



Revitalization of Folklore and Actualization Efforts Through Visualization Animation Media in Early Childhood Character Building



B H Prilosadoso^{1*}, N R A C D Atmaja², S Murwanti³

Manuscript submitted: 09 October 2020, Manuscript revised: 18 November 2020, Accepted for publication: 27 December 2020

*Corresponding Author



Keywords

animation;
character education;
early childhood;
folklore;
illustration,

Abstract

This research was conducted based on the importance of reference and visual sources for creating animated illustrations from folklore in Surakarta to be developed so that the contents of the folklore are known, liked, and preserved by the younger ones. Generation, in this case, early childhood as the nation's next generation. Indonesia. In our society, where the understanding and knowledge of early childhood about folklore are still declining, and there is no effort from various parties, the legacy of ancestors in Surakarta tends to be marginalized from time to time. This research method uses a qualitative descriptive approach through data sources that include folklore, literature studies, and interviews in folklore, illustrations, and animation through the stages of analysis obtained from various sources of information, both references and interviews conducted interactively, namely a model consisting of from data collection, data reduction, presentation and concluding. The stages of designing the folklore animation illustration are: a). Observation; b). Collaboration and elaboration; c). Analysis and synthesis; d). Realization; and e). Project finalization. The illustration process with digital techniques using a computer with Adobe Photoshop, Adobe Illustrator, and Corel Draw software.

International Journal of Social Sciences and Humanities © 2021.

This is an open access article under the CC BY-NC-ND license (<https://creativecommons.org/licenses/by-nc-nd/4.0/>).

Contents

| | |
|--------------------------------|---|
| Abstract..... | 1 |
| 1 Introduction | 2 |
| 2 Materials and Methods..... | 3 |
| 3 Results and Discussions..... | 3 |

¹ Faculty of Art and Design, Institut Seni Indonesia (ISI) Surakarta, Indonesia

² Faculty of Art and Design, Institut Seni Indonesia (ISI) Surakarta, Indonesia

³ Faculty of Economics and Business, Muhammadiyah University (UMS) Surakarta, Indonesia

| | | |
|---|---------------------------|---|
| 4 | Conclusion | 4 |
| | Acknowledgments..... | 5 |
| | References | 6 |
| | Biography of Authors..... | 8 |

1 Introduction

The Indonesian nation has various artistic and cultural properties, where all regions have the potential for unique and ethnic arts that grow and develop naturally. Among them are multiple rituals, ornamental motifs, dance, batik, folklore, traditional games, performing arts, folk music and songs, tradition. Traditional art content that exists and grows in various tribes in Indonesia, folklore, dance, wayang, and other arts contain content full of meaning about character education as a manifestation of the transformation of the values of life in a person's personality so that they become one in the behavior of life in their community. Al clothes, traditional houses, food and drinks, rituals, etc. (Putri et al., 2019).

One of the riches is in the form of folklore, which is currently in danger of extinction. It has begun to be displaced by the onslaught of modern culture, which is more accepted by our children. The children's lack of understanding and knowledge of folklore and if this situation is allowed to continue without any significant effort from various parties, their ancestor's legacy, especially in the Surakarta area, will disappear and become extinct. In the past, through the oral tradition carried out by the ancestors, it always contained ethical content, where one of them with the oral tradition was a story that developed from oral to oral, known as folklore (Citrawati et al., 2016). Providing material to children in educational content through various games, storytelling, playing, and other activities carried out correctly and according to the child's age, helping children develop and get to know their environment according to their age (Fikraturrosyida, 2018).

Based on the current phenomenon, where Indonesia's younger generation's morality aspects are increasingly fragile with the swift culture of hedonism and individualism that has hit society in the era of globalization (Heriwati et al., 2020). According to Vygotsky (2004), with folklore, children through their imagination can inspire meaning in each story and relate it to situations in everyday life. While listening to folk tales, children can imagine characters they cannot see, interpret what they hear, and think about what they have not experienced in their daily lives (Agbenyega et al., 2017).

The flow of globalization and modernity is increasingly swift into life, where they also hit the children. In current conditions, children do not know much about the meaning behind traditional folklore that originated from our ancestors, even though each story contains norms and ethics that can be learned and applied in everyday life. Nowadays, there is deterioration and awareness of these norms and ethics due to one of the West's impacts, which has an incompatible influence in our lives (Prilosadoso & Rosmiati, 2017). Western influence erodes a decline in the awareness of moral and ethical values inherited from our predecessors. One of the Indonesian cultures, namely folklore, is currently felt increasingly neglected our society gradually, especially children, has begun to leave the local culture, which has a high meaning (Rachmadian, 2016).

Due to the above impacts in various life fields, there are moral deviations in various aspects of life. The condition of the younger generation is beginning not to recognize their own culture. Therefore, Indonesia's local wisdom which is widespread and inherent in all ethnic groups needs to be preserved. The wealth of the nation's civilization can be a guide in living this life (Sari et al., 2020). Solving problems in overcoming the bad influences faced by our society today, such as globalization, modernization, commercialization, and technological advances have an impact on the existence of norms and ethics of the Indonesian nation (Pujiono et al., 2020). Technological innovation is the main driving factor for success in this global era. Technological innovation has a position as the center of national development. This information technology media causes the communication process to have a very different style and appearance from any information and the target community (Guizar & Panindias, 2019).

Therefore, alternative media are needed to develop and preserve folklore aimed at early childhood. Traditional arts can be accepted, and objective at the meaning of mythology can be obtained and understood and become their moral and ethical guidelines. Based on the above introduction, this research will develop as a folklore solution through animated illustrations as a medium of information, education, and useful for introducing moral and ethical messages in folklore in early childhood (Quan & Wang, 2004; Sauver et al., 2012).

2 Materials and Methods

This art research will design an animated illustration work from folklore in the Surakarta area, Central Java, Indonesia which aims to preserve folklore and instill character education for early childhood with a qualitative descriptive research approach so that can maximize the objectives of the art research. According to [Sutopo \(2003\)](#), a qualitative descriptive research methodology in designing an animated illustration work can explain the following: a). This method can describe the process from time to time in a natural state without engineering from the research team; b). The possibility of an inductive analysis process-oriented to the stages of exploration, discovery, and inductive logic, so that the resulting theory remains based on a real pattern; and c). The process of describing human behavior in a natural context ([Nugrahani, 2012](#)). In qualitative research as described by [McLean & Campbell \(2003\)](#), that in the researcher's activities are left to his own devices in the task of weighing the consequences that will be caused by one or another sampling method in research, knowing that sampling is an integral part of a series. research, which can no doubt "make or break" research. ([Noy, 2008](#)).

This fine arts research is the primary data source of content, and several designs of the main characters from folklore in Surakarta, Central Java, Indonesia for animated illustrations of character education learning media. Here an outline can be explained based on the stages of designing an expository animation work regarding animated illustrations of folklore content with the following stages, a). Pick a character; b). Pick a background; c). Add dialogue, and d). Direct ([Xiao, 2013](#)).

The research method that collaborates between technology and folklore is used through qualitative research methods to study in detail about the subject under study ([Turan, 2014](#)). This research uses a descriptive qualitative approach that focuses on describing and explaining the role of information technology, especially the design of animated illustrations as an alternative solution to introducing and preserving folklore, which is increasingly marginalized, and many early childhood children hardly recognize it at all. Folklore research included in this culture will examine and reveal how intangible world heritage, such as folklore, includes practices that erode traditional arts and their commodification ([Pietrobruno, 2009](#)). In this research, the method used in this research was developed by formulating principles in animation literature. ([Kwon & Lee, 2011](#)).

In the development of the last decade, through the speed and rapid development of computing capacity and accompanied by advances in graphic design technology, multimedia learning has changed and evolved from sequential static text and picture frames to increasingly sophisticated and attractive visualizations. Two characteristics appear to be popular among instructional designers and practitioners: the use of animated graphics as soon as a dynamic depiction of systems is involved, and the learner's ability to interact with instructional media ([Betrancourt, 2005](#)).

The stages in this art research go through various processes, one of which is the analysis process that is collected from various sources of information both references, literature reviews, and interviews conducted through interactive models, where each component of the analysis consists of the stages of data collection, data reduction, presentation, and the final process, namely concluding. According to [Miles & Huberman \(1994\)](#), the mechanism of the analysis stages in ongoing research is like a cycle that always interacts until the information obtained is complete, correct, and complete.

3 Results and Discussions

Early childhood character education through animated illustrations with folklore

The rich diversity of Indonesian folk tales if early childhood knows and gets to know them will help to equip motor and psychomotor development, especially in shaping the children's character with distinctive personalities. In character education, it does not merely teach what is right and what is wrong to children. Still, more than in character education, it prioritizes the aspects of instilling good habits (habituation) so that students understand, feel, and want to do well. In other words, the notion of character education is a mission similar to moral education taught in the world of education ([Kamaruddin, 2012](#)).

*Title of manuscript is short and clear,
implies research results
(Authors)*

Our predecessors have long passed through the oral tradition-media as an oral tradition through folk tales. Our ancestors have long educated their children about ethics and norms through folklore through oral transmission. In ancient times they could not write so that the delivery of ethics was directly through oral so that this tradition was passed down from generation to generation by word of mouth orally. In [Budiman \(1999\)](#) writing, it is clear that at least two generations are needed to understand folklore its existence is in age. As part of the culture, the tradition will usually be passed down to the next generation in its internal group. When the ancestors bequeathed to the next generation, they choose folklore media to instill ethics because the stories contain many noble values ([Kristanto, 2014](#)).

Therefore, to introduce and pass down ethical norms as content for character education for early childhood, an influential media that can provide elements of education and recreation is needed ([Cheung & Lee, 2010](#); [Was et al., 2006](#)). Can obtain this media by designing an animated illustration media. This animation's illustrated characters adapt to the characters from the folklore's social, economic, geographic, age, audience, and material. It takes the right media and means of communication in conveying a message. It deals with the tools that bring messages between the communicator or publisher and the communicant or user community. To be able to evaluate the effectiveness of various communication media, several dimensions are needed ([Prilosadoso et al., 2019](#)).

The definition of illustration can be explained exposition can mean cases, examples, explanations, iconography, and illustrations. Image is a form of art that expresses several things, explains goals, tells a particular stage or process, and can describe a fantasy world ([Liu, 2019](#)). In this researcher, who specifically illustrates based on digital technology and animation, this animated digital illustration is an art that integrates various aspects of rational human thought and artistic inspiration through the development of digital technology, in line with the advancement and development of information technology, digital illustration art as an alternative solution to introducing folklore to early childhood. The animation is a visualization technique widely used in the world of education today, either as a whole, part of live-action, or as a unit with live-action. ([Rosmiati et al., 2020](#)).

The definition of illustration can be explained exposition can mean cases, examples, explanations, iconography, and illustrations. Image is a form of art that expresses several things, explains goals, tells a particular stage or process, and can describe a fantasy world. As contained in the book Art Consortium (1986), the stages of designing an animation illustration are as follows which includes five processes according to [Bandem \(2005\)](#), namely: a). Observation; b). Collaboration and elaboration; c). Analysis and synthesis; d). Realization; and e). Project finalization.

In this researcher, who specifically illustrates based on digital technology and animation, this animated digital illustration is art ([Lowe, 2003](#); [Höffler & Leutner, 2007](#); [Lee & Magnenat-Thalmann, 2000](#)). The image of a profile, in general, is initially identified from its visual elements. The facial or gesture expression characteristics have a meaning constructed based on the audience's visual culture or the communicant who interacts with the character's face. The content of animation most commonly known in the community today uses much technology based on Flash or Java. There is more room in educational media from an animation application perspective than educational approaches from other media ([Xiao, 2013](#)).

4 Conclusion

Through the stages of designing animated illustrations for folklore, namely: a). Observation; b). Collaboration and elaboration; c). Analysis and synthesis; d). Realization; and e). Project finalization. This research in the illustration process uses the digital illustration technique which is a technique of making illustrations using a computer, in this case, the creator learns the application's ability to create images on a computer, both in the form of bitmaps and vectors. The applications used for digital illustration are generally Adobe Photoshop, Adobe Illustrator, and Corel Draw. This research is a design in the form of animated illustrations as an educational medium about the content of early childhood character education folklore. It is hoped that this art and technology design will open alternative breakthroughs for the development of educational media through animation, especially character education for early childhood so that the content contained in folklore from Surakarta can become a reference for the development of psychology and character of early childhood to uphold the norms and ethics inherited from grandmothers ancestor.

Acknowledgments


In compiling this research, until the final stage of writing this article, the research team is very grateful to all those who have supported the implementation from beginning to end. The author would like to thank the Directorate of Research and Community Service of the Ministry of Research and Higher Education who has funded this research and the Indonesian Institute of the Arts (ISI) Surakarta and various parties who have supported and helped until the completion of this research stage.

References

- Agbenyega, J. S., Tamakloe, D. E., & Klibthong, S. (2017). Folklore epistemology: how does traditional folklore contribute to children's thinking and concept development?. *International Journal of Early Years Education*, 25(2), 112-126.
- Bandem, I. M. (2005). Kekhasan Penelitian Bidang Seni. *Jurnal Ekspresi. Institut Seni Indo-nesia Yogyakarta*, 15.
- Bétrancourt, M. (2005). The animation and interactivity principles in multimedia learning. *The Cambridge handbook of multimedia learning*, 287-296.
- Budiman, A. (1999). The 1998 crisis: Change and continuity in Indonesia. *Reformasi: Crisis and change in Indonesia. Monash University, Melbourne*.
- Cheung, C. K., & Lee, T. Y. (2010). Improving social competence through character education. *Evaluation and program planning*, 33(3), 255-263. <https://doi.org/10.1016/j.evalprogplan.2009.08.006>
- Citrawati, P. E. W., Wahyu, G. E., & Aryani, I. G. A. I. (2016). Moral values in folklore of Pan Balang Tamak story (sociolinguistic study). *International research journal of management, IT and social sciences*, 3(5), 89-93.
- Fikraturrosyida, V. (2018). *Perancangan Ambient Media Sebagai Sarana Promosi Permainan Tradisional Komunitas Anak Bawang Surakarta* (Doctoral dissertation, FAKULTAS SENI RUPA DAN DESAIN).
- Guizar, V. T., & Panindias, A. N. (2019). Media Promosi Edukasi Sejarah Melalui Perancangan Karakter Visual Singo Ulung Bondowoso. *TEXTURE: Art & Culture Journal*, 2(1), 74-83.
- Heriwati, S. H., Pujiono, B., Panindias, A. N., Suwondo, S., & Prilosadoso, B. H. (2020). Hanoman's 2D Animated Character in Ramayana Wayang Story. *International Journal of Social Sciences and Humanities*, 4(3), 168-174.
- Höffler, T. N., & Leutner, D. (2007). Instructional animation versus static pictures: A meta-analysis. *Learning and instruction*, 17(6), 722-738. <https://doi.org/10.1016/j.learninstruc.2007.09.013>
- Kamaruddin, S. A. (2012). Character education and students social behavior. *Journal of Education and Learning*, 6(4), 223-230.
- Kristanto, M. (2014). Pemanfaatan Cerita Rakyat Sebagai Penanaman Etika Untuk Membentuk Pendidikan Karakter Bangsa. *Mimbar Sekolah Dasar*, 1(1), 59-64.
- Kwon, J. Y., & Lee, I. K. (2011). Cartoon-like stylization for character animation. In *2011 International Symposium on Ubiquitous Virtual Reality* (pp. 48-51). IEEE.
- Lee, W. S., & Magnenat-Thalmann, N. (2000). Fast head modeling for animation. *Image and Vision Computing*, 18(4), 355-364. [https://doi.org/10.1016/S0262-8856\(99\)00057-8](https://doi.org/10.1016/S0262-8856(99)00057-8)
- Liu, Y. (2019). On Computer Digital Illustration Design. In *Journal of Physics: Conference Series* (Vol. 1302, No. 2, p. 022063). IOP Publishing.
- Lowe, R. K. (2003). Animation and learning: selective processing of information in dynamic graphics. *Learning and instruction*, 13(2), 157-176. [https://doi.org/10.1016/S0959-4752\(02\)00018-X](https://doi.org/10.1016/S0959-4752(02)00018-X)
- McLean, C. A., & Campbell, C. M. (2003). Locating research informants in a multi-ethnic community: ethnic identities, social networks and recruitment methods. *Ethnicity and health*, 8(1), 41-61.
- Miles, M. B., & Huberman, A. M. (1994). *Qualitative data analysis: An expanded sourcebook*. sage.
- Noy, C. (2008). Sampling knowledge: The hermeneutics of snowball sampling in qualitative research. *International Journal of social research methodology*, 11(4), 327-344.
- Nugrahani, F. (2012). Reaktualisasi tembang dolanan Jawa dalam rangka pembentukan karakter bangsa (kajian semiotik).
- Pietrobruno, S. (2009). Cultural research and intangible heritage. *Culture Unbound: Journal of Current Cultural Research*, 1(1), 227-247.
- Prilosadoso, B. H., & Rosmiati, A. (2017). Identitas Visual Desa Wisata Batik Cokrokembang Melalui Environment Graphic Design Sebagai Pengembangan Di Kabupaten Pacitan. *Acintya Jurnal Penelitian Seni Budaya*, 9(1).
- Prilosadoso, B. H., Pujiono, B., Supeni, S., & Setyawan, B. W. (2019). Wayang beber animation media as an effort for preserving wayang tradition based on information and technology. In *Journal of Physics: Conference Series* (Vol. 1339, No. 1, p. 012109). IOP Publishing.
- Pujiono, B., Prilosadoso, B. H., & Supeni, S. (2020). Alternative Media for the Preservation of Traditional ARTS Through Collaboration Pop Art Style Wayang Pacitan Beber. *International Journal of Social Sciences and Humanities*, 4(3), 151-159.
- Putri, R. O. C. E., Firdausi, N. A., Susetya, B. A., & Prilosadoso, B. H. (2019). Pelestarian Cerita Ramayana Melalui

- Media Wayang Limbah Kertas Untuk Siswa Sekolah Dasar Di Sukoharjo. *Prosiding: Seni, Teknologi, Dan Masyarakat*, 2, 245-251.
- Quan, S., & Wang, N. (2004). Towards a structural model of the tourist experience: An illustration from food experiences in tourism. *Tourism management*, 25(3), 297-305. [https://doi.org/10.1016/S0261-5177\(03\)00130-4](https://doi.org/10.1016/S0261-5177(03)00130-4)
- Rachmadian, A. (2016). Pengaruh Masuknya Budaya Asing Terhadap Pelestarian Kebudayaan Tari Tradisional Wayang Topeng Malang Di Malang Raya, Jawa Timur. *Jurnal Pariwisata Pesona*, 1(2).
- Rosmiati, A., Kurniawan, R. A., Prilosadoso, B. H., & Panindias, A. N. Aspects of Visual Communication Design in Animated Learning Media for Early Childhood and Kindergarten. *International Journal of Social Sciences*, 3(1), 122-126.
- Sari, D. A., Sumarwati, S., & Purwadi, P. (2020). Pemanfaatan Cerita Rakyat Jawa Tengah Sebagai Penguatan Pendidikan Karakter Dalam Pembelajaran Bahasa Indonesia. *Basastra: Jurnal Bahasa, Sastra, dan Pengajarannya*, 6(1), 61-71.
- Sauver, J. L. S., Grossardt, B. R., Leibson, C. L., Yawn, B. P., Melton III, L. J., & Rocca, W. A. (2012, February). Generalizability of epidemiological findings and public health decisions: an illustration from the Rochester Epidemiology Project. In *Mayo Clinic Proceedings* (Vol. 87, No. 2, pp. 151-160). Elsevier. <https://doi.org/10.1016/j.mayocp.2011.11.009>
- Sutopo, A. H. (2003). Multimedia interaktif dengan flash. *Yogyakarta: Graha Ilmu*, 32-48.
- Turan, B. (2014). The opinions of teachers on the use of cartoon character in the mathematics lesson. *Procedia-Social and Behavioral Sciences*, 141, 1386-1391. <https://doi.org/10.1016/j.sbspro.2014.05.239>
- Vygotsky, L. S. (2004). Imagination and creativity in childhood. *Journal of Russian & East European Psychology*, 42(1), 7-97.
- Was, C. A., Woltz, D. J., & Drew, C. (2006). Evaluating character education programs and missing the target: A critique of existing research. *Educational Research Review*, 1(2), 148-156. <https://doi.org/10.1016/j.edurev.2006.08.001>
- Xiao, L. (2013). Animation trends in education. *International Journal of Information and Education Technology*, 3(3), 286.

Biography of Authors

| | |
|--|---|
|  | <p>Basnendar Herry Prilosadoso, S.Sn., M.Ds. as a lecturer in the Visual Communication Design Study Program, Faculty of Art and Design, Indonesian Art Institute (ISI), Surakarta, completed in the Master of Design Program at the Postgraduate Faculty of Fine Arts and Design, Bandung Institute of Technology in 2008. Now taking the Post-Graduate Doctoral Program in Art Assessment, Indonesian Art Institute (ISI), Surakarta, besides researching art and design, as cartoonists, and graphic design freelancers. Several times participated in exhibiting art and design both at national and international levels. <i>Email: basnendar@yahoo.com</i></p> |
|  | <p>Nur Rahmat Ardi Candra Dwi Atmaja, S.Sn., M.Sn. is one of the lecturers in the Film and Television Study Program, Faculty of Fine Arts and Design, the Indonesian Institute of the Arts, Surakarta. Alumni of Film and Television undergraduate at the Indonesian Art Institute (ISI) Yogyakarta in 2004 and alumni of master's degree in art studies at the Indonesian Art Institute (ISI) Surakarta in 2010. Several national accredited journals and internationally indexed have published written articles. Several text and teaching books have also been produced. Active in research and community service both funded internally by ISI Surakarta and from the Directorate of Research and Community Service (DRPM), Directorate General of Higher Education, Kemedikbud RI. <i>Email: nracandra@gmail.com</i></p> |
|  | <p>Sri Murwanti, S.E., M.M. is a lecturer at the Management Study Program, Faculty of Economics and Business, Muhammadiyah University of Surakarta. Graduated from Magister Management, the Muhammadiyah University of Surakarta in 2001. So far, he has often been involved in research and community service activities related to management science that he has been practicing so far. Several studies are funded by the Directorate of Research and Community Service (DRPM), Directorate General of Higher Education, Ministry of Education and Culture of the Republic of Indonesia, and grants from internal campuses. <i>Email: sm127@ums.ac.id</i></p> |