

Development of an Encyclopedia of Pandawa Puppet Figures as a Form of Cultural Preservation for Elementary School Students

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Abstrak

Pada era modern ini pengetahuan tentang budaya Jawa di Sekolah Dasar semakin minim terutama kesenian budaya wayang. Dalam mengenalkan budaya wayang kepada siswa Sekolah Dasar agar tidak punah karena dampak dari budaya asing masuk ke Indonesia sehingga mempengaruhi budaya lokal luntur khususnya wayang pandawa. Pada setiap tokoh wayang terdapat nilai-nilai positif untuk membangun karakter siswa Sekolah Dasar. Studi ini bertujuan guna memahami proses, kelayakan dan kepraktisan pengembangan ensiklopedia tokoh wayang pandawa sebagai wujud pelestarian budaya Jawa bagi peserta didik Sekolah Dasar. Studi pengembangan ini menerapkan model ADDIE, meliputi analysis, design, development, implementation, serta evaluation. Data yang dipergunakan di penelitian yaitu kuantitatif dan kualitatif. Hasil uji kelayakan memperoleh kategori "Sangat Layak" dengan hasil presentase 97,5% oleh pakar media, 93,75% pakar materi, serta 93,75% pakar bahasa. Uji kepraktisan mendapat kategori "Sangat Praktis" dengan hasil presentase 96.00% oleh guru dan 99,00% oleh siswa. Oleh karena itu, ensiklopedia pantas diaplikasikan sebagai materi pembelajaran di Sekolah Dasar.

Kata Kunci: Ensiklopedia; Wayang Pandawa; Siswa Sekolah Dasar

Abstract

In this modern era, knowledge about Javanese culture in elementary schools is increasingly minimal, especially wayang cultural arts. In introducing wayang culture to elementary school students so that it does not become extinct due to the impact of foreign culture entering Indonesia, causing local culture to fade, especially Pandawa wayang. In each wayang character there are positive values to build the character of elementary school students. This study aims to understand the process, feasibility and practicality of developing an encyclopedia of wayang Pandawa characters as a form of preserving Javanese culture for elementary school students. This development study applies the ADDIE model, including analysis, design, development, implementation and evaluation. The data used in the research are quantitative and qualitative. The feasibility test results obtained the "Very Feasible" category with 97.5% presentation results by media experts, 93.75% material experts, and 93.75% language experts. The practicality test received the "Very Practical" category with a percentage result of 96.00% by teachers and 99.00% by students. Therefore, the encyclopedia is appropriate to be applied as learning material in elementary schools.

Keywords: : Encyclopedia; Pandawa Wayang; Elementary School Students

1. Introduction

Education is an important basis for the advancement of the quality of a nation. The characteristic of a good nation is a nation that has good intellectual qualities. Good intellectual qualities in a nation are owned by the people who live in that nation. In accordance with Republic of Indonesia Law Number 20 of 2003 concerning the National Education System, article 1 paragraph (1) namely "Education is a deliberate effort and is designed to create a learning environment and teaching and learning procedures that enable students to actively develop their potential, both spiritually and spiritually." , personality, self-management, intelligence, character, or skills that are useful for themselves, society, nation and state." Currently elementary schools lack knowledge about local culture, especially wayang. It can be seen that local culture is fading because technological developments are increasingly rapid, foreign culture is entering Indonesia and this results in local culture not being popular or elementary school students not being interested. Local culture must be preserved, one of which is through wayang. Puppets are a valuable asset that must be preserved. Puppets are artificial humans made to resemble real people. The wayang itself is performed by local people for certain events, usually telling ancient stories such as the Mahabharata, Pandawa wayang and so on.

Fine arts learning (SBdP) focuses on crafts without introducing local culture, one of which is wayang. With the lack of fine arts content material (SBdP) about wayang culture, the result is that students have minimal knowledge about wayang culture. Referring to the results of interviews conducted by researchers at SD Negeri 1 Ngebruk, they only used worksheets to introduce wayang, as a result students got bored studying wayang. In fact, there are many lessons that can be taken from the Pandawa wayang stories. Each character has positive character values that can build positive values for elementary school students. This learning can also preserve Javanese culture so that it does not become extinct. School culture includes student interactions in the school environment, whether between students, students and teachers, or students and their peers [1], [2], [3]. This agrees with Ki Hajar Dewantara that art is able to move human feelings, so art needs to be taught to students, with the aim of building students' character so that they can become individuals with character. One of the materials for arts and culture and crafts education (SBdP) is fine arts learning which is a component of the school curriculum, which leads to processes and creative thinking that educate students and develop students' creativity. An encyclopedia is information that covers basic issues, concepts or general events arranged alphabetically and divided into various branches of knowledge or one department [4]. Therefore, teaching materials are needed to support the success of students' learning process, one of which is using an encyclopedia. Students will understand everything from pictures to history with this teaching material which is very practical to use. Apart from that, this encyclopedia learning material is designed with a design that combines pictures of Pandawa wayang puppets along with colorful encyclopedia backgrounds, using sizes and various fonts that encourage students to read.

Some previous research studies have been carried out to enrich the theory of this research. In research conducted by [5] entitled "The development of cartoon wayang media is depicted in class II fable material". Shows that the research focuses on cartoon puppet media with the media used which can improve students' ability to be creative. This is in line with research conducted by [6] with the title "The Influence of Paper Puppet Learning Media on the Character Values of Elementary School Students". This study focuses on puppet media made with paper to improve students' character. The similarity in the study that the researcher will carry out is in the material, namely wayang, but there are differences regarding the use of teaching materials. Researchers use encyclopedias as teaching materials for Pandawa wayang. A research conducted by [7] shows that unique character design can be

used as an attractive asset in games to preserve local culture. Furthermore, there is research conducted by [8], the purposes of this research is making interactive motion graphics is to introduce Wayang Beber of Pacitan to the younger generation through media that are often seen by young people. In addition, the use of motion graphics has also been used as a medium for learning Balinese script. the results of research conducted by [9] show that The design of Balinese script recognition media for low grade elementary schools based on motion graphics has been successfully designed as a Balinese script recognition media using motion graphics.

Referring to the background above, this study is important to carry out because it can preserve Javanese culture so that it does not become extinct, introducing students to wayang also provides positive value to students. With encyclopedia teaching materials, it can support the learning process so that students can know the story, genealogy, and pictures of the Pandawa puppets clearly and attract students' attention to study them.

2. Research Method

Related development research applies the Research and Development (R&D) method along with procedures for using the ADDIE model with five phases according to [10], [11], [12] including: (1) analysis, (2) design, (3) development, (4) implementation, (5) evaluation. The researcher chose the ADDIE model because it has systematic stages so that the product used by the researcher, namely the encyclopedia, will be valid. However, the author did not reach the evaluation stage because in the encyclopedia teaching materials there were no questions, only Pandawa wayang material. In this sense, teaching materials contain material that is described in detail and structured to make it easier for students to learn it.

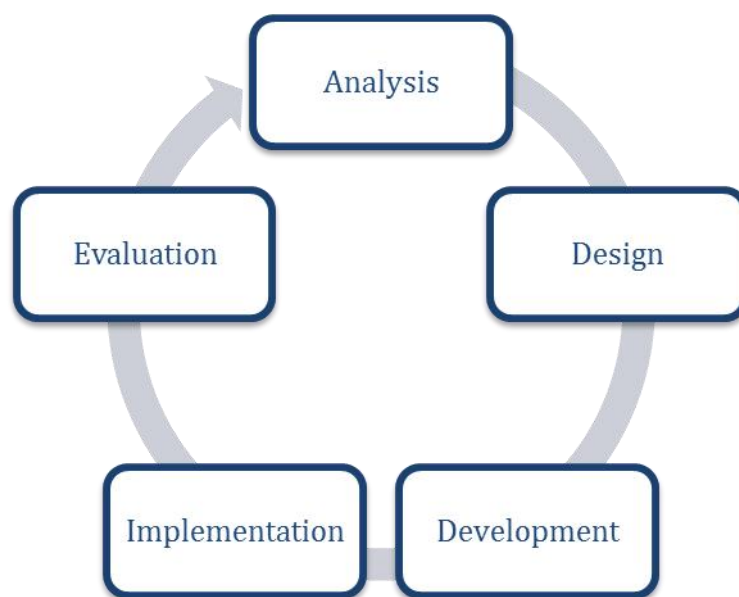


Fig. 1 Model ADDIE
(Source: Irawan, 2017)

Research on the development of pandawa puppet encyclopedia textbooks through feasibility testing from material experts, media experts and linguists. In the practicality test through the responses of students and teachers of SD Negeri 1 Ngebruk. This pandawa puppet encyclopedia development research uses qualitative and quantitative data. In collecting this data using a questioner or Likert scale questionnaire. Respondents filled out a questioner or questionnaire to find out the respondent's answer through the questions presented by the

researcher. Qualitative data is obtained from responses, criticisms and suggestions from media experts, linguists, material experts and practicality from teacher and student responses. In quantitative data obtained from questioners given by validators, students and teachers [13]. Table 1 shows the assessment and scores were analysed to determine the feasibility of the pandawa puppet encyclopedia product.

Table 1. Feasibility Rule
(Source: Damayanti, 2018)

Feasibility Percentage	Quality
76-100%	Very Worthy
51-75%	Worthy
26-50%	Fair
0-25%	Not Worthy

Then we need a guide to measure the practicality of the product. Table 2 shows the assessment and scoring the practicality of the product.

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Table 3. Indicator of Practically material for Student and Teacher
(Source: personal data)

No	Student and Teacher Practically Indicator
1	Ease of Use of Encyclopedia
2	Colour compatibility of encyclopedia
3	Fun to use
4	Suitability of font selection
5	Material suitability
6	Teaching material are very practical to carry
7	Encyclopedia design are very attractive
8	Teaching material are contain material that student can increase their knowledge about wayang pandawa
9	Usefulness of material
10	The suitability of the size of the pandawa puppet image to recognize pandawa puppet characters in preserving javanese culture

On these indicators given by teachers and students of SD Negeri 1 Ngebruk encyclopedia as teaching material can support the learning process because the encyclopedia makes students and teachers interested in reading it from the design, content of the material, puppet pictures, fun when used makes students not bored, practical encyclopedia to carry because the size of B5 is not too large. In this case teachers and students can provide knowledge, indirectly

preserving Javanese culture.

Table 4. Media Indicator
(Source: personal data, 2024)

No	Expert Media Indicator
1	The Suitability of background colour with the text colour
2	The Suitability of encyclopedia colour
3	The Suitability of the characteristics of primary school students
4	The suitability of the paper size
5	The suitability of font selection
6	The accuracy of font size in teaching materials
7	The accuracy in placing the text
8	The accuracy of the selection of pandawa puppet image with the material
9	The suitability of the size of the pandawa puppet image

The indicator is given to media expert validators who provide feedback, criticism and suggestions from encyclopedia teaching materials. The suitability of background color and writing color provides an attractive color and combines the encyclopedia cover. B5 landscape paper size which is practical to carry using art paper. The cover and cover part uses ap250 paper size with a glossy surface on both sides, the contents use ap 230 size. Therefore, encyclopedia teaching materials attract the attention of readers.

3. Result

According to [10] the ADDIE research and development model goes through five stages, namely analysis, design, development, implementation and evaluation. In this study, it was carried out until the implementation stage, because the product developed did not contain evaluation questions, only material. Researchers developed a pandawa puppet character encyclopedia product, in the form of a printed book.

In the analysis stage, researchers conducted a needs analysis, which was the initial stage carried out by researchers before developing teaching materials. The steps taken by researchers are analyzing student characteristics, the SBdP learning process that has been carried out at SD Negeri 1 Ngebruk. Furthermore, researchers determine what students need in the learning process that occurs. Researchers used interview and observation techniques to obtain the required data. In the design stage, researchers design teaching materials to be developed on the material according to the needs and analysis obtained, then researchers choose suitable teaching materials to attract students' attention and make designs to be developed. In this case the selection of developing products includes: Design and design of the pandawa puppet encyclopedia, pandawa puppet history material, pandawa puppet pictures, encyclopedia colors carried out by researchers.

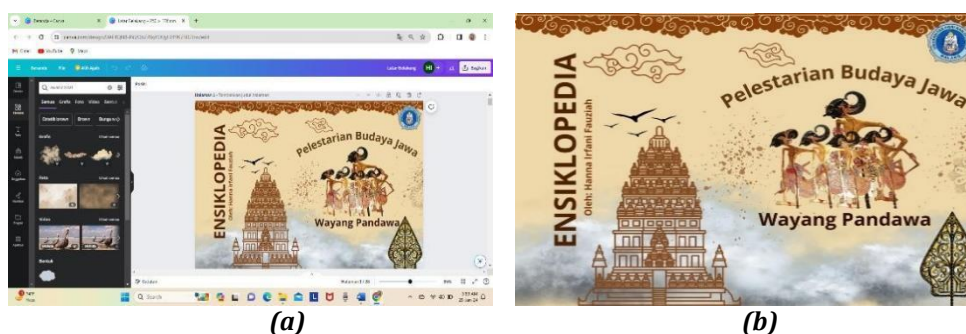


Fig. 2. The process of making the cover of the pandawa puppet encyclopedia



Fig. 3. Encyclopedia Content



Fig. 4. Encyclopedia Content of Wayang Pandawa

4. Discussion

The development stage of the researcher conducts development, namely designing products that have been validated by lecturers of linguists, media experts, and material experts. In this case, it will determine the feasibility, practicality test conducted by students and teachers to determine the practicality of the pandawa puppet encyclopedia. Validation is done by giving the pandawa puppet encyclopedia to the validator by giving a sheet that has questions to be filled in by the validator, the assessment score is in the form of criticism, suggestions and responses to improve pandawa puppets.

Researchers conducted validation to media experts, linguists and material experts to obtain the following results:

Table 4. Assessment Results of Material, Media, Language Expert Validators
(Source: Research Result, 2024)

No	Validator	Percentage	Desc.
1.	Media Expert	97,05%	Very Worthy
2.	Language Expert	93,75%	Very Worth
3.	Material expert	93,75%	Very Worth
Avg.		95,25%	Very Worth

Based on table 4, the pandawa puppet encyclopedia obtained the results of product validation validation to material expert lecturer Dwi Cahyo Panestu, M.Pd. Language expert lecturer Dr. Rahutami, M.Hum and media expert lecturer Amak Yunus, S.Kom, to determine the feasibility of encyclopedias developed by researchers. From the results of the encyclopedia validation, it

shows that the results of the media expert validation obtained data of 97.5%, so the pandawa puppet encyclopedia is included in the "Very Feasible" category. The results of material expert validation amounted to 93.75% in the "Very Feasible" category. The results of language expert validation amounted to 93.75%, so the language in the pandawa puppet encyclopedia is in the "Very Feasible" category. But there are criticisms and suggestions for improving the encyclopedia teaching materials being developed.

At this implementation stage, a practical test was carried out by the class IV homeroom teacher and 30 students at SD Negeri 1 Ngebruk as research subjects. The class IV homeroom teacher and class IV students were asked to look at the encyclopedia that the researcher had developed, then a questionnaire was given to the teachers and students which were then filled in after the product trial was completed according to the instructions stated in the product practicality assessment questionnaire. The product practicality questionnaire was given to find out the opinions of teachers and students about the convenience and attractiveness of the encyclopedia developed by researchers. Based on the results of the practicality test carried out by teachers and students, the teacher response for SD Negeri 1 Ngebuk obtained a percentage of 96.00% in the "Very Practical" category. The student practicality questionnaire assessment obtained a percentage of 99.00% in the category. The following are results of the student practicality test, explained as follows.

Table 5. Student Practical Test

Limited Student	Student Area
91,00%	99,00%
Very Practically	Very Practically
Avg.	95,00% (Very Practically)

5. Conclusions

In this research it can be concluded that in the process of developing an encyclopedia of Pandawa wayang characters as a preservation of Javanese culture using the ADDIE model through five stages, namely analysis, design, development, implementation and evaluation. Pandawa wayang can be declared feasible with a percentage of media experts obtaining data of 97.5%, seen from the encyclopedia, it is very practical and the colors in the encyclopedia are very attractive, the images of the Pandawa wayang characters are very clear because the size of the wayang images is enlarged, each sheet of the encyclopedia uses a different background with typical Javanese cultural ornaments. So, it attracts students in studying the Pandawa wayang. Apart from that, the percentage of material experts is 93.75% seen from students understanding the wayang pandawa story because the story encyclopedia is short but easy to understand by elementary school students so that students don't get bored when reading the teaching material, 93.75% of language experts from the wayang pandawa encyclopedia use language which is easy for students to understand, the Pandawa wayang encyclopedia is stated to be practical, the teacher percentage is 96.00% and students get a percentage of 99.00% seen from its practical size and easy to carry. Therefore, the Pandawa wayang encyclopedia is feasible and practical to use in elementary schools. Encyclopedias have advantages. The advantage of the encyclopedia itself is that it is packaged with teaching materials that attract students' attention because in the encyclopedia there is brief material about the Pandawa wayang, using fonts with attractive colors and clear pictures of the wayang so that students don't get bored when reading the teaching materials. This encyclopedia uses Art Paper with size B5 (17.6 x 25 cm). The weakness of an encyclopedia is that the material presented is too short and the topics are limited.

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