

Multimedia Planning for Junior High School Gamelan Learning

Fadhilatunisa Salsabila^{1,*} Yudi Sukmayadi¹

¹ *Department of Visual Arts Education, FPSD, Universitas Pendidikan Indonesia, Bandung, Indonesia*

*Corresponding author. Email: fadhilasbl@gmail.com

ABSTRACT

Gamelan music is a traditional music which is a product of original Indonesian art and culture that needs to be preserved. In junior high school cultural art learning materials, learning plays traditional music ensemble, due to this pandemic student are required to study at home, therefore, in this study, we will design a basic gamelan learning application for junior high school students. This application will use the Power point. The results of the study make it easy for students to learn and understand music gamelan at home. The research method used is descriptive research with an approach qualitative.

Keywords: *Gamelan application, Android.*

1. INTRODUCTION

Gamelan is a set of traditional musical instruments passed down from generation to generation, both outside and inside school. One of the subject matter of cultural arts in junior high school is playing traditional ensemble musical instruments. In the world of education, the rapid flow of information and communication continues to grow, resulting in more and more available learning resources that can be utilized in learning. Judging from the current condition where the learning process is carried out remotely, so that there is limitation in the practical learning process.

However, the current condition does not become an obstacle for the acceptance of learning materials, the teachers are competing to innovate to adapt to the situation for the sake of conveying the material. The same thing with practice material, maybe direct experience playing with the original media is no possible, but at least students are given the experience of knowledge as well as practice in gamelan material even with imitation through virtual application.

On this occasion with the conditions described earlier, due to make something that can be used for distance learning media, therefore, in this study, we will design learning media in the form of gamelan application [1]. This is a mobile application or mobile apps is a software application that is operation or use on mobile devices (smartphones, tablets, iPod, etc.). Of course, nowadays most of the students have it. This

mobile app was developed to help students recognize and learn art as well as in the practice of gamelan. It is hoped that it can be used as a tool in the learning process.

2. METHODS

The study uses a qualitative approach with descriptive method on the subject of gamelan application research in learning traditional musical instrument in junior high school. The application design is made as close as possible to the original gamelan, both in color and sound.

The research location in the SMPN 2 Cianjur with the research subjects are the use of gamelan application in learning the art of music for playing traditional musical instruments. Data collection technique is done through interview, observation [2].

3. RESULTS AND DISCUSSIONS

Learning arts and culture at the public school level aims to grow and develop the personality of students, and guide students to be creative. in this regard, the purpose of learning arts and culture in the scope of formal schools is to develop skills as well as to instill awareness of local culture, develop the ability to appreciate, provide opportunities for self-actualization, develop the power of discipline.

Getting to know Indonesian traditional musical instruments is one of the goals of cultural arts learning at the junior high school. One of them is a traditional musical instrument of choice is gamelan. Because now distance learning is taking place, android-based multimedia planning is made for learning the gamelan [3].

3.1. Intro

intro page contains background, gamelan animation and instruction media titles, there is a button in the middle to enter the main menu page.

3.2. Main Menu

- **Material:** In this material menu, it provides an understanding of what gamelan is, what waditra are in a gamelan set.
- **Exercise:** In this exercise menu, a score or notation will be given around the image, so students can play by looking at the score or notation of the song.

3.3. Content Planning

- **Videos:** Video becomes an explanatory part in an application, the role of the video is also very important because with the video what is conveyed is easy to understand without having to touch directly with the original object.
- **Text:** Used to explain the meaning of pictures and videos, also useful as information. This interactive multimedia application uses Indonesian text entirely.
- **Sound:** Sound is used to support the audio system as well as visually. Sound is used for display, accompanying videos, accompanying buttons, when clicked and so on.

- **Image:** Image components are indispensable to support visualization. Images are used for backgrounds, buttons and so on.
- **Animation:** The role of animation is very important in applications that are made because it can attract students interest in following subject matter, especially in arts and culture subjects.

4. CONCLUSION

The design of gamelan traditional musical instrument media through android-based mobile apps needs to be developed to support cultural art learning activities in school an alternative media for learning the arts and culture of the practice of gamelan in distance learning. This learning media is adapted it the learning needs of students and is easy to use, also interesting for students. It is hoped that this alternative media can help students to know and understand the practice of playing the traditional gamelan musical instrument.

REFERENCES

- [1] A. Haidar, Peran teknologi dalam Pembelajaran. 2016. [online] retrieved from <https://abdullahhaidar.web.ugm.ac.id/2016/04/22/peran-teknologidalam-pembelajaran/>
- [2] Sugiyono, Metode Penelitian Kuantitatif, Kualitatif dan R&D. Bandung: Alfabeta. 2009.
- [3] M.S. Alessi and S.R. Trollip, Computer Based Instruction Method & Development, New Jersley: Prentice-hall, inc. 1984.