

## Multimedia Design Of Gandrung Dance Using Android Application

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**How to cite:** Ciptaning, C.R., Trisakti., & Yanuartuti, S. (2022). Multimedia Design Of Gandrung Dance Using Andoind Application. *Gondang: Jurnal Seni dan Budaya*, 6 (2): 365-376.

**Article History :** Received: Oct 28, 2022. Accepted: Dec 18, 2022. Published: Dec 31, 2022

### ABSTRACT

*In this era where technology is vastly developed, and even children can use or utilise smartphones, technology has become something general because of its ease. Therefore, technology can keep learning materials relevant to create suitable learning media for learners in this era. This study aimed to elaborate on the product's specifications and the learning media of Gandrung dance using the android application's developmental process. The research and Development method was used, and ADDIE-model was featured to assess the product's effectiveness. The data was collected using observation and interviews. The result of the study shows that the product development of Gandrung dance into a smartphone application consisting of Gandrung dance's graded material study from the synopsis, dance movements, makeup and wardrobe to quizzes. The three developmental processes that have been done up until this point are analysis, design, and development. The research problems were decided during the analysis stage, and the design and development stage was developed, developing the material or the product's display and bringing the idea into the product.*

### KEYWORDS

*Design,  
Gandrung Dance,  
Application*

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## INTRODUCTION

Education development should follow vast technological development, for they have an inseparable connection. Educational technology greatly impacts our education system, enabling the learning process to be done independently by the learners instead of centring on the teacher like how it used to is one example of the changes brought by technology. Teaching and learning processes utilising technology can increase students' participation rate, interest and motivation towards learning. Therefore a competent, imaginative, and independent can be implemented for it is centred around the learners. Recently, technology has been frequently used to support our education system, which creates new needs for people.

The learning sources that are easy to use and can be used anywhere started to be developed by using software that can be infused into the learning processes. (Brata, I. B., & Sudirga, 2019) Argued that we cannot turn a blind eye to the fact that the younger generation preferred to use technology in their daily lives. (Widiastuti, 2018) Also said that the younger generation mainly uses their Android to carry out their daily activity. Today's generation's people are a generation which is raised where technology has been advanced and developed to make it easier for human civilisation. Learning media is one of the basic techniques that

can help stimulate learners' ability to think and help them understand the teacher's explanations better by paying attention to the media the teacher uses during the teaching and learning process. (Falahudin, 2014) explained that learning media is one of the teaching and learning elements that must be developed well. (Rusdewanti, Panca Putri, 2014) Said that to create a teaching and learning process that is effective and efficient is to use a learning media in the process. The media that is used to create an efficient teaching and learning activity should be creatively developed so that it can be able to support the teaching and learning process and increase the efficiency of the learning activity to reach the learning competencies (Kurniawati, I. D., & Nita, 2018). Learning media can captivate students' interest, increase motivation, and create enjoyable teaching and learning activity.

Media is used to exchange information between teachers and students, whether effectively it is in a form that can be touched physically or software only. Media should be able to captivate learners' interest and guide them to understand the learning material better. (Musfiqon, 2012) said that media is usually assumed as one of the learning technology. In this advanced society, technology has been vastly developed and used so that we cannot refuse to accept that it brings addiction, a change of habits, and people's way of thinking. By observing the changes, our society surely adores something easy to use anywhere and everywhere. Let us take a video -an Android base application, as an example. People vastly adore video because it can present you with moving pictures with sound. Aside from that, advanced technology development can also produce a smartphone which becomes people's favourite tool regardless of age. This claim is based on the research data presented by E-marketer, one of the digital research institutes which observed Indonesia's digital market in 2018 and featured more than 100 million smartphone users. Thus, it can be said that Indonesia is the fourth active smartphone user country (source: <https://kominform.go.id>. Indonesia's ministry of technology and communication).

The huge number of gadgets in Indonesia has enabled smartphones to be a dependable media for looking for information; Gandrung dance-related information was also included. Smartphones can be used to learn dancing which does not particularly need a certain time or place. Thus, the development of media can be a breakthrough in modern learning media that can be packed into an application that covers Gandrung dance's learning material. Gandrung dance's staged difficulties surely triggered the occurrence of some problems during the learning process. Understanding and practically applying dance theories is one of the problems that will surely occur. However, using an Android application can help increase the learning competencies, and make it easier for the learners to understand Gandrung dance's learning material regardless of the time and places the independent learning activity takes place.

The developed Gandrung dance's Android-based application has three user advantages; they are step by step learning material delivery in the form of tutorial videos directly from the instructor, independent learning opportunities without time restriction, and learning material can be downloaded, saved for a long time and played repeatedly which relatively better than the other learning media use.

## METHOD

The research and Development method is used in this study. Research and development assess product effectiveness (Sugiyono, 2016). ADDIE-development model was featured in this study. This development model has five developmental stages, *analysis, design,*

*development, implementation and evaluation.* This research has only been carried out up to the *development* stage and uses observation and an interview to collect the data needed in the study.

## RESULT AND DISCUSSION

### RESULT

The resulting product needs to have a developmental specification on Gandrung dance's learning material in the form of an Android-based application. The specification required from the product are; 1) it should be in the form of an Android-based application, 2) the resulting application is added to the Android's system inside the smartphone, 3) it should be designed in simplicity so that video-taking material inside the dance studio could be easily implemented, 4) Banyuwangi's gesibu should be the layout design of the dashboard, and the combination of dark and light brown layout for the synopsis, 5) The font used is Times New Roman with different font size application, size 18 for the title and 14 for the explanation text, 6) the utilisation of language should be clear, simple, and communicative so that the user could have a clear understanding of the learning material.

This product consists of Gandrung dance's tutorial video given in parts. It will be in the form of an Android-based application that contains Gandrung dance's synopsis, Gandrung dance's base form (head movements, shoulders, hands, and footwork) tutorial video, the core movements of the dance, overall movements followed by the dance movements, makeup and wardrobe, and also practice quizzes.

This product was developed using the ADDIE-developmental model. This model has five implementation stages: analysis, design, development, implementation and evaluation. This study carried out the research up to the fourth stage of implementation, which is development. Presented below are some explanations on every stage stated above:

#### 1. First Stage (analysis)

The analysis stage is divided into five other stages: preliminary analysis, target analysis, task analysis, concept analysis, and formulation of the objective.

A preliminary analysis was done to solve the existing problems by producing a learning material in the form of Android base application media, which contains more specific learning material focusing on Gandrung dance. In this stage of development, the researcher analyses the basic needs of the learner in the sense of Gandrung dance as their local traditional dance. It was based on the presented problem the researcher got after the observation such as the limitation of learning media that can support the dance learning activity, the majority of the learners having difficulties understanding the learning material, and the lack of motivation by the learner to read the lesson material from the textbook.

##### a. Target Analysis (Learners)

This second stage analysis was done by analysing the result of the observation on understanding the learners' characteristics. This stage was done to ensure the product's effectiveness and helpfulness in assisting the learner in learning Gandrung dance. Identifying the learners' characteristics in the preliminary stage has helped the researcher to set research boundaries and adjust the developed product function to match the needs of the learners and the learning objectives. The problem the learners faced during the Gandrung dance learning

period were difficulties in completely understanding the learning material and the unrefined foundation of dancing. Thus, it resulted in difficulties for the learner to memorise the dance movements and understand the essence of every movement they do. Therefore, to help them overcome their difficulties, delivering the learning material step by step and in detail was greatly needed.

### **b. Concept Analysis**

This analysis stage was used to identify the suitable concept to develop the learning media. A descriptive research method was used to identify the main objective of the learning material needed in the teaching and learning process and systematically organise it further. Some of the concept analyses that needed to be done were the objectives analysis. It was done to determine what type of learning media was needed, collect it, and then identify learning sources that support the development of the product.

### **c. Task Analysis**

Through this analysis stage, the researcher identified any suitable activity or practices that can be done or completed by the learner to reach the learning objectives. The practices offered to the learner were in terms of understanding and implementing various Gandrung dance movements, understanding and implementing Gandrung dance's makeup and wardrobe, and understanding and implementing Gandrung dance's movements followed by the instruments.

### **d. Formulation of Objectives**

The objective of this product development will be to enable the learners to define and implement Gandrung dance's movements easily and practically through the Android-based application.

## **2. Second Stage (Design)**

The second stage is the developmental stage of the product or learning media that will help the delivery of Gandrung dance's learning material. Designing learning material and the media layout are the two things that needed to be done in this stage. Designing learning material consists of selecting the topics that will be included inside the media while designing the media will cover the layout design of the application, which will be explained further below.

### **a. Learning Material's Design**

Things that need special attention in developing learning material are designing the menu. The material design should be systematically made to make learning convenient for the learners and help them fulfil the learning objectives. Six menus will be covered in this material design and infused into the Android-based application. They are 1) Gandrung dance's synopsis and 2) basic dance movements which will be divided into four parts: head movements, shoulders, hands, and footwork. This step will be delivered with a detailed video and explanations of the various name of the dance movements. 3) the core movements of Gandrung dance will be presented in the detailed video and explanation, 4) the overall movements of Gandrung dance followed by the instruments, 5) makeup and wardrobe, and 6) quizzes and practices in the form of Gandrung dance's learning objectives.

## b. Media Design

This stage determined the gadget used to carry out the Android base application designing process. The media design stage used software called Android and was designed in the form of an application inside a smartphone that can be operated with the Android system.

## c. Result of Material Design

The six topics that will be covered in the menu were; First, a Brief explanation of the Gandrung dance's synopsis. Second, an explanation of basic dance movements, which will be divided into four parts: head movements (*deleg, dinggel, manggut, layangan and gulu*), shoulders (*junket*), hands (*ngeber and cengkah*), and footwork (*laku enjoy, laku sisji, laku triol, and laku ngloro*). Third, explanation of Gandrung dance's core movements which includes (*ngeber, penghormatan, ngerayung, sagah, cangkol sampur, nyerek, silang sampur, pundakan, kibas kipas, and lampah cangkol*). Fourth, an explanation of the overall movements of gandrung dance followed by the instruments. Thus after learning from the second and third menus, learners can continue learning the overall dance movements along with the instruments in the fourth menu. Fifth, the makeup and wardrobe of the Gandrung dance. This menu includes names and descriptions of the wardrobe, such as *omprog, kemben, once, sembung, pending, sampur, kelat bahu, sewek* and socks. Sixth, quizzes and practices in the form of Gandrung dance's learning materials that have been delivered prior in the video learning material.

## d. Result of Media Design

The design will be actualised into a product blueprint, which will be produced later in the form of an Android-based application. The result of the design are:

### 1) The Main Menu Design

This design shows a few lists of learning material menus that can be selected such as synopsis, basic movements, core movements, overall movements with instruments, makeup and wardrobe, and practice and quizzes.

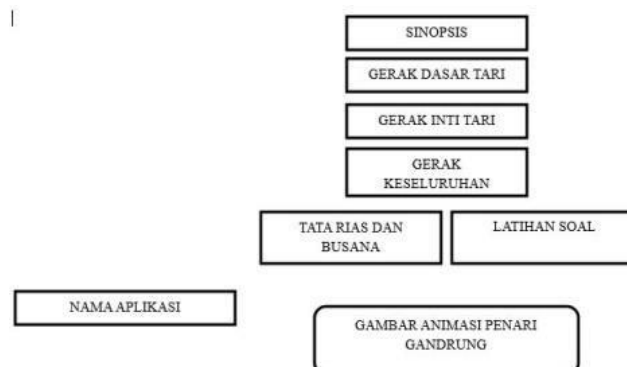


Figure 1. The Main Menu Design

## 2) Synopsis Menu Design

This design consists of the synopsis followed by gandrung dancer animation and a back button if the user wants to go back to the main menu or dashboard.

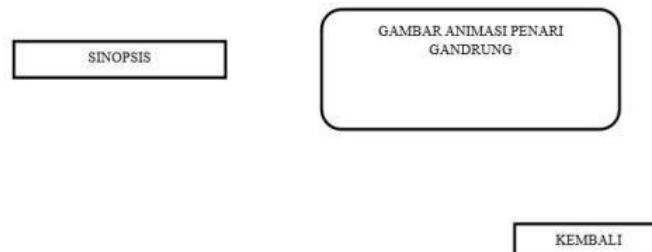


Figure 2. Synopsis Menu Design

## 3) Basic Movements Menu Design

This menu shows basic dance movements, including head movements, shoulders, hands, and footwork. It is also equipped with a home button if the user wants to return to the dashboard.

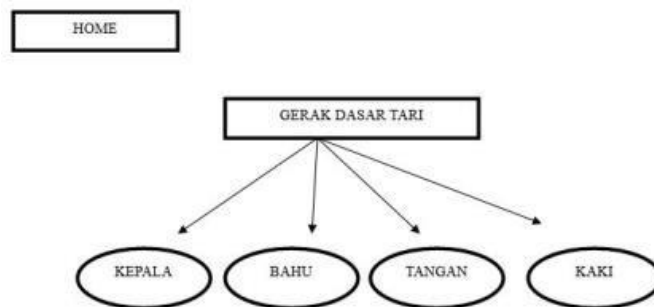


Figure 3. Basic Movements Menu Design

## 4) Basic Head Movements' Menu Design

Suppose the user chooses the basic head movement menu. In that case, there will be a back button, home button, and a head movements tutorial video done by a dancer with the counting and movement explanation available in this menu, as well as another basic movements menu (shoulders, hands, and foot).



Figure 4. Basic Head Movements' Menu Design

### 5) Core Movements Menu Design

The core movements' menu will explain about *ngeber*, *penghormatan*, *ngerayung*, *sagah*, *cangkol sampur*, *nyerek*, *silang sampur*, *pundakan*, *kibas kipas*, and *lampah cangkol*. The explanation of various dance movements will have the same design as this menu which also has back and home buttons.



Figure 5. Core Movements Menu Design

### 6) Makeup and Wardrobe Menu Design

This menu will show an animated Gandrung dancer wearing a complete Gandrung dance wardrobe and makeup tools. The back and home button is also equipped in this menu.

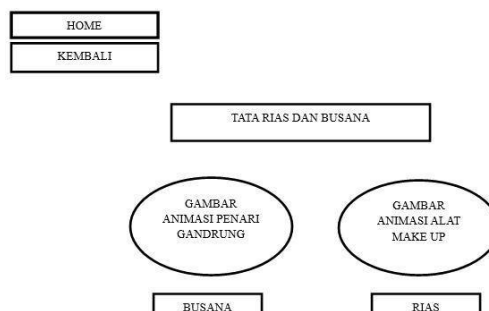


Figure 6. Makeup and Wardrobe Menu Design

## 7) Quizzes and Practice's Menu Design

This menu will show two animated Gandrung dancers and a 'start' button in the middle of the page, which will load the quizzes when the user clicks the button.

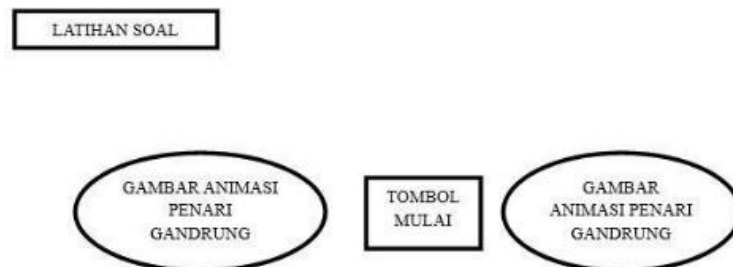


Figure 7. Quizzes and Practice's Menu Design

## 3. Third Stage (Development)

In the developmental stage, the product's blueprint will be developed into a ready-made product in the form of Android base application.

### a. Home/ Main Menu

The main menu of this application will be given “*Pembelajaran Tari Gandrung*” as a title and Banyuwangi's gasibu as the background. This menu will also provide some choosable menus that can be clicked. The text shown in this menu will have brown colour as the background.



Figure 8. Home/Main Menu

### b. Synopsis Menu

Banyuwangi's gasibu is used as the background of two animated Gandrung dancers shown on the menu. The synopsis is written on the light brown paper scroll.





Figure 9. Synopsis Menu

### c. Basic Movements Menu

In this menu, the menu uses brown as the background with light brown-based text. This menu offers learning material, including head, shoulders, hand, and foot movements.



Figure 10. Basic Movements Menu

### d. Basic Head Movements Menu

Old fashioned television in the light shade of orange and placed in the centre will be the background of this menu. The background for the description box will be brown with white colour text. The menu for basic shoulders, hands, and foot movements will be the same as this menu. Home, back, pause, and play will equip these basic movements menu.



Figure 11. Basic Head Movements Menu

e. Core Movements Menu

This menu shows the same as the basic movements menu, as shown below.



Figure 12. Core Movements Menu

f. Makeup and Wardrobe Menu

This menu displays a light brown background with two animated Gandrung dancers wearing complete Gandrung dance wardrobes and animated makeup tools.



Figure 13. Makeup and Wardrobe Menu

g. Quiz and Practice Menu

The light brown background is used in this menu, together with two animated Gandrung dancers and the start button in the middle.

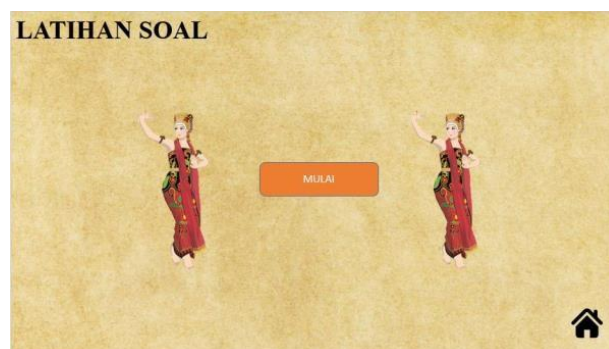


Figure 14. Quiz and Practice Menu

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## DISCUSSION

Android-based learning media development with Gandrung dance as the main learning material can help to conduct teaching and learning activities inside the classroom less difficult. It is due to the reason that each learner can easily access it through their smartphones. (Anderson, 2012) said that utilising technology to break through the common learning media used in dancing practice can create a modern type of teaching and learning activity that can be done online. Learning media that covers Gandrung dance learning material in the form of Android-based applications also shifts traditional teaching and learning activity into a modern type of learning by using technology-based media through the teaching and learning activity. Digital learning sources can also be assumed as the infusion between hardware and software that can facilitate easier teaching and learning activities and solve some issues that usually occur.

Technology-based media in Gandrung dance's learning material makes it easier for the learners to understand and practice Gandrung dance's movements. (Huddy, 2017) claimed that technology-based media in the dancing course can support the dance movements' teaching and learning activity. The developed learning media displays the steps to do the Gandrung dance movements. This application also provides tutorial videos of head, shoulders, hands, and foot movements using clear counts. After that, the core movements with clear counts and then overall movements followed by the instruments. (Lin, Y. N., Hsia, L. H., Sung, M. Y., & Hwang, 2019) argued that utilising technology-based media in the dance learning material can support time efficiency to increase proficiency in dancing. The concept of this product is to create an easy way of learning Gandrung dance for the user that can be accessed anywhere and everywhere through their smartphones.

The developments of this application bring another advantage to the user in terms of time and cost efficiency. Further, this application provides a complete Gandrung dance learning material that has been adjusted to the learner's needs and objectives. These media contain Gandrung dance's synopsis, the explanation of Gandrung dance's basic movements presented in the form of a video tutorial with a clear count, the explanation of Gandrung dance's core movements presented in the form of a video tutorial with various movements name and clear count, the explanation of overall dance movements followed by the instruments, makeup and wardrobe which presented in the form of photos with descriptions stated in every picture, and this media also contains quiz and practice menu to help asses the learner's understanding about the learning materials explained in the previous menus.

## CONCLUSIONS

Based on the developmental learning media in the form of an Android base application that carries out Gandrung dance as the main learning material that has been produced, it can be concluded that the developed application is an application that presents Gandrung dance's learning material in a systematic, organised, and utilises Android to support its operation inside the smartphone. The application's process has been successfully designed based on the ADDIE-development model, which already steps to the third stage of 'development'. The application-based media has also been successfully executed based on the priorly design blueprint. Gandrung dance's teaching and learning, which utilise Android-based applications, can be easily understood by the learners. It is also a communicative media that can stimulate learners' critical thinking through the pedagogical aspects of the teaching and learning process. This Android-based application can also shift the conventional teaching

and learning activity into technology-based modern teaching and learning by using technology as the source information for the learners to understand the learning material instead of getting it directly from the teacher.

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