

Development Digital Storytelling Media Based on Local Culture in PKBM Laskar Pelangi Tanjung Rejo Percut Sei Tuan Village

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Abstract. The fairy tale community as a place for children to learn will carry out development activities in the form of digital fairy tale media based on regional culture. The goal is to be able to make children literate in technology and communication because from what we see, very few children on the coast who master digitalization in accordance with current technological developments. The method used is Research and Development (R&D) with the development model proposed by Luther. The subjects in this study consisted of 30 children of the Rainbow Friends Storytelling Community with an age range of 10-15 years. The stages in designing this digital video are: idea, exploration, creating storyline and storyboard, collecting images, video, audio, then combining all components, distribution then feedback.

Keywords: The Fairy Tale Community, Digital Fairy Tale Medi.

1 Introduction

The fairy tale community that has been established in Tanjung Rejo village is the result of Community Service activities in 2021 under the name of the Rainbow Friends Fairy Tale Community which is hosted by PKBM Laskar Pelangi. In line with the successful activities in assisting the fairy tale community which have been well realized, the team will develop other programs and activities with the concept of problems that are happening in the Tanjung Rejo area so that the contribution of the output of community service activities from year to year continues and develops.

Learning in this modernization era is very necessary for methods related to digitalization so that it will create an updated learning atmosphere and of course it will be interesting for children in learning, in Tanjung Rejo Village, the fairy tale community as a forum for children's learning will carry out development activities in the form of digital fairy tale media based on regional culture. The digital media that will be designed is a video story in digital form about a variety of regional cultures, especially those in the Percut Sei Tuan area with a

combination of images and sounds that are designed as interesting as possible. The goal is to attract the interest of teenagers there so that they are motivated to take part in useful activities so that there is no more time for them to do deviant behavior. In addition, the use of digital media can also make teenagers literate in technology and communication because from what we see, there are minimal children on the coast who master digitalization according to current technological developments.

The selection of digital media based on regional culture in storytelling activities was chosen to improve the development of children's emotional intelligence because through this fairy tale method it is expected to be able to transmit knowledge and instill noble character values effectively to give them an understanding that everything or deviant behavior has a very bad impact on future life. In fairy tales, exemplary stories are told that are able to provide real examples of how a person should behave and behave in everyday life. Thus the emotions of the children can be controlled, able to recognize and be able to express their emotions well, so that they have an impact on themselves. Emotions can be trained early on for the good of the future, it is necessary to have a method that can improve emotional intelligence as well as in acting and behaving, one of which is by doing positive activities such as taking part in preserving regional culture, and creating new ideas in developing existing culture so that everything that has become the previous culture can still survive in today's modernization era.

2 Method

2.1 Research Objectives

The purpose of this research is to provide guidance to children by conducting effective and fun learning through digital fairy tale media. This activity was carried out at PKBM Laskar Pelangi whose learning citizens are children who are members of the fairy tale community with an age range of 10-15 years where in that phase guidance is needed in undergoing the process towards adolescence. By looking at the current phenomenon related to juvenile delinquency cases, of course children really need guidance in avoiding it. Based on the situation analysis, the area is a coastal area where the majority of the people's economy is still relatively minimal, so there are a lot of children who do not go to school and lack of education in minimizing deviant actions committed by teenagers there.

Seeing the above problems, the purpose of this activity is to provide education to children through learning activities that are routinely held with interestingly designed learning materials and media to be able to foster their enthusiasm for learning and curiosity so that later it can become a reference for entering the adolescent phase by doing positive activities and avoiding juvenile delinquency. the learning media to be used is digital-based which carries the theme of regional culture in minimizing the level of juvenile delinquency.

2.2 Research Benefits

As a basis for developing digital fairy tale media based on regional culture, As a basis for developing creative learning media in accordance with the needs of learning in this digitalization era.

2.3 Research Methods

The method used in this study is Research and Development (R&D). According to Ariesto in his thesis Cahayawati (2015), the development model proposed by Luther is done in 6 stages, namely : concept, design, material collecting, assembly, testing and distributio.

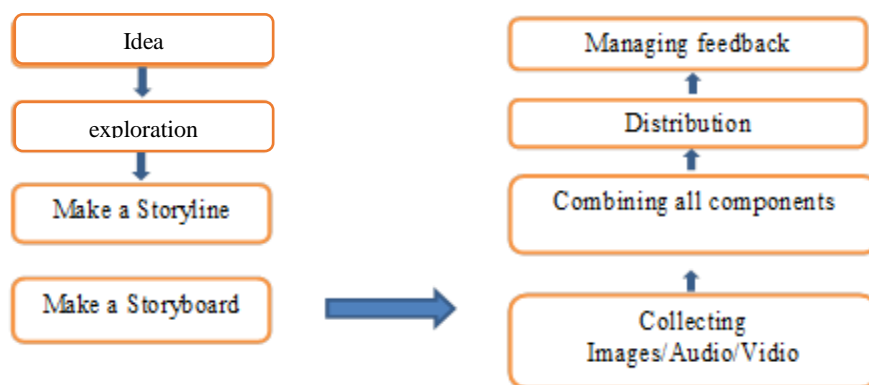


Fig.1. method used in this study is Research and Delopment (R&D).

3 Results and Discussion

The results of research that has been achieved is about the initial description pedevelopments digital fairy tale media based on regional culture is as follows.

3.1 Definition (define)

This activity was carried out at PKBM Laskar Pelangi whose learning residents are children who are members of the fairy tale community with an age range of 10-15 years where this phase really needs guidance in undergoing the process towards adolescence. By looking at the phenomena that occur today related to juvenile delinquency cases, of course children really need guidance in avoiding this. Based on the situation analysis, the area is a coastal area where the majority of the people's economy is still relatively minimal, so there are a lot of children who do not go to school and lack of education. Therefore, a digital fairy tale media learning was created as an alternative in utilizing children's free time more productively.

3.2 Planning

The second stage is the design, in this stage the collection of components to be used in designing digital fairy tale Learning media. Design is done by discussion to establish standardize the creation of relevant media before being socialized for perception equalization. As for the stages of this design include: Determination of ideas in accordance with the scope of the material, Exploration and research, Create storylines and storyboard, Collecting Images / Audio / Vidio, Distribution.

3.3 Development

In this section, the process of making the necessary elements and the role of the software used is carried out. Among them: the creation of graphic design most of it is done on Adobe Photoshop CS5 software. Background and buttons on Start menu are created using this app. Ukuran 1024 X 725 pixel. Once the page structure has been created and the design has been established, then the next step is to design a digital fairy tale application that is done using Adobe Flash CS 5 software. The first step to create a multimedia-based digital fairy tale is done in Adobe Flash CS 5 software.

After the above process then proceed with the creation of the program display. At the beginning of the web application shows the initial display in the form of animated letters and images that transition from transparent to clear images. Then create a guide page and the storyline page, menu page and the ending page where dnatural storyline is not only there 1 ending but some story ending. Through the options menu page we can continue the story of the story as we wish. After all implementations are arranged in accordance with the concept, a website will then be created that will contain fairy tales in digital form with a display concept that is designed as attractive as possible. The website to access the digital dongen is on the page www.komunitasdongeng.com.



Fig. 2. View on the website dashboard



Fig. 3. Display on website content

5 Conclusion

The fairy tale community as a place for children to learn will carry out development activities in the form of digital fairy tale media based on regional culture. The goal is to make children literate in technology and communication. This culture-based digital media is designed in the form of a website that will be easily accessed by children of the fairy tale community as learning material. The method used in this activity is through 3 stages of activity, namely:

- a. Definition, carried out through an initial analysis in the form of analyzing the needs of the components of the research instrument to see the effectiveness/quality of digital fairy tale media and its benefits in the future.
- b. Design, in this stage the collection of components that will be used in completing the materials in the design process is carried out.
- c. Development, to increase children's knowledge and provide positive activities for them so that they can avoid deviant behavior such as juvenile delinquency by introducing regional cultures that are very diverse and must be developed and preserved. This Learning Media will continue to be applied and developed so that it has uses until the future.

Evaluating the results of the activities that have been carried out, Learning evaluation is the process of systematically collecting, analyzing and interpreting information to determine the achievement of learning objectives.

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