



Promoting Traditional Javanese Puppet Culture in Preventing Hedonism for High School Students in Indonesia

Fiyan Wahyu Dwi Putri^(✉), Riska Utya Arafah, Akmal Firmansyah,
Nisa Indana Nur Fitriani, Erma Rahmawati, and Samsuri

Civic and Law Education, Universitas Negeri Yogyakarta, Yogyakarta D.I., Indonesia
{fiyanwahyu.2020,riskautya.2020,akmalfirmansyah.2020,
nisaindana.2020,ermarahmawati.2020}@student.uny.ac.id,
samsuri@uny.ac.id

Abstract. Puppet as a traditional cultural heritage of the Indonesian nation, the existence of wayang until now still exists in the community, including the generation of high school students (SHS). There are many life lessons that can be learned from wayang culture, especially character or moral lessons that can be taken for social life from wayang culture. High school students are currently experiencing a change in character, especially in hedonistic behavior. The rise of hedonism among high school students. This study aims to prevent hedonism by using the Puppet Culture Character Education book. This research uses research method R&D. Data collection techniques used questionnaires and literacy studies, with the research subjects being high school students in Prambanan District, Klaten Regency. The questionnaire was distributed online through the WhatsApp platform, while the questionnaire was in the form of a google form. Data analysis techniques using quantitative and qualitative techniques. With this Puppet Culture Education book, the problem of hedonistic behavior among students will be overcome.

Keywords: Culture · Hedonism · Character · High School Students · Wayang

1 Introduction

Mahmud MD stated that, Indonesia is a country that can unite various existing differences, ranging from differences in ethnicity, religion, race, language, culture, so that Indonesia can be said to be the largest and best pluralistic country in the world. [1] Pluralism in Indonesia is the impact of globalization which is developing very fast in Indonesia, various information and cultures from other countries can easily enter Indonesia. One of the negative impacts of the existence of pluralism caused by globalization today is the inclusion of a culture of Hedonism which is not good for the Indonesian people. The country of Indonesia, which is famous for the friendliness of its citizens, and local cultural wisdom that is already well-known in various countries in the world, such

as Wayang Culture, Batik, Reaog, and other cultures can fade or even disappear from their own home, namely Indonesia. This is because the Indonesian people if they have started to have the character of Hedonism can forget the local culture that already exists, those who prefer Hedonism according to the current developments, like new products, new brands, expensive and luxurious, so that local culture which they think is ancient, or left behind with the times they are not very interested in. There are also negative impacts of globalization, one of the effects of which is the fading of local cultural values, and the ease with which foreign cultures enter, in an effort to influence local culture. [1] One of the cultures from abroad is the culture of Hedonism. It states that, human nature that seeks pleasure is called the flow of Hedonism. [3] The culture of hedonism in Indonesia has spread to various age groups, from the age of students to adults, many have been contaminated or practiced the culture of hedonism. The culture of Hedonism that is easily observed in the surrounding environment is by observing students or youth who have begun to be affected by Hedonism.

2 Research Method

Type of research is research and development or Research and Development (R&D). The research and development method or Research and Development (R&D) is a research method used to produce certain products, and test the effectiveness of these products (Sugiyono, 2010: 407). This research can produce certain products and the development of existing products is then carried out a needs analysis to test the effectiveness of these products. In general, research R&D is longitudinal (several stages) (Sugiyono, 2010: 11).

3 Result and Discussion

Hedonism comes from the Greek word *hedone* which means pleasure. In filling their days, someone who adheres to hedonism will fill them with the aim of having fun and think that they must enjoy life as much as possible and to the fullest. The philosopher Epicurus (341–279 BC) who popularized hedonism, a notion that considers pleasure and material enjoyment to be the most important goal in life. Hedonic lifestyle can be interpreted as a pattern of behavior that can be seen from the activities of interests, as well as opinions that always emphasize the pleasures of life. Dolai G. Bramovic said that the most difficult thing in a person's life is to curb everything that is not good in him. Individuals must be able to resist his desire to behave hedonism in order to control himself as well as possible (Mokoagow, 15: 2019).

Hedonism must be overcome by strengthening character education for high school students through depicting the good characters possessed by wayang characters. As we know that wayang culture is a cultural heritage of the Indonesian ancestors that has always existed throughout the ages. This wayang needs to be promoted to teenagers in order to anticipate the emergence of hedonistic behavior. The stories depicted in wayang shows contain moral messages that need to be learned. These moral messages can strengthen the character in teenagers so that they can avoid the hedonistic culture that has emerged in this day and age. Although it cannot be denied that the culture of

Table 1. Biodata of Research Subjects

No.	Questions	Results
1.	School origin	1. SMA Negeri 1 Prambanan = 76.7% 2. SMK Muhammadiyah Prambanan = 23.3%
2.	Gender	1. Female. = 76.7% 2. Male = 23.3%

hedonism has undermined the character of teenagers. Therefore, to overcome this, we will create a Puppet Education Book as a learning medium to prevent the hedonistic culture of high school students. We choose high school students because students at that level can be said to be someone who is in their teens.

The relevance between wayang culture and hedonism is that wayang culture can strengthen the character of teenagers, if the character of teenagers is strong then the culture of hedonism cannot affect the character of local culture that has been embedded in teenagers. Examples of hedonism that occur among high school students include many students who compete to achieve pleasure, luxury, and pleasure so as to put aside the pursuit of achievement. They prefer to follow the development of existing trends, such as following the model of clothing, shopping at the mall, and gedge must be the latest release. Many students play social media so that the influence of hedonism is getting stronger. Students spend more time outside, play more, enjoy the hustle and bustle of the city, and always want to be the center of attention.

The following are the results of post-research and pre- research.

A. Results of Pre-research

Based on the pre-research questionnaire that was distributed to the subjects, it was found that in the Aspects of Assessment of the Quality of Content and Research Objectives, it produced data whose dominance was indicator 3, this indicates that the quality of the content and objectives contained in the puppet educational character book has indicator 3, namely good criteria. As for the learning aspect which includes the ease of using the media, the ease of presenting book material, producing data, most of which are indicator 3.

B. Results of Post-research

Aspect Assessment of The Quality of The Content and Research Objectives (See Table 1)

Description of the outcome indicators

4 = Very Good

3 = Good

2 = Not Good

1 = Very Not Good

No.	Question	Result			
		1	2	3	4
1.	The suitability of the material presented in the learning media with the Wayang Culture Character Education Book?	1%	0,5%	67,4%	31,1%
2.	The suitability of the material presented in the learning media with the Wayang Culture Character Education Book?	0%	0%	71,5%	28,5%
3.	The suitability of the material presented in the learning media for mastery of the competencies of students and the community?	0%	0,5%	73,6%	25,9%
4.	The suitability of the material presented on the learning media to support learning activities.	0,5%	1%	66,8%	31,6%
5.	Completeness of presentation of material on learning media?	0%	2,1%	71%	26,9%
6.	Completeness of presentation of illustrations supporting the material on learning media?	0%	1,6%	74,1%	24,4%
7.	The quality of the material presentation format to attract the reading interest of students and the public?	0%	3,1%	76,2%	20,7%
8.	The ability of the material presented to be understood by all learners?	0%	3,1%	72,5%	24,4%
9.	The suitability of the material presented with the level of thinking of students and society?	0%	3,1%	75,6%	21,2%
10.	The suitability of the material presented with the competencies that must be achieved by learners and society?	0%	3,1%	76,2%	20,7%
11.	The quality of the regularity of writing and the systematics of the presentation of the material?	0%	4,1%	66,8%	29%
12.	The quality of the flow of presentation of material on learning media?	0%	1%	70,5%	28,5%
13.	The effectiveness of sentences in the presentation of material on learning media?	0%	2,1%	75,1%	22,8%
14.	The suitability of the language used with the rules of Indonesian (EYD)?	0,5%	2,1%	63,2%	34,2%
Total Number		2	27,4%	1004,5%	369,9%
Average		0,14%	1,95%	71,46%	26,42%

Learning Aspect

Description of outcome indicators 4 = Very Good

3 = Good

2 = Not Good

1 = Very Bad

4 Conclusion

Based on the discussion we have described in In the previous chapter, there are several conclusions, namely:

1. In making a Puppet Education Book to Prevent Hedonism in High School Students, there are chapters and sub-chapters of studies that we have designed, and before designing research activities it is important to make a Puppet Education Book to Prevent Hedonism in High School Students.
2. In the framework of developing the Puppet Education Book to Prevent Hedonism in High School Students, there is cooperation from various elements, research subjects who provide suggestions and input to us, supervisors who provide suggestions and corrections, and all friends and family who continue to support our research. Don't forget the related department.

References

1. D. Garjito, Globalization: Definition and Impact of Globalization, <https://www.voice.com/news/2021/05/29/181735/globalisasi-pengertian-dan-impak-globalisasi?page=all>, Accessed on 04 July 2021.
2. H. Mokoagow dan P. Lamsike, "The Effect of Hedonism Lifestyle and Its Impact on PAI Learning Outcomes at SMAN 1 Pinolosian Kab. South Bolaang Monggondow," PEKERTI Journal, vol. 01, 2019.
3. Samsuri dan A.R. Muchson Fundamentals of Moral Education (Basic for Development of Character Education), Yogyakarta: Waves, 2015.
4. Sugiono, Educational Research Methods (Quantitative, Qualitative, and R&D Approaches), Bandung: CV. Alfabeta, 2010.
5. A.N. Yahya, Mahfud: Indonesia's Best and Largest Pluralism Laboratory in the World, <https://national.kompas.com/read/2020/12/15/12151221/mahfud-indonesia-laboratorium-pluralisme-terbaik-dan-terbesar-di-dunia>, Accessed on 04 July 2021.

Open Access This chapter is licensed under the terms of the Creative Commons Attribution-NonCommercial 4.0 International License (<http://creativecommons.org/licenses/by-nc/4.0/>), which permits any noncommercial use, sharing, adaptation, distribution and reproduction in any medium or format, as long as you give appropriate credit to the original author(s) and the source, provide a link to the Creative Commons license and indicate if changes were made.

The images or other third party material in this chapter are included in the chapter's Creative Commons license, unless indicated otherwise in a credit line to the material. If material is not included in the chapter's Creative Commons license and your intended use is not permitted by statutory regulation or exceeds the permitted use, you will need to obtain permission directly from the copyright holder.

