

Education And History Of “Wayang” Using Flash Animation As Media Learning

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Abstract: Wayang is one of the cultural heritages in Indonesia, puppets are synonymous with Javanese tribes, in this day and age many puppets do not know what puppets and their history are so that it is believed that the puppet culture will be lost or even stolen by other countries. Learning that contains information about puppets and their history, learning media created later will take the form of animations that display images, types of puppets, puppet plays and other information, learning media created using Adobe Flash so the results will be interesting because the software has many facilities to produce animations the good one.

Keywords: Wayang, Flash Animation, Puppets, Media Animation, Culture, History of Wayang

1. INTRODUCTION

Puppet[1], [2] is a native Indonesian art scene that is growing rapidly on Java and Bali. In addition some regions such as Sumatra and the Malay Peninsula also have several wayang cultures that are influenced by Javanese and Hindu cultures[3]. November 7, 2003 establishes puppets as a show of famous Indonesian dolls, an invaluable world heritage in the art of narration (Masterpiece of Oral and Intangible Heritage of Humanity). Actually, puppet shows do not only exist in Indonesia because there are many other countries that have puppet shows[3], [4]. But the shadow puppet show (Wayang) in Indonesia has its own style of speech and uniqueness, which is an original masterpiece from Indonesia[5]. Puppet is a traditional Indonesian puppet show[6] which is now beginning to be almost forgotten by the nation's children and maybe even a nation child who has absolutely no knowledge of puppets. Therefore, many Indonesian cultures are claimed by other countries, because of the ignorance of their own nation's children to preserve the culture of their own country. Therefore in this study a learning application was designed in the form of an interactive digital comic display with the theme "Puppet" as a form of learning about Indonesian art, and presented to children of the nation who have not or already know about puppet knowledge. From the results of interviews conducted by researchers with elementary school children at random, the authors believe that there are many national children who already know about puppets, but the learning has not been developed as a form of preserving Indonesian culture in formal education[7]. Therefore this application is designed so that it can be used as a new learning media that contains information about puppets.

2. METHODS

Multimedia Learning

Multimedia is actually a generic term for a media that combines various types of media both for learning purposes and not[8], [9]. This diversity of media includes text, audio, animation, video, and even simulation. Learning media involves users in activities that require mental processes in learning. From this perspective specific mental activities needed in the occurrence of learning can be generated through the manipulation of systematic instructional events[10], [11]. Computer Based Learning (CBL) is a computer-based learning approach. The term CBL (Computer Based Learning) is more suitable for representing the domain of research because of its use as an educational

computer[12]. CBL (Computer Based Learning) is related to learning techniques using computers that function as the main reference and include various other more specific terms. The stages of research in CBL (Computer Based Learning) include:

1. There are problems in previous research.
2. Categorize uses for CBL.
3. Review the results of previous research.
4. Have a specific area for research.
5. Descriptive Study.
6. Designing CBL.
7. Cost effectiveness of research.

The characteristics of media in multimedia[13], [14]:

- 1) Text

Text may not be the most ancient media used by humans in conveying information; sound (sound) is a media that is first used in conveying information.
- 2) Audio

sound is the best imitation for the mind so sound is the best medium for conveying information. For Socrates text is an imitation of sound, thus as a messenger of the text is not an ideal medium because it is merely an imitation of an imitation.
- 3) Graphics

Using of images in learning can explain many things compared to media text. Advantages of picture media:

 - a. easier to identify objects
 - b. It's easier to classify objects.
 - c. Able to show the spatial relationship of an object.
 - d. Helps explain abstract concepts to concrete.
- 4) Animation

Animation is one of the main attractions in an interactive multimedia program. Not only is it able to explain a concept or process that is difficult to explain with other media, animation also has an aesthetic appeal so that an attractive and eye-catching display will motivate users to be involved in the learning process. Benefits of animation:

 - a. Shows objects with ideas
 - b. Explain difficult concepts
 - c. Explain concepts that are abstract to concrete
 - d. Show clearly a procedural step

Wayang

puppets (Wayang) are more oriented to the performing arts that pay attention to / emphasize the effects produced on a doll or the like after the object is known / highlighted by the light that comes from a lamp (blencong), which then produces

a shadow. From the resulting shadow, it is then captured by a screen, screen (color), which finally produces another shadow on the back of the layer (behind the screen). If so, there are two parts of the shadow; first, the shadow in front of the layer occurs when the doll is moved away from the layer and approaches the blencong, then the shadow will enlarge either in front of or behind the layer[2], [15].



a. Wayang Cina b. Wayang Muang Thai c. Wayang Kamboja

some puppet figures:



Adobe Flash

Adobe Flash is multifunctional software. Adobe flash is used to create vector images, very interesting animated images, or to build interactive and dynamic web sites. Flash is designed with the ability to create reliable and light two-dimensional animations so that Flash is widely used to create logos, films, games and so on[16], [17]. In Flash there are animation creation techniques, action script facilities, filters, custom easing, and video entry complete with FLV playback facilities. Regardless of its initial function, which makes it easier to create web animations, it turns out that flash is growing so fast that we can use it as an extraordinary multimedia software. Even Flash with the action script can be used as an easy and effective game and computer-based learning media creation program[18]–[20].

3. RESULTS AND DISCUSSION

System implementation is the stage that is carried out after completing the system design. In the implementation of this system, preparations are made for the system devices needed. Because the system designed must be supported by adequate devices, so the system can work as desired.




Figures	Image
Dewi Sinta	
Raden Ramayana	
Rahwana	



Figure 1. Main Interface



Figure 2. Comic Wayang



Figure 5. Information Arjuna



Figure 3. History of Wayang

Figure 1 until figure 3 is the interface of the starting page of the learning media, comics and also about the history of the wayan. In addition, there is also information media in the form of information about puppet figures such as the following:



Figure 4. Puppet figures

Figure 4 shows some wayang figures that are commonly displayed in several puppet stories, one of which is arjuna and the information is as follows:

Educational media is used to provide information to the author regarding the history of puppets and puppet information in detail.

4. CONCLUSION

Media Educational puppet can be used as a learning tool for the general public, especially for elementary school students to learn indigenous Indonesian culture. Maintaining cultural preservation is important and this multimedia-based educational media can be used as a reference for anyone. The system created is still very basic and needs further development so that it can be accepted by anyone and most importantly it can run on any platform.

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