Q-DOSE as a Student's Creative Learning Media in Making Fair Stories

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Abstract. Background: This study aims to describe the Q-DOSE learning media as a medium for writing fun and exciting fairy tales through learning by playing.

Method: This method uses a qualitative approach. The data used in this study describes Q-DOSE and the results of the assessment of media and material experts. The source of this study is Q-DOSE. Collecting data using interviews, documentation and analysis of product validation sheets. The author uses two types of triangulation, namely triangulation of sources and triangulation techniques for the validity of the data. This study uses a qualitative data analysis process, including data reduction, presentation, and conclusion.

Result: The results of this study are the design of the Q-DOSE (Quartet Fairy Tale Series) learning media to hone creativity and increase the imagination of students in elementary schools. Q-DOSE media is one of the concrete learning media and is made in the form of cards with attractive illustrations and supporting texts. Innovative learning media for students in the learning process by playing games that contain learning materials.

Implication: Students are interested in writing fairy tales using Q-DOSE media. The advantages of Q-DOSE are serial cards that contain pictures of fairy tales and underneath there are image descriptions as well as barcodes. Learning by playing is one of the ways that students are interested.

Keywords: Children's creativity · Fairy tales · Picture series quartet

1 Introduction

1.1 Problem of Study

Students should be introduced to local cultural stories. Students are instructed and trained to read fairy tales. Storytelling is one of the most critical efforts to shape students into geniuses. Children's mental growth runs very fast, especially children at the age of six. Storytelling can help students develop their creativity and increase their imagination power. Fairy tales are a cultural practice given to children; storytelling can be exciting and different ways [1]. The purpose of the existence of fairy tales in the learning process is that students can take lessons from stories and life lessons. Based on this, it is necessary to have fairy tales in the learning process.

Learning media has a significant role in the teaching and learning process. Learning media have functions that can maximize student involvement in teaching and learning activities; learning media act as teaching aids and tools that are very important because students can easily understand the media. Student [2] Learning media is an effort to increase motivation in the process of learning activities in schools [3].

Learning media is very important for students because learning media can make students feel happy, interested, and enthusiastic during the learning process and get maximum learning outcomes [4]. This learning media, called the series picture quartet, is an innovative media created to support students' learning process in the classroom. Quartet cards are very suitable for elementary school students learning styles, namely learning by playing. According to the opinion of [5] (Picture series is a collection of activities or stories presented sequentially. With this series of pictures, students are trained to express the actions and scenes in the photos. Writing fairy tales using this quartet card media, most of the students learned by playing and sharpening their creativity by being given a series of picture quartet media from several Indonesian fairy tales. With this, students will hone their imagination by completing fairy tales with their creativity. In playing this quartet of cards, the students also train their memorization because playing this quartet of cards requires memorization to remember the opponent's cards that they have asked for.

1.2 Problem of Study

The problem in elementary schools is that the lower grade students are not given enough learning about Indonesian fairy tales and writing stories. In contrast, fairy tales are learning for students in which moral and virtuous values are instilled in students. In addition, they can also write fairy tales in their language to increase their language creativity and brain imagination. The purpose of this study is to find out that this picture quartet card media series can increase students' imagination in writing fairy tales by learning while playing. So it is hoped that this media can be one of the supports for an innovative learning process.

1.3 State of the Art

The quartet is a picture card game with the title on the top of the card with enlarged writing and two lines of words on the right and two lines on the left. One of the words refers to the picture, is usually a different color, and is underlined [6]. Quartet card is a type of card game that is a learning media divided into different themes and presented with four cards [7].

Quartet media has advantages, namely media that are unique in the form of exciting games and following the learning styles of elementary school students who are still young. Based on this, children can learn by playing using quartet cards in all places and at any time; the card game is exciting but contains learning material (Maya Sulastri & Taufik Saleh, 2020).

Writing is the highest level of language skill. Writing is a process in which a person creates ideas or ideas in the form of writing and a series of letters, so to be able to write, a learning process and practicing writing are needed [8]. Writing skills are an essential

skill aspect of human life. The more a person writes often, his mental health will also be healthier because the psychological burden that a person has will be discharged through his writing. So, writing is a positive activity, especially for students; with students getting used to writing this will have a good impact on the learning process. Fairy tales are an effective medium for instilling moral values in students. The purpose of fairy tales is to provide experience and knowledge about cultural heritage, which can develop students' learning potential [9]. Storytelling is fun and the easiest way to tell stories [10]. Based on this, we can conclude that writing fairy tales can increase students' imagination in making ideas for writing fairy tales and students can also take lessons in fairy tales.

1.4 Gap Study and Objective

The difference between this study and previous studies is that this study created a media called Q-DOSE to write fairy tales. Q-DOSE is the Series Fairy Tale Quartet, where the students later play the quartet cards first, then they will get 4 cards each which they will then arrange into a fairy tale, by continuing the storyline that is already in the quartet card. What they get. The purpose of the study is to describe the quartet card learning media and the results of the analysis from material experts and media experts on the quartet card learning media product. Quartet card media is an innovative learning media for students. The author made a series of picture quartet cards by raising fairy tales because many elementary schools discuss little fairy tales and write fairy tales with less attractive media; even fairy tales are just read. The previous study only made a story essay with a series of pictures. This quartet card media has some fairy tale storylines in which students will be asked to continue the fairy tale into a complete story, and there is a short written description under the image to provide instructions to students in continuing the fairy tale they will write later.

2 Method

2.1 Type and Design

This type of study is a qualitative study, a study whose type creates findings that cannot be obtained by statistical procedures or other means of quantification [11]. Qualitative studies in general can be used to study people's lives, history, behavior, organizational functionalization, social activities, and others. One of the reasons for using a qualitative approach is the experience of the authors where this method can be used to find and understand what is hidden behind phenomena that are sometimes difficult to understand satisfactorily.

2.2 Data and Data Source

The subject of this study is focused on expert opinion. Which consisted of one lecturer from FKIP PGSD UMS and one teacher at SD Muhammadiyah Alam Surya Mentari with the media of a serial picture quartet card (Q-DOSE) that had been developed. This type of study is qualitatively producing specific products, improving existing products,

Table 1. Media Eligibility Category

Validity Criteria	Validity Level
81%–100%	Very valid, worth using for trial without revision
61%–80%	Sufficiently valid, and feasible to use for testing but needs minor revisions
41%–60%	Less valid, and less suitable for testing because it needs major revision
21%–40%	Invalid, not suitable for testing

and testing the product's effectiveness. However, this study uses the method of producing media to be tested by experts on whether the media created by the author is appropriate to be given to students in elementary schools. The study data were collected utilizing a review of relevant previous studies and a validation process against media and material experts, by making a checklist format instrument for several questions of the feasibility test of the Q-DOSE learning media product design. Calculated using the formula, as follows:

$$\text{Score} = \frac{skor\ yang\ diperoleh}{skor\ maksimal} x100\%$$

2.3 Data Collection Techniques

They are collecting data using interviews, documentation and product validation. Interviews were conducted with media experts, namely Mrs. Meggy Novitas M.Pd, PGSD UMS lecturer and material experts conducting interviews with Mrs. Maynar Dian Pratiwi, S.Pd, a teacher at Muhammadiyah Elementary School Alam Surya Mentari. The author prepares the instruments that will be given to media experts and material experts. Aspects observed by the validator start from aspects of media use and aspects of media display. Documentation includes a series of picture quartet cards and the results of interviews with media and material experts. The product validation sheet is analyzed by analyzing the validation results from experts on the quartet card product.

2.4 Data Validity

The validation of the data used by the author is triangulation, namely triangulation techniques for the validity of the data. Triangulation is a method of checking the validity of the information that combines various methods of gathering information and sources of information. Technical triangulation is the collection of different data to obtain data from the same data sourcei dan Andarusni Alfansyur, 2020). The triangulation technique was carried out using interview techniques, documentation and analysis of product validation sheets.

2.5 Data Analysis

This study uses an interactive data analysis process which includes data reduction, data presentation, and concluding. Data reduction is a process where the author summarizes

the results of interviews, analyzes the results of product validation from experts, and concludes data from the documentation. Data presentation is a systematic combination of information, and in the end, conclusions will be drawn and action will be taken. The presentation of data has a purpose so that the author understands what actions will be taken next. The final step in data collection is concluding. In this process, the authors summarize the problems in the field and then make notes to get conclusions.

3   Result

The design of the Q-DOSE (Quartet Fairy Tale Series) learning media aims to hone creativity and increase the imagination of students in elementary schools. The initial process in making the Q-DOSE learning media was a preliminary survey analyzing the needs of elementary school students, and many things happened in the field that these archipelago stories or folk tales were not introduced to students. With this, the making of Q-DOSE media is very much needed for the learning process in elementary schools. Making this media also looks at the factors that students like, namely learning while playing, then compiling packaging designs to attract students' attention, image designs with text so that students understand each other's relationships and make it easy for them to imagine. Next, make a barcode with a complete story from the original fairy tale. Then at the model development stage, it includes activities to determine the appropriate text with the image so that students can continue the story quickly. After it was felt that the media model had begun to be created, the next step was for the author to design a Q-DOSE media using the Canva application, and the initial development was carried out by a Q-DOSE media study, then the preparation of fairy tale text illustrations and the preparation of a Q-DOSE media model that included learning through image illustrations. Moreover, supporting texts in the media strengthens the students' imagination.

Q-DOSE media is one of the concrete learning media and is made in the form of cards with attractive illustrations and supporting texts. The design of this series image quartet card was created by the author using the Canva application which is rectangular with a size of 8 cm x 10 cm, which consists of a packaging cover design, a back packaging design, and a series image quartet card design and then laminated. This Q-DOSE media

is made interestingly so that students are more interested in the learning process and can express ideas in writing fairy tales. This Q-DOSE media is presented in the learning process so that students can be more enthusiastic about learning and easily understand the content of learning that will be delivered through innovative learning media.

Q-DOSE media has five fairy tale picture series in it. A fairy tale consisting of a tale of a rabbit and a tortoise, garlic and onion, timun mas, malin kundang, and a rabbit and a crocodile. Each fairy tale consists of four series of picture cards; each picture series has a barcode that can be scanned. The barcode on each card is connected to Google Drive which contains the fairy tales of each series. The tale of the hare and the tortoise tells of a race between the hare and the tortoise where the tortoise won because the hare fell asleep during the race. The fairy tale of Bawang Putih and Bawang Merah tells of Bawang Putih who got a pumpkin from a grandmother filled with jewelry, and her stepsister got a pumpkin but it was filled with a beast. The timun mas fairy tale tells of mbok srini's agreement with the giant to get a child with cucumber seeds on the condition that when he is an adult he must be returned to the giant again. The fable of Malin Kundang tells of a child who is disobedient to his mother and eventually, the child becomes a stone. The tale of the deer and the crocodile tells of the ingenuity of the mouse deer to get fruit with the help of the crocodile.

One fairy tale in Q-DOSE consists of four series that depict fairy tales, for example, about rabbits and turtles. In the first series, there is a picture of a tortoise who invites a rabbit to run a race; in the second series a rabbit and a tortoise are running a race in the presence of all the animals in the forest, a picture of the third series of rabbits sleeping in the middle of the race, and picture of the fourth series of turtles that have reached the finish line.

After the media draft was developed, the next step was to test the learning media to determine whether the Q-DOSE media was feasible. The Q-DOSE media validation was carried out by media expert lecturers, and the media expert lecturers came from the Faculty of Teacher Training and Education, Muhammadiyah University of Surakarta. Media validation was carried out by Mrs. Meggy N, M.Pd so that the developed media could be tested for feasibility, and it had to be validated first. The questionnaire question sheet contains 20 questions regarding the feasibility of the media being developed. Meanwhile, to validate the material from the Q-DOSE media, one of the teachers at SD Muhammadiyah Alam Surya Mentari was Mrs. Maynar Dian Pratiwi, S.Pd. the questionnaire question sheet contains 10 questions about the presentation of the material, the attractiveness of the material, to aspects of student learning motivation.

From the media results validation table above, it is known that from both aspects, the average score is 80.5% (Fair). Starting from the aspect of media use 80% and the aspect of media display 81%. After going through the expert validation test stages, this Q-DOSE media must pass one stage, namely the validity of the material; the validator will test matters relating to the presentation of the material, the breadth of the material, and the student's learning motivation in doing this Q-DOSE media.

From the material validation table results, it is known that the average of the two aspects above is 97.5% (very feasible) starting from the material aspect and motivational aspect. The material is very well-informed. In today's era, learning media must be renewed so that students can easily understand learning and not get bored quickly in the learning process.

Table 2. Media Expert Validation Results

No.	Rated aspect	Score obtained	Maximum score	Percentage	Information
1.	Aspects of media use	32	40	80%	Worthy
2.	Media display aspect	49	60	81%	Very worth it

Table 3. Material Expert Validation Results

No.	Rated aspect	Score obtained	Maximum score	Percentage	Information
1.	Material aspect	38	40	95%	Very worth it
2.	Motivational aspect	10	10	100%	Very

Q-DOSE media is a learning media developed for the learning process and games that can be used by students and at the same time can increase students' creativity in writing stories and students can imagine according to the ideas they find when given Q-DOSE. The development of this learning media is intended for students so that the learning process feels fun and does not feel boring. The opinion of Levie and Lentz (in Azhar Arsyad) stated that the function of learning media is that visual media attracts the attention of students and fosters concentration on learning by displaying text and images in it. The author is also more relevant in developing Q-DOSE.

Based on the overall results of the assessments of media experts and material experts, there are suggestions: the writing in the Q-DOSE learning media should be white, the design colors should be less bright, and fluency in playing the media. The excellent material attracts students' attention because they learn by playing. Some things can also be revised again, but through the validation carried out the results obtained that Q-DOSE is suitable for use with a note of revisions to the design color, material breadth, and typeface selection.

The opinion about the Q-DOSE media has advantages stated in an interview with Mrs. Maynar Dian Pratiwi, S.Pd on October 17, 2022 at the Muhammadiyah Alam Surya Mentari elementary school that the Q-DOSE media can be applied in elementary schools because it can be a medium that attracts students and can motivate the learning process. This media has an interesting side to the card: how to use it by playing, and this media is better if an intrinsic element is added in the barcode that contains a fairy tale.

4 Discussion

The quartet card game is a picture card with a caption under it in the form of writing [13]. With this quartet card as an innovative medium, it is hoped that it can help students learn. The selection of this quartet card media is visual-based, which plays a vital role in the learning process (Ilyas Ismail, Ainul Uyuni Taufiq, Ummul Hasanah, 2020). Students are given concrete media so that they can provide direct experience to students so that they understand the material being taught and strengthen their memory.

Fairy tales can be examples for students to behave like protagonists in stories. Students will be motivated to do commendable behavior after hearing fairy tales about good endings for good actors and vice versa students will get an idea of how it ends if they act up [14].

The innovation in the Q-DOSE media is the serial image quartet card media where the card contains several fairy tales and has a description of the fairy tale under it also accompanied by a barcode. Q-DOSE was formed by combining a quartet of card games with pictures of a fairy tale series. The story media was chosen because it can stimulate the growth of students' ideas and imagination in writing; by reading stories, students also get new vocabulary [15].

Q-DOSE has advantages and disadvantages, namely the advantages of this media are providing direct experience to students, increasing student interest in the learning process, and one of the exciting media for students to be enthusiastic in learning. The disadvantages of Q-DOSE are that it takes much time to prepare and the media is easily damaged. This is in line with the advantages of media, which students can more easily

understand, student activity can be seen, and creates a pleasant atmosphere. The lack of media is not being able to repeat the material [16].

Q-DOSE has been validated by media experts based on aspects, among others, aspects of media use and aspects of media display. Aspects of using media consist of ease of operation of media, fluency in playing media, how to operate media, the practicality of using media, safety of using media, completeness of media, lightness of media size, and effectiveness of learning media. The highest score is in the assessment of the safety of using media and the lightness of the size of the media which gets a score of five. Aspects of media display consist of the neatness of design, the accuracy of images, the accuracy of color selection in images, ease of use of language in media, the accuracy of stories in barcodes, the accuracy of choosing font colors on media, the accuracy of font selection, media neatness, accuracy of design selection on media, the accuracy of choosing the color of the design on the media, the accuracy of choosing the placement of the barcode, and the clarity of the image on the media. The highest score is in the assessment of media neatness, the accuracy of the selection of barcode alignment, and the clarity of media images which get a score of five. [17] said media is good if students feel interested in learning media, facilitate the learning process of students, learning media are appropriate for the age of the students.

Q-DOSE also validates material experts in which there are aspects, among others, material aspects and motivational aspects. The material aspect consists of the clarity of the presentation of the material, the accuracy of the material, the clarity of the examples given, the quality of images and animations, the suitability of images and illustrations, the suitability of the evaluation with the material, the suitability of the evaluation with the material, the suitability of text and images, and the breadth of the material. Many material assessments get perfect scores. The motivational aspect consists of growing motivation to learn and increasing students' enthusiasm and interest in learning. This aspect got a perfect score all. This is in line with a study on quartet card media that can increase motivation and learning activities because this quartet media includes media that attracts students' attention [18].

5   Conclusion

The result of the study and manufacture of this media is the development of Q-DOSE (Quartet Fairy Tale Series). This media contains about how students do their creativity and imagination in writing fairy tales. The media expert's assessment got decent results with the criteria of media use safety, lightness of media size, neat design, the accuracy of barcode location selection, and clarity of images on media. The material expert also judged it very feasible with the criteria of providing clear examples, the quality and suitability of the illustration images, and the suitability of the evaluation with the material. The features found in Q-DOSE are the fairy tale titles of each series, fairy tale images, descriptions and barcodes.

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