

Involving Local Wisdom in Kampai Island to Create Digital Storytelling

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Abstract

The research is aimed to create the learning media by using local wisdom in Kampai Island. Kampai Island has unique local wisdom called Datuk Panjang, an islamic preacher in the Kampai Island. The technology is applied in the learning media and converted to the digital form called digital storytelling. This research is research and development (R&D). Developing the learning media used 4-D design consists of define, design, development dan dissemination proposed by Thiagarajan. The learning media should fulfil valid and effective. Invalidating the learning media followed two stages and the learning media was validated by the expert in media technology, language and literature. Based on the validation, the digital storytelling has valid with the average 89% percent. Based on N-Gain, the digital storytelling was influential, with 76% of student passed the test and the gain score is 1 in the high level.

Keywords

digital storytelling; local wisdom; research and development



I. Introduction

The Short story is one of the forms of literature which is familiar in the community. Adults and teenagers are the people who ever read short stories. The Short story may be defined as a prose narrative that depicts an event that happened by the characters. A short story may be concerned with a scene, an episode, an experience, an action, the exhibition of a character or characters, the day's events, a meeting, a conversation, or a fantasy.(Cuddon, 2013:345)

Based on the observation, the researcher finds the short story may have consisted of personal life and experience, romantic and family. The researcher hardly to finds the short story that uses local wisdom as the primary content in the short story. In addition, the form of short story is still in the form of the printed form and therefore, to make the short story is interesting, the combination of technology and the short story is compulsory to be developed in order to make the students are enjoyable to read the short story if it is presented in the digital media. The application of technology in the short story is called digital storytelling.

Previous researchers have published digital storytelling to make the learning process more interesting, but none of the researchers used local wisdom as the main content of digital storytelling. Therefore, the author uses local wisdom to create digital storytelling.

Kampai Island is an island located in the Pangkalan Susu sub-district. Based on the observation, Kampai Island has local wisdom that has not been revealed and is not widely known. Besides, the local wisdom on Kampai Island is unique because of the cultural mix between several tribes staying in Kampai Island. One of the local wisdom in the Kampai Island is the tomb of Keramat Panjang.

The tomb of keramat panjang is one of the local wisdom at Kampai Island. Local villagers did not know when the tomb of Keramat Panjang is available in the Kampai Island, but they believe Keramat Panjang spreads Islam religion in the Kampai Island. The story of keramat panjang is not famous because the government or scholar does not give attention to publish about keramat panjang. Therefore, to promote the local wisdom at Kampai Island, the author decides to incorporate local wisdom at Kampai Island and write as short stories. The short stories will be converted to the digital format or can be called as digital storytelling.

Another research objective is to promote local wisdom in Kampai Island and develop digital media in teaching reading to the students. Next, the research urgency is to provide digital teaching material through digital storytelling in English Literature course at the English Department Study Program, STKIP Al Maksum Langkat

In conclusion, using local wisdom to create digital storytelling is a breakthrough in developing teaching media in learning english and promoting local wisdom in Kampai Island.

II. Review of Literatures

2.1 Digital Storytelling

Digital storytelling combines the art of telling stories with a mixture of digital media, including text, pictures, recorded audio narration, music and video. These multimedia elements are blended using computer software to tell a story that usually revolves around a specific theme or topic and often contains a particular point of view. Most digital stories are relative, short with a length of between 2 and 10 minutes, and are saved in a digital format that can be viewed on a computer or other device capable of playing video files. In addition, digital stories are typically uploaded to the internet, where they may be viewed through any popular web browser. (Robin: 2011:2)

Digital Storytelling has elements, stages and educational objectives to generate interest and the spirit of learning as a lifelong learning education process. Digital Storytelling is arranged to have a strong impression by involving emotional factors thus improving memory and sense of want to know students. (Yuliana, et al, 2017)

Based on the quotation above, storytelling is the combination of the stories and digital media. Digital storytelling makes the reader may enjoy reading the stories through a computer or mobile device. The author decides to create short stories in digital format because it is more effective and innovative in telling the stories digitally. Besides, the students will be interesting to read the story because they enjoy the story anytime and anyplace.

2.2 Local Wisdom

Local wisdom is part of the culture of a society that cannot be separated from the "Language" of the community itself. Local wisdom is usually passed down through generations through word of mouth. Local wisdom is found in folklore, proverbs, songs, and folk games, beliefs, and in a culture that lives with people who give birth to a habit. So that local wisdom can be as a knowledge found by certain local communities through the experience of trying and integrating with an understanding of the culture and natural state of the environment. (Agustiana, 2018:2).

The tomb of keramat panjang is a tomb located in the Kampai Island. In ancient times in Kampai Island, there was a highly respected cleric named Teuku Keramat Panjang. Based on interview, the name of keramat Panjang is Murad Jabar. He spreads Islamic religion in Kampai Island until He dead at Kampai Island. The local villagers do not know when the Teuku Keramat Panjang came to Kampai Island.

According to Frince S (2020) local wisdom can be used as the basis for developing independent teaching materials that are close to student life. Local wisdom can be interpreted as noble values contained in traditions and culture, proverbs, and life motto. Siburian (2020) states that local wisdom learning as a support for teaching and learning activities. This is intended so that students can understand the text without having to make up their minds. Culture as a functional need in society continues gradually and is passed down from one previous generation to the next. Cultural inheritance can be through an educational process, not because of heredity or genes, but adapted to the development and conditions that exist in groups of conservation communities (Febrianto, 2020). It can be concluded that local wisdom is a wisdom of noble values that has values, is wise and relies on a philosophy of behavior and ethics. Local wisdom is reflected in the philosophy or way of life of humans who think about and use it (Harianja, 2021).

Local villagers did not know who the figure in the tomb of Keramat Panjang was, but they attributed it to an Islamic preacher from Aceh who buried with his wife in that place. Several written sources from the century 16th influence of the expansion from Aceh to the south. (Soedewo, 2013:10).

III. Research Methods

This research is R&D (Research and Development). Research and Development is a method that is used to validate and develop a product. (Sugiyono, 2019) In this research, the product is creating a short story in the digital form called digital storytelling. The content of the short story is the story of keramat panjang in the Kampai Island. The research model is Four- D model is used as a research model which Sivasailam Thiagarajan develops consists of four stages, namely: (define), (design), (development), and (dissemination).



Figure 1. 4-D Model

The research will be held at Kampai Island, Langkat regency, and the time will begin April 2021 until December 2021 with the research subjects are the local villagers and place at Kampai Island.

In conducting the research, the research followed several stages: At the define stage, the author decides to create the media requirements following the need analysis. Furthermore, at the design stage, the author creates the initial design (prototype) digital storytelling. The information is collected in the defined stages used to develop the initial design. The next stage is developed; at this stage is carried out media development according to the design and criteria that have been determined at the previous stage, which will be validated by several experts, namely, Education Technology Experts and Literary Experts. After the above three stages are completed, the next step is the dissemination stage which is disseminating the media that has been in that correct category.

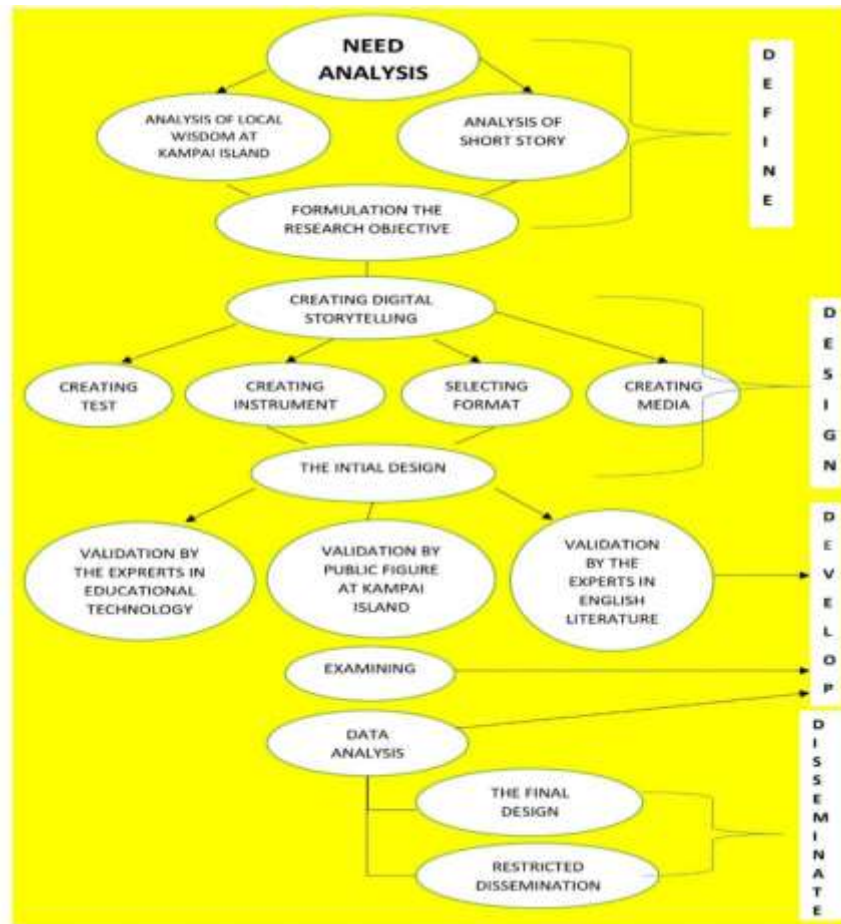


Figure 2. *The Development Model*

The method of collecting data consist of target, method, instrument and subject. The details can be seen in the below table.

Table 1. Method of Collecting Data

No	Target	Instrument	Subject
1	Valid	questionnaire	Expert in Educational Technology, expert in English Literature, language expert
2	Students' comprehension about digital storytelling	multiple choice test	Student's in the English education study program

The instrument is questionnaire contains an assessment sheet in the form of a validation sheet contains assessment items for every aspect, both aspects of learning, aspects of content/material, aspects of display and aspects of programming that will be validated by

expert in educational technology, language and literary expert. To know the effectiveness of the short story, the author prepared the multiple-choice test consisting of fifteen questions.

After the expert validated the media, the media will be measured with the validation score by using the pattern in the below table.

$$\text{Score presentation} = \frac{\text{Total Score}}{\text{Maximal Score}} \times 100\%$$

To measure the media is valid or less valid, Akbar (2013) proposed the qualification of validity.

Table 2. Qualification of Validity

Level of achievement	Qualification of validity
85,01 % - 100%	Valid
70,01 % - 85,00 %	Quite valid
50,01% - 70,00%	Less valid
01,00% - 50,00%	Invalid

To know the students' comprehension of the media, the author used N-Gain table by comparing the pre-test and post-test data. The N-Gain pattern is used to know the increase of students' comprehension of the media.

$$N \text{ Gain} = \frac{S \text{ post test} - S \text{ pretest}}{S \text{ maksimum} - S \text{ posttes}}$$

To know the level of comprehension, sudijono proposed the interpatation of N-Gain in the table below.

Table 3. Interpretation of N-Gain

Value of Interpretation	Interpretation
$g > 0,7$	High
$0,3 < g < 0,7$	Medium
$g < 0,3$	Low

This research outcome was to develop a learning media, and the research has generated learning media. The learning media can be categorized as valid and effective if it has been validated by an expert in media and literary experts. In developing the learning media, this research used research and development (R&D) with 4-D design proposed by Thiagarajan. Developing learning media followed some steps consist of define, design, development, and dissemination.

In the define stage, the author visited Kampai Island in the *pangkalan susu* sub-district, Langkat Regency. The author tries to collect the story of Datuk Panjang in the *Kampai Island* by visiting the tomb of *Datuk Panjang*. By visiting the tomb of Datuk Panjang, the author found that the tomb of *Datuk Panjang* was the length and unique. The tomb is a religious, historical site protected by the government.

After visiting the tomb of Datuk Panjang, the author interviewed the local figure and the guard of the tomb of Datuk Panjang, who was named “*atok baim*”. Atok Baim stated he did not know when the Datuk Panjang came to the Kampai Island. He and other residents believe Datuk Panjang is a man who spread Islamic Religion on the *Kampai Island*. Next, *Atok Baim* stated many sources try to tell the name of Datuk Panjang, but, based on the story from another local public figure, the name of Datuk Panjang is *Murad Jabar*.

Atok Baim stated some visitors had visited the tomb of Datuk Panjang to pray in the side of the tomb. But, some visitors have entered the tomb without permission from the guard, and consequently, some visitors got disaster after leaving the tomb of Datuk Panjang. On the other side, another visitor who got permission from the guard and prayed in the side of the tomb came true. Therefore, the tomb of *Datuk Panjang* is sacred.

In the define stages, the author prepared the learning media based on the information collected by the author in the *Kampai Island*. The learning media or digital storytelling has three parts, namely: introduction, video content and closing. The introduction displayed “ the story of Datuk Panjang” as the title of the digital storytelling and mentioned the location of Kampai Island.

In developing the digital storytelling, the author used adobe flash cs6 , adobe photoshop and other software to develop the digital storytelling.



Figure 3. *Introduction*

In the video content consists of the name of Datuk Panjang and the reason why the tomb of Datuk Panjang is sacred. In this stage included his effort to spread Islamic religion in the Kampai Island.



Figure 4. *Video Content*

The closing part consists of documentation that included the authors' activities during collecting the data in the *Kampai Island*.

The author prepared the validation instrument used by the expert in the learning media and literary expert to validate the learning media which the author developed. In addition, to know the media was effective or ineffective, the author shared ten questions after validation by the expert.

The outcome from the define and design stages is the draft of digital storytelling and the draft was ready to be validated by the expert in media and literary expert. In the first stage, the draft is validated by an expert in media technology by considering the display and the design based on the draft. Next, the literary expert focused on the author's content and language in developing the digital storytelling. The suggestion and advice stated by the expert in the first stage used as the basis to revise the digital storytelling.

In the second stage, the author has revised the draft of digital storytelling based on the suggestion and advice by the expert in the first stage. The result is depicted in the below table:

Table 4. The Result of Validation

Expert Validation	Score percentage	
	First Stage	Second Stage
Expert in media technology	57%	87%
Literary Expert	56%	89%
Language Expert	59%	92%

Based on the above table, the learning media developed by the author was valid because the improvement in the digital storytelling from the first stage until the second stage is based on the validation criteria and validated by the expert in media technology, literary expert and language expert.

Furthermore, to know the digital storytelling was effective or ineffective, the author shared ten questions in the pre-test stage. In the pre-test, four students passed with a percentage 30%, and the gain level is under 0,3. After that, the author displayed digital storytelling in front of the students. After watching the digital storytelling, the author shared ten questions to the students, and there are ten students got improvement after watching the digital storytelling with the percentage 76% and the gain level is 1 or above 0,7. It can be categorized as the high level.

Based on result in the gain testing, the learning media can increase the students' comprehension about learning English. Therefore, it can be stated that the digital storytelling of Datuk Panjang effectively improved students' comprehension in learning English.

V. Conclusion

Developing learning media by using 4-D design proposed by Thiagarajan has created digital storytelling as the learning media that has been validated by the expert in media technology, literary expert and language expert. The result was that the digital storytelling was valid with a percentage above 80% or in the valid level.

The students got improvement in learning english through watching the digital storytelling in the gain level 1 or can be categorized as the high level.

In conclusion, to make other people develop digital storytelling, digital storytelling can be converted in the printed book so that the student or the people can develop the digital storytelling.

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