

INCREASING NATIONALISM OF PRIMARY SCHOOL STUDENTS THROUGH LEARNING DONGKREK ART BY USING POWEPOINT-BASED COMICS

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Abstract

This research aims to increase the value of nationalism for elementary school students. The increase in nationalism can be achieved by learning art, especially the art of dongkreng which is one of the original cultural heritages of Madiun Regency. This research is a class action research carried out in class 5 at the State Elementary School 02 in Sirapan Village Regency. Most students are happy with learning dongkreng art using powepoint-based comics. The level of mastery learning classically reaches 94%.

Keywords: nationalism, learning dongkreng, primary school

Introduction

One of the cultural elements that attracts the attention of many people today is art with all its manifestations. Art is part of culture but often art is the theme of cultural studies. This is due to the art of possessing great weight in culture, art is loaded with cultural values, and even becomes a form and expression that stands out from cultural values [1]. Art is one of the essential parts of a society's culture. Art will be interconnected with its religious system, language system, economic system and organizational system. The development of art has almost the same nature as the dynamic development of a human culture. Culture also has a dynamic nature in the process of development. Values in dongkreng art (a) the existence of the divine value referred to here is that humans must remember where we come from and where they will go after death, (b) cultural values or concepts about what lives in the minds of Indonesian people primarily, about what is considered to have valuable and important values in life, (c) The philosophy contained in the art of infinite dongkreng, (d) Ethics as a science that teaches humans to educate towards better behavior, (e) The beauty or aesthetic boundaries of beauty are difficult to formulate. Because beauty is abstract, synonymous with truth. Comics are a form of cartoon that expresses character and plays a story in a sequence that is closely connected with the picture and is designed to provide entertainment and knowledge for the reader.

The educational environment which has the role to instill the values of life for students is a school institution. Schools as social control, have an interest in improving the bad habits of students [2]. the school environment has an interest in selecting values that will be transformed to students so that eventually there will be a change in behavior

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that shows as an educated, faithful, knowledgeable, and responsible person. One of the values that can always be instilled in students, especially primary schools, is nationalism towards the nation and state. Efforts to further promote the spirit of nationalism through education are carried out by the application of integrating the values of nationalism in the habituation of elementary school education units [3]. The values of nationalism are very relevant if they are studied and related to art and culture, this is in accordance with research conducted by [4] who dissect the value of nationalism in an art and culture book for elementary school students.

Interactive multimedia in dance learning is felt to be able to help students in understanding learning material [5]. Learning that applies information technology is felt to be able to increase the learning enthusiasm of students [6], especially the application of comics using powerpoint in learning can improve elementary school students learning outcomes [7]. Multimedia based comic media is also very suitable to be applied in Civics Education in elementary schools [8]. Some of these studies reinforce the decision to apply art learning, specifically the powerpoint-based art of dongkreng based on comics to enhance nationalism of elementary school students.

Methods

This study takes a classroom action research design, which places the teacher as a researcher in the classroom [9, 10]. Before carrying out classroom action research, the research team met with school teachers to formulate a learning plan and finalize the learning comic product and the instruments used in collecting research data. Because in this study the teacher is placed as a researcher and in the classroom there is also an observer to be an observer in the implementation of learning there needs to be refraction so that students are accustomed to the classroom conditions in which there are more than one teacher. Aside from acting as an observer, the team also helps the model teacher in learning if there are students who have difficulties but the position is not reached by the teacher. Students involved in this study were 19 people with a classification of nine men and ten women.

After going through the discussion process of implementing this class action research planned in 2-3 learning cycles, this is adjusted to the achievement of the targets that have been set. The emphasis of learning outcomes in accordance with the targets set becomes the main focus to be achieved in this classroom action research [9-11]. All research instruments used previously have been validated to ensure the validity of the data findings, including the comic media used, which also have received contract validation through focus group discussions conducted by several teaching staff in campus.

Result and Discussion

According to [12] there are 6 indicators of student nationalism attitude namely: patriotic attitude, willing to sacrifice for the common interest, respect and preserve culture, care for others, fair and loyal to the country. The focus in this research is the attitude of respect and national culture, how to achieve it is to understand, master and

practice the arts and culture in the area. The art of dongkrek as one of the noble cultural heritage of the district of Madiun needs to be preserved by introducing as early as possible to elementary school students in the Madiun Regency. Many noble values that can be used as a guide of life and learning are obtained from the meaning of the art of dongkrek itself [13, 14].

Student responses in learning

Positive responses given by students to the learning that has been applied by teachers in the learning activities of dongkrek using powerpoint-based comics. Table 1 outlines shows 100% of students feel comfort, pleasure with the learning design, materials, and learning media used in this classroom action research. This positive response becomes a valuable asset in a learning activity, where when students feel comfortable the learning material will be conveyed well. Student responses in learning in detail can be seen in table 1.



Figure 1. example of comic display

Figure 1 shows an example of the appearance of comic-based images presented by the model teacher to students. With comics that contain pictures and sound narratives add to the atmosphere of learning becomes more interesting. Dongkrek art picture illustrations [15] are expected to deliver the imagination of students to describe the events that will be told.

Table 1. Student responses in learning

No	Question	Responden	Yes	No
1	Do you feel comfortable and happy while participating in this learning activity?	19	100%	-
2	Are you happy with the delivery of material after participating in this learning activity?	19	100%	-
			Interesting	Not interesting
3	What do you think about the learning atmosphere in the classroom and outside the classroom that you have done?	19	100%	-
4	What do you think about the way the teacher teaches?	19	100%	-
			Happy	Not happy
5	How do you feel about:			
	a. learning materials	19	100%	-
	b. comic media used	19	100%	-
	c. evaluation or assessment	19	100%	-

Student learning outcomes

The art of dongkreng has many meanings, functions, and values in social life [16], it is very relevant if taught to the next generation as early as possible, especially to students in elementary schools. On the other hand dongkreng art is full of cultural values that have enormous potential as a source of learning for the nation's character [1], which when we associate with nationalism is very relevant to indicators of understanding and living the national culture.

After students' responses were quite positive in learning and the observer's note that all the agreed stages in the action research planning were carried out by the model teacher. Next we will explain the results of learning conducted in cycles 1 and 2. The implementation of this class action research finally stopped in cycle 2 because the classical mastery level reached 94%, which can be ascertained from 19 students 18 of which had experienced completeness. These results have met the targets set in this study, in detail related to student learning outcomes reports can be seen in table 2.

Table 2. Recapitulation Of Student Learning Outcomes

No respondent	N		PHB	K	KK
	N1	N2			
1	88	90	2	T	94%
2	82	82	0	T	
3	80	80	0	T	
4	74	82	10	T	
5	76	84	8	T	
6	78	84	6	T	
7	80	82	2	T	
8	82	86	4	T	
9	82	84	2	T	
10	80	84	4	T	
11	80	84	4	T	
12	76	80	4	T	
13	74	78	4	TT	
14	90	94	4	T	
15	92	90	2	T	
16	80	84	4	T	
17	82	80	-2	T	
18	80	86	6	T	
19	76	80	4	T	

Information:

N1: cycle 1 learning outcomes

N2: cycle 2 learning outcomes

PHB: Increased learning outcomes

K: Completeness (KKM: ≥ 78)

KK: Classical Completeness

Conlusion

Learning dongkrek by using comic-based powerpoint art can enhance the sense of nationalism of elementary school students, especially loving the local culture / region itself. Student response is very good in the learning process. Teachers and schools find it very helpful to be made partners in conducting classroom action research involving teachers, providing experience to teachers becoming researchers in the classroom.

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