systrans Multimedia can be seen in the figure below.



## Methods

### Data Collection Technique

Data collection techniques during the process of working on this practical work report using observation techniques. Observation is a data collection technique that involves various factors in its implementation. Observation data collection methods not only measure the observed object, but can also be used to record various phenomena that occur. Observation data collection techniques are suitable for research that aims to study human behavior, work processes, and natural symptoms (Teniwut, 2022).

In this practical work report, the observation category used is participatory observation, where the researcher is directly involved in the daily activities of the object observed as a data source. In this case, the so-called researcher is an internship student and the observed object is the KLDI department (Ministry, Institution, Regional Work Unit or Institute).

### Output Design Process

The first thing to do is to ensure the place where the practical work is carried out. Then, prepare all information related to the department's operations and obstacles that occur so that it can be used as material for observation and the framework for designing the outcomes of the activities carried out. Followed by the

implementation stage in the process of making training module materials designed in *Microsoft word*.

After designing the module preparation, the researcher submitted it to the mentor to revise or recheck. After that, checking by the mentor is complete, there are no errors in the design. Then, the format on the file can already be submitted to the collaborating institute. The final stage of the design of this output is the implementation of evaluation of the design carried out with the aim of getting feedback from the Company.

### **Stages of Implementation**

The implementation of this program is divided into 4 stages, namely:

#### **a. Preparation Stage**

At this stage begins with surveying the data in SKKNI by looking for modules that are in accordance with the documents that will be designed and released to Ministries, Institutions, and institutions. In addition, it also finds out the opportunities and potential that exist at this time to see what programs are suitable for cooperation with KLDI, so that it is related to the program run by Infinite Learning, namely Modules containing training materials and cooperation with KLDI.

#### **b. Implementation Stage**

At this stage, it begins with conducting a SWOT analysis as a reinforcement in developing strategies that will be applied later. Then after knowing the type of design strategy to be developed, the next step is to examine the process of making training modules and designing budget costs for cooperation programs with ministries, organizations, regional work units, and institutions (KLDI).

#### **c. Assessment Stage**

At this stage, training and socialization will take place in relation to the training module design strategy that has been prepared for Infinite Learning's corporate advisors. A report will also be prepared and finalized at this stage, which will be supervised and evaluated by a supervisor.

#### **d. Reporting Stage**

Then at the last stage, the report is continued by conducting the finalization stage of the report after fulfilling the requirements and approval from the supervisor and the study program which is then finally collected electronically on the [daftarkp.uib.ac.id](http://daftarkp.uib.ac.id) website and the [UIB MBKM Sim](http://uib.ac.id) website.

**Implementation Schedule and Budget**

Everything that is implemented certainly requires costs. For a project that is implemented, an effective and efficient schedule is needed so that it can save the amount of budget costs incurred. This chapter will describe the calculation of the cost budget plan to the schedule which will be used as a reference in the implementation. The budget is filled with estimates of costs incurred to carry out practical work and implement project ideas in the company. The implementation of this practical work activity began on August 14, 2023 December 21, 2023, accounting for 5 months. The details of the activities to be carried out are as follows:

**Tabel 1.** Activity Schedule

Kegiatan	September				Oktober				November				Desember			
	1	2	3	4	1	2	3	4	1	2	3	4	1	2	3	4
Tahap Persiapan tim																
Mengidentifikasi kebutuhan kerjasama																
Analisis Peluang dan Potensi di KLDI																
Tahap pelaksanaan perancangan kerjasama																
Menganalisis SWOT																
Kolaborasi dengan tim terkait																
Pengujian dan evaluasi bersama mentor Infinite Learning																
Penyusunan Laporan Hasil																
Submit hasil akhir Laporan																

**Tabel 1.** Budget for the Implementation of Training Module Design Activities in Cooperation (KLDI)

No	Rancangan Aktivitas	Jenis Anggaran	Volume	Unit	Satuan	Jumlah
1	Observasi	Transportasi	3	Minggu	Rp 30.000	Rp 90.000
		Konsumsi	2	Kali	Rp 25.000	Rp 50.000
2	Perencanaan Luaran	Biaya Koneksi Internet	14	Kali	Rp 20.000	Rp. 280.000
		Biaya Transportasi (Pulang – Pergi)	4	Bulan	Rp 270.000	Rp 1.080.000
		Biaya Konsumsi	4	Bulan	Rp 1.000.000	Rp 4.000.000
3	Pembuatan laporan	Materai	4	Lembar	Rp 11.000	Rp 44.000
		Print Surat	4	Lembar	Rp 500	Rp 2.000
		Map	2	Lembar	Rp 3.000	Rp 6.000
<b>TOTAL ANGGARAN</b>						Rp 5.552.000

## Result and Discussion

### Activity Output Design

By designing collaboration with KLDI, it is expected that Infinite Learning company can increase the budget, technology, and training of teachers and students. Therefore, collaboration with educational institutions and international organizations can share knowledge and resources. One indicator of the success of the Infinite Learning company is that it is able to deploy modules containing various programs designed to cooperate with universities and ministries, institutions, regional work units, institutes (KLDI). The aim is to complete the program efficiently, and provide solutions in accordance with the quality standards set by Infinite Learning. Table 1.

No	Jenis Pengamatan	Target Luaran	
		Sebelum	Sesudah
1.	Mengoptimalkan Sumber Daya	Target yang telah ditetapkan untuk kerjasama cukup kurang efisien dan waktu yang tidak dapat ditetapkan.	Kerjasama mencapai target perusahaan IL dengan pencapaian memanfaatkan waktu dan sumber daya yang baik.
2.	Transparansi dan Komunikasi yang Baik	Sulitnya melibatkan Pihak Kementrian, Lembaga dan lainnya dalam kerjasama karena, kurangnya komunikasi.	Perusahaan IL mampu melibatkan pihak KLDI untuk kerjasama Transparansi dalam komunikasi dengan pemahaman yang jelas.
3.	Peningkatan Kualitas Solusi	Kurangnya kerjasama yang baik dalam menghasilkan solusi.	Kolaborasi yang lebih inovatif dan efektif sehingga mendapatkan solusi dan pemikiran yang baik.

## **Output Implementation Process**

The process of implementing the outputs of the design development of the KLDI program modules can be done in stages as follows:

### **1. Needs Analysis**

Perform a needs analysis for the KLDI program module. Identify functional and non-functional needs and user needs. As well as ensuring a deep understanding of the system to be developed.

### **2. Module Design**

Create a KLDI program module design and plan the program structure, inter-module relationships and overall architecture. Ensure that the design meets the needs identified at the analysis stage.

### **3. Prototyping**

Create a prototype of the KLDI program module to validate the design and identify potential improvements. This prototype can be used as a basis for discussions with stakeholders and obtaining initial feedback.

### **4. Phased Development**

Conduct module development in stages. Break the project into small tasks and define measurable milestones. Focus on core functionality first before adding additional features.

### **5. Test the Module**

Always test modules thoroughly after each stage of development. Use testing techniques that include functional testing, integration testing, and performance testing. Ensure that the module functions as expected and can interact with other modules.

### **6. User Training**

Provide training for users who will be using the KLDI module. Make sure they understand how to use the module effectively and efficiently.

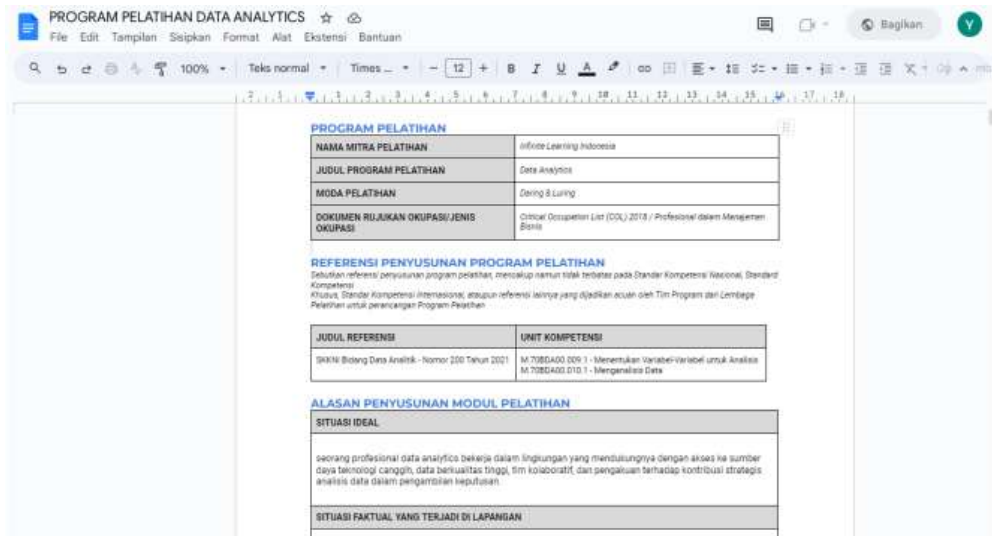
### **7. Implementation and Maintenance**

Fully implement the module and monitor its performance after launch. Include a maintenance mechanism to address bugs, improve functionality and maintain security.

## 8. Evaluation and Feedback

After implementation, evaluate the module's performance. Get feedback from users and stakeholders to ensure that the module meets expectations and can be used as a sustainable solution.

This implementation process should be done with good collaboration between developers, users, and project stakeholders. Good communication will help in overcoming challenges and ensuring the success of the module development of KLDI programs.



PROGRAM PELATIHAN	
NAMA MITRA PELATIHAN	Infinite Learning Indonesia
JUDUL PROGRAM PELATIHAN	Data Analytics
MODA PELATIHAN	Onling & Luring
DOKUMEN RUJUKAN OKUPASI/JENIS OKUPASI	Critical Occupation List (COL) 2013 / Profesional dalam Manajemen Bisnis

**REFERENSI PENYUSUNAN PROGRAM PELATIHAN**  
 Sebelum referensi penyusunan program pelatihan, mencakup namun tidak terbatas pada Standar Kompetensi Nasional, Standar Kompetensi Khusus, Standar Kompetensi Internasional, ataupun referensi lainnya yang dijadikan acuan oleh Tim Program dan Lembaga Pelaksana untuk penancangan Program Pelatihan.

JUDUL REFERENSI	UNIT KOMPETENSI
SKKNI Bidang Data Analitik - Nomor 200 Tahun 2021	M.708D420.005.1 - Menemukan Variabel-Variabel untuk Analisis M.708E430.010.1 - Mengorganisasi Data

**ALASAN PENYUSUNAN MODUL PELATIHAN**

SITUASI IDEAL
seorang profesional data analytics bekerja dalam lingkungan yang mendukungnya dengan akses ke sumber daya teknologi canggih, data berkualitas tinggi, tim kolaboratif, dan pengalaman terhadap kontribusi strategis analisis data dalam pengambilan keputusan.
SITUASI FAKTUAL YANG TERJADI DI LAPANGAN

## Condition After Implementation

The development of program module design - this program can be said to be successful if it produces training modules related to the development of training modules in accordance with KLDI, then provides references to related modules in SKKNI, increases the level of cooperation and communication between ministries, institutions, and government agencies, increases the efficiency of data handled by institutions and ministries.

After the implementation and evaluation process of the program modules, it is said to be successful because it builds a strong culture of collaboration among all relevant government agencies, increases the effectiveness of existing coordination



teams, and improves KLDI communication and collaboration skills, to ultimately achieve strategic goals carried out as part of the collaboration between Infinite Learning, organizations, and ministries. Thus the implemented program modules create a good, fast, effective and efficient work process.

### **Conclusions**

In this report, an overview of Infinite Learning's partners and the background of the problems faced by the company related to the design of training modules for the KLDI program have been described. Infinite Learning has a vision to be the leading solution provider in the technology and innovation sector through training and education. The report also includes the scope, objectives, benefits, targets, and outcomes of the practical work activities.

The process of implementing the outputs towards the development of the KLDI program module design has been described in stages, from needs analysis to evaluation and feedback. The steps include module design, technology selection, prototype development, module testing, integration with the main system, user training, implementation, and maintenance. Furthermore, there are details regarding the targets and outcomes of the activities, as well as the expected results of the module design implementation. This implementation process is expected to improve the efficiency, effectiveness, and quality of collaboration between Infinite Learning and KLDI.

In the results and outcomes achieved, an evaluation of the conditions after the implementation of KLDI program-modules is presented. Success is measured by improved cooperation and communication, data efficiency, and achievement of the company's strategic goals. The conclusion of the evaluation is that the developed program-modules create a good, fast, effective, and efficient work process.

After the implementation process, the collaboration between Infinite Learning, KLDI, and other government agencies proved successful in improving the quality of vocational training and education. Thus, these steps can be a reference for other companies who want to develop similar program modules to improve skills and innovation in the world of technology.

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