
A NEEDS ANALYSIS INTERACTIVE MULTIMEDIA IS BASED ON LOCAL WISDOM

¹Fathan Muhammad Al Farizi, ²Sudiyanto, ³Hartono

¹College student of Primary School Teacher Education, postgraduate programs Sebelas Maret University
Email: fathan.alfarizi1@gmail.com

²Lecturer of Primary School Teacher Education, postgraduate programs Sebelas Maret University
Email: soeddie.fkipuns@gmail.com

³Lecturer of Primary School Teacher Education, postgraduate programs Sebelas Maret University
Email: hartono@fkip.uns.ac.id

Abstract

In the modern era, local wisdom is important to introduce and taught in school learning. The decline of local culture encouraged of innovation in re-introducing local culture to students, one of them through interactive multimedia. This study aimed to analyze the material needs of interactive multimedia based on local wisdom in grade 5 elementary school. Data was collected using observation, interviews and media analysis. The researchers conducted observations and interviews to students and teachers of grade 5 elementary schools in sub-district Laweyan. In addition, researchers also create documents at the media analysis of learning used. Observations were made on teachers, instructional media and students in learning activities, whereas the interview was conducted on teachers and students of grade 5 elementary school. The results of media analysis and observation shows that the media used in learning activities yet included local wisdom and use of the media are still rarely used. While interviews indicate that the grade 5 of primary school teachers still use conventional methods of learning. The results of the interview to the students showed that students feel bored with the methods used by teachers and lack of innovation and creativity of teachers in learning.

Keywords: Local wisdom, Interactive multimedia, Education, Elementary school

INTRODUCTION

Technology in learning can be a means of learning, methods / media and as a source of learning for students. As a means of technology is a tool to facilitate learning. As a method / media technology innovator for learning more interesting. Meanwhile, as a source of learning, technology has become one of the providers of information for students. Among the many learning technologies one of which is an interactive multimedia. As one of the media, interactive multimedia learning is one of the technology that has a good advantages for the implementation of learning. Definition of interactive multimedia by Daryanto (2010:12) is a multimedia equipped with a controller and can be operated by the user, so the user can select the next process in the manner intended.

The use of interactive multimedia not only can simplify and streamline the learning process, but also can make the learning process more interesting because the students can receive the maximum and intact. According Musfiqon (2012:45) interactive multimedia serves to convey information or subject matter to the students so that the subject matter can be absorbed well by the students. Added again by Sucipta (2019:1-2) that the overall benefits to be gained from the use of interactive multimedia is a learning process more interesting, more effective, amount of teaching time can be reduced, the quality

of student learning can be improved and the learning process can be done anywhere and anytime, as well as students' attitudes can be improved. In this globalization era, learning programs as well as can not provide satisfactory results. It is seen as a learning process takes place, the classroom atmosphere seemed tense, is not conducive, and boring. Teachers busy delivering materials without measure of understanding of students to the material. Most teachers in educating always monotonous or not doing variations. Many teachers who stutter technology making it less able to use the media in the learning process.

Through the use of interactive multimedia can be a helper for the creation of a drug a good learning and in accordance with the changing times. Learning is good and in accordance with the changing times also be adapted to the local culture. Therefore it takes an interactive multimedia that can accommodate those needs. Interactive multimedia based on local wisdom can be the solution to these problems. Understanding local wisdom and Syarifudin according Akhmar (2007:9) is a value system or local community life behavior in interacting with the environment in which they live wisely. Local wisdom can basically be viewed as the basis for the formation of the nation's identity in trans (national). According Keraf (2010:12) asserts that local wisdom is all forms of knowledge, belief, understanding or

insight as well as customs or ethics that guide human behavior in life in an ecological community. Added again by Mariane (2014:49) states that all forms of local wisdom is internalized, practiced, taught and passed down from generation to generation as well as forming the pattern of human behavior towards fellow human beings, nature and the supernatural. Local wisdom that makes the nation's cultural roots. Therefore, local wisdom excavation effort basically to seek and ultimately to establish a national identity that may be lost due to eroded by the development, or because of acculturation and transformation that has been, is, and will continue to happen as something inevitable. Efforts to find a new national identity on the basis of local wisdom is crucial for the sake of unification of the nation's culture in the basic identity of the regions of the archipelago. In this way, all citizens of the nation are expected to have an adequate cultural resilience in the face of global challenges.

Based on this, it is necessary to enable student learning and shape the character according to the character that has been passed by the local culture that has existed since time immemorial. According Hardjito (2005: 24) "the development of information and communication technology or Information and Communication Technology (ICT), both your computer and the Internet provide the opportunity of education to access a variety of information both in the form of text, images, simulation, and sound". Packaging material in the form of a program software interactive multimedia consisting of video and audio, and combined with the local wisdom that is very closely related to student life in the environment and phenomena / problems in the lives of students, which is expected to stimulate students' thinking to understand the concepts, simulation which can improve students' abstract thinking, would be an alternative for students to develop self-learning method for students and students will be more aware and know about the culture and life that exists in the environment. Results of packaging program, *software* the hereinafter referred to as interactive multimedia based on local wisdom. Therefore, required the use of interactive multimedia based on local wisdom. Through the application of interactive multimedia based on local wisdom it will be able to create learning which gives meaning to human life. That is, the learning is able to create the younger generations are able to preserve and love the culture itself. In addition, the learning must be able to form human character of the highest integrity and character so as to bring forth buds of a great and dignified nation in accordance with the spirit of education is humanizing. Therefore, through education is expected to nurture and raise

awareness of the meaning of human existence to the environment and natural surroundings. Learning Indonesian in schools are expected to help students know themselves, their culture and the culture of other people, ideas and feelings, participate in the community who use the language and to find and use analytical and imaginative ability that was in him in writing. Through learning the language allows humans to communicate, share experiences, learn from each other and to improve intellectual ability and literature is one means towards that understanding. Therefore, writing needs to be taught to students start early so that students' writing skills can be honed and optimized, one of which can be applied to the material to write the poem in Indonesian subjects.

Based on the above, it is necessary to analyze the need to check the condition of instructional media used by teachers, interactive multimedia mainly based on local wisdom in improving the writing skills of elementary school students' rhyme. Therefore, the purpose of this study was formulated to determine the condition of media that is used in the learning process in primary schools as well as to identify the needs of interactive multimedia based on local wisdom to improve the skills of writing poetry.

METHODOLOGY

This research is descriptive using qualitative descriptive approach. This study will describe the analysis of the condition of instructional media used in the process of learning in primary schools. This research was conducted in three elementary schools in District Laweyan Surakarta. The subjects were three class teachers and 85 students in grade five elementary schools in the District Laweyan Surakarta in the academic year 2017/2018. Data collection techniques in this study were interviews, questionnaires, observation, and analysis of the media. Interviews were conducted on classroom teachers and students in grade five elementary school. Questionnaires aimed at obtaining information on the condition of instructional media used in learning activities in primary schools as well as interactive multimedia needs based on local wisdom in elementary school. The observations were made during the learning process takes place. Media analysis performed by analyzing and reviewing instructional media that have been used in the learning process. Results obtained through interviews, questionnaires, observation and analysis of the media will be analyzed in qualitative research and descriptively explained. Data analysis techniques in this study using interactive analysis technique proposed by Miles and Huberman (2009:20), namely

data collection, data reduction, data presentation, and conclusion.

DISCUSSION AND RESULTS

The study was conducted at three elementary schools in District Laweyan Surakarta through observation, questionnaires, interviews, and media analysis obtained the following results:

Observations

Initial activities undertaken by researchers is the observation of the learning process in the fifth grade of primary school, Based on the observations made by researchers to teachers and students obtained the following data:

Teachers who teach in the classroom

Observation activities conducted on elementary school fifth-grade teacher. Observation activities carried out by observing the learning process carried out by the teacher in the classroom. Based on observations carried out at three primary schools, the results obtained are relatively similar; teachers in presenting the material, especially material about the poem on the subjects of Indonesian, teachers still use conventional methods and looks less interactive and innovative. Teachers only explain the classical material without the help of any instructional media in conveying the material. Of course it is an impact on students' understanding of the material being taught and the weak skills of students in the material write poetry on subjects Indonesian low.

The fifth grade elementary school students

Observations were made to all students in grade five elementary school. Based on observations, showed the same results that the students are less skilled in writing poetry correctly, students interest towards the material poetry is low, and low self-esteem of students in participating in class activities.

Based on observations conducted by the researchers, indicate that the skill of writing poetry lower 5th graders. This is evidenced by the value of Indonesian lessons in rhyme material Elementary School 5th grade students in District Laweyan Surakarta show as much as 62.5% or 50 students have not completed the learning to write poetry. The details are as follows: SD Negeri Tegalsari No. 60 as many as 14 out of 25 students have not been completed, SD Negeri Pajang I No. 93 as many as 23 out of 33 students have not been completed, and SD Negeri Tegalrejo as many as 13 out of 27 students have not been completed.

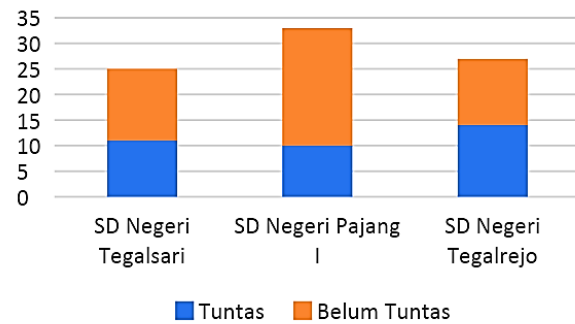


Figure 1: Mastery learning to write poetry subjects Indonesian students in grade 5 elementary school.

Based on observations conducted showed the teaching methods used by teachers are less precise and less received a positive response from students, so most students only silent, looking bored and take for granted the material presented by teachers without really understanding what is actually delivered by the teacher, So the impact on student learning completeness decreased and the level of students' writing skills poetry low.

Questionnaire

Questionnaire given by researchers to teachers and students in grade 5. The questionnaire is used to obtain information concerning the instructional media used in learning activities Indonesian especially the material to write poetry. Based on the results of questionnaires that have been distributed to teachers and students in grade 5 shows that the conditions existing learning media at each elementary school was minimal. Many instructional media were broken and not maintained and there are several artificial media teachers who have been damaged due to lack of attention from the school to the media. Moreover, the absence of media that is specifically used to introduce students to the material to write poetry.

Based on this, it can be used as a basis for further research in order to get an idea of the media that the expectations of teachers and students.

Interviews

With the interviews conducted by the researchers of the teachers and students of the fifth grade of primary school. Based on interviews, data as follows:

Question 1: How do Indonesian learning activities, especially on the material poetry in 5th grade?

The teacher of 5 grade

First question relates to the learning activities in the classroom. Based on interviews conducted in three elementary schools showed similar results, namely the activity of learning that takes place is

quite good, but still found the students less interested in learning Indonesian. When the theory presented by the teacher, there are students who are not paying attention. It continued when teachers give assignments to the students to make a good rhyme and correct. However, many students who have difficulty even some students who can not at all.

The fifth grade elementary school students

With regard to learning activities in the classroom, data showed that almost the same that the students lack of interest towards learning Indonesian due to lack of creative and innovative teachers in learning. Many students complained about how to teach the teacher in the classroom who never use instructional media to convey the material. So that students feel bored and passive during learning activities so that students' writing skills rhyme becomes low.

Under these conditions, the students want the existence of a new breakthrough in the learning process in the classroom. Therefore, it is encouraging researchers to conduct further studies and seeks to create a product that is a new breakthrough in the Indonesian learning activities, especially in the matter rhyme.

Question 2: Media learning what has been used in the learning process?

The teacher of 5 grade

Question is actually to have missed when researchers conducting observation, but the researchers wanted certainty itself from the viewpoint of three 5th grade teacher to the learning process so that the data obtained is truly complete and in accordance with the reality field. Based on these questions, data showed that answers three 5th grade teacher almost the same. Two teachers stated that they never use the medium of learning in every learning Indonesian and only use the lecture method. While one teacher said that he never used the Indonesian media on learning but on the material to write the poem, the teachers convey instructional media has never been used on such materials.

Based on these data we can conclude that the results of observations conducted by researchers in accordance with the results of interviews conducted.

The fifth grade elementary school students

The same was obtained during an interview to the fifth grade of elementary school students. That they observed similar results to the results of interviews conducted. Interviews showed that students from three elementary schools to say that, "At the time of presenting the material the teacher, the

teacher never use learning media. Even for materials poetry in Indonesian learning teachers also never used the medium of learning. So in presenting the material, teachers are using textbooks and we were told to take down ". While students from one school to say that, "Our teacher never use instructional media when learning Indonesian. However, for the material poetry, teachers have not used the media and only use the textbook as a learning support ".

Based on the response result that almost all students from three elementary schools have never felt the use of media, especially on the subject matter Indonesian poetry. Although there is one primary school teachers have been using the media, but the media used by the teacher are used for other materials. So to matter poem, the teacher is not using instructional media. The use of instructional media is still very terbatas so that's what makes the writing skills of students poetry low.

Question 3: What is known about interactive multimedia based on local wisdom?

The teacher of 5 grade

On the question of teachers' understanding of interactive multimedia, almost all teachers have the same answer that, "interactive multimedia is the combination of visual and audio media". While on comprehension questions about local wisdom, some teachers express some different opinions. Teachers from the school A and C have the same answer that, "Local wisdom is the regional cultures that exist around us". While teachers from school B also has almost the same answer, "Local wisdom is everything around us which relate to the culture that has been passed from generation to generation". The question was deepened further by asking the teachers' understanding of interactive multimedia based on local wisdom. Based on these questions, a teacher from the school A and C have the same answer that, "Interactive multimedia based on local wisdom is an audio and visual media that can make students active and creative, and it is equipped with the introduction and planting local cultures that exist in about students ". While teachers from school B has the answers, "interactive multimedia based on local wisdom is a media that comes with the introduction of various local cultures hereditary legacy that exists around student".

Based on these answers show that most teachers already know about interactive multimedia based on local wisdom. But on the whole answer to the said teachers are not fully in accordance with the existing theory. It is proved that the teacher actually already understand the main concepts of interactive multimedia based on local wisdom, but still needs

to be given complementary concepts of interactive multimedia based on local wisdom that teachers are increasingly understood and understand well.

The fifth grade elementary school students

On the question the students about interactive multimedia, all students from three schools replied, “we do not know. What is a interactive multimedia?”. On the question of local wisdom, all students from three elementary schools were also the same answer that, “we do not know, because we never get material about it”. Questions to students about interactive multimedia based on local wisdom also get the same answer from students at three elementary schools, namely, “we do not know. Interactive multimedia based on local wisdom was that? Examples such as what?”

Based on the students answers show that the student has not been introduced with interactive multimedia based on local wisdom. Therefore, the necessary introduction to the students about multimedia and local wisdom that students are expected to know and understand the concept of interactive multimedia based on local wisdom.

Question 4: Are the skills necessary to write poetry in elementary school?

The teacher of 5 grade

On this question, all teachers have the same answer, “indispensable”. A teacher of the school said, “poetry writing skills needed by the students because through it the students will better understand the matter thoroughly and completely rhyme”. Teachers from school B replied, “Students need to be taught the skills to write poetry so students a deeper understanding”. As well as teachers from schools C replied, “poetry writing skills are indispensable because it as a provision for future students so that students truly understand the material thoroughly poetry with”.

Based on the three opinions expressed by the three teachers indicated that poem writing skills needed by the students. All the teachers thought that students should have the skills to write poetry so that students not only understand in theory (cognitive), can be good (affective), but students can also have the skills (psychomotor) in writing a poem.

The fifth grade elementary school students

On this question, the entire 5th grade students from three elementary schools also have the same answer that, “indispensable”. If the students’ opinions are combined, it can be concluded that the students felt the writing skills poetry need to be taught at school. Students thinking, learning outcomes which

they get through the teacher’s teaching methods during the learning process which tends to be boring and lacking foster active participation. Therefore, the skills students need is developed and explored more deeply, especially poetry writing skills so that student learning outcomes more satisfying and complete.

Question 5: Is the interactive multimedia based on local wisdom necessary in learning?

The teacher of 5 grade

On this question, the entire 5th grade teachers from three primary schools have the same answer that, “indispensable”. Teachers from the school A and B have the same answer that, “interactive multimedia based on local wisdom can be an oasis in the desert, meaning that multimedia is expected to be a drug of problems that occur in the learning process in the classroom rhyme”. While the teachers of the school C has the answer to that is, “interactive multimedia based on local wisdom is breaking new ground in education, especially in matter of subjects Indonesian poetry. Moreover, in the multimedia students are introduced to local cultures that surround them”.

Based on the conclusion statement of three elementary school teachers shows that teachers need to the presence of interactive multimedia based on local wisdom highly anticipated. All teachers found that multimedia can treat all the problems that occur in the learning activities as well as to broaden the students about local cultures that are around them.

The fifth grade elementary school students

On this question, the entire 5th grade students from three elementary schools have the same answer also is “desirable”. All students found with their interactive multimedia based on local wisdom can facilitate students’ understanding of the material and can add insight poetry students about local cultures that are around them.

Based on this, we need a form of interactive multimedia products based on local wisdom. It is expected that with the presence of such multimedia to facilitate teachers in presenting the material and can facilitate students to understand the material on subjects challenged rhyme Indonesian and can improve the skills of writing poetry.

Media Analysis

In addition to the observations, questionnaires and interviews, the researcher also made an analysis of the media. Media analysis was conducted to determine the condition of existing learning media in schools and kebermanfaatannya for students, especially students in grade 5. The use of instructional media used by teachers and students

in learning activities, especially in rhyme material is not maximized. Teachers are not using the media in a matter of learning poetry and only limited oral delivery of content and classical. Teachers and students use only the means in the form of textbooks in learning activities. The use of multimedia is needed by teachers because it can be used as a new alternative in presenting material to students' rhyme. In terms of any student, multimedia usage based on local wisdom is indispensable because it can improve students' understanding of the material poetry.

Moreover, with the addition of local wisdom on multimedia elements, it makes this multimedia other than on the other. It may be a new breakthrough in the world of education, especially in matter rhyme. Plus the presence of interactive multimedia based on local wisdom is also used to improve students' writing skills rhyme. Therefore, it is expected by multimedia presence can improve students' writing skills and a poem to facilitate teachers in presenting the material on rhyme.

CONCLUSION AND RECOMMENDATIONS

The importance of interactive multimedia development based on local wisdom in this study because of the need for media that are innovative, fun, and form the character of students in accordance with the character that has been passed by the local culture, but not the media that meet these qualifications. Through interviews showed that interactive multimedia based local wisdom can also contribute to increase the scientific references, especially in learning Indonesian Pantun in the 5th grade elementary school. Based on observations, questionnaires, interviews, and media analysis showed that interactive multimedia based on local wisdom indispensable. This is due to interactive multimedia based local wisdom can improve students' writing skills poetry and able to encourage students to be more motivated in participating in learning activities.

REFERENCES

- Akhmar, Andi M. Dan Syarifuddin. 2007. *Mengungkap Kearifan Lingkungan Sulawesi Selatan*. PPLH Regional Sulawesi, Maluku, Papua. Kementerian Negara Lingkungan Hidup RI. Makasar: Masagena Press.
- Daryanto. 2010. *Media Pembelajaran*. Yogyakarta: Gava Media.
- Hardhito. 2005. "Internet untuk Pembelajaran". *Jurnal Teknodik*, vol.6, no.10, hlm. 1.
- Keraf, A.S. 2010. *Etika Lingkungan Hidup*. Jakarta: Penerbit Buku Kompas.

Mariane, I. 2014. *Kearifan Lokal Masyarakat Hutan Adat*. Jakarta: Rajawali Press.

Miles, Matthew. B & A. Michael Huberman. 2009. *Analisis Data Kualitatif*. Jakarta: UI.

Musfiqon. 2012. *Pengembangan Media dan Sumber Belajar Media Pembelajaran*. Jakarta: PT Prestasi Pustakarya.

Nopriyanti dan Putu Sudira. 2015. "Pengembangan Multimedia Pembelajaran Interaktif Kompetensi Dasar Pemasangan Sistem Penerangan dan Wiring Kelistrikan di SMK". *Jurnal Pendidikan Vokasi*, vol.5, no.2, hlm. 234.

Sucipta. 2009. "Pengembangan Multimedia Pembelajaran Berbasis Komputer Mata Pelajaran Bahasa Jawa untuk Siswa SD". *Tesis*. Universitas Negeri Yogyakarta