



## Development of the Short Film the Legend of Princess Karang Melenu as a Model for Learning Character Values in Students of Community of Two Forms (K2r) Theater Extracurricular SMAN 2 Tenggara

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### **Abstract**

MUHAMMAD GILANG RAMADHAN: Development of the Short Film Legend of Putri Karang Melenu as a Model for Learning Character Values for Students of the Two Rupa Community (K2R) Eskul Theater SMAN 2 Tenggara. **Thesis, Yogyakarta: Program Postgraduate, University Country Yogyakarta, 2023.** This research and development aims to develop a short film product in the form of a folk tale originating from East Kalimantan, namely the legend of the Karang Melenu princess which was developed as a model for learning character values for students of the Dua Rupa Eskul Theater Community at SMAN 2 Tenggara. The stages in this research and development used 2 stages, namely the qualitative research stage and the R & D research stage. In this qualitative research stage the ethnographic method was used, where at this stage the researcher explored the character values contained in the legend of Putri Karang Melenu after obtaining the values. The character values in the legend of Putri Karang Melenu were developed into a short film. The second R&D stage used in the short film making process includes research and data collection, planning, product draft development, small group field trials, revising trial results, field trials, perfecting the field test product, field implementation trials, final product refinement, dissemination, implementation and mass production. The research subjects were students from the two-way community of SMAN 2 Tenggara. Product validation includes validation of media experts, validation of material experts, teachers and students. The research results show that the product of the short film development of the legend of Putri Karang Melenu is suitable to be used as a learning model for the values of character education for students of the Dua Rupa Community at SMAN 2 Tenggara. With the following assessment results (1) media expert assessment with a score of 3.8 good criteria (2) material expert assessment with a score of 4.5 with very good criteria (3) arts and culture teacher assessment with a score of 4.7 with very good criteria (4) assessment from students two-way community with a rating of 5.2 very good. Apart from that, the values contained in making short films have learning values that students can emulate, namely as follows: (1) Religious teaching values (2) Compassion teaching values (3) Patience values (4) Tolerance values (5) Value of courtesy (6) Value of hard work (7) Value of mutual cooperation (8) Value of discipline. In this way, the short film product, the legend of Putri Karang Melenu, was successfully developed into a model for learning character values for students in two types of theater escul communities at SMAN 2 Tenggara.

**Keywords:** *Short Film Development; Learning Model; Character Education Values; Legend of Princess Karang Melenu*

## **Introduction**

Dua Rupa Community Theater Escul students are a group of students from SMAN 2 Tenggara who have an interest and talent in the field of theater arts. These Two Kinds Community students often win FLS2N competitions from provincial to national level, one of which is monologue, opera, operetta, etc. The branches of theater arts competitions that are contested in FLS2N are not only traditional theater in the form of monologues, operettas, operas, etc. but also modern theater arts competitions in the form of short films which have never been participated in by students of the two types of communities before. Therefore, this is the background for the author to develop learning model for making short films that contain character education values by highlighting the folklore that has become iconic for the Kutai Kartanegara community in Tenggara, namely the Legend of Princess Karang Melenu.

### **Formulation of the Problem**

Based on the discussion above, it can be concluded that several problem formulations are as follows:

1. What is the process of making the short film Legend of Putri Karang Melenu as a model for learning character values for students of the Dua Rupa Eskul Theater Community at SMAN 2 Tenggara?
2. What character values are contained in the making of the short film Legend of Putri Karang Melenu?

## **Theory Review**

### **1. Short Film**

Short Films are dramas (stories) depicting life whose communication media is in the form of videos containing artistic and cultural values with a duration of 1 minute and 30 minutes, by combining audiovisual elements or a combination of sound, video and images so that communication becomes more effective in conveying the desired message. conveyed by that person. captured and understood correctly by the recipient of the message (Gotot Prakosa, 2001: 25).

### **2. The Legend of Princess Karang Melenu**

In the Kutai Kartanegara area, East Kalimantan, there is a legend called the coral melenu princess, where this legend is still strongly believed by the people of Kutai Kartanegara to this day, even the tradition is still preserved by the Kutai Kartanegara government in the form of the Erau traditional ceremony. Apart from that, Putri Karang Melenu has become an icon of Kutai Kartanegara, for example, the Putri Karang Melenu Building is a meeting hall. The Legend of Princess Karang Melenu tells the story of a husband and wife who were not blessed with children for many years, so a fight arose between them. Then, the two husband and wife prayed to God to give them offspring. Then, a small snake appeared to them and asked them to take care of it. The husband and wife couple enjoyed taking care of the snake and over time the snake turned into a dragon. The dragon figure asked the two husband and wife to take him to the Mahakam river. Then, the two married couples were gifted a baby girl named Putri Karang Melenu ( Wiwiek Dwi Astuti, 2016: 14). This Princess Karang Melenu would become the wife of the first king of the Kutai Kartanegara kingdom, Aji Batara Agung Dewa Sakti. Thus, every year in Kutai Kartanegara it is often commemorated with a traditional Erau ceremony to commemorate this event (Wiwiek Dwi Astuti, 2016: 14).

### **3. Learning Model**

A learning model is a framework that provides a systematic reflection for conducting learning in order to help students learn in certain goals to be achieved (Suprihatiningrum, 2013: 145).

According to Hamdayama (2016, pp. 132-182) the various learning models are as follows:

- 1) Inquiry Learning Model
- 2) Contextual Learning Model
- 3) Expository Learning Model
- 4) Problem Based Learning Model
- 5) Cooperative Learning Model
- 6) Project Based Learning Model
- 7) PAIKEM Learning Model
- 8) Quantum Learning Model (Quantum Learning)
- 9) Integrated Learning Model
- 10) Multiclass Learning Model
- 11) Structured Task Learning Model
- 12) Portfolio Learning Model
- 13) Thematic Learning Model

#### 4. Character Education Values

Values can be interpreted as traits or things that are important and useful for human life. Value is something related to cognitive and affective (Najib, 2015: 47). Values can also be said to be a norm or standard that has been determined and is believed to be psychologically integrated within the individual. In values there is a standardization of what is considered good and bad as well as regulation of behavior. This is what will then guide each individual to carry out their duties, such as the value of honesty, the value of simplicity and so on. Meanwhile, character can be said to be a reflection of a person's personality; ways of thinking, attitudes and behavior. So it can be concluded that the value of character education is a value that prioritizes the essence and meaning of morals and morals so that this will be able to shape the human person for the better.

### **Research Methods**

The research method used in this research uses two methods, the first is an ethnographic method regarding the character values found in the legend of Putri Karang Melenu and the second uses the R&D method which was used in making the short film Legend of Putri Karang Melenu. The ethnographic method is a type of applied research method for discovering sociocultural relevance by exploring models of daily life and interactions of certain socio-cultural groups (cultural divisions) in certain spaces or contexts. These models include behavioral patterns, belief systems, language, and cultural values that are considered in everyday life. Meanwhile, the R&D (research and development) method is research used to produce certain products and test the effectiveness of these products (Sugiyono, 2010: 407). Sukmadinata (2011: 164) explains that research and development is a process or steps to develop a new product or improve an existing product, which can be accounted for. In developing this short film, the author used the development model according to Borg & Gall, as follows:

#### Borg & Gall Development Model

According to Borg & Gall (1983: 772), research and development is a process used to develop and validate a product. These products can be in the form of learning films, textbooks, teaching methods, learning processes, and so on. Research and development includes several stages where the product to be developed must be planned, developed, tested, and revised, until it becomes a product that is suitable for use. Gay (1981:10) also believes that research and development is an effort undertaken to develop a product that can be used, such as in learning, and not to test theories. Based on these opinions, it can be concluded that research and development *in* education is a process and method used to develop a learning product. In research and development there are a number of stages or procedures that must be carried out

by product developers, so as to produce quality products. There are stages or procedures that must be carried out to develop products using research and development methods. Borg & Gall (1983: 775), describes 10 (ten) stages in research and development as follows:

1. Research and data collection (research and information collecting).  
With the problem analysis and media analysis study stages
2. Planning by designing short film product development in accordance with the objectives to be achieved.
3. Developing a product draft (developing preliminary form of product) in the form of developing a short film
4. Field trials (main field testing) by conducting field trials on a small scale.
5. Revise test results (main product revision). Improve or enhance test results.
6. Field trials (main field testing). Carrying out wider trials at several shooting locations in villages, river areas, at schools and in a community. The results of the trial of making a short film were shown to the students of the Dua Rupa community and their supervisors, accompanied by filling out a questionnaire about their opinion on the moral message contained in the short film *The Legend of Putri Karang Melenu*.
7. Refinement of product results from field tests (operational product revision).  
Refining the product from field tests according to the suggestions of several people such as media experts, material experts, teachers and extracurricular trainers.
8. Field implementation tests (operational field testing). Implemented on students from two different communities. Testing is carried out through questionnaires, interviews and observations, as well as analysis of the results.
9. Final product revision. Improvements are based on input from field implementation tests.
10. Dissemination and implementation.

The research carried out by researchers in the process of developing the short film *Legend of the Karang Melenu Princess* as a model for learning character values for students of the two-form community at SMAN 2 Tenggaong refers to the stages developed by Borg & Gall. The following are the steps taken by researchers:

1. Data Collection Stage.
2. Planning stage.
3. Product development stage.
4. Initial validation and testing phase.
5. Trial revision stage

#### Data Collection Instrument Techniques

#### Validation Sheet

The validation sheet is used to determine the suitability of the short film media product. The validation sheet consists of a media validation sheet and a material validation sheet. The validation sheet uses a Likert scale, namely SL (Very Appropriate), L (Decent), N (Neutral), TL (Not Appropriate), and STL (Very Ineligible).

#### Data Analysis Technique

This research and development uses quantitative and qualitative data analysis. The type of quantitative data was obtained from assessment sheets filled in by media expert validators, material experts as well as teachers and theater extracurricular coaches to test the effectiveness of the product before being presented to students in two different communities, while qualitative data analysis was obtained from interview methods, observation and filling in questionnaire data from two-way community

students at SMAN 2 Tenggara. Interviews, observations and filling in questionnaire data were carried out to find out the extent of understanding of students from the two types of communities regarding the character values contained in the short film the legend of Putri Karang Melenu made by the author. The following are the stages of data analysis carried out by researchers:

a. Observation and Interview Data

The data obtained from this research and development are data in the form of suggestions and comments from material experts and media experts, student responses, results of interviews with theater extracurricular coaches and teachers, as well as observation notes. These data were analyzed using a descriptive qualitative approach, and conclusions were drawn.

b. Product Assessment Results Data

Product assessment results data in the form of assessment scores on the quality of products that have been developed. The data was analyzed using a descriptive quantitative approach. The value range used is a 5 (five) scale with the following information:

Very Decent = 5

Worthy = 4

Fairly Decent = 3

Not Eligible = 2

Very Inappropriate = 1

Then the scores that have been obtained are added up and the average score obtained is calculated, using the following formula:

$$Xi = \frac{\sum X}{n}$$

Information:

$Xi$  = average score

$\sum X$  = total score

$n$  = number of respondents

Average score Which has obtained, Then diconversic an become data qualitative scale five with a formula as follows :

Table 5. Conversion of Quantitative Data to Qualitative Data with Five Scales

| Score                                    |                      | Criteria           |
|--|----------------------|--------------------|
| Formula                                  | Calculation          |                    |
| $X > X_i + 1,80SB_i$                     | $X > 4,21$           | Very Decent        |
| $X_i + 0,60SB_i < X \leq X_i + 1,80SB_i$ | $3,40 < X \leq 4,21$ | Accurate           |
| $X_i - 1,80SB_i < X \leq X_i + 0,60SB_i$ | $2,60 < X \leq 3,40$ | Fairly Decent      |
| $X_i - 1,80SB_i < X \leq X_i - 0,60SB_i$ | $1,79 < X \leq 2,60$ | Not Eligible       |
| $X \leq X_i - 1,80SB_i$                  | $X \leq 1,79$        | Very Inappropriate |

Information :

Average ideal score ( $X_i$ )

$X_i = \frac{1}{2}$  ( maximum score idea a l + score minimal ide a l) Standart deviation of ideal score ( $SB_i$ )

$SB_i = \frac{1}{6}$  (Ideal mascial score – Ideal minimum score)

$X$  = Empirical score

In this research , set a n mark appropriateness minimall products with the original category “ Decent ”, as results evaluation from, experts material , teacher and student. If results and evaluation from if i don't have a component evaluator ters e but pe r by mark “ Worth it ”, then product h results d e m p o r e n t e r e b u t already considered a p worthy used as an ai model learning . Analysis results instrument validation And evaluation RPP on test try product Also use formula similar .

Besides That, For look for score average ( r e r a s cor) in a m give an assessment to product involving subject more from One, used formula:

$$X_i = \frac{\sum X}{n}$$

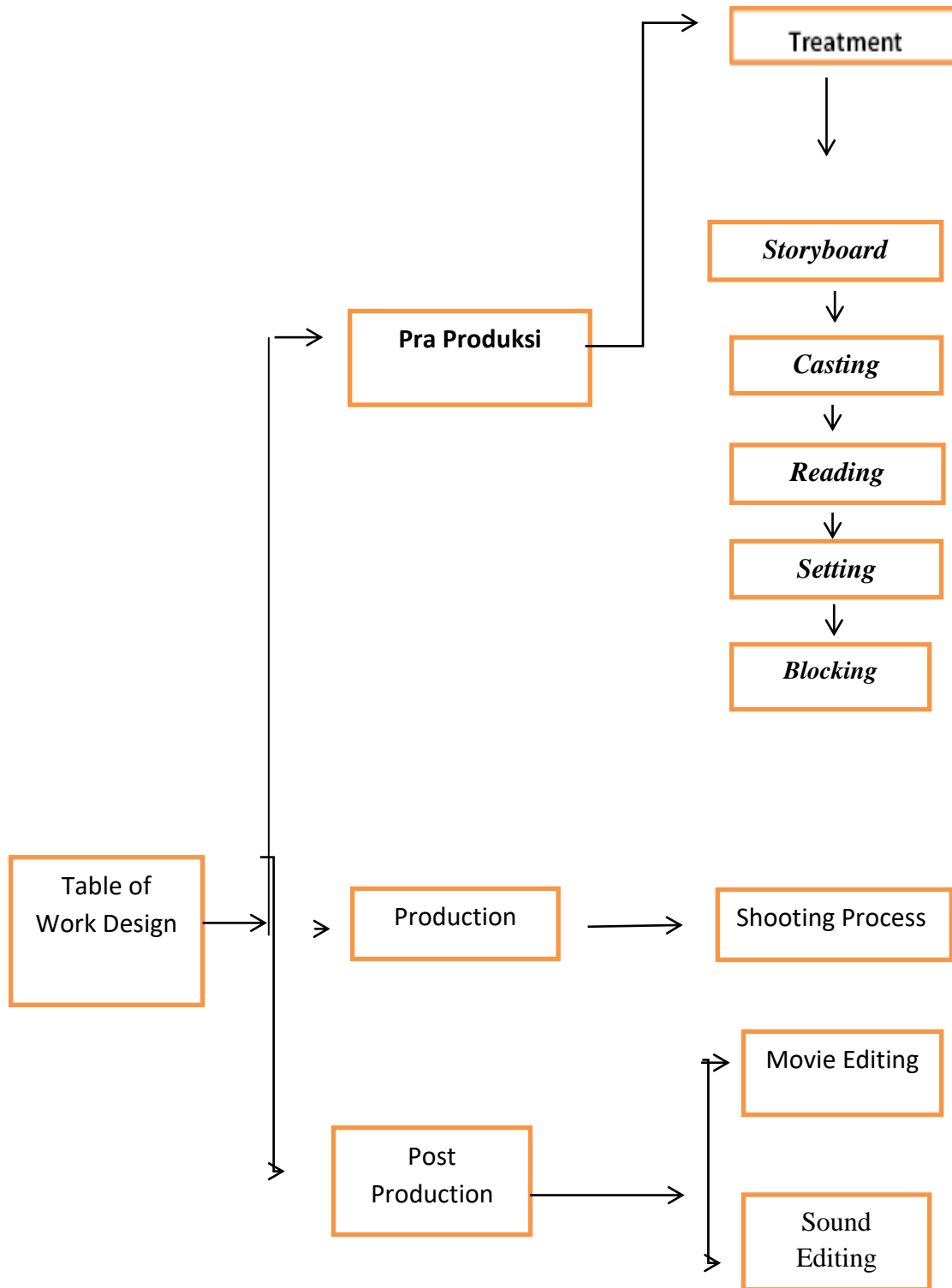
$X_i$  = score average

$\sum X$  = total score

$n$  = number of respondents

**Research and Development Results**

Development Process for Making the Short Film Legend of Princess Karang Melenu



## Product Assessment Results for the Short Film Legend of Putri Karang Melenu

The product assessment results for the short film Legend of Princess Karang Melenu are as follows:

- (1) Assessment with a score of 3.8 criteria is good
- (2) Material expert assessment with a score of 4.5 with very good criteria
- (3) The arts and culture teacher's assessment with a score of 4.7 with very good criteria.
- (4) Assessment from two-way community students with a rating of 5.2 is very good.

### Character Values Contained in the Making of the Short Film Putri Karang Melenu

1. Values of Divine Teachings and Beliefs (Religious Values).
2. The value of the teachings of love for fellow creatures created by God
3. Value Patience
4. Tolerance Value
5. Value of Courtesy
6. The Value of Hard Work
7. The Value of Mutual Cooperation
8. Discipline Values



Movie Opening View



Movie Story View



Movie Ending View



### **Conclusions and suggestions**

- 1) The development of the short film the legend of the Karang Melenu Princess is said to be suitable as a learning model for the values of character education for students of the Dua Rupa Community at SMAN 2 Tenggarong. With the following assessment results (1) media expert assessment with a score of 3.8 good criteria (2) material expert assessment with a score of 4.5 with very good criteria (3) arts and culture teacher assessment with a score of 4.7 with very good criteria (4) assessment from students two-way community with a rating of 5.2 very good.
- 2) The character values contained in the development of the short film Legend of Putri Karang Melenu have learning values that can be emulated by students, namely as follows: (1) Religious teaching values (2) Compassion teaching values (3) Patience values (4) Values Tolerance (5) The value of courtesy (6) The value of hard work (7) The value of mutual cooperation (8) The value of discipline.

#### **a. Product Utilization Suggestions**

Based on study and development Which done, following recommendation Which given to user and reader:

- 1) For Teacher, film short Princess legend Coral Melen can used as material teach And help Teacher For convey material learning And message moral Which contained inside it to student with easy.
- 2) For student, film short This can made source Study For add knowledge general/social as well as become inspiration for student For make film short magical. Dialogue contain values character .

For researcher film short This can made as source reference in carry out activity learning production film short.

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