

TEKNIK MENULIS ARTIKEL UNTUK DITERBITKAN PADA JURNAL ILMIAH NATIONAL TERAKREDITASI/JURNAL INTERNASIONAL



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Guru Besar Universitas Wijaya Kusuma Surabaya
Dosen Kopertis Wilayah VII dpk pada UWKS

- Materi workshop Penulisan Artikel Ilmiah untuk jurnal Nasional dan International bagi Mahasiswa Pascasarjana Universitas PGRI Adibuana Surabaya, pada tanggal 5 April 2019



Agenda hari ini

- Mengapa kita harus Menulis Karya Ilmiah
- Teknik Menulis suatu Artikel Ilmiah
- Jenis Jurnal Internasional sasaran publikasi artikel luaran Tesis S2
- Latihan menelusuri suatu jurnal Ilmiah internasional

ALASAN MENULIS KARYA ILMIAH

- Bagi dosen menulis adalah pekerjaan : wajib.
- Learn as much by writing as by reading (Confusius)
- Reading makes a full man, conference a ready man, writing an exact man (Francis Bacon)
- Bagi Mahasiswa S1, S2, S3 menulis artikel ilmiah adalah wajib

Ciri suatu karya ilmiah

- sistematis (runtut)
- jelas tujuannya
- Keasliannya
- Kejujuran
- Berawal dari sumber yang tepat, kredibel

APAKAH MENULIS SUATU PAPER ITU ADA SYARATNYA ?

- Kemaun yang kuat (Internal)
- Memiliki pengetahuan dasar menulis
- Menguasai bahasa yang digunakan
- Patuh pada GFA jurnal yang dituju
- Tidak resistensi terhadap kritik
- Paham metode penelitian (bagi mhs S2)

ISI SURAT EDARAN DIRJEN DIKTI NO. 152/E/T/2012 TENTANG PUBLIKASI KARYA ILMIAH TANGGAL 27 JANUARI 2012

Sebagaimana kita ketahui bahwa pada saat sekarang ini jumlah karya ilmiah dari Perguruan Tinggi Indonesia secara total masih rendah jika dibandingkan dengan Malaysia, hanya sekitar sepertujuh. Hal ini menjadi tantangan kita bersama untuk meningkatkannya. Sehubungan dengan itu terhitung mulai kelulusan setelah Agustus 2012 diberlakukan ketentuan sebagai berikut :

1. Untuk lulus program Sarjana harus menghasilkan makalah yang terbit pada **jurnal ilmiah**.
2. Untuk lulus program Magister harus telah menghasilkan makalah yang terbit pada **jurnal ilmiah nasional** diutamakan yang terakreditasi Dikti.
3. Untuk lulus program Doktor harus telah menghasilkan makalah yang diterima untuk terbit pada **jurnal internasional**.

DASAR HUKUM MAHASISWA S2 MENULIS ARTIKEL ILMIAH

- UU No 14 tahun 2005 ttg Guru dan Dosen
- Permenristekdikti No 44 tahun 2015 tentang Standar Nasional Dikti

GURUPUN harus MENULIS KARYA ILMIAH

DASAR HUKUM:

- SE Bersama Mendikbud & Kepala BAKN No.5768/MPK/1989 (1 Oktober 1990)
- SK MENPAN No. 26/Menpan/1989 :
(a) pendidikan,(b) PBM, (c) Pengembangan Profesi, dan
(d) penunjang pbm dan bk
- SK Menpan No.13/N/2002/ dan No. 14/U/2002
- SK Menpan No 16/TH 2009 ttg Jabatan Fungsional guru dan angka kredit

- Mulai tahun 2013 **guru wajib menulis karya ilmiah** untuk jenjang kariernya
- Kenaikan golongan mulai III/b ke atas (berlaku per 1 januari 2013?) (aturan sebelumnya : Menpan No 84 tahun 1993: kenaikan Jafa guru IV/a ke atas)
- Pengembangan profesi masuk sebagai unsur utama yang dinilai angka kreditnya

Manfaat Publikasi Karya Ilmiah



Kondisi kita saat ini

- **Kasus plagiarisme** oleh mahasiswa (skripsi, Tesis S2, Disertasi S3)
- Plagiarism oleh dosen (karya ilmiah, buku, dll) untuk memperoleh angka kredit
- **Jurnal ilmiah nasional sulit berkembang** (pengindeks Shinta, dan Akreditasi Arjuna)
- **Mhs pascasarjana msh ada yang belum memahami cara menulis** karya ilmiah

PERSIAPAN PUBLIKASI ARTIKEL

1. Pahami jurnal sasaran
2. Kualitas jurnal (Edit. board dan mitra bestari ?)
3. Membaca beberapa artikel yg sudah terbit pada jurnal yang dituju
4. Membaca dan memahami GFA jurnal, (format, struktur tulisan, dan ruang lingkup artikel)

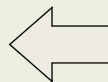
Teknik menulis suatu karya ilmiah

MEMBUAT MANUSCRIPT HASIL PENELITIAN UNTUK JURNAL ILMIAH INTERNASIONAL

How to prepare a manuscript for publication

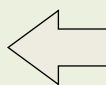
The general structure of full article:

- Title
- Authors
- Abstract
- Keywords



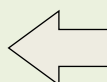
informative, attractive, effective

- Main text
 1. Introduction
 2. Methods
 3. Results
 4. Discussion
 5. Conclusions



Clear, and brief as possible

- Acknowledgement
- References



Refers to guidelines

SISTEMATIKA ARTIKEL HASIL PENELITIAN

- **BAGIAN PENDAHULUAN** : terdiri dari: judul, abstrak (bhs indonesi dan atau bhs inggris), kata kunci
- **BAGIAN ISI**, terdiri atas :
 - a. Pendahuluan (latar belakang masalah, rumusan masalah, tujuan penelit dan kajian teori singkat dan relevan)
 - b. Metode penelitian
 - c. Hasil dan pembahasan
 - d. Simpulan dan saran
- **BAGIAN PENUNJANG** : daftar pustaka dan data diri penulis

JUDUL MANUSKRIP

- Judul artikel adalah bagian pertama dari artikel, yang berfungsi memberi identifikasi isi artikel.
- Cukup singkat, padat, menarik perhatian pembaca dan provokatif (paling banyak 13 kata)
- Walaupun ditulis singkat judul artikel harus informatif, jelas (menggambarkan isi artikel), memuat bbrp kata kunci, yang berguna untuk indeks dan penulusuran informasi.

Contoh Judul artikel pada jurnal Nasional

NO	JUDUL ARTIKEL SALAH	JUDUL ARTIKEL BENAR
1	Studi pengaruh kultur sekolah terhadap motivasi belajar anak kelas XII SMU melalui pola kerja guru.	Kultur Sekolah dan Motivasi Belajar Siswa Melalui Kinerja Guru
2	Dampak Pembelajaran Metakognitif untuk mata pelajaran biologi dengan Strategi Ko- operatif Terhadap Kemampuan Metakognitif di SMA Negeri Palangka Raya	Kemampuan Metakognitif Siswa dalam Mata Pelajaran Biologi melalui Pembelajaran Metakognitif dengan strategi Kooperatif.
Contoh Judul pada jurnal international		
	Computer Card Games in Computer Science Education: A 10-Year Review <small>(Kordaki, M., & Gousiou, A. (2016)</small>	Positioning Technology and Engineering Education as a Key Force in STEM Education
		Irish Medical Science Education: An Exploration of the Experiences and Attitudes of Undergraduate Students with Respect to Assessment Practices

Nama Pengarang dan alamat

- Lengkap, memudahkan identifikasi (kalau diminta, boleh menyingkat nama depan)
- Tanpa gelar (tidak perlu “unjuk” gelar, ingat diutamakan adalah kualitas keilmuan artikel)
- Jika pengarang lebih dari seorang, cantumkan semua dg urutan yang terpenting, tetapkan dan beri tanda penulis untuk korespondensi
- Penyunting dapat meminta konfirmasi kepada penulis
- Alamat jelas, disertai email (korespondensi)

ABSTRAK

- Artikel berbahasa Indonesia, abstrak dalam Inggris; demikian sebaliknya
- Ditulis dalam satu alinea dengan jumlah kata antara 150-200 buah
- Sistematika abstrak : Minimal isi abstrak meliputi (tujuan, metode, dan hasil penelitian); kata kunci (3 – 5 kata)

ABSTRAK

- Tidak memuat informasi atau kesimpulan yang tidak ada di dalam naskah
- Tidak memuat tabel, ilustrasi, rujukan, singkatan/akronim yang tidak dijelaskan
- Tidak dibenarkan mengcopy paste simpulan
- Tidak mengulang-ulang kata, frase, fakta, termasuk judul
- Harus memuat kata kunci (3-5 kata)
- Kata kunci adalah kata-kata yang mengandung konsep pokok yang dibahas dalam artikel.

Computer Card Games in Computer Science Education: A 10-Year Review

Maria Kordaki* and Anthi Gousiou Department of Cultural Technology and Communication, University of the Aegean, University Hill, Mytilene, Greece // m.kordaki@aegean.gr // gousiou@aegean.gr

Abstract

- This paper presents a 10-year review study that focuses on the investigation of the use of computer card games (CCGs) as learning tools in Computer Science (CS) Education. Specific search terms keyed into 10 large scientific electronic databases identified 24 papers referring to the use of CCGs for the learning of CS matters during the last decade. The findings revealed that the CCGs reported by the reviewed papers were used for the learning of diverse CS issues. The motivation behind the use of the aforementioned CCGs was based on: (a) students' familiarity with the CGs at hand, so that they might focus on the construction of their simulation, (b) the fact that, the logic of CGs is suitable for the teaching of various CS concepts, and (c) CCG-play as a motivational activity to engage learners in their learning. CCGs were used in two ways: as CCG-construction context based on supportive data provided by educators, and as CCG-play educational tools. The constructivist learning approach was implied behind the design and use of most of the CCGs reported in the articles reviewed. Evaluation of some CCGs also provided positive results.
- **Keywords** : Computer card games, Computer science, Review, Education

Irish Medical Science Education: An Exploration of the Experiences and Attitudes of Undergraduate Students with Respect to Assessment Practices.

- *Mary F Mc Grath, Lloyd Scott, Pauline Logue-Collins (Vol 11, No 1; 2019)*

Abstract

Assessment is a driver of learning and shapes the approach and the depth of learning that takes place. When a programmatic approach to assessment is adopted, that includes a formative assessment strategy, what can result is enhanced skills and competencies on the part of students. Presented in this paper is part of a larger research study into the assessment practices in the education of undergraduate Medical Scientists in the Irish context. Ireland boasts three Institutes that each offer a level 8 degree programme in Medical Science. To fully understand the assessment practices of these programmes an insight into the reflections of the students involved is required. The aim of this phase of the study is to report the student experiences and attitudes with respect to assessment on these three programmes. All students registered in the programmes during 2017 2018 academic year were invited to complete an online anonymous questionnaire. The questionnaire containing both open and closed questions, sought information on: the types of assessment students had experienced, their assessment preferences, their familiarity with linguistic terms associated with assessment, and their attitudes on feedback. One hundred and seventy two students responded to the questionnaire, with an equal distribution for each year of study. The result analysis showed a diverse range of assessments have been experienced by the students in each institute. Students prefer short answer questions with the higher year students displaying an understanding of the depth of learning involved. There is a gap in feedback practice between what students receive and what they would prefer. The investigation of the understanding of assessment terminology demonstrated low levels of assessment literacy in this student population. Students recognise the benefit of assessment as a driver of engagement but referred negatively to the scheduling and weighting accompanying some assessment activities.

PENDAHULUAN

- Memberi kesempatan penulis untuk mengajak para pembaca memahami latar belakang dan permasalahan penelitian.
- uraian sistematis alur pemikiran dalam identifikasi masalah penelitian serta argumentasi pentingnya masalah penelitian yang dikaji.
- Harus fokus kepada masalah penelitian, jangan melebar sehingga pemikiran pembaca menjadi tidak terarah.
- Berisi juga tentang telaah pustaka, khususnya mengenai informasi mutakhir di seputar masalah yang mendasari penelitian. (*State of the arts*)
- Berisi juga tentang tujuan penelitian.
- Umumnya 3-4 paragraf

PENDAHULUAN

Isi dari Latar belakang/rasional penelitian al :

- Uraian menukik langsung pada judul artikel (penelitian) permasalahan yang diteliti
- Status ilmiah disertai sumber acuan (data dan referensi)..STATE OF THE ARTS
- Pernyataan umum tidak perlu sumber acuan
- Rumusan Tujuan penelitian
- Umumnya 3-4 paragraf

Introduction

- Computer games, a significant part of human social and cultural environment, seem to attract people's interest, attention and energy (Oblinger, 2004) by enabling players' participation in new, otherwise, inaccessible worlds (Shaffer, Squire, Halverson, & Gee, 2005). Furthermore, players' engagement is enhanced by essential game characteristics, namely, interest, fun, challenge, fantasy, curiosity, and control (Malone, & Lepper, 1987), hence, "flow" experience could be enabled (Csikszentmihalyi, 1990). Researchers have acknowledged that Educational Computer Games (ECGs) have the potential to be effective tools for the learning of challenging and complex matters because they are able to: (a) create personal learner motivation and enjoyment, (b) support multiple learning styles and skills, (c) enable active learning, (d) reinforce mastery skills, (e) provide an interactive, problem solving and decision making context, and (f) support exploration and experimentation in a protected environment and learning from the results (Kebritchi, & Hirumi, 2008; Oblinger, 2004). Researchers have also suggested that apart from the game-play learning approach students could construct their own computer games in order to explore new learning concepts in active, meaningful, engaging and effective ways, consider the digital culture from the producer's perspective instead of that of the consumer/player (Kafai, 2001; Ke, 2014) at the same time developing computing and problem-solving skills (van Eck, 2006).

TUJUAN PENELITIAN

Kata kunci Tujuan
Penelitian



- **Memperkenalkan topik dari makalah kita**
 - Menarik perhatian dan menstimulasi audiens untuk membaca makalah kita
 - Menyediakan informasi-informasi terkait dan relevan dengan tema bahasan makalah

Perlu diperhatikan dlm pembuatan tujuan

- Jelas, rinci, dan terukur, sehingga mudah dievaluasi.
- Memungkinkan untuk dicapai dengan metode penelitian yang dipilih.
- Memungkinkan untuk dievaluasi berdasarkan variabel-variabel yang diamati

Contoh tujuan penelitian (Pada jurnal internasional)

- The purpose of this study is to determine the attitudes and views of students who will be special education teachers in the future regarding digital technology on the use in education
- Dimuat pada : World Journal on Educational Technology: Current Issues Volume 09, Issue 4, (2017) 191-200

LANDASAN TEORI (TIDAK UNTUK SEMUA JURNAL ILMIAH)

- Berisi teori maupun konsep utama yang digunakan dalam penelitian
- Studi terdahulu yang relevan dengan penelitian (**State of the arts**)
- Adopsi dan modifikasi model penelitian

METODOLOGI

Uraian terperinci tentang prosedur penelitian

- Data dan sumber data
- Jenis penelitian: kualitatif, kuantitatif
- Spesifikasi model/Disain bgm ?
- Alat analisisnya pakai apa ?
- Adopsi dan modifikasi metode (**ditulis sumbernya**; jika ada modifikasi harus dijelaskan)
- Bahan analisis, cara penarikan sampel, prosedur analisis, pengumpulan data, cara perhitungan atau analisis sampai diperoleh hasil terolah diuraikan dengan terperinci

- **Methodology**

- Research question The central question that this review paper attempts to answer is whether and how CCGs were used as learning tools in CS education. Thus, the objective of the paper is to review the literature of the last decade on the use of CCGs in CS education with the intention to:
 - present an overview on the educational context and the ways CCGs are used in CS education
 - identify essential CCGs' specifics
 - identify the potential benefits of CCGs in CS education,
 - present a synthesis of the empirical evidence available thus, far on the educational effectiveness of CCGs in CS education
 - explore the pedagogical framework used based on the overviewed literature

- **Data collection**

- Databases searched
- Ten large electronic databases, which are identified as relevant to education, digital technology and social science were searched in this review, namely: ACM, EdITLib, ERIC, IEEE, Mary Ann Liebert, MIT Press, Oxford University Press (Journals), ScienceDirect, SpringerLink, and Wiley.
- Search terms
- The search was conducted using the keywords "card game" AND "education" AND "computer." The search was limited to date from January 2003 to December 2013. As a result, 1.297 papers were identified. Selection of papers for inclusion in the review A number of further criteria were specified to select appropriate studies for inclusion in the review.

- To be included in the review, papers had to: (a) be related to CCGs used in education: After screening the previously identified papers by title and abstract and excluding those ones which were not referred to CCGs used/designed for educational purposes, 53 papers found as relevant to ECCGs, (b) not related to the same ECCG and not reporting the same results (2 papers were excluded), (c) related to CCGs used in CS Education, and (d) have the typical form of a scientific paper (including an abstract, theoretical background, game or project overview/ architecture/ implementation, evaluation/research methodology (in case an evaluation was conducted), results/ conclusions/summary and references). Using these four conditions, 24 papers met the inclusion criteria and were identified as relevant for full text review.

- **Data analysis**

- Coding of papers The 24 papers meeting the inclusion criteria were coded using a data extraction proforma that was developed by considering the aforementioned research questions as well as previous research (e.g., Mikropoulos, & Natsis, 2011), which categorized educational digital artefacts, their outcomes and impacts along several salient dimensions. Thus, the said ECCGs were categorized according to ECCGs': (a) educational context they dedicated for use, namely:
 - Purpose of the game: ECCGs were coded according to whether the game was originally designed as a game for learning through game-play or as a game for learning through game-construction.
 - Educational level: ECCGs were categorized according to whether the game was originally designed as a game for Primary, Secondary, Tertiary education and general users.(b) specifics:
 - Subject Discipline: ECCGs were categorized with respect to the specific knowledge domain/cu

HASIL DAN PEMBAHASAN (JIKA JADI SATU)

Uraian tentang hasil dan pembahasan merupakan bagian utama artikel ilmiah

- Penyajian hrs bersistem
- Diperjelas dengan ilustrasi: tabel & gambar seperlunya
- Data ilustrasi harus ditafsirkan dalam uraian dengan memperhatikan masalah, mengakomodasi sebanyak-banyaknya.

HASIL DAN PEMBAHASAN

- Menjawab masalah penelitian atau menunjukkan bagaimana tujuan penelitian tersebut dicapai
- Menafsirkan hasil-hasil penelitian (membandingkan hasil penelitian dengan model atau teori yang diacu)
- Merupakan tempat penulis mengemukakan pendapat dan argumentasi secara bebas, tetapi singkat dan logis
- Menghubungkan hasil penelitian Anda dan penelitian sebelumnya dengan menunjukkan persamaan dan membahas perbedaannya (STATE OF THE ARTS)
- Menjelaskan arti temuan untuk memperluas cakrawala ilmu dan teknologi (menyusun teori baru atau memodifikasi teori yang ada)

HASIL DAN PEMBAHASAN TERPISAH

- Uraikan lebih dulu bagaimana **hasil penelitian** dan pemaparan ilustrasi bentukl tabel dan gambar
- Uraian secukupnya dengan mengkaitkan hasil penelitian dan permasalahan
- **Pembahasan dengan Bab tersendiri :**
- Membahas permasalahan bersistem (sesuai urutan penampilan hasil penelitian)
- State of the arts wajib dimanfaatkan
- Penulis ada kesempatan mengeksplere pendapatnya seluas-luasnya

SIMPULAN DAN SARAN

- Bukan “copas” dari pembahasan
- Pernyataan pendek/generalisasi dari temuan
- Memuat jawaban atas pertanyaan penelitian
 - berupa deskriptif, bukan numerik
- Memuat implikasi temuan penelitian, saran yang bersifat praktis, pengembangan teori, dan arah penelitian lanjutan.

DAFTAR PUSTAKA

- Kemutakhiran pustaka acuan perlu ditingkatkan (sebaiknya kurun 5 tahun terakhir)
- Masih ditemukan beberapa Pustaka acuan yang belum (mutakhir, relevan, dan asli) yang mencerminkan *state of the art*
- Diutamakan pustaka primer: jurnal/majalah hasil penelitian; buku dianggap bukan sebagai pustaka primer
- Masih ada pustaka yang tercantum pada DP tidak diacu dalam teks dan sebaliknya.

CARA MENGACU PUSTAKA

- Pengacuan meliputi pengutipan langsung (menyalin apa adanya dari sumber yang telah diterbitkan), parafrase (menyebutkan ide orang lain dengan menggunakan kata-kata sendiri), atau menunjukkan adanya penelitian terdahulu tanpa mengutip langsung atau parafrase
- Ada dua cara utama dalam mengacu pustaka yang disebutkan dalam teks: (1) Gaya Harvard (*Author-date*), dan (2) Gaya Vancouver (*Author-number*)
- Ada gaya lain (Chicago Manual): (1) *Author-date system*, and (2) *Documentary Note style*

- ❑ Gunakan sumber primer (jurnal)
- ❑ Gunakan beberapa jurnal terbaru (tidak lebih dari 3 tahun terakhir)
- ❑ Gunakan sumber jurnal yang bereputasi baik
- ❑ Thesis atau disertasi bisa digunakan, tapi bukan merupakan sumber utama
- ❑ Sebaiknya beberapa referensi menggunakan makalah dari jurnal yang dituju

Contoh: Harvard Style

Recently, **Saud and Shah (2008)** established an inventory model with a stock-dependent demand under progressive payment scheme. Their analysis imposed a terminal condition of zero ending-inventory and also they adopted a cost-minimization objective. **However**, with a stock-dependent demand, “it may be desirable to order large quantities, resulting in stock remaining at the end of the cycle, due to the potential profits resulting from the increased demand” as stated in **Urban (1992)**. **Therefore, in this paper we extend their model** to allow for: (1) an ending-inventory to be non-zero, ...

Contoh: Harvard style

- ▶ Abidin, H.Z., Davies, R.J., Kusuma, M.A., Andreas, H., Deguchi, T., 2008. Subsidence and uplift of Sidoarjo (East Java) due to the eruption of the Lusi mud volcano (2006–present). *Environ. Geol.* 57(4), 833–844.
- ▶ Bayuni, E.M., 2009. Lusi spurs geologists interest. *The Jakarta Post*. Retrieved from <http://www.thejakartapost.com/news/2009/12/01/Olusi-Ospurs-geologists-interest.html>2009.
- ▶ Davies, R.J., Swarbrick, R.E., Evans, R.J., Huuse, M., 2007. Birth of a mud volcano: East Java, 29 May 2006. *GSA Today* 17, 4–9.
- ▶ Davies, R.J., Manga, M., Tingay, M., Swarbrick, R., 2011a. Fluid transport properties and estimation of overpressure at the Lusi mud volcano, East Java Basin (Tanikawa et al., 2010). *Eng. Geol.* 121, 97–99.
- ▶ Istadi, B., Pramono, G.H., Sumintadireja, P., Alam, S., 2009. Modeling study of growth and potential geohazard for LUSI mud volcano: East Java. Indonesia. *Mar. Pet. Geol.* 26(9), 1724–1739.
- ▶ Mazzini, A., Svensen, H., Akhmanov, G., Aloisi, G., Planke, S., Malthe-Sørensen, A., Istadi, B., 2007. Triggering and dynamic evolution of Lusi mud volcano, Indonesia. *Earth Planet. Sci. Lett.* 261, 375–388.
- ▶ Sawolo, N., Sutriyono, E., Istadi, B.P., Darmoyo, A.B., 2009. The LUSI mud volcano triggering controversy: was it caused by drilling? *Mar. Pet. Geol.* 26(9), 1766–1784

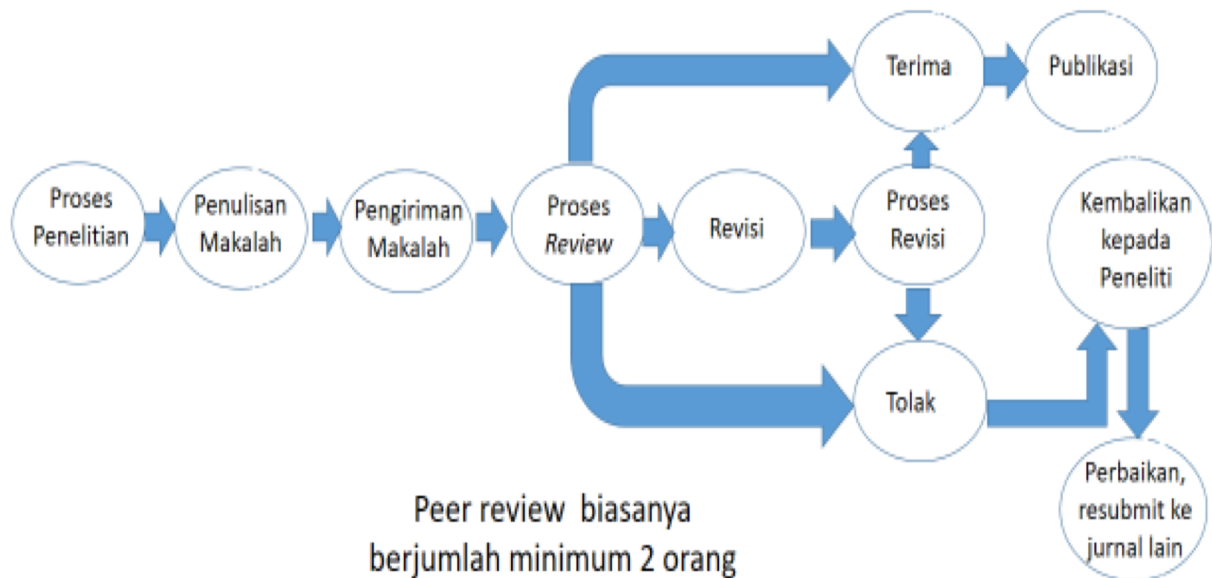
Sumber : Hardjito, D.J. (2014)

Contoh: Vancouver style (Sistem Nomor)

Nickel production from high-magnesium nickel oxide ore follows a pyrometallurgical process including pre-reduction, smelting in a blast furnace and nickel enrichment-refining [1]. During the smelting stage, besides the nickel alloy, high-magnesium nickel slag (HMNS) with a range of oxides is produced. The HMNS is recycled back into the process until its nickel concentration is low to a level of quenching and grinding, and then is disposed of in piles on site [2]. In China, the annual generation of nickel slag is about 800,000 tonnes, only 8% of which is utilized in Portland cement production, harbor and road construction [2–5]. The rest is disposed of on site or by land filling, which is often considered to be hazardous or at least harmful to ground and underground water [2]. This industry requires low cost technologies to treat or use the waste in economical and sustainable models. Geopolymers, also known as inorganic polymers, are a class of alkali aluminosilicate materials synthesized through the reaction of solid aluminosilicate precursors with highly concentrated aqueous alkali hydroxide and/or silicate solutions [6]. They are considered as the analogues of certain zeolites but have an amorphous to semi-crystalline three-dimensional molecular structure [7,8].

Sumber : hardjito, D.J. (2014)

Proses *Review* Makalah(1)



Jenis Jurnal Internasional sasaran publikasi artikel luaran Tesis S2

- Jurnal Nasional terakreditasi sinta 1, 2, 3 dan 4
- Jurnal internasional (terindeks DOAJ, Copernicus, EBSCO, PROQUEST, Rernat, dll)
- Jurnal internasional bereputasi (terindeks Scopus Q4, Thompson Reuter dg JIF = 0)
- Jurnal internasional bereputasi berfaktor dampak (scopus Q 1, 2, dn 3. Jika Tompson Reuter minimal memiliki JIF= 0.1)

Contoh jurnal internasional

- [British Journal of Educational Technology : Vol 48 , No 1](https://onlinelibrary.wiley.com/toc/14678535/48/1)
<https://onlinelibrary.wiley.com/toc/14678535/48/1>
- <https://journal.unnes.ac.id/sju/index.php/jed>



[The Journal of Educational Development - UNNES JOURNAL](https://journal.unnes.ac.id/sju/index.php/jed)

<https://journal.unnes.ac.id/sju/index.php/jed>
[Terjemahkan halaman ini](#)

4 Mar 2019 - Developing a Pesantren-Based Soft Skill Education Management Model for ... **PDF** · View All Issues.
The **Journal of Educational Development**, ...

TIP MENULIS DAN MENERBITKAN ARTIKEL PADA JURNAL INTERNASIONAL

- Judul artikel (tdk lokal)
- Mengetahui Jurnal sasaran yang dituju
- A Good Manuscript
- Sering berlatih menulis
- Buat Tulisan paling mudah menurut anda
- Buatlah Reviewer tertarik dengan paper anda
- Hindari plagiarism
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