

# The Effectiveness of Javanese Script Reading Media in Improving Javanese Script Reading Skills in Elementary Schools

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**Abstract.** The low skill of students in reading Javanese script today needs attention from the teacher. Efforts are needed to develop Javanese script learning starting from an analysis of student difficulties, the media used, to methods that make it easier for students to understand the variety of Javanese script. This study aims to see the effectiveness of using Javanese script media in improving Javanese script reading skills. The approach used in this study is a quantitative approach with statistical data analysis techniques from several studies. The type of data used is secondary data. The data collection technique used is the analysis of several research results. The method used in this research is the Systematic Literature Review method. Data was collected by documenting and analyzing 12 articles that were appropriate to the research topic. Based on the research results, literature studies from several research results and journal articles show that the use of Javanese script reading media can improve students' reading skills in Javanese script.

**Keywords:** Javanese script media, difficulty reading Javanese script, Elementary School

## 1 Introduction

Javanese is one of the subjects in which there is learning of reading and writing skills, in addition to listening and speaking skills. Javanese language subjects are compulsory local content in the provinces of Central Java, East Java and the Special Region of Yogyakarta [4]. The basic thing in learning Javanese is reading simple words from Javanese script. To understand the local content of Javanese script material, one of them is the skill of reading legend characters. Reading skills are very important for students [1].

Javanese script is one of the priceless cultural heritages. The form of letters and the art of making them become a relic that deserves to be preserved. This script is clear evidence of an earlier era before the existence of the Indonesian nation. Efforts to preserve Javanese script are being pursued by the government. One of the efforts is to include it in the education curriculum. So that the Indonesian people do not lose their cultural values. In the world of education, a learning method can be presented using teaching aids or often known as learning media. Today the development of technology and information is running so rapidly, especially the development of technology in the field of education which has contributed a lot to learning which aims to facilitate the teaching and learning process and solve learning problems [2].

In connection with the government's efforts to preserve the Javanese language by including it in the elementary, junior high, and high school education curriculum, it automatically requires the teacher's effort to use various learning methods that can arouse students' interest in learning the Javanese script. Preservation of Javanese script should start from the initial level of education, namely elementary school. The learning method commonly used by teachers is lecture. In this method, sometimes students' concentration is divided with other things, as a result students do not understand the subject matter, as well as Javanese language subjects, especially in the sub-chapter of Javanese script. Students on average feel bored and bored to learn it, what students do is just memorize without understanding the basic concepts. This can make student learning outcomes decrease. This makes teachers have to think creatively in order to make students feel interested and motivated to learn in various ways, one of which is by using the right approach and learning media. Learning methods in the world of education can be presented using learning teaching aids or often

known as learning media, but sometimes the teaching aids used are still less attractive because they are less attractive and monotonous. One of the current learning methods that can be developed is by developing a Javanese script learning method [3].

The author is interested in conducting this research, namely to determine the effect of the use of media used by teachers on improving students' reading skills in Javanese script. Based on a literature review from various studies, reading skills in the initial study found that most students had difficulty reading Javanese script, allegedly because of the many forms and varieties of Javanese script. The difficulty in general is when they have to read the beginning of the 20 Javanese script, known as the *legena* script. Besides that, there are still 20 pairs of hanacaraka characters which are used when the previous word ends in a consonant. To modify the sound so that it becomes more diverse in Javanese script, there is a *sandhangan*.

The difficulty encountered by teachers in teaching reading other Javanese scripts was the allocation of time provided. Ideally the teacher conveys Javanese language material including Javanese script well and creatively to students. However, learning Javanese script is integrated with learning Javanese local content. In a week, the teacher only has 2 x 35 minutes even though there are many competencies that must be mastered by students other than Javanese script. Often the teacher runs out of time so that the material cannot be completed properly and in depth. Teachers are also limited in developing methods so that students' mastery of literacy in Javanese script is also very limited.

Based on the problems above, there are alternatives that can be done to overcome the difficulty of reading Javanese script, namely by using Javanese script reading learning media [4] in the form of reading exercises by reading from the basic level to the series that follows it.

Script is a cultural product that has an important meaning in the development of human life [2] The method is the Javanese alphabet, which is the letter system used to write the Javanese language, the Latin alphabet or the Latin letter system that we use everyday [5].

Learning media is a tool that can be used by teachers in helping their educational tasks [6]. Learning media can also facilitate students' understanding of the competencies that must be mastered, the materials that must be studied and can enhance learning outcomes. Various kinds of learning media have been created, from simple media such as books, modules, to increasingly sophisticated media called learning computer media.

The term media comes from Latin which is the plural form of "medium" which literally means "intermediary" or "introduction" which is an intermediary or introduction to the source of the message with the recipient of the message. Media is any tool that can be used as a channel for messages to achieve teaching goals. The term learning is more descriptive of the efforts used by teachers and students to achieve predetermined goals [7].

Understanding media according to terminology is the plural form of the word medium which literally means intermediary or introduction, it can be explained that the media can be interpreted as an intermediary or delivery of messages from the sender to the recipient of the message.

## **2 Research methods**

This literature review research uses the Systematic Literature Review (SLR) method. With this method, the researcher reviews and identifies journals in a structured manner which in each process follows the steps that have been set [8]. The SLR method is carried out systematically by following stages and protocols that allow the literature review process to avoid bias and subjective understanding of the researchers. The stages in carrying out a literature review are: (1) formulating research questions; (2) search for articles; (3) evaluate articles; (4) summarizing articles; and (5) interpreting the article's findings. The search for research articles and textbooks was carried out based on the following aspects: (1) the use of the pre-reading method; (2) the advantages of using special methods in learning to read; (3) the impact on students of the method used. The literature search was carried out through the google scholar, researchgate and ERIC databases. While the keywords used to search for literature are: Javanese script, early reading method, learning Javanese script, Javanese script media.

After the search was completed, the researcher evaluated the results of the literature search. These literatures were filtered using certain criteria so that articles were found that would be the source of this research. These criteria are: (1) literature according to the specified aspects; (2)

literature in the form of journal articles; and (3) literature in the form of journal articles can be fully accessed by the public or is the result of proceedings.

### Results and Discussion

Based on the results of identification, screening, and eligibility for several articles, articles that are relevant to the research objectives are obtained. This article focuses on the use of various types of Javanese script media by teachers and the results obtained from their use in learning to read Javanese script. Analysis of 12 articles is :

**Table 1.** Analysis of 12 Articles

Researcher and Year	Journal	Title	Research methods	Research result
Annisa Alfiatun Nurrohmah, Jenny IS Poerwanti, Peduk Rintayati, [9]	Publikasi Ilmiah PGSD FKIP Universitas Sebelas Maret	Penggunaan Media <i>Flash Card</i> Untuk meningkatkan keterampilan membaca aksara Jawa	The research procedure consisted of 2 cycles of 4 stages each. Data validity by triangulation. Data analysis techniques through reduction, presentation, and conclusion	The use of Flash cards media in learning to read Javanese script increased the value of Javanese script reading skills in students reaching 89.4
Heru Supriyono, Rifqi Fauzi Rahmadzani, Muh. Syahriandi Adhantoro, Aditya Krisna Susilo [10]	Jurnal Pendidikan	Rancang Bangun Media Pembelajaran dan Game Edukatif Pengenalan Aksara Jawa “Pandawa”	This research takes a case study at MIM Potronayan 1, Potronayan Village, Nogosari District, Boyolali Regency. The research method used is the experimental method.	The results of the questionnaire show that most (70%) of respondents strongly agree that the application is easy to operate, most (51%) of respondents agree that the layout of the application display is attractive, most of the respondents (43%) strongly agree that the content of the material is easy to learn, most of the respondents (70%) strongly agree that the application can help learn to recognize Javanese script and most respondents (67%) strongly agree that this application can increase the desire to learn Javanese script
Evi Yuliana, [11]	Skripsi Universitas Negeri Semarang	Pengembangan Buku <i>Gladhen Aksara Jawa</i> Untuk Meningkatkan Keterampilan Membaca Aksara Jawa Siswa Kelas IV Sekolah Dasar	Research using the Research and Development approach	The Javanese script gladhen book entitled Ayo Maca Script Jawa is presented according to the needs of teachers and fourth graders of Elementary School (SD). The development of this book went through several stages, namely needs analysis

				for teachers and students, prototype development, validation testing, and product revision.
Nugroho Dwi Saputro [12]	IOP Conf. Series: Materials Science and Engineering	Designing Android Based Education Game Aksara Jawa Using Shuffle Random Algorithm	In the development of the system the author uses the prototyping method. This method performs system development using an approach to create programs quickly and gradually so that it can be evaluated directly by the user.	Android-based Javanese alphabet educational game application using the Random Shuffle Algorithm as a learning media development is feasible to use. By testing Black Box and White Box, the percentage is 100%. Based on the User Acceptance Test this application has a good average of 86%.
Poerwanti, Hadiyah [13]	Jurnal Pendidikan	Meningkatkan keterampilan membaca aksara jawa melalui media kartu aksara Jawa	Data collection techniques used include observations or observations, interviews, documents, and tests. The validity of the data used is triangulation of data sources and triangulation of methods.	The use of Javanese Script Card media is effective in improving the results of students' reading skills in Javanese script. The percentage of completeness reached 93% or 21 students got a score of 75, 7 students who had not achieved a score of 75. The classical average score also increased to 82.5.
Runtut Hidayati, Suyitno YP, Filia Prima Artharina [1]	Jurnal Penelitian dan Pengembangan Pendidikan	Keefektifan Media Kartu Huruf terhadap Keterampilan Membaca Aksara Legena Siswa	Quantitative methods with a research focus on one experimental class were used. Using a pre-experimental design with the type of One-Groub Pretest-Posttest	The use of letter cards was able to increase the percentage of grade III students' pretest and posttest scores, based on the following criteria categories: 85-100 (very good), 69-85 (good), 53-68 (enough), and 37-52 (poor), it can be seen that the good criteria have increased up to 40% from 15% to 55% while the very good criteria have increased to 40% from 0% to 40%.
Asa Oryza Al Aziz Hakim, Bambang Eka Purnama [14]	Journal Speed – Sentra Penelitian Engineering dan Edukasi	Perancangan dan Implementasi Sistem Pembelajaran Aksara Jawa	The method used is the waterfall model or linear sequential model consisting of problem definition, feasibility study, system design, system design,	Multimedia applications for learning Javanese script help increase students' interest in learning Javanese script. Students can learn while

		untuk SD Berbasis Multimedia Di SDN Bumirejo 02	system implementation/application, maintenance and evaluation.	playing in recognizing the Javanese script, so that it will eliminate the impression of being boring in the learning process.
Ervan Adi Kusuma [15]	Jurnal Pendidikan	Pengembangan Media Sinau Maca Aksara Jawa (Si Marja) dalam Mata Pelajaran Bahasa Jawa Kelas IV SDN Keputran Yogyakarta	Research and development (research and development) is a type of product-oriented research. The research design used the Borg and Gall development stages.	The results of the validation of the media expert Sinau Maca Javanese script (Si Marja) got an average score of 4.54 in the very good category, while the validation results of the media expert got an average score of 4.34 in the very good category. Field trials were carried out on fourth grade students of SD N Keputran A. The results of individual trials got an average score of 4.3 which was a very good category, while the small group trial got a score of 4.5 which was included in the very good category..
Wisnu Lazuardi Yusuf, I Nyoman Sudana Degeng, Eka Pramono Adi, [16]	Jurnal Pendidikan	Pengembangan Multimedia Interaktif Pelajaran Baca Tulis Aksara Jawa Dengan Sandhangan	This research uses the method media development Research and Development model Sugiyono (2013) which modified by researcher.	The number of students who achieved the Minimum Completeness Criteria were 16 students or 89% while the number of students who did not reach the Minimum Mastery Criteria were 2 students. From the data that has been described, it shows that the Development of Interactive Multimedia, reading and writing Javanese script with support in the EFFECTIVE value is used for the learning process.
Ria Novita Sari [17]	Jurnal Pendidikan	Efektivitas Penggunaan Kartu Pintar Jawa (Kapija) Dalam Keterampilan Menulis Aksara Jawa	The research approach used is a qualitative descriptive approach. Because this research produces data in the form of a description or narrative. The data obtained in this study were used to explain or describe learning	The results of the students' scores before using the media and the post test that had been carried out by the teacher, obtained the average results of students after and before

			to write Javanese script using Javanese smart card media.	using the media in learning to write Javanese script. From the table of student assessment results, it was found that as many as 41 students who experienced an increase in grades from the previous scores and post-tests that had been carried out according to the Learning Completeness Criteria (KKB) at SDN Babatan 1 Surabaya in Javanese language subjects were 29 students with a score of 70 , then as many as 8 students experienced an increase in scores on the post test.
Hesti Sulistyorini, Sutijan, Samidi [7]	Jurnal Pendidikan	Peningkatan Keterampilan Membaca Dan Menulis Aksara Jawa Melalui Model Pembelajaran Kooperatif Tipe Cooperative Integrated Reading and Composition (CIRC)	The procedure of this research is classroom action research which is carried out in four stages In this study, the data collection techniques used were observation, interviews, documentation, and tests. The data validity test in this study is source triangulation and method triangulation. The data analysis technique uses an interactive analysis model.	In the results of the pre-cycle scores, the number of students who scored above the KKM 70 were 6 students or 32%. In the first cycle the number of students who scored above the KKM increased to 14 students or 74% and the teacher's performance score was 73 in good criteria. In the second cycle, it increased again to as many as 17 students or 90% and the teacher's performance score is 91 in very good criteria.
Ginangjar Wahyudianto, Usada, Sutijan, Samidi [19]	Jurnal Pendidikan	Upaya Peningkatan Keterampilan Membaca dan Menulis Aksara Jawa Menggunakan Media Sirkuit Pintar	Data collection techniques in this classroom action research are observation, interviews, document review, and tests. The validity of the data using triangulation and content validity. The data analysis technique used interactive model analysis and comparative descriptive analysis.	Based on the results of classroom action research that has been carried out in two cycles, it is known that the pre-action Javanese script reading and writing skills have an average score of 50.90 and classical completeness 28.57%. In the first cycle the average value became 60.33 and the classical completeness was 42.86%. Furthermore, in

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the second cycle the average value became 81.83 and classical completeness became 85.71%.

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Based on the table of research results that have been carried out as listed in Table 1, as research shows that the use of the Javanese language textbook model has a positive impact on children's reading skills in Javanese script [9]. This is marked by the assessment of experts, practitioners, and also users (students). In addition, the method of reading Javanese script with bound Javanese maca books is effective in delivering Javanese script learning materials so that students can understand deeply the Javanese script and can read well and fluently [4].

Javanese maca books made by researchers are not only of one variety, as in research [9] in the form of Javanese script gladhen books whose purpose is to improve students' reading skills in Javanese script. The development of Javanese maca books is not only in the form of textbooks, but also in other forms of media such as those carried out in research [1] [9], and [13] in the form of letter cards that are able to increase students' ability to read Javanese script to completion by 93% and increase from the previous pre-test by 40%. The development of Javanese maca books can also be in the form of multimedia such as research [15] and [17] where students' completeness can reach 89%. The development of Javanese maca books at this time has reached digital applications such as research [20].

## 5 Conclusion

Based on the study of literature review and discussion, it can be concluded that the use of learning media is an intermediary or teaching aid used by teachers in the learning process. The purpose of using Javanese script reading media is to improve students' skills in reading Javanese script through physical tools in the form of books, films, cards, pictures, graphics, and so on. The development of Javanese script reading media followed by learning methods is very necessary for teachers to make it easier to convey Javanese script reading material, and for students to improve Javanese script reading skills at the basic education level.

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