**Model of Non-conventional learning use CirCLE on Curriculum Competencies Base - National Qualifications Framework Indonesian (KBK-KKNI)**

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Abstract

Indonesian education authorities, especially the higher education system to apply curriculum competencies-based on national qualifications framework Indonesia (KBK-KKNI). Implementation of this curriculum affects teaching practices, including non-conventional learning, which is based computer. By using an alternative learning environment circuitously Collaborative Learning Environment (CirCLE), which emphasizes the activity between students and teachers, made of non-conventional learning model with KBK-KKNI. To build this model, needs to be integrated in the activities' CirCLE with a lesson plan that refers to the KBK-KKNI, which started on learning activities, and exercises until exam. On learning activities and exercises, the system refers to the cirCLE, whereas in the test phase, the system will combine the media Information Technology and Communication (ICT) with the conventional exam. This is why non-conventional learning is called blended learning.

Keywords : Non-Conventional learning, Curriculum base Competency, circuitously collaborative learning Environment