Instilling Positive Characters in Students Using Folker in the Macromedia Application

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ABSTRACT

The purpose of this study was to be able to instill positive character in students through folklore using the Macromedia Flash application. The method used is the 4D development model (define, design, development and deseminate). The subjects of this study were elementary school teachers and 48 Ganting Public Elementary School students. Based on the research, the value of media practicality is 96%. Whereas in instilling the positive character of students, the result was 99%. The data shows that the character of the child can be well embedded using these learning media.

Keywords: Positive Characters,Macromedia Flash,4D

1. INTRODUCTION

Character education is very important to instill since students are still in primary school education. This character planting can be done in the learning process at school. The large diversity of characters and habits of students in schools who come from different family backgrounds is a big influence, causing bad things from the child's poor character. Something very ironic was reported about deviant things that were done by elementary school aged students, such as bullies, robbery, theft and other disrespectful actions towards teachers at school [1]. Of the several cases, many stated that the attitudes that students did were influenced by the circumstances of the neighborhood or family environment.

Regarding the very bad character of elementary school students at this time, it should be a concern with educators and all parents. It can be seen from the excerpt of a speech during the HARDIKNAS ceremony in 2010 with the theme "character education to build national civilization". In his speech, the Minister of Education stated that character education is a must, because education is not only to educate the nation's children but also to form good attitudes and character. Indonesia is currently experiencing a character crisis in the nation's children. Therefore, it is necessary to have a positive character from an early age.

This character planting can be done by inviting elementary school students to get back to know Indonesian culture through folk tales that present lots of positive characters or attitudes. Folk stories that contain local wisdom values that can be listened to by students are able to present a good imagination and views of students [2][3].

Elementary school students have high exploration and imagination power that are considered feasible in the formation of characters instilled by teachers in schools through stories [4]. Folk stories that are judged according to the imagination of students must also have the interest of these students. This is tailored to the needs of students today. Elementary school students who are more able to find out

information must be guided and provided with media that suits their needs. Through different and wrong ways, later the value of the story which should be able to instill a positive character will be bad in the eyes of these students.

Learning in schools that can instill positive character in students cannot be forced if it is only focused on providing material related to positive characters. At this early age, a good way of learning is learning while playing. The teacher's efforts to provide learning material in an interesting way but still make students focus, so that learning objectives can be achieved. Regarding the cultivation of positive characters that can be integrated into folklore, it can attract students' attention, with a way of learning while playing through an application.

Therefore it is necessary, combined folklore through interesting applications to create learning interest by students in class. Apart from instilling positive characters, folklore is also useful in preserving stories in Indonesia[4]. The importance of preserving Indonesian culture from an early age. Education and culture are two things that cannot be separated because they are interrelated [5]. This is because culture contains a lot of education, especially character education.

Indonesian culture, which has noble values and good morals, is able to instill a positive character for students. This has also begun to fade with the fading of Indonesian culture due to the entry of foreign cultures. With that, it is the combination of foreign cultures that is able to relate to the cultivation of the positive character of students today. An application that is the result of foreign culture and has developed well in Indonesia today. Media that use applications, can be easily run and played by students. Learning by playing the student's version that can achieve learning goals. This is in accordance with the opinion that a multimedia can display real objects that are actually seen [6].

Learning media which is a vehicle for providing learning experiences [5]. In addition, learning media is also a factor that supports the learning process in schools in delivering information [7]. As a communication tool in learning, it is

important to find learning media that suit the needs of students.

One of the characteristics of the media is manipulative, which is the ability to transform objects in dealing with problems of time and space. This is the same as folklore manipulative through application-based media. The use of good applications also needs to be considered in the use of media. An application that is easy and does not make it difficult for students or teachers. Apart from the urgency of using learning media in improving the quality of learning and the demands of a new paradigm, market needs and the vision of global education are important [7].Because the current situation makes learning difficult and affects the character of students.

The existence of an application called macromedia flash is an audio and visual video media that is very easy and supports learning using simple technology. An application that is able to create media with executable files, which later results from the media is very clear and attractive, but the font size created from this application cannot change and can be used on different laptops [8].

Regarding the problems that have been described, the characters that will be instilled in students can be through a folklore media that is combined through an application that can be accepted in education today. In addition to instilling character, the media can introduce Indonesian culture which has many moral values from the folklore. Furthermore, based on observations made by researchers in an elementary school in the city of Padang, the use of instructional media that can instill student character is very ineffective and less applicable to instilling positive student characteristics. From the background described above, the purpose of this study is to instill positive characters in students through folklore in the Macromedia Flash application.

2. METHOD

The research method chosen for this research is the 4D development model by Thiagarajan. 4D development models include: define, design, Develop, and Desiminate [9]. The development of learning media does not fully carry out these four steps, there is one step that is not implemented, namely the distribution of learning media. This is due to the current time and conditions.

3. RESULT AND DISCUSSION

Based on the results of observations and analyzes of students' needs for folklore media developed in an application, then the researcher designs and develops appropriate folklore in instilling positive characters in students. Furthermore, the researchers validated the learning media by material experts and media experts.

Material validation and media validation are carried out by elementary school teacher education lecturers, folklore material will be validated according to the positive character of students. The results of the material expert stated that the

results showed that the material in the media was very valid with an average value of 87.27%. This value is obtained from the sum of the questionnaire results with the number of questions as many as 11, on a score of 5 gets 4 points while a score of 4 gets 7 points.

Furthermore, the results of the questionnaire by media experts were also stated to be very valid with an average of 98.18%. The score obtained is no different from the data in the material expert, the questions in the questionnaire totaled 22 questions, with a score of 5 as many as 20 points while a score of 4 was 2 points.

Furthermore, after obtaining the results from the two experts, the media was revised according to the comments of the experts so that the media could be used perfectly. To be able to conduct research more practically, researchers conducted trials with elementary school students in order to answer problems related to positive character in students. The results of the practicality value can be seen in the following table.

TABLE I RESULT OF THE PRACTICAL VALUE

No.	Practicality Value		
	Indicators	*Score*	*Persentase*
1	Practicality by the Teacher	38	95%
2	Practicality by the students	732	96%

4. DISCUSSION

The development of thematic learning media using the Macromedia Flash application can instill positive characters in students. An important element in learning planning is developing media in the learning process [10]. Image media can improve 4 language skills which can be included in the form of graphics and visual silence [11]. Strategies in using media, namely: accuracy in displaying images, the resulting interactions, special abilities possessed, motivation for students, costs incurred [12].

 Character building at elementary school age can be done through listening to folk stories that contain many positive values, besides that folklore can also be useful in preserving the story itself [4]. In the listening part of the elementary school that the researchers did, the fourth grade students of SDN 48 Ganting in listening to teachers in class were still lacking, a situation that was felt to be boring and very saturated because every day they had to listen to teachers talking in class without interesting media.

In the development of folklore material that is used as material in the media according to Asfandiyar's opinion [13] where fairy tales are one type of folklore that functions in developing cognitive (knowledge), affective (feeling) and social aspects. providing continuous stimulation with appropriate and effective methods in a fun way through stories can instill positive characters in children [14]. In addition, the media displayed during the learning process also makes students interested so that the learning process goes very well and is fun for students. Based on the results of previous research, students are very interested in media with

a display that makes students imagine [15]. The ability to imagine children that can stimulate curiosity through stories [14].

Furthermore, in this learning media, quizzes are also provided that are appropriate to the material and folklore lines. From the research, the students were very enthusiastic and waited for the next quizzes. This is because the questions displayed are in the form of puzzles and make students feel like they are competing with their classmates. This quiz can build children's competitive attitudes in a spontaneous way.

For elementary school students playing is a necessity, while working is different. When the teacher asks students to write, read and do school work it is a must at work, it is different from what researchers do through the development of this media. The quiz that is given from this media is a game that is done to complete the student's schoolwork unconsciously by the student himself. Therefore, students do not have any objections to following the flow of quiz implementation in the learning media. Storytelling is an important part of the aspects of child development, both in social, cognitive and participatory ways in order to develop their physical motor skills [13].

The influence of music in learning is considered because it is one of the message linkers in the learning process. The students are excited when the entertainment is in the media, namely the Mars PPK which is broadcast after carrying out the quiz. This includes appreciating students who did the quiz well. This happens because the audio and video selected in this media has a pleasant type of audio [16].

Motivation needs to be owned by a teacher, through this motivation students can find experiences during discussion [17]. This learning media can motivate teachers to be able to create more attractive media according to the times. With the motivation that the teacher has to make a creative teacher. Teacher creativity in literature learning in particular needs to be improved because creative teachers are expected to enjoy learning from students [18].

Based on the results of research which states that the media is considered valid and practical to be used in instilling positive character in students. The results of a questionnaire containing statements about changes in the character that students have can be embedded with the media that uses the macromedia flash application.

The character that is stated to be embedded is in the statement that students feel that the media affects the filial attitude of their parents. Of the 19 students who filled out the questionnaire, only 1 student gave an agreed response. 18 students responded strongly to agree. This is because the media shows that the importance of being kind and devoted to parents. Characther education is education to shape one's personality. Through character education, the results of which are seen in a person's real actions [19]. This is also related to the opinion of the Ministry of National Education (2010) that the principle of character education is sustainable, which is the process from the beginning to the end of an educational unit. Therefore, the importance of character education is aimed at being devoted to parents.

In connection with the previous statement, character education in addition to educating students can also make students have good manners and character both in the family and society [1]. Character is a way of thinking and behaving that characterizes each individual to live and work together [14]. From this statement it is the same as the student questionnaire which contains that students are increasingly appreciating and respecting their parents after listening to the Malin Kundang story in the media.

Individuals with good character are individuals who can take responsibility for every consequence of the decisions they make [14], through this theory the same is done by students in research that has been done that students dare to apologize to both parents and admit mistakes. for bad deeds so far. This is done after students have seen and listened to the contents of the folklore in the media.

5. CONCLUSION

Based on the results of research and discussion, it can be concluded as follows. First, folklore can instill positive characters for elementary school aged students because it has moral values. Second, the folklore used in combination with the macromedia flash application media, can create learning interest for students.

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