

DEVELOPMENT OF RATTAN PUPPET MEDIA AGAINST CLASS V JAVANESE LANGUAGE LEARNING OUTCOMES

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Abstract

This research was motivated by the results of Javanese language learning on some students who have not reached the Minimum Completion Criteria (MCC). One of the main factors causing these problems was the limitations of learning media. This type of research was development research. This study aimed to develop rattan puppet media, test the feasibility of rattan puppet media, and test the effectiveness of rattan puppet media. The subjects of this study were grade students at elementary school Karasgede Rembang. The researcher used a saturated samples with 30 students. Data collection used observation, interview, anghet, test, and documentation techniques. The researcher processed the data using product data analysis, preliminary data analysis, and final data analysis, namely the t-test and gain test. The results showed that rattan puppet media was very feasible to be used with the percentage of material experts evaluating by 95% and media experts at 97%. Based on learning outcomes there were differences in average through the t-test of 7.047 and an average increase (gain) of 0.44796 with medium criteria. The conclusion of this study was that rattan puppet learning media was very feasible and effective to be used in Javanese language learning.

Keywords: Wayang Rattan, Javanese Language, Learning Outcomes

1. INTRODUCTION

Education is held to form strong student character, namely not only intelligent reasoning, but also intelligent attitude and character. This is stated in Law Number 20 of 2003 Chapter 1 article 1 paragraph 1 concerning the National Education System which states that education is a conscious and planned effort to create an atmosphere of learning and the learning process so that students actively develop their potential to have religious spiritual strength, self-control, personality, intelligence, noble character, and skills needed by him, society, nation and state (Sisdiknas, 2013: 115).

Character education in the national education system has been included in the Education Unit Level Curriculum (KTSP) and is integrated in various subjects, one of which is Javanese language learning. Talking about Javanese, it is not just speaking in good and correct Javanese, but Javanese also contains moral values, manners. and upload to older people or to people who are respected.

Elementary school is the first level of education in teaching Javanese, as expressed by Febriani (2012: 2) Primary school functions to provide sufficient provision for students to develop themselves according to their potential and the existing environment.

One important aspect of learning Javanese is paying attention to upload-upload bases. In using upload-upload bases, it is necessary to pay attention to lexicons / words and language variety. According

to Sasangka in Indrayanto (2015: 37) Javanese upload-upload can be clearly distinguished, in principle there are only two types, namely upload-upload in the form of ngoko and in the form of manners. The ngoko variety is usually used to communicate with people who are already familiar, while the krama variety is usually used for people who are not familiar and is used to talk to older people. Media is one of the factors in the success of achieving learning objectives, so that media is very important at the time of learning take place. In accordance with Sadiman's opinion in Reffiane (2016: 164) which says "the media is an intermediary or messenger of messages from sender to recipient of messages". This means that a medium is used by a teacher as an introduction to messages when delivering the material being taught. According to Zafira, 2017: 10 lessons without using media will make students feel bored faster. Even more so if it is learning Javanese which according to students is a difficult and boring subject.

The use of instructional media in schools is still less varied and innovative for students. This can result in students becoming less interested in participating in learning activities and result in less than optimal understanding received by students. This opinion is based on field observations and interviews with teachers conducted by researchers in class V SDN Karasgede Rembang. This is supported by data on student learning outcomes in Javanese local content lessons which show that 40% of students have not reached the minimum Kentutasan criteria.

Media to teach material to students does not have to use complicated media. Simple and meaningful media can be used to explain material to students. Wayang can be an alternative media that is used to upload really alkaline materials. In general, the meaning of wayang is a form of traditional performance presented by a puppeteer, using a puppet or the like as a performance tool (Sedyawati and Darmono in Haifani, 2017: 18). Along with the changes, wayang began to be used as a learning medium and as a support in the process of teaching and learning activities. Including puppets in the world of education, especially in learning at school will have a positive impact. Eve Mayes said that puppets / puppets were a popular research method.

it is considered very appropriate to attract students' enthusiasm when teaching and learning and to be able to provide moral messages and good information for students.

In addition, puppets are also able to present interesting story visualizations if the puppeteers are able to present them

creative and interesting stories too. In this case the educator acts as a puppeteer.

The use of items or objects around them as materials in making wayang puppets, such as examples of grass which can be used to make grass puppets, wood or used boards that can be used as simple puppets in the style of your own creations, used cardboard that can be used as cardboard puppets, and rattan can be used as a rattan puppet. This can lead to students' curiosity and curiosity because they are considered unique, thus increasing interest and enthusiasm in learning in class. The use of rattan is not only easy to obtain, it also does not require a lot of money, is environmentally friendly and safe for children. All cannot be separated from the creativity of educators in the media making process. When people see a wayang performance, what they see is not the puppet, but the problem implicit in the wayang play.

Research that has been done before and is supportive

to conduct this research is a study from Eko Nurcahyanto in 2016 in a study entitled "Application of Cartoon Wayang Media. to increase

Javanese Speaking Skills ". The results of this study show that the application of wayang media can improve Javanese speaking skills, namely from the pre-action of 53.12 to 55 in the cycle.

I. The results of the second cycle increased to 83.12. From these results it can be seen that the use of wayang media can optimize students' Javanese speaking skills.

Other supporting research conducted by Remer and Tzurriel states that the use of wayang as a medium for children shows its effectiveness

which can be seen from creating communication, increasing involvement and changing children's attitudes. Research conducted by Helena Korosec among preschool children and elementary school teachers on the use of puppets / puppets in the educational process. The results showed that the majority of preschool / primary school teachers have positive opinions, they believe wayang improves communication and socialization in the classroom.

Based on the problem

these, then the purpose of the development research carried out at SDN Karasgede Rembang is for develop, testing the feasibility, and testing the effectiveness of the rattan puppet media on the learning outcomes of the local content of Javanese language, the material of upload is really alkaline for fifth grade students of SDN Karasgede Rembang

2. METHOD OF INVESTIGATION

This study uses a development research design that refers to the Research and Development (R&D) method with the Borg and Gall development model. According to Sugiyono (2012): 407) the Research and Development (R&D) method is a research method that produces a particular product based on a needs analysis, then the product is tested for its effectiveness so that it can be used. In this study, the researchers developed a powerpoint-based educational comic media on the theme of the earth and the universe of Indonesian content to improve learning outcomes for grade III elementary school students with intensive reading material.

The development model in this study is based on the Borg and Gall model. Sugiyono (2015: 409-426) states that there are 10 steps in the borg and gall model, namely: (1) potential and problems; (2) data collection; (3) product design; (4) design validation; (5) design revision; (6) product testing; (7) product revision; (8) trial use; (9) product revision; (10) the final product. In this study the researchers limited it to the trial use stage because it is adjusted to the needs of the researcher, namely knowing the effectiveness of the powerpoint-based educational comic media.

Procedure in research The development begins with potential activities and problems to determine the needs of students and teachers as well as the type of media developed until the final product is a powerpoint-based educational comic media. The research sample was all students of class III SDN Karangayu 03 Semarang. The variables measured in this study included educational comic media based on powerpoint as the independent variable and the learning outcomes of Indonesian students in grade III on intensive reading material as the dependent variable.

The data collection techniques used by researchers were test and non-test techniques. The test technique is in the form of pretest and posttest questions to determine the increase in learning outcomes of the material taught in learning using powerpoint-based educational comic media in Indonesian language learning, while non-test techniques use instruments in the form of observation sheets, student and teacher needs questionnaires, student response questionnaires and teacher, expert assessment questionnaire, and documentation. The data analysis technique includes product data analysis, namely testing the validity, reliability, level of difficulty, difference power, analysis of teacher and student responses, preliminary data analysis with normality test, and final data analysis with t test and N-gain test.

3. FINDINGS AND DISCUSSION

This type of research is a type of research and development research and development (research and development). Research and development research methods are research methods used to produce certain products and test the effectiveness of these products (Sugiyono, 2016: 407). In this study, the researchers developed a product in the form of rattan puppet media on local Javanese language content to improve learning outcomes of fifth grade elementary school students on the upload-upload basa material.

The development research used in this study uses a model according to Sugiyono (2015: 409) which consists of 10 steps as follows: (1) potential and problems; (2) data collection; (3) design

product; (4) design validation; (5) design revision; (6) product testing; (7) product revision; (8) trials

usage; (9) product revision; and (10) the final product. Gall et al. Suggested limiting research to a small scale, including the possibility of limiting the research steps. Therefore, the researcher limits it to the use trial stage because it is adjusted to the needs of the researcher, namely knowing the effectiveness of the rattan puppet media.

The research and development procedure begins with pre-research activities to determine the needs of students and teachers as well as the type of media developed until the final product, namely rattan puppet media. The research sample was all students in grade V SDN Karasgede Rembang. The variables measured in this study included the rattan puppet media as the independent variable and the Javanese learning outcomes of the fifth grade students on the upload-upload bases material as the dependent variable.

The data collection techniques used by researchers were test and non-test techniques. The test technique is in the form of pre-test and final test questions to determine the increase in learning outcomes of the material taught in learning using rattan puppet media. Meanwhile, non-test techniques used instruments in the form of observation sheets, student and teacher needs questionnaires, student and teacher response questionnaires, expert assessment questionnaires, and documentation. The data analysis technique includes product data analysis, namely testing the validity, reliability, level of difficulty, difference power, analysis of teacher and student responses, preliminary data analysis with normality test, and final data analysis with t test and N-gain test.

3. Research Results and Discussion Rattan Puppet Media Development

Wayang rattan is a form of imitation of shadow puppet figures made of rattan. Wayang rattan is included in the type of wayang creations and includes contemporary wayang (new generation puppets) which do not follow the standard in the making. Rattan puppets are made based on characters created by researchers to demonstrate usage

upload-upload bases which is appropriate for learning Javanese. The shape and character of the rattan puppet are adjusted to the imagination and creativity of the researcher.

Wayang rattan has no color, only a different shape as a characteristic of each character. To distinguish between one character and another, the hair, head, chest, and back of the puppet can be varied. For example, teacher figures and characters are depicted in the form of a head that has a crown and a bun which contains a symbol of a woman who is respected and wears a skirt as a charismatic symbol of a teacher.



Picture 1. Variations of Rattan Puppet Forms



Figure 2. Rattan Puppet Figures

Feasibility of Rattan Puppet Media

The rattan puppet learning media was tested for its feasibility by material expert validators and material experts using a Likert scale. The feasibility of the rattan puppet learning media was analyzed by using the percentage descriptive test. The results of the percentage of eligibility data are then interpreted into certain criteria by finding the interval distance as follows.

Table 1. Expert Assessment Criteria for Media Feasibility

Percentage	Criteria
86% - 100%	Very Worth it
66% - 85%	Well worth it
46% - 65%	Decent enough
26% - 45%	Not worth it
<25%	Not feasible

The results of the feasibility test for the rattan puppet media by material expert validators obtained a percentage of 95% with the criteria "Very Appropriate". Meanwhile, the results of the feasibility test by the media expert validator obtained a percentage of 97% with the criteria "Very Appropriate".

The Effectiveness of Rattan Puppet Media

The effectiveness of the rattan puppet media on the local content of the Javanese language upload-upload base material from cognitive results through formative tests in the form of pretest and posttest before and after using rattan puppet learning media. Researchers tested the effectiveness of the rattan puppet media through a large-scale test. This test was conducted by 30 grade V students of SDN Karasgede Rembang. The pretest

learning outcomes have an average value of 63.1667 and an average posttest score of 79.6667. The results of the pretest and posttest in this study were then calculated using SPSS version 23 to determine whether the data had a normal distribution or not. The significance value used is 0.05 and the criteria for normality testing are if $\text{sig} > 0.05$ then the data is normally distributed, on the other hand, if $\text{sig} < 0.05$, the data is not normally distributed.

Based on the calculation of SPSS version 23, it can be seen that the sig value in the column shows $\text{sig} > 0.05$, both pretest and posttest. The pretest value has a sig value of 0.074 and the posttest value has a sig value of 0.057.

Based on these data, it can be concluded that the pretest and posttest scores are normally distributed, thus the statistics used are parametric statistics.

Furthermore, the researchers tested the hypothesis using the Paired Sample t-test. The hypothesis is accepted if the significance value $< \alpha$, $\alpha = 0.05$, it means that the 2-tailed significance value $< \alpha$. If $<$ then H_0 is accepted and if

$>$ then H_0 was rejected. Based on the results of the calculations that have been done, it is obtained namely 7,047 and that is 2.365 with a 2-tailed significance value of 0.00. Is known $>$ namely $7,047 > 2,365$, then H_0 is rejected. So it can be concluded that the rattan puppet media on the local content of the Javanese language material upload- upload bases effectively used because there are differences in the mean value of the pretest and posttest.

Furthermore, the researcher conducted an average increase test. The increase in the pretest and posttest scores was calculated using the gain index analysis. The gain referred to in this study is the normalized gain (N-gain). N-Gain is the normalization of the gain obtained from comparing the difference between the pretest and posttest scores.

From the research data shows an increase in learning outcomes in the pretest and posttest with an average difference of 16.5 and an N-gain of 0.44796 with moderate criteria. With the increase in the average, it shows that the rattan puppet media is effectively used in the learning of local content in the Javanese language, upload-upload base materials for class V SDN Karasgede Rembang.

4. CONCLUSION

This research is a Research and Development (RnD) development research. The product developed in this study was the rattan wayang learning media on the local content of the Javanese language, upload-upload basa material. The

research model used is from Borg and Gall which was adapted by Sugiyono consisting of 10 steps, however the researcher only took 8 steps, namely: (1) potential and problems; (2) data collection; (3) product design; (4) design validation; (5) design revision; (6) product testing; (7) product revision; (8) trial use. The feasibility level of the rattan puppet media is known based on the percentage of assessment from material experts of 95% with the criteria of "very feasible" and the percentage of the assessment of media experts is 97% with the percentage "very feasible". The pretest learning outcomes have an average value of 63.1667 and an average posttest score of 79.6667. Meanwhile, the hypothesis test shows that the t sig (2-tailed) value of 0.000 <0.05 and N-Gain of 0.44796 with moderate criteria. Based on these calculations, it is concluded that the wayang rattan media is effectively used in the local content of the Javanese language, upload-upload basa material.

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