



Android-Based Learning Media Development in Lagu Jalan Learning

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Abstract. This paper aims to develop a new media as a support for the learning *sekar kepesindenan* in the *Karawitan* study program of the Bandung Institute of Indonesian Cultural Arts (ISBI Bandung). The mastery of the nudge or the melody of the song is the most basic thing. The learning media in the form of the basic variety of *senggol* audio which had previously been created for teaching now has not been effective for use. Therefore, the authors plan to design an android-based application to maximize interactive media in the process of learning vocal leadership to make it more practical to use, giving students the opportunity to practice individually to hone their hearing, mastering the basic variety of *senggol* for *kenongan* tones and *goongan* or *tugu* tones on *lagu jalan*. The results of the product made are in the form of an android application entitled “*Pembelajaran Dasar Senggol Gaya Masyuning, S.Sn., M.Sn*”.

Keywords: Learning Media · Sekar Kepesinden · Senggol

1 Introduction

Learning is a term used to indicate an educator’s effort that is carried out intentionally, with goals that are set before the process is carried out, and its implementation is controlled [1]. Learning is a process of communication and interaction as a form of educational effort by conditioning the occurrence of the learning process in students [1]. In the development of Sundanese musical learning, the method developed is using the oral or oral method. The results are indeed encouraging, because the quality of the art skills mastered by students can be maximized. However, this learning method takes a long time and produces little output, such as having a weakness when applied to formal educational institutions, because it is ineffective and inefficient [2]. Revealed that Sundanese singers usually learn new Sundanese poems using the Ngabeo system. They find it difficult because the songs do not have a basic melody, tone, and *wirahma*. The Ngabeo system forces Sundanese singers to understand the tone of a particular song when they practice it they must try to imitate the sound of songs sung by previous singers [3].

Learning Sekar Kepesinden in formal educational institutions, both in the Karawitan Department of SMKN 10 Bandung and in the ISBI Bandung Karawitan Department, the type of lagu jalan has never been studied specifically. Lagu jalan, which is a type of song that does not have a standard basic melody, tuning, and *rumpaka*, meaning that every aspect can be changed.

At this time the learning process for lagu jalans has not yet reached the concept of presenting *sekar kepesindnan* which requires the singer to be able to interpret the techniques, *senggol*, and *rumpaka* to be presented, while the learning of *lagu jalan* in every aspect which includes the basic melody, barrel, and *rumpaka* is standardized. In other words, the type of lagu jalan is treated like the type of *lagu jadi*, so that the characteristics of the type of lagu jalan are not visible, while on the other hand the type of *lagu jalan* is a characteristic of Sekar Kepesinden, so that if it is not studied according to its provisions, the learning process of *Sekar Kepesinden* can said it was not right on target. Based on that thought, since 2007 Lili Suparli, a lecturer who teaches the *sekar kepesinden* course at the Indonesian Institute of Arts and Culture (ISBI Bandung) has conducted research to find formulations, patterns, and learning methods and created new media to support the learning of *sekar kepesinden*, namely textbooks “teach *sekar kepesinden* with audio basic variety *senggol*”.

Learning media in the form of the basic variety of *senggol* audio is not yet effective for use because students have to look for one by one audio that shows the *kenongan* and *goongan* tones. Therefore, the researcher plans to design an android-based application to maximize learning media in the process of learning vocal leadership to make it more practical to use, giving students the opportunity to practice individually to hone their hearing, mastering the basic variety of *senggol* for *kenongan* tones and *goongan* or *tugu* tones on the *lagu jalan*.

2 Theoretical Review

2.1 Android-Based Learning Media

Smartphone use is usually accompanied by the use of Android applications (Android refers to the name of the operating system). The use of android-based learning media is one of the learning applications in the 21st century mention that smartphones, can be used to support the learning process by paying attention to reviews conducted on these devices as learning media [1]. Revealed that android application-based learning media is something new in the world of education, this learning media is usually in the form of an educational application or application that contains learning materials and materials. These application products can be downloaded on smartphones and gadgets with the Android operating system, usually already available on Google Play or the Play Store. Basically, learning media based on Android applications is a learning media product in the form of an application that can be downloaded or downloaded on an Android-based smartphone. The android application is a media that is classified as an electronic form of learning media, because the android application product is run on smartphones and gadgets with the android operating system. Which smartphones and gadgets are one of the communication technologies. On this basis, learning media based on Android applications are said to be electronic media. The concept of mobile learning has emerged following the rapid development of technology. The development of this concept brought its integration into the educational process. Mobile learning, which is a concept developed on the basis of this idea and has gained a place in the literature, is a new way of learning in the contemporary education system [4].

Mobile learning is an educational method that is supported by many learning theories [5]. Classify mobile learning with the use of mobile technology in a particular learning approach. Thus, (i) Behavioral learning: Feedback can be provided to students' answers to questions posed in a moving learning environment through the system. (ii) Constructivist learning: It enables learners to build new ideas and concepts around their prior knowledge. Learners become active in simulations or dynamic three-dimensional mobile learning environments. (iii) Situational learning: With mobile learning, content can be adapted to each learning situation and location. Content-sensitive mobile learning apps provide access to original content within its cultural environment. For example, content-sensitive mobile applications in centers such as museums and art galleries provide visitors with information about the works on display. (iv) Cooperative learning: It refers to the exchange of information through social interactions on mobile devices in the learning process. Mobile learning facilitates and enhances interaction and collaboration among students. (v) Lifelong learning: With mobile learning, learners can access information anytime, anywhere and without the need for other people. Therefore, learning continues throughout life. Mobile learning facilitates and enhances interaction and collaboration among students. (v) Lifelong learning: With mobile learning, learners can access information anytime, anywhere and without the need for other people. Therefore, learning continues throughout life [6].

2.2 Lagu Jalan

Types of Lagu Jalan, namely the types of songs that do not have a standard basic melody, laras, and rumpaka. This means that every aspect can be changed [7]. This type of song is only presented in the form of *Rérénggongan*, *embat Sawilet* and *embat Dua Wilet* only. *Embat* in Sundanese is called rhythm, basically related to technical work. Working on the technical aspects that affect the level difference *embat* are aspects of wasp patterns, presentation principles, and aspects of tempo. On In principle, the process of changing these three aspects results in narrowing and widening the mattress. The concept is double the beat, either of two times fold in more or less. The levels of *embat* contained in the pelog slendro gamelan consist of *embat gurudugan (embat kering tilu)*, *embat kering dua*, *embat kering hiji (embat sawilet)*, *embat dua wilet*, *embat opat wilet*, and *embat lalamba (Gurudugan) embat kering tilu* Scheme [8].

If the basic melody, laras and rumpaka presented are non-standard.

Lagu jalan do not have a standard in the aspect of the main melody, tunings or *rumpaka*, thus in the presentation of this type of song, each pesinden is free to be creative in cultivating his abilities. What is the orientation of the melodic plot of this type of lagu jalan is the final notes of a song sentence, or the skeleton of the song, in which the notes that are the goal of each waditra are composed. These tones are commonly referred to as kenongan tones and goongan tones or song monuments. The songs included in the *lagu jalan* category include the songs *Banjaran*, *Kulu-Kulu Gancang*, *Kulu-kulu Barang*, *Sénggot*, *Sanga Gancang*, *Mitra*, *Gendu*, *Sinyur*, *Bungur*, *Karang Nunggal*,

Mitra, Bendrong, Bendrong Petit, Panglima, Design, and so on. This type of song is usually presented in *embat sawilet* or *dua wilet* [9].

2.3 Senggol

With regard to the aesthetics of the presentation, the *sekar kepesinden* is always related to the presence of senggol. The word senggol itself can be interpreted as a form of creativity of a singer or rebab interpreter in presenting songs, as a result of developing the main melody or basic melody that is standard or non-standard, both in terms of tone, rhythmic, tempo, and barrel, accompanied by the use of ornamentation. Certain music, which is supported by musical references, and self-potential, to produce songs that are more beautiful and pleasing to the audience, without changing the identity of the existing songs. Based on this understanding, the senggol has a very important position in the presentation of the *sekar kepesinden*, its existence as a form of development of the existing main or basic melody in accordance with the identity of the song, which is adapted to the ability of the *pasindén*, serves to create [9].

3 Research Methods

This research is development research oriented to the development of learning multimedia products. The research conducted in this study is a type of Research and Development (R&D), research and development or research and development is a fairly powerful way to improve practice. Development research is a step to develop new products or improve existing products [10]. Borg and Gal stated that “What is research and development? It is a process used to develop and validate educational products”.

The stages in this research broadly include the preliminary study stage, planning stage, design stage, and development stage. The preliminary study stage, namely as a needs analysis of the problems that arise in the process of learning the song of the road. Starting from this problem then found a solution that can solve problems related to learning. The next stage is the planning stage, namely the stage of making lesson plans in developing more effective folk song learning. The next stage is the design and development stage, where the workflow is more focused on organizing activities, compiling content and making learning media products.

The location of the research was carried out in the Karawitan Department of the Indonesian Cultural Arts Institute, ISBI Bandung. The research data were obtained from the main participant, namely Masyuning as a lecturer in the Sekar Kepesinden Independent Expert Practice course at ISBI Bandung, the supporting participants were second semester students.

4 Results and Discussion

The development of android-based learning media in learning *lagu jalan* was designed and made based on a needs analysis, then it was concluded after the researchers obtained various information from second semester student participants, the use of audio media

of the basic variety of senggol in learning street songs has weaknesses and strengths. The advantage is that it makes it easier for students to learn every kenongan and goongan notes, and with audio minusone equipped with the basic variety of senggol students can develop senggol in *lagu jalan*, the next advantage is that students can learn lagu jalan outside of class hours, which can be used to practice individually. The drawback is that some students find it difficult to use the basic variety of senggol audio, students have to look for the kenongan and goongan tones one by one. Therefore, this *lagu jalan* learning media needs development.

The development that the researchers did was to make an audio of the basic variety of senggol that already existed and then framed it in an android application to make it easier for students when studying the tones/senggol kenongan and goongan/tugu songs.

4.1 Product Manufacturing

Making this android-based learning media product using AVS Audio Converter Software, this software is used to convert mp3 audio files into wav format. Integrated Microsoft Powerpoint software I Spring Suite 9, this software is used to design all learning materials. And Software Website 2 APK Builder, this software is used to create files with apk extension. The following is the display form of the basic variety of senggol applications (Figs. 1, 2, 3, 4, 5 and 6):



Fig. 1. The main view of the application.



Fig. 2. Menu display.



Fig. 3. Basic variety of *senggol laras salendro*.



Fig. 4. Basic Variety of *senggol laras madenda*.

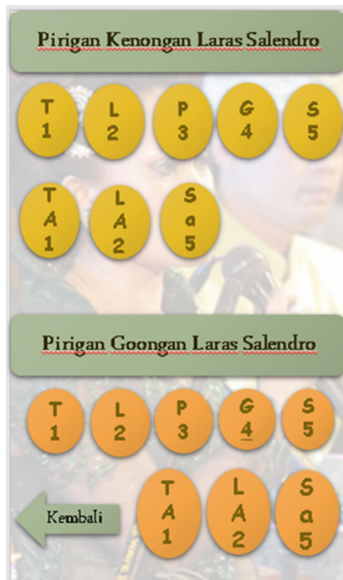


Fig. 5. Basic variety of *pirigan senggol laras salendro*.

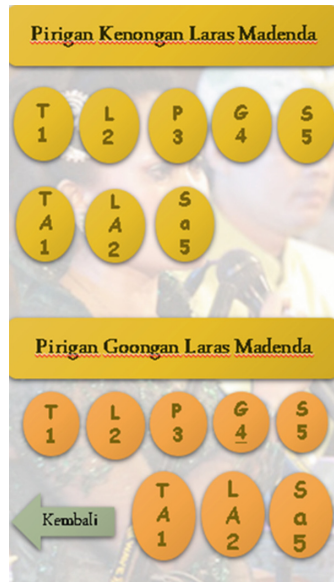


Fig. 6. Basic variety of *pirigan senggol laras madenda*.

5 Conclusion

The development of this learning media is based on the problems that occur in the process of learning lagu jalan in the second semester of the *Sekar Kepesindenian* course at the Karawitan Department of the Indonesian Cultural Arts Institute, ISBI Bandung. The design of this learning media uses two stages, namely the product design design stage and product manufacture. The final product is in the form of an android application entitled Learning Variety Basic Senggol.

This learning media is expected to be evaluated by experts so that it can be a suggestion and input for writers to make improvements and developments, so that it can be used by educators as a medium in learning *lagu jalan*.

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