Android-Based Learning Media Development of the Condong Legong Keraton Dance and Baris Tunggal Dance

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This article discusses the process of developing learning media for Condong dance and Baris Tunggal dance based on Android. Currently, dance learning can be done by using alternative media indirectly. However, existing media tend to be less communicative and require complex tools to use. The data is presented in the form of a description of the basic techniques of women's dance, namely the Condong Legong Keraton dance, and the men's dance, the Baris Tunggal dance which is then analyzed to produce material that is ready to be applied in media that gives users space to access the desired information. The development of learning media for the Condong Legong Keraton dance and the Baris Tunggal dance based on Android consists of three stages. First, identify problems related to the basic material in learning Balinese dance. Second, the process of making this learning media application has several main things, namely the stage of making flowcharts and storyboards. Third, a development that contains activities to make a design into a product and test the validity of the product repeatedly until the product is produced per the specified specifications. Based on the description in this article, it can be concluded that the development of learning media for the Condong Legong Keraton dance and the Baris Tunggal dance based on Android, it presents an alternative to basic learning media for Balinese dance that is flexible and accommodates a variety of materials used in the interactive learning process.

Keywords: learning, media, Balinese dance, android

INTRODUCTION

The Condong Legong Keraton dance and the Baris Tunggal dance are used as the basic material for learning Balinese dance. A vocabulary of movements with strong Balinese dance techniques and standards, and a fairly complex range of movements, so Condong Legong Keraton Dance and Baris Tunggal Dance are used as basic materials in Balinese dance lessons. Strong basic dance skills will form a quality dancer who is ready to accept various types of the next Balinese dance material. The Legong Keraton dance is one of the classical Balinese dances which has a very complex vocabulary of movements and is bound by the structure of the accompanying percussion which is influenced by the Dramatari Gambuh. As a classical dance, the Legong Keraton dance emphasizes the appearance of movements that are flexible, flexible, and bound by patterns and accents from the accompanying gamelan. The word 'Legong' comes from a word in Balinese with the root word 'leg' which describes a flexible and elastic motion defined as graceful movement in dance, then combined with the word 'gong' which means gamelan, so that it becomes 'legong', which means gamelan. implies a dance with flexible movements accompanied by gamelan. The Legong Keraton dance, which is a classical Balinese dance, was preserved and developed in the previous kingdoms in Bali called the Puri, so the mention of Legong dance as the Legong Keraton dance is thought to have been influenced by the Keraton in Central Java.

Baris Tunggal dance is a male dance depicting a young man who is valiant and has the warrior and heroic qualities. By depicting the maturity of a soldier's soul, this Baris Tunggal dance has a straightforward and dynamic movement pattern. In accordance with the dance classification, the Legong Keraton dance and the Baris Tunggal dance are classical dances in Bali that have experienced high artistic crystallization and have standardized movements. Based on this, the Condong Legong Keraton dance and the Baris Tunggal dance are the basic materials for Balinese dance that must be mastered by students before getting to know other types of dance.

The art of dance is one of the results of the combination of art and culture, creativity, taste, and initiative of the Balinese people. Balinese dance is known to have its own standards and techniques with a dynamic feel that is its trademark. To learn Balinese dance, not just anyone is able to bring it well according to the technique and standard. The main characteristic of Balinese dance that distinguishes it from other dances is that it has eye movements that dominate the protrusion of the dance expression. The movement of the two eyeballs that is deliberately moved to the right or left along with the movement of the chin centered on the neck movement is called the seledet movement. The flashing movement must begin and end with the movement of opening both eyes or looking forward and not blinking for about five seconds. The basic techniques of Balinese dance consist of four aspects that must be mastered by a Balinese dancer, namely agem, away, badminton, and tangkep.

The basic technique of Balinese dance in the agem section is the technique of mastering the basic attitude of silence in Balinese dance. The basic attitude of the right agem and left agem, the proportions of the upper, middle, and lower body of the dancer must be harmonious, harmonious, and balanced. The basic technique of Balinese dance away from home is a technique in mastering transitional movements or moving from one main stance to another, which is centered on foot movements. Badminton is a technique in mastering transitional movements or the transfer of one main stance to another that is centered on hand movements. Then, tangkep is a technique in mastering the facial movements of dancers in producing a dance expression that is in accordance with the character and character of the dance. Agem, tandang, tangkis, and tangkep are an inseparable unit. These four aspects have the meaning of unity between wiraga, wirama, and wirasa, so overall it is stated that this is what is called Balinese dance.

In line with the progress of science and technology that is developing so rapidly, innovation in learning Balinese dance is needed to attract the interest of the next generation

to continue to preserve it. To support the interaction between teachers and students in the learning process, learning media as an intermediary in delivering material so that it is easily accepted and understood by students is very necessary. Learning media is technology as a means or tool that plays a role in conveying material in the interest of the learning process. Then during the Covid-19 pandemic, we began to familiarize ourselves with digital-based things. The use of the internet with smartphones allows users to access the material anytime and anywhere. It can be found in android based applications on smartphones. Android is a software system with the largest users in Indonesia. The use of Android on smartphones is supported because of its easily accessible existence and fairly flexible/modifiable security system. Android-based applications or more precisely called APK.

An Android application package file (Application Package File, abbreviated as APK) is a file format used to distribute and install software and middleware to phones with the Android operating system. This application package will be more compatible with mobile devices in general in Indonesia. Helsper and Rebecca (in Nisa, 2020) said that there are three factors related to internet use education: fact-checking, training and learning, current affairs, and interest searches such as reading news, sports information, health, and other activities. Android-based learning media can effectively convey dynamic material visually. Materials that require visualization, namely materials that convey things such as certain motor movements, facial expressions, and certain environmental conditions are best presented through the use of multimedia-based technology. As is well known, the absorption and memory of learners of learning materials can be significantly increased if the process of information is obtained through the senses of hearing and sight. So that when students see video shows in multimedia media, students will feel like they are in the same place as the Android-based multimedia learning program (Komalasari, 2021). Multimedia development so that it can be included in learning must go through well-designed and coherent stages so that the resulting multimedia product has good quality and is appropriate for use in learning. Android-based interactive learning media is very effectively used in the dance learning process. Therefore, a product in the form of an Android-based interactive learning media was produced to help the learning of the Condong Legong Keraton Dance and the Baris Tunggal Dance as the basic material in Balinese Dance. This learning application is available on the Playstore for easy access for users.

RESEARCH METHOD

This research and creation of art use research and development methods according to Thiagarajan in 1974 which suggests research and development steps abbreviated as 4D, which is an extension of Define, Design, Development, and Dissemination (Sugiyono, 2019:765). Define is a definition that contains activities to determine what products will be developed along with their specifications. This stage analyzes the needs carried out through research and literature studies. Design is a design that contains activities to make a design for a predetermined product. Development is a development that contains activities to make a design into a product and test the validity of the product repeatedly until the product is produced in accordance with the specified specifications. Dissemination is dissemination that contains activities to disseminate products that have been tested for use by others. The following is a picture of the steps for using research and development (R&D) methods as follows.

RESULTS AND DISCUSSION

This research and creation of art produce a learning media that can be run through a smartphone with an Android operating system. This learning media was created with the help of Construct 2 software using research and development methods according to Thiagarajan 1974 who suggested research and development steps, abbreviated as 4D, which is an extension of Define, Design, Development, and Dissemination.

The define stage is the initial stage for defining activities related to the determination of android-based learning media products developed through the help of the Construct 2 software and its specifications. The process of making videos begins with a need assessment, which is to identify problems related to the basic material in Balinese dance learning. The problem found was the lack of understanding of students about the right basic dance techniques, thus making students just learn to dance and just show off. Then determine the Condong Legong Keraton Dance as the basic material for the female part of the Balinese dance and the Baris Tunggal dance as the basic material for the male part of the Balinese dance. This stage analyzes the needs related to the basic material in Balinese dance learning, namely the Condong Legong Keraton dance as the basic material for the women's dance and the Baris Tunggal dance as the basic material for the men's dance, which was carried out through research and literature studies, as well as conducting a source study to collect material that used as learning material. In the next stage of development, at this development stage, the activities carried out were developing products in the form of Condong Legong Keraton dance materials and Baris Tunggal dances equipped with learning videos. The resulting product is in the form of learning media containing explanations about the Condong Legong Keraton dance and the Baris Tunggal dance, including dance descriptions, various dance movements, make-up, and dance clothing, dance practice videos, and full videos of the performances of the Condong Legong Keraton Dance and the Baris Tunggal Dance. all of this is packaged in an android-based learning media made with the help of the Construct 2 software.

Figure 1. Android application-based learning media flowcart.

The design stage is the design stage which contains activities to make a design for the product that has been determined. At the stage of the process of making this learning media application, there are several main things, namely the stage of making flowcharts and storyboards. A flowchart is a graphical development as well as the steps and sequence of procedures of a program that usually affects the resolution of problems that especially need to be studied and evaluated further because each analysis will produce results that vary from one another. Then a storyboard is created to visualize the product workflow from beginning to end. The following is attached a flowchart of learning media for the Condong Legong Keraton dance and the Android-based Baris Tunggal dance.

Android Application Development Process with Software Constructs 2. Some of the pages on the Android-based learning media application have been created.

Figure 1. Display of learning media on android

Construct 2 is a software developed by Scirra with a programming language that can be easily run because it has the advantage of a Powerful Event System. Constructs 2 is a developer of HTML5-based games, applications, and learning media specifically for the 2D platform. The steps to create an Android-based learning media using the Constructs 2 software, the first step that needs to be done is to install the Constructs 2 software on a Windows PC, after the software is properly installed and ready to run, then click the file button, and select New menu for initial settings. In the new project option, click New empty HD landscape 720p project, an empty layout appears to be designed according to the learning media. Enter a description with the text of Balinese Dance Learning, rename the layout and then enter several layers in one layout, namely the background, buttons, images, and text layers. Enter the tiled background object, then adjust the proportion of the background object on the properties bar menu. Added behavior as a sign of movement for the select menu, added 5 more event sheets and gave different renames, and then gave the function of the switch layout button. Adding input objects, adding objects related to learning the Condong Legong Keraton dance and Baris Tunggal dance, and adding conditions or actions.
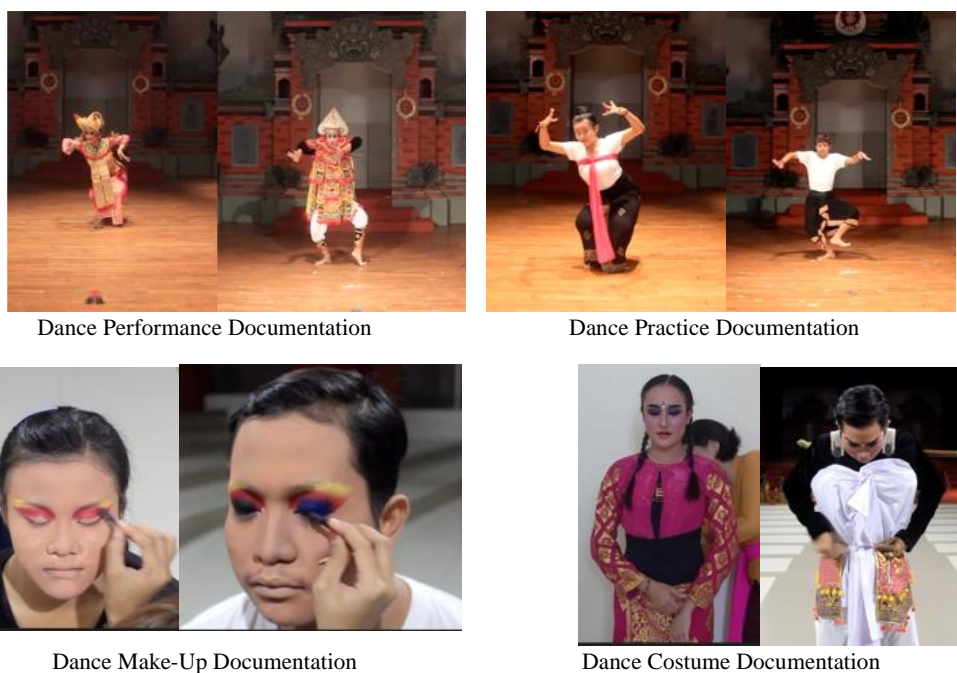

Dance Performance Documentation

Dance Practice Documentation

Dance Make-Up Documentation

Dance Costume Documentation

Figure 2. The Contents of Each Menu Item

CONCLUSION

Based on the description above, it can be concluded that the design of an Android-based learning application for the Condong Legong Keraton Dance and Baris Tunggal Dance begins with a needs assessment, specifically identifying problems related to learning motion, costumes, make-up and dance accompaniment for the Condong Legong Keraton and Baris Tunggal dances as Balinese dance material. After data collection and training on the Android application, validation was carried out by dance equipment testers, learning media experts, and dance teachers. After conducting a validation test based on the validation of dance experts and teachers, an individual test was carried out on three ISI Denpasar students, followed by a collective test by integrating knowledge and practice of traditional Balinese dance classes for 2nd-semester students in the Performing Arts Pedagogic Education degree program, Faculty of Performing Arts, The Indonesian Institute of the Arts Denpasar with results showing the product developed is a workable type. It is hoped that the application, in this case as an android-based teaching aid, can be useful and used by the community as a learning aid that contains the basics of Balinese dance.

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