

Conference Paper

Soft Skill Based Learning for Marine Medicine Specialists

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ABSTRACT

Background. Learning is currently experiencing major changes related to sophisticated technology and human thinking, supported by changes in learning behavior that are fast, instant, and logical. This condition has been carried out by Chat GBT which suggests that lecturers should change, in the same direction, if it is not suspected that they are not needed anymore. Initially, because learning is based on knowledge and thinking only, with the current conditions that require innovation, the mental attitude and behavior that supports it will become an important component after thinking. Thus we must use soft skills which include thinking, mental attitude, and superior behavior. The aim is to design soft skill-based learning in the 3 types of learning that exist in Marine Medicine Specialists, in outline to see the differences and advantages in implementation. Method. A study of 3 types of learning was carried out, and adjusted with suitable soft skills to produce higher quality learning compared to just using chat GBT alone, the advantages and disadvantages will be seen. Results and Discussion. 3 types of learning are adapted to soft skills, with one example each to clarify. Thus, it will be seen the advantages that can be achieved, of course besides that there are weaknesses. Conclusions and Suggestions. Soft skill-based learning can be done with a supportive mental attitude and behavior to achieve superior learning in Marine Medicine Specialist Education. Suggestions, more extensive studies and trials, and wider examples are needed so that the benefits of soft skills can be seen more clearly.

Keywords: Learning design, soft skills based, marine medicine specialist, thinking, attitude mental, behavior

Introduction

Learning is currently experiencing major changes related to sophisticated technology and human thinking, supported by changes in learning behavior that are fast, instant, and logical.

Change now feels fast and feels left behind due to (AXIOMQ, 2023):

1. Technology that is getting faster and easier;
2. Can work in complex conditions;
3. Can emulate human abilities with artificial intelligence;
4. The ability of Chat GBT (AI Chat GBT, 2023) has been able to replace some of the capabilities of the human brain, which needs to be considered so that it is still useful.

It is important to pay attention to the above because it has arrived at the fact that computers can replace the role of humans in repetitive thoughts and work, which so far have required many humans to become only a few humans some are no longer needed by humans. This condition has been carried out by Chat GBT which suggests that lecturers should change, in the same direction, if it is not suspected that they are not needed anymore. This happens because:

1. Can manage the needs and types of data;
2. Can learn to improve ourselves and adapt to the needs of our thinking;
3. Can draft manuscripts such as essays or proposals.

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Quickly students can do assignments with pretty good results, so the lecturer's thinking must be even more advanced. Lecturers must:

1. More advanced and more information;
2. Provide a more innovative mindset so as not to be left behind;
3. Using a mental attitude that moves thinking which is called soft skill so that broad meanings are seen, not just goals.
4. Provide a challenge to achieve innovative behavior, thereby functioning as a human being will not be left behind.

This is the advantage of Chat GBT (CNBN Indonesia, 2023) because learning is based on knowledge and thinking only, with complete and rational speed and information. This is the advantage that from the beginning it was estimated that the robot would be smarter, faster, and more accurate. Thus, a human being must still have important advantages: 1) there is an element of taste and enjoyment of thought; 2) the existence of soft skills that characterize human characteristics; 3) behavior that is integral to taste and soft skills. This is important related to the current conditions that require innovation, the mental attitude and behavior that supports it will become an important component after thinking. This will make a difference to those who adapt to progress or just become followers of technology, such as Grand Chess Masters losing to Chess robots. Following the computer, they will be more proficient in making rhymes and poems as well as essays or reports on marketing results or research results. In this case, it can be concluded that we must use soft skills which include thinking, mental attitude, and superior behavior. The aims of this paper: 1) to design soft skill-based learning (Sabarguna, 2023), developing learning enrichment by using soft skills as a basis so that it will refer to future learning; 2) to design the 3 types of learning that exist in Marine Medicine Specialists (Sabarguna, 2023), using types of thinking plus attitudes and mindsets and superior behavior; 3) to design in outline to see the differences and advantages in implementation, thus it will be known the differences and advantages in using soft skills-based learning. In the explanation, a simple example is attempted so that it becomes easy to understand and can be displayed on the 3 things above, as a unified whole and is a challenge for further development.

Material and Methods

A Development Research (Studymarter, 2022) of 3 types of learning was carried out, and adjusted with suitable soft skills, as can be seen below:

- 1) thinking only, related to using the brain and thinking techniques only;
 - 2) attitudes and mindsets that provide attitudes and feelings with a deep perspective;
 - 3) behavior that is integral to deep thoughts and attitudes;
- all three as a whole are soft skills.

As to producing higher quality learning compared to just using GBT chat alone, which only uses thinking alone, then directly or indirectly there will be advantages and disadvantages that will be seen in Figure 1. Its use is done as follows (Sabarguna, 2022).

So far, learning only prioritizes the main thought and logic, often 2, 3, and 4 are left behind, let alone reach number 4, often only written down, not done, and not calculated measurably. Steps done by stages:

- 1) The use of thought means relying on the skill of thinking cleverly;
- 2) The use of attitudes and mindsets means using superior mental attitudes such as enthusiasm, patience, and determination, with a mindset that flattens attitudes with mutually supportive thoughts;
- 3) Behavior, which is relevant and supportive so that results become more coupled with avoiding counter-productivity
- 4) Combined in an integrated manner, becoming soft skills, assembling and compiling as a unified whole and supporting each other.

The description above is illustrated in the following Figure 2.

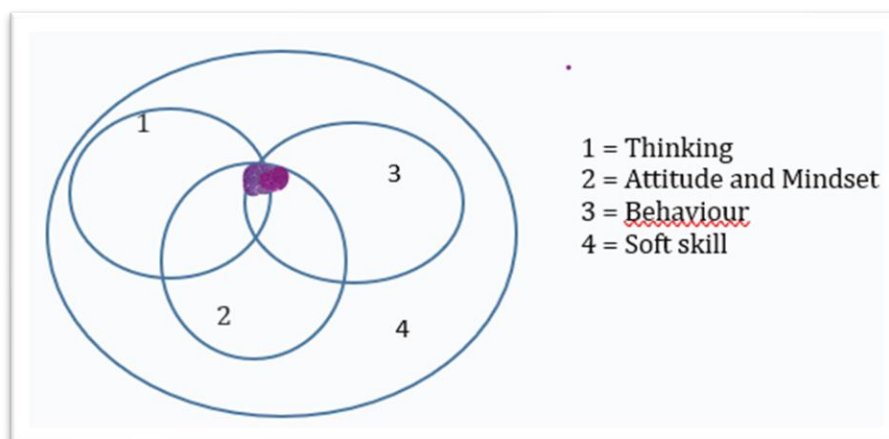


Figure 1. Soft skill appearance

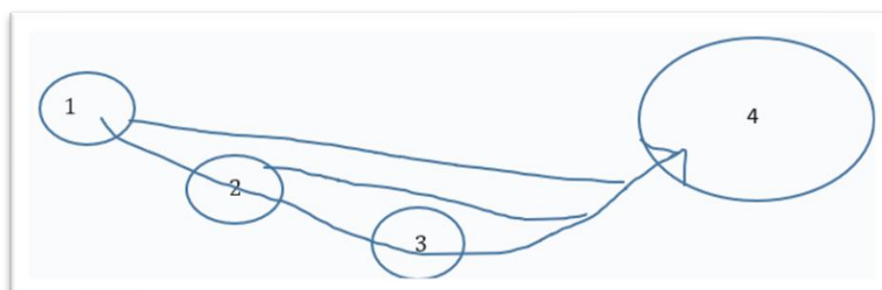


Figure 2. Steps to form soft skills

The process is carried out with the formation step (Sabarguna, 2022):

1 = Thoughts that are clear and related to others, as wide thoughts.

2 = Attitudes and mindsets are joined with Thoughts and behaviors that are appropriate.

3 = Excellent behavior becomes a synergy between thoughts, attitudes, and mindsets, and behavior becomes relevant.

4 = As a synergistic and balanced unit giving appearance as soft skills.

As a whole, which is characterized by thoughts that are enriched with relevant attitudes and mindsets that are displayed with relevant behaviors so that they excellence.

Results and Discussion

Using Soft skill Appearance and Soft skill Formation Steps, it can be generated, taking into account the description below:

- 1) The original method is still visible without a touch of technology, showing relevant and relatively appropriate technology;
- 2) If there is interference in the process, such as signals, or images, then the original can still be used;
- 3) An open attitude illustrates the use of technology that makes substitution of a better method;
- 4) The use of the right mindset encourages the creation of learning technology that can create real competence;
- 5) Will gradually provide overall learning with better competence;

- 6) Superior behavioral results with shorter time and fun to do; as a soft skill as a whole which is characterized by rich thinking with appropriate attitudes and mindset displayed with relevant behavior so that excellence.

3 types of learning are adapted to soft skills, with one example each to clarify, with a description as follows. Method-1, is a method that uses technology as a helper. Without technology it can almost be the same. Whereas in Method-2, it is certain that appropriate and advanced technology will be better (Sabarguna, 2022).

Table 1. Soft skill

NO	COMPONENT	DESCRIPTION	INFORMATION
SOFT SKILL			
1.	Relevant Technology	Relevant technologies such as Google, YouTube, Zoom, Telemedicine, Decision Support Systems, simulation, and Virtual Reality.	Selected and adapted to the technology that fits the needs.
2.	Innovative Attitude	A mental attitude or mindset that supports innovation.	Prospective attitude based on innovative thinking.
3.	Superior Behavior	Behavior is selected and adjusted so that it remains superior in use without reducing the achievement of goals.	Trials were carried out and selected by Action Research.

Then Method-3 is a method that requires more advanced and sophisticated technology that would be good if not less than expected. Following are the specific features of the Soft Skill Method which are simply described to make it easy to recognize, use, and develop. The details are as follows.

Table 2. Soft skill Method

NO	CONTENT	DESCRIPTION	SPECIFIC CHARACTERISTIC	INFORMATION
1.	METHOD-1	Classic Enrichment	The pattern stays like the classics, content, and methods using technology	Technology adapts to the classics
2.	METHOD-2	Future Technology	Using appropriate future technology	Adjusted to the achievement of competence
3.	METHOD-3	Advanced technology	Using advanced technology that is relatively new and not yet established, such as Voice and Video Recognition	Working on methods and advanced technologies, such as Artificial intelligence and Chat GBT.

Thus, it will be seen the advantages, in this case separating the use of technology so that it is easy to think about, respond to, and set the mindset and implementation with superior behavior that can be achieved. Besides there are weaknesses, this is a unity in skills, if you don't think about it and create a mindset and do it, then it won't complete as a soft skill, it's just memorization or repetition, without meaning and innovation, not a soft skill.

The steps for forming soft skills are as follows: Method-2, the 10th method out of a total of 27 types thus: the tabular method is used to make it clearer, makes the stages that occur easier, and can easily be cross-checked with attention, as follows. 1) selection of material like this, it is expected to obtain relatively new or old material according to relevance, by existing applications, 2) rehearsals can be done alone or in groups that do not need a facilitator, 3) repeating and deepening certain things is easy to do by slowing down the speed, 4) the application is set to be recorded automatically starting from the proposal to the value report and explanation. The overall picture will look like the following (Studymarter, 2022).

Table 3. Description with learning number 10

NO	NOW METHOD	ENRICHMENT METHOD	METHOD-2	DESCRIP- TION	INFORMATION
10.	Management of Diabetes Mellitus patients in coastal areas	The use of applications for handling patients with Diabetes Mellitus	Is a specific technology-based method such as Diabetes Mellitus Applications for coastal areas.		It is necessary to make trials first.
	METHOD-2	METHOD-2 is a technology-based method that has specific targets such as Applications for the Control of Diabetes Mellitus in coastal areas.			
	NAME	Application for Diabetes Mellitus.			
	DESCRIPTION	It is an application as a teaching material, which is interactive. Practical application using action or learning while working, explanations, demonstrations, and practice with patient safety standards.			
	THEORY	The basic mastery of soft skills and material is knowledge, attitude, and mindset as well as superior behavior and being able to work on and being able to train other staff.			
	COMPONENT	Hard Skills: Pyramid of Absorption, Clinical Thinking, Competent and Soft Skills: Relevant and Easy-to-Work Technology, and Content Innovation.			
	PROCESS STEP	Stages of the process in stages:1) The goal to be achieved is to achieve clinical competence, in the form of mastering and being able to do and train. 2) Forms of Interactive Applications by the competencies to be achieved. 3) Applying, starting with studying until mastering and being able to teach again. 4) Evaluation, conducting an assessment based on the soft skill mastery form.			
	SPECIFIC CONDITION	The material is in the form of specific interactive applications according to the material.			
	EVALUATION	The achievement of the form needs to be above 80%, if it is less then it needs to be tried again or repeated to reach more than 80%.			

The table above is an illustration of soft skill-based learning, it is a learning method involving the four components of soft skills, that are easy to think about, respond to attitude, and set the mindset and implementation with superior behavior.

Conclusion

The conclusion that can be stated is Soft skill-based learning can be done with thinking skills and support by mental attitude and mindset as well as behavior to achieve superior learning in Marine Medicine Specialist Education. Thus, it will be seen the advantages, in this case of the use of technology so that it is easy to think about, respond to, and regulate mindset and implementation with superior behavior that can be achieved. If it is only memorization or repetition, without meaning and innovation, it is not a soft skill. The Suggestion is to get more extensive studies and trials as well as wider examples so that the benefits of soft skills can be seen more clearly.

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