



INTERNATIONAL  
CONFERENCE ON  
ARTS LANGUAGE  
AND CULTURE

# BOOK OF ABSTRACTS

THE 5<sup>th</sup> INTERNATIONAL CONFERENCE ON ARTS,  
LANGUAGE AND CULTURE (ICALC) 2020

*"Creative Discursive Strategies for Facing the Covid-19  
Pandemic through Arts, Language, Culture and Education"*

Surakarta, October 17<sup>th</sup> 2020





## **The 5<sup>th</sup> International Conference on Arts, Language, and Culture (ICALC 2020)**

*“Creative Discursive Strategies for Facing the Covid-19 Pandemic  
through Arts, Language, Culture, and Education”*

**Saturday, October 17<sup>th</sup> 2020  
Faculty of Teacher Training and Education  
Universitas Sebelas Maret, Central Java, Indonesia**

### ***Topics of Interest***

- Arts
- Art Education
- Cultures
- Education
- Language, Culture, and Power
- Textile
- Social Science and Humanities
- Media and IT in Arts
- Media and IT in Education
- Cross Disciplines

### ***Organizer***

Arts Education Master's Degree Program  
Faculty of Teacher Training and Education  
Universitas Sebelas Maret Surakarta  
Central Java, Indonesia

## **Preface**

It is our great pleasure to welcome everyone at the Fifth International Conference on Arts, Linguistics, and Culture (ICALC 2020) to commemorate the university anniversary, Arts Education, Graduate Program of Universitas Sebelas Maret. The conference was conducted online via Zoom Meeting on October 17<sup>th</sup>, 2020 from Surakarta, Indonesia, Central Java, Indonesia.

This scientific meeting accommodates Arts Education for the scholars, experts as well as anybody who has interest in researching Arts Education and Culture Studies to share their ideas and findings. The theme of the meeting is “*Creative Discursive Strategies for Facing the Covid-19 Pandemic through Arts, Language, Culture, and Education*”. Artistic products may not be the main target, however, by art people can understand and embrace the beauty, impressions, and values of an artwork.

A total of 107 application were received. We carefully reviewed all of them and invited 61 participants to present the paper in Surakarta, Indonesia. All the papers accepted for publication correspond to the conference profile and reflect theoretical and empirical results of independent research projects. At least two experts rigorously reviewed each papers, and the team of editors carefully compiled them into one volume.

We would like to thank the organizing committee and the members of reviewers for their kind assistances in reviewing the papers. We would also like to extend our best gratitude to Rector of Universitas Sebelas Maret, Dean of Teacher Training and Education Faculty for the tremendous support. Furthermore, we would like to thank Daniella Ohad, Ph.D. (Center for Architecture AIA, New York, America), Prof. Madya Dr. Azahar Harun (Faculty of Art and Design, UiTM Melaka, Malaysia), Dr. Surasak Jamnongsarn (Srinakharinwirot University, Bangkok, Thailand), and Prof. Dr. Djatmika, M.A. (Faculty of Cultural Sciences, Universitas Sebelas Maret, Indonesia) as the keynote speakers for their invaluable contribution and ideas shared in the conference.

We are particularly grateful to our staff members, for their enormous support, and to the reviewers, who share their valuable time and expertise to evaluate all manuscripts submitted to this issue.

Chairman  
Prof. Dr. Mulyanto, M.Pd.  
Arts Education, Graduate Program,  
Universitas Sebelas Maret

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## **Rules of Plenary Session**

- Please join Zoom **15 minutes** before the event starts.
- Participants are expected to **turn off the sound (mute)** during the Conference process
- All participants who take part in the Conference through Zoom can ask questions by: **raise your hand** or **Type QUESTION, then proceed with writing the name, origin of the agency and the question briefly**. The moderator will ask the speaker a number of questions because the time for discussion is limited.
- Certificates will be distributed to participants who took part in the event and present the manuscript.

## **Rules of Parallel Session**

- Please join Zoom **15 minutes** before the event starts.
- Each presenter **must be** in the **virtual room throughout the session**.
- One presentation is allocated 15 minutes, with 10 minutes for the presentation and 5 minutes for the Question & Answer session. Presenters have to close the presentation strictly within 10 minutes.
- Session chairs need to strictly control the start and closing times of each session. During your presentation, the session chair will give you notification via zoom chat two times (indicating that your time allocation is coming to an end) :
  - First notification: **Three** minutes presentation time remaining
  - Second notification: time is over; finish your sentence and **Stop** your presentation
- The Question & Answer session :
  - Participants give questions through chat that will be read by chair or directly unmute your microphone. But please ask permission the Chair first.
- If there is some trouble with the connection or the technical from the presenters, it will be skipped and will be continued by the next presenter. The skipped presenter can present the manuscript at the end of each session in each room.

## **The Dos in the Virtual Conference**

- Do have proper equipment and the right technology.
- Do test your microphone before you video call. Test it by video conferencing your colleague before the conference.
- Do test your hardware and internet connection beforehand.
- Do turn off all notifications and make sure your cell phone is on silent.
- Do mute yourself when not talking.
- Do give your full attention to the participants as you would if you were in the same room.
- Do give everyone a chance to participate.
- Do wait for your turn to speak.
- Do speak clearly, concisely and use good manners.
- Do listen attentively to everyone.
- Do limit meeting distractions.
- Do respect everyone's time.
- Do be courteous to other participants
- Do keep body movements minimal.
- Do maintain eye contact by looking into the camera.
- Do dress appropriately.
- Do make sure your room is well lit (side lighting is the best).
- Do set up a virtual background
- Do be careful about the documents or screens you're sharing.
- Do stick to the time frames.
- Do be aware of potential cultural differences. It's important to be prepared for communication challenges that may arise as a result of language barriers or differences in etiquette.
- Do be patient when things get complicated.
- Do make sure password protection is enabled.



## **The Don'ts in the Virtual Conference**

- Don't wait until the session time to log in.
- Don't position your camera too low, too high or hooked onto a different monitor. Weird camera angles can be very distracting and unflattering during video conference calls.
- Don't invite unnecessary people.
- Don't make distracting sounds.
- Don't interrupt other speakers.
- Don't multitask.
- Don't shout.
- Don't make distracting movements.
- Don't carry on side conversations.
- Don't talk over each other. Use the chat function to ask questions.
- Don't wear "noisy" jewelry.
- Don't open the irrelevant programs.

## Conference Schedule

### The 5th International Conference on Arts, Language, and Culture (ICALC 2020)

Saturday, October 17<sup>th</sup> 2020

Faculty of Teacher Training and Education  
Universitas Sebelas Maret, Central Java, Indonesia

Time	Program
07.30-08.00	<b>Registration</b>
08.00-08.30	Opening Ceremony National Anthem Welcome Address by Chairperson Welcome Address by Rector Universitas Sebelas Maret
08.30-09.10	<b>Keynote 1 + Discussion 1</b> <b>Daniella Ohad, Ph.D.</b> <i>Center for Architecture AIA, New York, America</i>
09.10-09.45	<b>Keynote 2</b> <b>Prof. Madya Dr. Azahar Harun</b> <i>Faculty of Art and Design, UiTM Melaka, Malaysia</i>
09.45-10.20	<b>Keynote 3</b> <b>Dr. Surasak Jamnongsarn</b> <i>Srinakharinwirot University, Bangkok, Thailand</i>
10.20-10.55	<b>Keynote 4</b> <b>Prof. Dr. Djatmika, M.A.</b> <i>Faculty of Cultural Sciences, Universitas Sebelas Maret, Indonesia</i>
10.55-11.55	<b>Discussion 2 (60 Minutes)</b>
11.55-12.40	<b>Break</b>
12.40	Breakout room opened
13.00-16.20	<b>Parallel Session</b> (Breakout room)
16.20	<b>Closing ceremony</b> (in parallel session)

Parallel Session						
Room	1	2	3	4	5	6

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# PARALLEL SESSION

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## ROOM 1

### *Session 1*

<b>Time</b>	<b>Code</b>	<b>Tittle of Article</b>	<b>Presenter</b>
13.00-13.15		<b>Briefing</b>	Moderator
13.15-13.30	5	<b>Teacher Creativity in Learning Cultural Arts in The Era of Pandemic COVID-19</b>	Sri Wulandari
13.30-13.45	52	<b>The Analyze Of Garap Technique On Sekaten Gamelan At Keraton Surakarta</b>	Nur Frida Setyawati
13.45-14.00	66	<b><i>Gamelan Degung</i> Traditional Musical Instrument Design in Virtual form through Android-Based Mobile Apps</b>	Fuja Siti Fujiawati
14.00-14.15	90	<b>The Implementation Of Zoom Cloud Meetings On Choir Learning In The Middle Of Covid-19 Pandemic</b>	Lukas Gunawan Arga Rakasiwi
14.15-14.30	105	<b>The Potential of Children's Emotions to Increase Creativity of Expression in Fine Arts Learning</b>	Mujiyono

*Session 2*

<b>Time</b>	<b>Code</b>	<b>Title of Article</b>	<b>Presenter</b>
14.30-14.45		<b>Briefing</b>	Moderator
14.45-15.00	122	<b>Puppet Art Extracurricular for Education Noble Values of Javanese Culture in Elementary Schools</b>	Ria Ratnawati
15.00-15.15	124	<b>Implementation of Traditional Dance Art Extracurriculars in Elementary School</b>	Mutiara Dana Elita
15.15-15.30	129	<b>Implications of Imagery Exercise on the Outcomes of the Prawira Watang Dance Course in the Surakarta Contents Dance Department</b>	Mega Cantik Putri Aditya
15.30-15.45	43	<b>Local Wisdom of <i>Tuping</i> Dance from South Lampung</b>	Armayyeni Nurillia Marsim
15.45		<b>Closing</b>	Moderator



## **ROOM 2**

### *Session 1*

<b>Time</b>	<b>Code</b>	<b>Tittle of Article</b>	<b>Presenter</b>
13.00-13.15		<b>Briefing</b>	Moderator
13.15-13.30	13	<b>The Hero's Journey: 12 Stages In The Narrative Of Animation Boboiboy Movie 2</b>	Oscar Gordon Wong
13.30-13.45	21	<b>Festival Lima Gunung 2020: New Art Concepts during Covid-19 Pandemic</b>	Fajry Sub'haan Syah Sinaga
13.45-14.00	84	<b>Cultural Elements in Kedah State Modern Painting</b>	Azizah Ibrahim
14.00-14.15	97	<b>The Uniqueness of Mangrove Forests in State of Sabah as A Source of Natural Color on Batik Fabric</b>	Erren Jossie Baeren
14.15-14.30	106	<b>The Reality Of Poverty In Indonesian Contemporary Paintings: Metaphoric And Metonymic Analysis</b>	Syakir Muharrar

*Session 2*

<b>Time</b>	<b>Code</b>	<b>Title of Article</b>	<b>Presenter</b>
14.30-14.45		<b>Briefing</b>	Moderator
14.45-15.00	20	<b>Euphemism in Indonesian Da'wah</b>	Zulfahmirda Matondang
15.00-15.15	73	<b>Animation, New Habit Solution In Creative TV Ads Content To Survive From Endemic Covid-19</b>	Ehwan Kurniawan Kurniawan
15.15-15.30	83	<b>Education Value Of Hard Work Character In Novel Guru Aini By Andrea Hirata</b>	Ruli Nur Safitri
15.30-15.45	94	<b>Covid-19 In Meme: Satire In The Midst Of Pandemic (Ferdinand De Saussure's Semiotic Study)</b>	Nadya Inda Syartanti
15.45-16.00	104	<b>Hikayat Shamsul Bahrain Hubung Kaitannya Dengan Beruas: Suatu Manifestasi Kepercayaan Hindu-Islam</b>	Nor Lee Zawati
16.00-16.15	46	<b>The Future Of Art Education: Enhancing Character Values through Karawitan at Primary School</b>	Rohmadin
16.15-16.30	127	<b>Accommodating Authentic Materials And Schoology For Teaching Writing In EFL Context</b>	Dewi Cahyaningrum
16.30		<b>Closing</b>	Moderator

## **ROOM 3**

### *Session 1*

<b>Time</b>	<b>Code</b>	<b>Tittle of Article</b>	<b>Presenter</b>
13.00-13.15		<b>Briefing</b>	Moderator
13.15-13.30	9	<b>Journey To Afterlife: Death Ritual By Prehistory Shaman In Painted Cave, Sarawak</b>	Junior Kimwah
13.30-13.45	18	<b>Impact Of The Covid-19 Pandemic In Changing The Layout Concept Of Interior Design Of Learning Spaces In Universities</b>	Sri Fariyanti Pane
13.45-14.00	42	<b>Wearing Face Masks As New Culture Of Trend Fashion In Indonesia</b>	Adlien Fadlia
14.00-14.15	44	<b>Cultural Value In Making Traditional Kuih-Muih of Brunei Ethnic in Sabah</b>	Surayah Surayah Hj Bungsu
14.15-14.30	70	<b>Aesthetical Transformation on Ramayana Stories of Indonesia-Thailand Versions</b>	Robby Hidajat

***Session 2***

<b>Time</b>	<b>Code</b>	<b>Title of Article</b>	<b>Presenter</b>
14.30-14.45		<b>Briefing</b>	Moderator
14.45-15.00	71	<b>Revitalizing Cocohan in Gedhog Woven Batik Cloth to Preserve the Cosmological Concept of “Life Cycle”</b>	Bramantijo
15.00-15.15	110	<b>Implementation Of Bushido Philosophy On Japanese Society Nowadays</b>	Wayan Nurita
15.15-15.30	119	<b>Tangible and Intangible Differences in Old and Contemporary Semarang’s Batik Motifs</b>	Monica Hartanti
15.30-15.45	135	<b>Tape As A Symbol Of Luxury And Respect Of Gayo Community</b>	Kasmawati
15.45-16.00	4	<b>The Creativity of Designing Batik Serumpun Melayu Through Indonesian-Malaysian Cultural Acculturation</b>	Pujiyanto
16.00		<b>Closing</b>	Moderator

## **ROOM 4**

### *Session 1*

<b>Time</b>	<b>Code</b>	<b>Title of Article</b>	<b>Presenter</b>
13.00-13.15		<b>Briefing</b>	Moderator
13.15-13.30	7	<b>Management Of Infrastructure Facilities Of Production Units</b>	Hilda Sabrina Nirwanti
13.30-13.45	50	<b>Correlation between Students Motivation and English Achievement at Secondary School Level</b>	Rosmawati Mastur
13.45-14.00	51	<b>The Use of Student Teams-Achievement Division as Scientific Writing Learning Method on Indonesian Education Student</b>	Salmaa Awwaabiin
14.00-14.15	55	<b>Teaching Vocabulary Through English Subtitle Video Of The Eighth Grade Students Of SMPN Madani Palu</b>	Fikri Porotuo
14.15-14.30	57	<b>Error Analysis Of Silent Letters And Its Relevance To The Teaching English</b>	Widya Astuti



*Session 2*

<b>Time</b>	<b>Code</b>	<b>Title of Article</b>	<b>Presenter</b>
14.30-14.45		<b>Briefing</b>	Moderator
14.45-15.00	61	<b>Educational Hybridization: : Implementation Study of Digital Lecture</b>	Vince Tebay
15.00-15.15	65	<b>Stimulation Booklet Content Development for Information and Early Childhood Development</b>	Lailatul Fitriyah
15.15-15.30	74	<b>The Philosophical Value Of Rujakpolo On Wayang Bima As A Character Planning Basis</b>	Dodi Hilman
15.30-15.45	79	<b>Poster as a Learning Media for Writing Explanatory Text for Tenth Grader of Senior High School</b>	Intan Brama Putri
15.45-16.00	81	<b>Developing E-learning Materials By Using Telegram Bot On ICT For ELT Course</b>	Rasyidah Nur Aisyah
16.00		<b>Closing</b>	Moderator

## **ROOM 5**

### *Session 1*

<b>Time</b>	<b>Code</b>	<b>Title of Article</b>	<b>Presenter</b>
13.00-13.15		<b>Briefing</b>	Moderator
13.15-13.30	82	<b>The Use Of Funny Story In Teaching Reading</b>	Brigitta Septarini Rahmasari
13.30-13.45	85	<b>Development Of Science Comic Media Based On Local Culture Wisdom To Improve Higher Order Thinking Skill</b>	Tri Widiyastuti
13.45-14.00	87	<b>Application Of Contextual Teaching and Learning Models Based On Creative Thinking In Elementary Schools</b>	Miratu Chaeroh
14.00-14.15	88	<b>Blending Academic Writing: An English Language Teaching Strategy Amid Covid-19 Pandemic</b>	Michael
14.15-14.30	98	<b>The Values of Character Education In Engklek Games At Primary School</b>	Yuli Ana Sitio

*Session 2*

<b>Time</b>	<b>Code</b>	<b>Title of Article</b>	<b>Presenter</b>
14.30-14.45		<b>Briefing</b>	Moderator
14.45-15.00	101	<b>The “Power Director” Application As A Media For Indonesian Language Teaching Using “Ruang Guru “ Style At PGRI Wiranegara University</b>	Ilmiyatur Rosidah
15.00-15.15	125	<b>Impact Of Guru Garis Depan Program To Improve The Basic Education Quality</b>	Fitriyani
15.15-15.30	126	<b>Listening Class Distance Learning for German BIPA Students</b>	Novietri
15.30-15.45	133	<b>Students’ Perceptions Of Student Council Activity In New Normal Era At Junior High School</b>	Wira Jaya Hartono
15.45-16.00	134	<b>Project-based Learning (PBL) For Teaching English In SMA</b>	Ngadiso Sutomo
16.00		<b>Closing</b>	Moderator

## ROOM 6

### *Session 1*

<b>Time</b>	<b>Code</b>	<b>Title of Article</b>	<b>Presenter</b>
13.00-13.15		<b>Briefing</b>	Moderator
13.15-13.30	8	<b>The Role Of Social Workers In Empowering Socioeconomic Women In The Time Of Covid-19 Pandemic</b>	Rezka Arina Rahma
13.30-13.45	24	<b>New Normal Space Planning In The House</b>	Ika Yuni Purnama
13.45-14.00	39	<b>Distance Learning Effectiveness Through The Performance Of The Tpmops Organization</b>	Jogie Suadun
14.00-14.15	49	<b>Ecological Narrative In The Book Of Poetry Collection Dongeng Pohon Pisang By Achmad Sultoni (Narasi Ekologis Dalam Buku Kumpulan Puisi Dongeng Pohon Pisang Karya Achmad Sultoni)</b>	Aditya Setiawan
14.15-14.30	45	<b>Education at LPKA for Andik Pas in The 21st Century</b>	Zakiatul Ula
14.30-14.45	47	Balai Latihan Kerja Strategy to Reducting Unemployment in 21st Century	Ammar Zaki
14.45-15.00	26	<b>Formalistic And Visual Semiotic Analysis Approach: Finding “Appeal” Factors In Local Animated Characters</b>	Teddy Marius Soikun
15.00-15.15	138	<b>Art Therapy In The Pandemic Of Corona Virus Disease-19 (Covid-19)</b>	Yuri Christiani
15.15		<b>Closing</b>	Moderator

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# **ABSTRACTS**

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# **The Implementation of Open & Distance Learning (ODL) for Art & Design Courses at Universiti Teknologi MARA, Malaysia amid COVID 19 pandemic: A Perspective on Challenges and Opportunities**

**Associate Professor Dr Azahar Bin Harun**

UiTM Cawangan Melaka, Malaysia

**Abstract:** As we are well aware the global pandemic COVID-19 is disrupting our daily lives. In regard to education, it is said that educators and learners are the ones who have been seriously impacted. At the early stage of the crisis, many countries have taken drastic measures including temporary closure of schools, colleges and universities which unfortunately caused millions of students to be placed under curfew. However, most higher learning institutions are taking a pragmatic approach by ramping up educational resources and digital platforms to minimize the impact. At this juncture, Universiti Teknologi MARA (UiTM) Malaysia has announced the implementation of Open and Distance Learning (ODL) which offers flexibility in the learning process. In theory, ODL enables students and educators to engage via online learning tools such as websites, video conference apps, online chat, online games, augmented reality and many more. In spite of this effort, some educators are concerned about the best practices of ODL for Art and Design courses where physical face to face (F2F) interactions and surroundings (studio, workshop, lab) are so important to its practice. How do educators overcome the challenges in the implementation of ODL? Is ODL really suitable and capable of helping students to produce quality artwork without the presence of educators beside them? Therefore this forum will share perspective regarding the challenges and opportunities of ODL particularly in the Art and Design courses offered at Universiti Teknologi MARA, Malaysia. It is hoped that the outcome of this forum will help academic administrators of higher learning institutions in order to make necessary improvements regarding the implementation of ODL for the sake of survivability of Art and Design education.

## **Pelaksanaan “Open & Distance Learning” (ODL) Dalam Kursus Seni Dan Rekabentuk Di Universiti Teknologi Mara, Malaysia Semasa Pandemik Covid-19: Satu Perspektif Cabaran dan Peluang**

**Professor Madya Dr Azahar Bin Harun**

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**Abstrak.** Sepertimana yang kita tahu, pandemik COVID-19 telah menyebabkan pelbagai gangguan dalam kehidupan seharian. Dalam dunia pendidikan, krisis ini dilihat memberi impak yang serius khususnya kepada kumpulan pelajar dan pensyarah. Di peringkat awal, kita telah lihat beberapa negara di dunia mengambil langkah drastik dengan menutup institusi pendidikan seperti sekolah, kolej dan universiti. Akibatnya berjuta-juta pelajar terpaksa menjalani perintah berkurung. Walaubagaimanapun, kebanyakan institusi pengajian tinggi telah mengambil langkah pragmatik dengan mempergiatkan penggunaan platform digital sebagai langkah mengurangkan impak terhadap pengajaran dan pembelajaran. Di Universiti Teknologi MARA, Malaysia, pelaksanaan “Open & Distance Learning” (ODL) yang memberi fleksibiliti dalam proses pengajaran dan pembelajaran telah diumumkan sebagai alternatif. Secara teorinya, ODL boleh membantu pensyarah dan pelajar berinteraksi dengan menggunakan platform digital seperti “website”, “video conference app”, “online chat”, “online game”, “augmented reality” dan sebagainya. Namun begitu, wujud kebimbangan dikalangan pensyarah tentang keberkesanan pelaksanaan ODL di dalam pendidikan seni dan rekabentuk yang memerlukan interaksi secara fizikal “Face to Face” (F2F) dan ruang studio serta bengkel. Bagaimana pensyarah dalam bidang seni dan rekabentuk medepani cabaran pengajaran dan pembelajaran secara ODL ini?. Adakah ODL sesuai dan mampu membantu pelajar menghasilkan karya berkualiti tanpa kehadiran pensyarah di sisi? Oleh itu, forum ini akan memberikan satu perspektif tentang cabaran dan peluang pelaksanaan ODL khususnya kepada kursus seni dan rekabentuk di Universiti Teknologi MARA, Malaysia. Semoga hasil perkongsian forum ini dapat membantu pentadbiran akademik di institusi pengajian tinggi dalam usaha menambah baik pelaksanaan ODL demi “survivability” pendidikan seni dan rekabentuk.

# **Multimodal Strategies for Contributing And Understanding Messages in Mediated Interaction: Cases in Pandemic Condition**

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**Abstract:** The capability in understanding and exploiting aspects of discourse for a verbal interaction is very important for language users. With such an understanding, they are ready to exploit language in adjustment to norms, values, rules, beliefs, and ideology existing within the society and culture within which the interaction goes on, including to those existing during this going-on pandemic condition. Consequently, good language skills involving other semiotic system might make them ready to design strategies to keep interacting with others. Mediated interaction which is suggested to be performed in relation to such a pandemic situation really needs participants to have multimodal skills to encode as well as to decode messages.

**Keywords:** discourse, skills, interaction, mediated, pandemic, strategies

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# **ABSTRACT ROOM 1**

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## **Teacher Creativity in Learning Cultural Arts in The Era of Pandemic COVID-19**

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**Abstract:** Since March 2020, Indonesia suffered a pandemic COVID-19 and the release of various regulations impacting health. In the education sector, students are not allowed to study at school to break the chain of spreading the COVID-19 virus. This study examines the conditions faced by high school level cultural arts teachers in implementing online learning since the COVID-19 pandemic. The subject of the study in this research is the cultural arts teachers' creativity in high schools throughout Probolinggo Regency, East Java, in online learning. This research method using descriptive qualitative to address the issue of data obtained from interviews to the informant. Resource persons consisted of several cultural arts teachers and students at the state high school level in Probolinggo Regency. The research result that leads to the right that teachers do online learning by utilizing the Google Classroom app, create compelling content through social media, the internet data packets assist students who are less able until the teacher visits the homes of students. Not only that, teachers often meet several challenges, both internal and external: 1) Master carry out teaching duties with the feeling pessimistic students to become smart, 2) Teachers expected in anxiety about its existence and the students become lost emotional touch, 3 ) There is an unconsciousness of reality that cannot measure the material and student workload and the involvement of parents in working on learning loads. By looking at the conditions in the field, it can be suggested to related parties to continue to monitor and provide solutions for each school in an area with different social situations and regions so that online learning continues to run optimally and students do not lose the essence of education.

**Keywords:** COVID - 19, Creative, Learning Process, Teacher Challenges, Cultural Arts

## The Analyze Of *Garap* Technique On *Sekaten* Gamelan At Keraton Surakarta

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**Abstract:** This research to describe about *garap* technique instrument on gamelan *sekaten*. This is qualitative description research. The location and time this research at Keraton Surakarta and need three months between October until December 2019. This research focus on *garap* technique instrument at Keraton Surakarta. The data collection techniques obtained through observation, interviews and documentation. Data analysis use reduction, display and conclusions. The data validity was obtained through triangulation of data collection techniques. This research show that gamelan Sekaten has two gamelan set there are Kyai Guntur Sari gamelan set dan Kyai Guntur Madu gamelan set. Kyai Guntur Sari gamelan set make from Sultan Agung and Kyai Guntur Madu gamelan set make from Paku Buwono IV. They are keep and safe Langen Katon room at Keraton Surakarta. We must play on obligation gending such as: Ladrang Rambu, Ladrang Rangkung and Barang Miring. Every gamelan set has instruments: one rancak Bonang, two *Panembung/Pengapit*, two Saron, Demung, four Saron Barung, two Saron Penerus, two Kempyang, two Gong, and one Bedhug. The *garap* technique instrument on gamelan set *sekaten* such as Bonang, Saron Demung, Saron Barung, Saron Penerus, Kempyang, Bedhug, and Gong. Bonang has two *pipilan* and *nibani* pattern, Saron Demung and Saron Barung have *mbalung* and *kinthilan* pattern. Saron Penerus has *nyacah* pattern, Kempyang has *ngedingi* pattern, Bedhug have *nrojol* and *nggandul* pattern and Gong give final accent on ending gending performance. The Bonang *racikan* technique such as: patet *lima* bonang *racikan* techniques, patet *enem* bonang *racikan* techniques, patet *barang* bonang *racikan* techniques.

**Keywords:** Sekaten gamelan at Keraton Surakarta, instrumen, techniques

## ***Gamelan Degung* Traditional Musical Instrument Design in Virtual form through Android-Based Mobile Apps**

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**Abstract:** Gamelan is one type of traditional Indonesian art that we often know as a musical instrument in Karawitan Sunda. Gamelan in Karawitan Sunda is known as Gamelan Degung which consists of several musical instruments such as Bonang, two Sarons, Jenglong and Goong. Getting to know Indonesian traditional musical instruments is one of the goals of learning arts in junior high schools, and one of the traditional musical instruments of choice is the Gamelan Degung, especially for schools in West Java and Banten. The purpose of this research is to design a traditional gamelan musical instrument in virtual form through an Android-based mobile application, where this media can be used as a learning to get to know the gamelan musical instrument at the basic level. Besides, this media can also be an alternative media that has become a pandemic like today, where students cannot play musical instruments directly due to limited tools. Therefore, designing the Gamelan Degung Musical Instrument in Virtual Form through an Android-based Mobile Apps is expected to be used as a learning aid to recognize the traditional gamelan musical instrument. The research method approach used is Research and Development (R&D). The results show that this media can help students to know and learn Gamelan Degung Tradition Musical Instruments in Virtual Forms Through Mobile Apps, besides that it can be used as an alternative media during a pandemic like today.

**Keywords:** Media for Learning, Virtual Musical Instruments, Mobile Apps, Gamelan Degung

## **The Implementation Of Zoom Cloud Meetings On Choir Learning In The Middle Of Covid-19 Pandemic**

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**Abstract:** This study aims to obtain an overview of the implementation of choir learning using the zoom cloud meeting application in the Covid-19 pandemic in terms of student independence. The research subjects were 30 members of the UNY Swara Wadhana Student Choir. This type of research is descriptive quantitative. The results showed that even during the COVID-19 pandemic, choir learning was still carried out using the zoom cloud meeting and was able to encourage student independence seen from 5 indicators: 1) Independence of others, 2) Have self-confidence, 3) Be disciplined, 4 ) Have a sense of responsibility, and 5) Behave based on their own initiative.

**Keywords:** Online learning, Student independence, Choir learning, Zoom Cloud Meeting



## **The Potential of Children's Emotions to Increase Creativity of Expression in Fine Arts Learning**

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**Abstract:** All emotions can be viewed as sources of information and potential for creativity. The research is to investigate the methods of visual arts learning carried out by elementary school teachers in the city of Semarang to optimize children's emotional intelligence to play a role in producing artistic creativity and to determine the quality of children's drawing creativity as a result of art learning that has been carried out by a teacher. The research approach is descriptive qualitative. Data collection techniques are interviews, observation, and documentation. The data analysis technique uses stages, reduction, display, and verification. The result is the teacher uses an inspirational approach strategy through individual and classical stimulation to awaken and deepen routine and incidental emotional experiences so that children's feelings are touched so that creative images are formed through optimizing the emotional potential of students. This role can be played by the teacher, either at the beginning or in the learning process, especially when the process of drawing is in progress. Second, drawing by students show a good tendency for student creativity, it can be seen that various themes, holiday, aspirations, loved ones, joy, preferred activities, natural environment, and so on. The drawing style is relatively the same, namely representative but not yet showing a perfect realistic level. The implication is the need for teachers to recognize, and optimize a child's emotions as a source of inspiration for ideas in the process of drawing.

**Keywords:** Emotion, Creativity, Visual Arts, Elementary School, Teacher

## **Puppet Art Extracurricular for Education Noble Values of Javanese Culture in Elementary Schools**

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**Abstract:** The entry of various advances in the political, economic, social, cultural, and technological can have a negative impact if we cannot respond properly. One of the negative impacts is the lack of understanding and preservation of puppetry among the younger generation. Many students today are unable to understand the elements of puppetry both from the perspective of science or character education which is full of the noble values of Javanese culture. This is one of the reasons for the importance of holding puppetry extracurricular activities in elementary schools. This study aims to describe the extracurricular implementation of puppetry in elementary schools. This research is a qualitative method with a descriptive design. Data collection techniques using interviews and documentation. The data validity technique used triangulation. The results of this study are the implementation art of puppetry in elementary schools, which consisted of students playing the puppets, learning the wayang story, playing gamelan instruments, and singing Javanese songs. The conclusion of this study is the art of puppetry needs to be introduced and implemented in elementary schools because it has the noble values of Javanese culture which are beneficial for the formation of student character. The implication of this research is extracurricular art of puppetry has noble values of Javanese culture that can be developed through the application of various activities during learning. Besides, students can participate in preserving Javanese traditional culture and arts in a series of puppet art extracurricular activities.

**Keywords:** Elementary School; Extracurricular; Javanese culture; Puppetry Art

## **Implementation of Traditional Dance Art Extracurriculars in Elementary School**

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**Abstract:** One of the considerations of globalization is the inclusion of other countries' cultures which has replaced the erosion of Indonesia's original culture. This can be seen from the lack of understanding and knowledge of children in Indonesia of their own regional culture, one of which is dance. Therefore, there needs to be support to foster the interest of young people today to learn traditional dancing so that Indonesian culture is maintained. One effort that can be done to preserve traditional dance is the implementation of extracurricular activities of traditional dance in schools. The purpose of this journal is to find out the process of implementing extracurricular traditional dance in schools, to understand the talks that discuss the process of implementing traditional extracurricular activities, and to find out how to deal with teachers in overcoming extracurricular activities of traditional dancing. The research method used is a qualitative method with the type of case study. This research was conducted in primary schools and the informants in this study were the principal, extracurricular teachers of traditional dance, and students who took part in extracurricular activities of traditional dance. Data collection methods in this study use the method of observation, interviews, and documentation. The extracurricular implementation of traditional dance can help young people to get to know their regional dances and can help young people to learn it. Thus, the young generation will be able to accept traditional dances of their regions and demand traditional dances to be accepted.

**Keywords:** Regional culture, Extracurricular, Traditional dance

## **Implications of Imagery Exercise on the Outcomes of the Prawira Watang Dance Course in the Surakarta Contents Dance Department**

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**Abstract:** The learning process in any field is always based on measurable methods and systems, both in practical education and theoretical. This study raises the imagination of imagery in the artistic world, namely learning Prawira Watang dance at the Department of Dance, Indonesian Institute of the Art Surakarta. The background of this research is that the practice of imagery in the dance world is rarely discussed, even difficult to reject. This practice is even the most important in all dance practice courses and is one of the determining pillars of dance quality. Goal of the research, is the process and implications of mentally imagery exercises in learning the Prawira Watang dance course. The research assessment used is quantitative. The analytical tools used in the discussion of Komarudin and Monty P Satiadarma about mental imagery: the principle of mental imagery, its classification, its type, and also its breathing for subjects of the practice of Prawira Watang dance. The results of the analysis concluded and found that, the method of training mentally imagery, the implication on the area of concentration, increase self-confidence, control emotions, and enhance the power of partnerships and strategies. If explored into the Prawira Watang dance area, this implication is more significant regarding the most effective region, motion, esetetic skills, and imaginary rehearsal methods.

**Keywords:** Implication, Mentally Imagery, Prawira Watang Dance.

## Local Wisdom of *Tuping* Dance from South Lampung

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**Abstract:** This research identified the local wisdom of *Tuping* dance performed in Kuripan Village, Penengahan Sub District, South Lampung Regency, Lampung Province. *Tuping* dance is the one representing the soldier troops with funny character to deceive their enemy and is often performed in traditional celebration in South Lampung, particularly in Kuripan Village, Penengahan Sub District. *Tuping* in the Indonesian language means Topeng (mask), but to South Lampung people, particularly in *Keratuan* Darah Putih, it means to be Radin Intan II's guerrilla troops. This dance is an ancient cultural product kept maintained and preserved by local people, thereby becoming local wisdom in the area. Local wisdom itself means to be a culture created by a group of people through the repeated processes and socialized in the form of norms and made the guidelines in daily life. Those norms have been summarized into *Piil Pesengiri* meaning self-esteem to Lampung people. This research aimed to identify the local wisdom of *Tuping* dance. The methodology employed was a qualitative one, in which data was obtained through observation, documentation, interview, and library study. Data validation was carried out using data triangulation and informant review. From the result of the analysis, the author obtained 2 (two) local wisdom contained in *Tuping* dance: security and entertainment. Those two local pearls of wisdom can be seen clearly in customary celebrations held by the leader of *Keratuan*, i.e. in wedding event at *nyambai* and the customary title taking rite for the crown prince.

**Keywords:** *Tuping* Dance, *Keratuan* Darah Putih, Local Wisdom

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# **ABSTRACT ROOM 2**

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## **The Hero's Journey: 12 Stages In The Narrative Of Animation Boboiboy Movie 2**

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**Abstract:** 2019 is a phenomenal year for the development of the Malaysian animated film industry as it has successfully produced two superheroes animated films in total. However, the animated film industry in Malaysia is still not competitive at the international level. This can be seen from the 17 animated films that have been produced from 1998 to 2019, only four superheroes animated films managed to get the attention of the audience. This is due to the lack of knowledge of the concept and function of the hero character in animated films. Therefore, the main objective of this paper aims to demonstrate how the Hero's Journey narrative structure can be applied in *BoBoiBoy Movie 2* (2019). This research method involves the use of video analysis tools namely Kinovea and Motion Picture Analysis Worksheet to explain on how the Hero's Journey of this film conveys the storytelling. The results of this study found that each semicircle Hero's narrative structure has an important meaning across from one half-circle to the other half-circle. As a result, it explains the concept of peace and chaos as well as stasis and changes in the narrative structure of superhero animated films. This paper will provide information to researchers on the importance and use of the Hero's Journey approach to analyze superhero animated films.

**Keywords:** Animated Film, Malaysia, Narrative Structure, Christopher Vogler, 12 Stages, The Hero's Journey



## **Festival Lima Gunung 2020: New Art Concepts during Covid-19 Pandemic**

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**Abstract:** The unpredictable Covid-19 had a sudden and significant impact on the arts sector, especially art performance. At the beginning of the outbreak, the government strictly prohibited all activities in public areas as part of a large-scale lockdown in the country but on a regional basis (*Pembatasan Sosial Berskala Besar or PSBB*). Now, as efforts to find a vaccine to COVID-19 continue to trail, the government has moved towards easing some of those restrictions to allow social and economic activities to resume as long as the activities implement a strict health and hygiene protocol. Several adaptations need to be implemented by the art and culture sector organizations if they want to run the activity in public area. In addition, health protocol is essential to be abided by the committee and audiences. This challenging situation is also faced by *Lima Gunung* (Five Mountains) Community. They run the annual festival called *Lima Gunung* Festival. Same like other public art performances, they also need to adapt with new pandemic situation. Based on the fact that art performance should be adjusted, this study aims to examine the implementation of art performance with a new concept during the Covid-19 pandemic. The ecomusicology approach is used to study the relationship between music, environment, and culture by interviewing several artistic figures who are members of the *Lima Gunung* Community. Interviewing techniques carried out data collection and literature studies both printed and digital media. The findings in this study provide a new alternative idea in carrying out artistic activities during the Covid-19 Pandemic. The main point of festival is not about showcasing art performance. Most importantly, *Lima Gunung* Festival is the way people to express their happiness and gratitude.

**Keywords:** Art Adjustment, Art Activity; Lima Gunung Festival; Pandemic; Covid-19

## **Cultural Elements in Kedah State Modern Painting**

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**Abstrak:** Kebudayaan Merupakan Seluruh Cara Hidup Masyarakat Atau Seluruh Aspek Pemikiran Dan Tingkah Laku Manusia Yang Diwarisi Daripada Satu Generasi Ke Satu Generasi Yang Lain Melalui Proses Pembelajaran. Satu Tinjauan Terhadap Adaptasi Unsur Budaya Dalam Karya Seni Catan Bermula Dari Tahun 1940an Sehingga Tahun 2020. Kupasan Akan Dibuat Daripada Karya-karya Catan Moden Oleh Pelukis Sebagai Kajian Perbincangan Dengan Menjelaskan Diskripsi Bentuk Fizikalnya, Menganalisis Aspek Formalistik Serta Menginterpretasikan Kedua-dua Aspek. Akhir Sekali Perbincangan Ini Akan Melihat Kesan Unsur Budaya Pada Keseluruhan Karya Seni Catan Moden Kedah. Beberapa Orang Pelukis Telah Dipilih Untuk Mengetengahkan Hasil Seni Catan Bentuk Budaya Tempatan Ke Dalam Ruang Seni Semasa. Terdapat Empat Elemen Utama Yang Diutarakan Dalam Pembentukan Seni Visual Antaranya Berkaitan Dengan Konsep Yang Digunakan Oleh Pelukis Seperti Teknik, Unsur Formalistik Dan Idea Keseluruhan Pada Karya. Keseluruhan Kajian Berhubung Dengan Imej Budaya Negeri Kedah Berpandukan Kepada Konsep Nilai, Institusi Sosial, Keperluan, Dan Persekitaran Yang Menjadi Asas Kepada Hubungkait Dengan Nilai Kebudayaan. Menggunakan Pendekatan Kualitatif Menggunakan Teori Erwin Panofsky (1939). Pendekatan Ini Mencadangkan Tiga Tahap Analisis Iaitu : Praikonografi, Ikonografi Dan Ikonologi. Data-data Yang Diperolehi Adalah Melalui Hasil Penyelidikan Secara Lisan, Dokumen Dan Analisis Karya Yang Akan Melengkapkan Signifikan Kepada Hubungan Penyelidikan.

**Kata Kunci:** Identiti Unsur Budaya- Catan Moden - Kebudayaan Negeri Kedah

**Abstract:** Culture is the whole way of life of society or all aspects of human thought and behavior that are passed down from one generation to another through the learning process. Overview of the Adaptation of Cultural Elements in Catan's Artworks Starting from the 1940s to 2020. A Peel Will Be Created Instead of the Modern Catan Works by a Painter as a Conversational Study by Explaining Descriptions of Its Physical Form, Analyzing Formalistic Aspects and Interpreting Both Aspects. The End of This Conversation Will See The Impression Of Cultural Elements In The Overall Artwork Of Catan Modern Kedah. Several painters have been selected to bring the arts of Catan as a local culture into the contemporary art space. There are four main elements that are expressed in the formation of fine art, including the concepts used by painters such as techniques, formalistic elements and the overall ideas in the work. All studies related to the cultural image of the Kedah state are based on the concept of values, social institutions, needs, and the environment which are the principles related to cultural values. Using a Qualitative Approach Using Erwin Panofsky's Theory (1939). This approach provides three stages of analysis, namely: predictions, iconography and iconology. The Data Obtained Is Through Oral Investigation Results, Documents And Job Analysis That Will Give Significance To The Investigation Relationship.

**Keywords:** Identity of Cultural Elements - Catan Moden - Culture of Kedah State

## **The Uniqueness of Mangrove Forests in State of Sabah as A Source of Natural Color on Batik Fabric**

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**Abstract:** Mangrove swamp forests in Malaysia can reach maturity up to more than 70 years in addition to having 100 species of mangrove swamps that are not found in other countries. Mangrove swamps are coastal wetlands that can be found around the tropics and subtropics. Mangrove plants are characterized as halophytes that live in areas of high salt content, and grow in tidal waters. In Sabah, the existence of the Kota Kinabalu Wetlands Conservation Society (Sabah Wetlands Conservation Society) was established to preserve the unique mangrove swamp with an area of 24 hectares hidden behind the rapid development of the State of Sabah capital. In this research, researchers made a research on *Rhizophora Apiculata* Blum. trees and *Rhizophora Mucronata* Lam. as one of the sources of coloring on batik cotton fabric. Mangrove tree structures have the potential to produce color pigments. Techniques used in color production on batik cotton fabric include mordanting technique, batik canting technique, material extraction technique, fixation technique, and wax removal technique on batik cotton fabric. Throughout the results of this research, it can be identified that the mangrove trees are still well preserved. In addition, *Rhizophora Apiculata* Blum. and *Rhizophora Mucronata* Lam. trees can produce a variety of colors that can be used as a guide to the textile industry and batik industry in Sabah and all around the world.

**Keywords :** Mangrove Swamp Forests, *Rhizophora Apiculata* Blum., *Rhizophora Mucronata* Lam., Batik Industry, Textile Industry.

## **The Reality of Poverty in Indonesian Contemporary Paintings: Metaphoric and Metonymic Analysis**

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**Abstract:** This research was conducted to investigate the meaning of visual language (symbols) in a painting by virtue of metaphoric and metonymic analyses in order to obtain a more systematic understanding of its symbolic framework. The research used qualitative approach through the semiotic analysis methods. The research subjects were contemporary paintings created by reputable contemporary Indonesian artists in the period 1990-2020. Case studies were done on paintings that represent the reality of economic problems, especially poverty. Poverty is a relatively up-to-date and attractive theme for artists to represent or express through various symbolic visual languages. Data collections were executed through documentations, observations, and interviews. The data analysis was carried out through the stages of collecting and selecting the paintings followed by denotative and connotative interpretations in order to obtain conclusions in the form of the suitability of the relationship between the symbol and the reality it represents in the metaphorical and metonymical perspectives. The results showed that most of the expressions of poverty in paintings were visualized in signs (symbols) which were organized metaphorically and metonymically. Artists use metaphorical method by using the domains of goods, properties, attitudes and daily imageries of the poor to represent the target realm, namely poverty. The composition of symbols really takes into account the method of metonymy or logic of closeness and contiguity so that the symbolic relationship further clarifies the meaning of poverty. Artists' messages of poverty are pursued through relating signs (symbols) based on the support of a hermeneutic, symbolic, semantic, narrative, and cultural codes.

**Keywords:** metaphor, metonymy, poverty, symbol, contemporary painting

## **Euphemism in Indonesian Da'wah**

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**Abstract:** This research examine the meaning and use form of euphemism. The purpose of this study is to describe the meaning and use forms of euphemism in Indonesian da'wah. The data were in the form of preachers' utterances containing expressions of euphemism in Indonesian. The data involved the context of utterance containing expressions of euphemism. The data were collected from audio documentation on internet (podcast), namely Spotify. In providing data, the researchers used observation method with the documentation and note-taking technique. In analysing the data, researchers used the method of distribution with the direct element division technique. Furthermore, the data analysis techniques used was the substitution or replacement technique and the meaning component analysis. The use of the techniques in analysing data was to show the differences in the expression of euphemisms with other expressions that are neutral (orthophemism) by using sentences. From the research results, it can be seen that euphemism in Indonesian da'wah were found in the form of words, phrases, and sentences.

**Keywords:** Euphemism, Da'wah, Semantic, Linguistics

## **Animation, New Habit Solution In Creative TV Ads Content to Survive from Endemic Covid-19**

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**Abstract:** Corona virus disease 2019, (COVID-19) around the world. The disease is caused by a new type of coronavirus, outbreak was first detected in Wuhan City, Hubei Province, China in December 2019, and was designated a pandemic by the World Health Organization (WHO) on March 11, 2020. until now this causes all creative people have difficulty in activities outside the home. So there is a change in working communication through virtual to interact with friends, family, and working from client to producer or creator. That situation making creative people to adaptive for new normal habit to innovating content in television advertising work still can be exciting. They work on an ad campaign for a cutting-edge product or social campaign that will change the world or revolutionize how people live their lives. Or they might help reinvent a brand or product that you believe in and know well to adaptive with pandemic covid-19 attack. A lot of content in TV Ads using a solution with animation is a two-dimensional image or three-dimensional model that seems to move, because of the brain's ability to always save or remember images that were seen before. To enjoy the animation how to move a collection of images that are displayed sequentially with a certain speed that creates the impression of moving from the image. The Idea about research and reporting is how the animation can be a solution problem in content TV Ads.

**Keywords:** Animation, New Habits, TV Ads, Endemic Covid-19,

## **Education Value of Hard Work Character in Novel Guru Aini by Andrea Hirata**

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**Abstract:** This research is purposed to describe hard work character value from the novel of Guru Aini by Andrea Hirata. This research is qualitative descriptive study with content analysis approach. The data source used in this research is based on novel of Guru Aini created by Andrea Hirata. This research used "read and note technique" to collection the data. We used Miles & Huberman concept to analyze data through some steps like data reduction, selected data disclosure, and conclusion drawing. The results of this study shows that hard work value character from novel Guru Aini consist of: (1) Brave/courageous and faithful character, (2) not easily satisfied character, (3) high motivated/spiritfull character. This research conclude that novel Guru Aini by Andrea Hirata contains education character values that bring positive impact to the reader so that it can become literature or reference for lesson in school.

**Keywords:** Value of character education, hard work, novel, Andrea Hirata.

## **Covid-19 in Memes: Satire in the Midst of a Pandemic: Ferdinand de Saussure's Study of Semiotics**

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**Abstract:** Memes as a forum for self-consolation over the conditions of the Covid-19 pandemic, which contains various implied meanings. This study aims to identify, trace, and analyze the implied meaning that contained in memes related to COVID-19 through the meaning of signs with Ferdinand de Saussure's semiotics approach. Memes have taken from internet media such as social media and several websites containing meme collections, where the subject of research data is in the form of images and writings contained in the meme, which were collected from March to July 2020. The data is classified into four signs, namely object sign (a concrete or real object sign), an oral-audio sign (a sign in the form of a sound), a visual sign (a sign in the form of a picture), and a written sign (a sign in the form of writing or words). The four concepts of Saussure's semiotics, data were analyzed using the concepts of signifiant or signifier and signifie or signified to produce a sign. The results of this study are that of the four types of sign classifications in memes related to COVID-19, there are two types of sign classifications found in internet media, namely visual signs and written signs. Apart from that, a combination of the two types of sign classification was also found, namely the written visual sign (signs in the form of images and writing) whose amount of data is greater than the number of visual signs and written signs. The results of interpreting the signs in the Covid-19 meme contain negative and positive satire meanings. The meaning of negative satire in the Covid-19 meme is a negative satire or a harsh satire for people who underestimate the conditions of the Covid-19 pandemic so that it seems indifferent by ignoring recommendations and regulations from WHO and the Ministry of Health. On the other hand, the meaning of positive satire in the Covid-19 meme is a positive insinuation or subtle insinuation in the form of appeals that there is no need to underestimate the recommendations or regulations made by WHO and the Ministry of Health, the community only needs to take Covid-19 preventive measures as a form of health protocol.

**Keywords:** coronavirus, COVID-19, memes, pandemic, semiotics, signifiant, signifie, signs



## **Hikayat Shamsu'l Bahrain hubung kaitannya dengan Beruas: Suatu Manifestasi kepercayaan Hindu-Islam**

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**Abstrak:** Artikel ini memberi tumpuan terhadap naskah Hikayat Shamsul Bahrain (Maxwell 3) dan hubungkaitnya dengan sejarah kerajaan Beruas sebagai suatu manifestasi kepercayaan Hindu-Islam. Setakat ini Hikayat Shamsul Bahrain ditemukan dalam tiga versi naskah mengandungi kisah peperangan yang panjang telah menginduksikan titik kejatuhan sebuah kerajaan Hindu dan munculnya Islam. Peperangan Shamsul Bahrain yang disertai bala tenteranya telah menyerang bala tentera Raja Buranggai dapat dikontasikan sebagai lambang kejatuhan kerajaan Hindu. Dalam konteks ini, pengembaraan Shamsuâ€™ Bahrain yang diselang selikan dengan peperangan yang berlatarkan beberapa tempat di Beruas berpotensi dijadikan sebagai sebahagian sumber sejarah Beruas kerana setakat ini belum ada karya yang bertulis secara kursus untuk dikaitkan dengan Beruas. Untuk memberi bukti, kaedah kajian ini akan menganalisis teks Hikayat Shamsul Bahrain bagi mengesahkan penulisan karya ini dihubungkan dengan sejarah Beruas termasuklah kejatuhan kerajaan Hindu dan penerapan unsur-unsur Islam. Berdasarkan hal ini, episod peperangan dalam Hikayat Shamsuâ€™ Bahrain telah berjaya membongkar rahsia sejarah kemasukan Islam ke Beruas. Hampir tiada sumber tentang kewujudan kerajaan Beruas melainkan memerlukan usaha beberapa pihak untuk mengeksploitasi naskah atau manuskrip Melayu sebagai kelebihan menerokai sumber kerajaan yang pernah wujud pada suatu ketika dahulu.

## The Future Of Art Education: Enhancing Character Values through Karawitan at Primary School

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**Abstract:** This study was held to determine the learning process and future set goals of the *karawitan* as a part of musical arts extracurricular at SD Muhammadiyah 1 Surakarta due to learning objectives and learning materials. Qualitative method was chosen to describe the results of this study using the data on musical arts learning, learning objectives, learning materials, and character value education. The data sources of this research were varied including the headmaster, educators, guardians of students, and documents. Data sorting and selecting were done through structured data results. Data analysis was done through interaction models in order to improve the quality of understanding of deep meanings and data validity by triangulation method of sources. The results of this study were the description of objectives of *karawitan* as musical arts extracurricular activities. The descriptions were explained in details namely students can understand the names of gamelan instruments and present gamelan music (*lancaran*) correctly both in terms of *gending* rules and attitude when practicing *karawitan*. Students were also determined in knowing the extracurricular learning materials for the art of *karawitan*, namely *Lancaran Wulanging Jagad*, *Wajibe Dadi Murid*, and *Lancaran of character value education*. This learning fosters an understanding of the character values as becoming a leader, patience, responsibility, tolerance, and nationalism. The character values education were contained in the learning objectives and learning material based on the rules of presenting *cakepan* (lyrics) in *gending karawitan* (the musical arts when playing the instruments during the extracurricular).

**Keywords:** Educational goals, learning material, character value, karawitan.

## **Accommodating Authentic Materials and Schoology for Teaching Writing in EFL Context**

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**Abstract:** Learning writing in EFL context, students have limited opportunities to write in English both inside and outside of the class since they have less immediate English needs. In this situation, they require abundant exposure to written language over time. To help the students to write better, in this research, teacher accommodates Authentic Materials and Schoology in order to support the students in mastering writing skill. Reviewing many references, the writer found the effectiveness of authentic materials for teaching writing. Similarly, Tomlinson (2012) underlined the characteristics of ideal materials for English Language Teaching (ELT) that is having authentic input features. These authentic materials help the students to acquire the language effectively. In 4.0 era, Schoology is one of educational websites that can be applied by teacher and students for collaborating about resources, learning content-activities, and assessment on a secure and safe learning management platform. Students can post their writing task in Schoology in the form of online portfolios while the teacher can evaluate the students' writing and give some suggestion or comments. Schoology also provides possibility for teacher to provide scoring rubrics to help students in generating texts. In general, this paper is a case study result paper discussing about (1) the idea of accommodating Authentic Materials and Schoology in order to support the students in mastering writing skill, and (2) challenges for the teacher to accommodate Schoology in writing class, and (3) challenges for the teacher to use Authentic Materials for teaching writing.

**Keywords:** Teaching writing in EFL Context, Authentic materials, Schoology

## The Future of Art Education: Enhancing Character: Values through Karawitan at Primary School

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**Abstract:** This study was held to determine the learning process and future set goals of the *karawitan* as a part of musical arts extracurricular at SD Muhammadiyah 1 Surakarta due to learning objectives and learning materials. Qualitative method was chosen to describe the results of this study using the data on musical arts learning, learning objectives, learning materials, and character value education. The data sources of this research were varied including the headmaster, educators, guardians of students, and documents. Data sorting and selecting were done through structured data results. Data analysis was done through interaction models in order to improve the quality of understanding of deep meanings and data validity by triangulation method of sources. The results of this study were the description of objectives of *karawitan* as musical arts extracurricular activities. The descriptions were explained in details namely students can understand the names of gamelan instruments and present gamelan music (*lancaran*) correctly both in terms of *gending* rules and attitude when practicing *karawitan*. Students were also determined in knowing the extracurricular learning materials for the art of *karawitan*, namely *Lancaran Wulanging Jagad*, *Wajibe Dadi Murid*, and *Lancaran of character value education*. This learning fosters an understanding of the character values as becoming a leader, patience, responsibility, tolerance, and nationalism. The character values education were contained in the learning objectives and learning material based on the rules of presenting *cakepan* (lyrics) in *gending karawitan* (the musical arts when playing the instruments during the extracurricular).

**Keywords :** Educational goals, learning material, character value, karawitan.

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# **ABSTRACT ROOM 3**

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## **Journey to Afterlife: Death Ritual by Prehistory Shaman in Painted Cave, Sarawak**

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**Abstract:** This paper discusses the early beliefs practiced by prehistoric communities in Painted Cave. This community is believed to have lived around the Niah Cave complex more than 40,000 years ago. Painted Cave has been inhabited by Neolithic communities around 3,000 years ago. This study uses observational methods and field interviews. The book sketching method is also used in recording the details of the study material in the field. The theory used is the theory of Iconography by Erwin Panofsky to identify the elements of signs and symbols in cultural objects. The objective is to identify the cultural objects produced and analyze the meaning that led to the cultural patterns of prehistoric society in Painted Cave. The results show that this cave area is believed to be used as a cemetery. This death ritual is usually led by a shaman. Human bodies are believed to be kept in boat-shaped coffins. The remains were left in a ship-shaped coffin to decompose and the remaining bones were buried. This method of primal burial in the coffin of the boat is symbolic of belief in the soul that sails after death. This shows the intellectual development of prehistoric society in Cave Painted. This paper provides insight into the beliefs of prehistoric societies practiced 3,000 years ago. This research provides a method in identifying images by observing, identifying, and even analyzing images more systematically and evenly. With the guidance and understanding of the iconographic approach can facilitate society to understand and appreciate the cultural heritage.

**Keywords:** Afterlife, boat-shaped coffin, painted cave, primal burial, shaman, ancient culture

# **Impact of The Covid-19 Pandemic in Changing the Layout Concept of Interior Design of Learning Spaces in University**

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**Abstract:** In early 2020, the whole world was shocked by the Covid-19 pandemic, its emergence has an impact on all sectors of the economy, society, culture, and education, as a part of the creative industry. Education has been disrupted in the teaching and learning process, were accustomed to face-to-face learning is forced to learn from home. This impact makes changes in the structure of the teaching and learning system, especially universities. Classrooms and studios have become unused. The field of interior design has a significant role in changing the arrangement of teaching and learning spaces, it is hoped that in the future we will have a new concept in the arrangement of learning spaces after Covid-19 has been overcome with the presence of vaccines. After the pandemic can be resolved, we will be faced with a New Norm where the hygiene factor becomes the main thing when we are with many people in the room. How to enter a building, circulation, studying, communicate all change by reducing direct contact between people. This writing will discuss how the impact of Covid-19 on the concept of creativity in designing future study spaces, especially universities, to improve the intellectual abilities and skills of students, as well as reduce public anxiety that will entrust their children to study in tertiary institutions. The study used an exploratory case study with a qualitative descriptive analysis approach to obtain data information about the impact and consequences of the Covid-19 pandemic. From this research, it produces an interior design solution, especially the problem of layout furniture associated with social distancing, circulation flow.

**Keywords:** covid-19, new norm, hygienic, social distancing, layout



## **Wearing Face Masks As New Culture Of Trend Fashion In Indonesia**

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**Abstract:** This study aims to analyze the trend of wearing masks during the COVID-19 pandemic. The research method used was a phenomenological approach. Data collection techniques were obtained from observations and sources of fashion news during the COVID-19 pandemic. The data analysis technique employed was descriptive analysis. Wearing face masks during the pandemic is one of the essentials. They are worn to cover mouth and nose. Hence, masks are designed with attractive colors and materials. Famous fashion designers style the masks which not only function for health necessity but also as a complement to fashion designs. Masks are designed with a variety of materials, patterns, and colors. There are batik motifs, floral motifs, cartoon motifs, and other motifs. Masks are also appeared in combined colors. The results showed that; (1) wearing masks have become a community culture, both in urban and rural areas; (2) masks have become a creative industry in the fashion sector; and (3) the mask designs follow the trend in terms of motifs, shapes and colors. It is highly recommended that the use of a good and proper mask can prevent the transmission of COVID-19. Importantly, wearing masks should not only follow fashion trends but also pay attention to their main function as protection for personal health.

**Keywords:** masks, new culture, fashion

## **Cultural Value In Making Traditional Kuih-Muih of Brunei Ethnic in Sabah**

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**Abstrak:** Sabah mencatatkan lebih daripada 35 etnik atau kaum yang melatari kepelbagaian adat dan budaya seterusnya mewujudkan keunikan dan kerencaman identiti, budaya, falsafah dan pemikiran setiap etnik. Etnik Brunei dalam kajian ini terkenal dengan kuih-muih tradisional dalam pelbagai rupa, bentuk dan rasa yang diwarisi secara turun-temurun. Objektif kajian ini adalah menyingkap nilai budaya etnik Brunei dalam pembuatan kuih-muih tradisional yang mencerminkan identiti etnik Brunei. Ilmu dan kemahiran tempatan dari aspek pembuatan kuih-muih tradisional etnik Brunei adalah sebahagian daripada falsafah dan pemikiran kreatif yang secara tidak langsung menjadi jati diri dan identiti budaya yang perlu dikaji. Lokasi kajian ini melibatkan dua buah perkampungan etnik Brunei iaitu di Kampung Lubuk dan Kampung Weston yang terletak di daerah Beaufort, Sabah. Data-data dalam kajian ini dianalisis dengan menggunakan pendekatan yang diperkenalkan oleh Edmund Burke Feldman (1967). Pendekatan ini mencadangkan empat tahap analisis iaitu: Tahap Deskripsi, Analisis Formal, Interpretasi dan Penilaian. Setiap elemen seperti teknik pembuatan, bahan dan rupa bentuk kuih-muih tradisional akan dibincangkan mengikut tahap yang dicadangkan untuk menjelaskan nilai adat dan budaya etnik Brunei di Daerah Beaufort. Kajian lapangan yang bersifat kualitatif ini menggunakan data-data kajian seperti temu bual, pemerhatian dan penglibatan turut serta oleh pengkaji. Informan yang dipilih adalah berdasarkan kepakaran dan pengalaman dalam pembuatan kuih-muih tradisional serta kearifan mereka terhadap adat dan upacara budaya etnik Brunei. Kajian ini mendapati bahawa pembuatan kuih-muih tradisional etnik Brunei memaparkan nilai budaya yang menjadi identiti etnik Brunei yang perlu dipelihara.

**Kata Kunci:** Etnik Brunei, Nilai Budaya, Pembuatan, Identiti, Kuih-Muih Tradisional

**Abstract:** Sabah lists more than 35 ethnic groups or people who underlie the diversity of customs and cultures so that they embody the uniqueness and diversity of identity, culture, philosophy and thoughts of each ethnic group. The ethnic Bruneians in this study are known for their traditional kuih-muih in various shapes, forms and tastes that have been passed down from generation to generation. The objective of this study is to uncover the cultural values of ethnic Bruneians in the making of traditional kuih-muih which reflect the ethnic identity of Brunei. Local knowledge and expertise from the aspect of making traditional Brunei ethnic kuih-muih is part of the philosophy and creative thinking which indirectly becomes cultural identity and needs to be studied. The location of this study involved two ethnic Brunei settlements, namely in Kampung Lubuk and Kampung Weston which are located in the Beaufort area, Sabah. The data in this study were analyzed using the approach introduced by Edmund Burke Feldman (1967). This approach provides for four stages of analysis, namely: Description Stage, Formal Analysis, Interpretation and Assessment. Each element such as the manufacturing technique, materials and forms of the traditional kuih-muih will be discussed following a reserved stage to explain the cultural and cultural values of Brunei's ethnicity in the Beaufort Region. This qualitative field study uses study data such as gibberish,

observation and involvement by the reviewer. The informants selected were based on their expertise and experience in making traditional kuih-muih as well as their wisdom on the customs and cultural ceremonies of Brunei's ethnic culture. This study found that the making of the traditional ethnic Brunei kuih-muih illustrates the cultural values that constitute the ethnic Bruneian identity that need to be preserved.

**Keywords:** Ethnic Brunei, Cultural Values, Making, Identity, Traditional Kuih-Muih

## **Aesthetical Transformation on Ramayana Stories of Indonesia-Thailand Versions**

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**Abstract:** Aesthetical transformation of Ramayana stories in Indonesia and Thailand has a power that can substantiate the existence of each entity in developing their own culture. Aesthetical aspect are presented in various expression media, including visual art (fine art) and performing art. Ramayana performing arts in Indonesia and Thailand is leaning on Hindu spirituality and has been adapted as a part of local expression. Both Indonesia and Thailand versions of performing arts involves ethnical expression to capture visual, kinetical and auditorial senses of the audiences. Performing arts always remain flexible to be adjusted to people life. The objective of this research is to describe and review the aesthetical transformation of Ramayana stories expressed through performing arts. Research method is qualitative descriptive involving structural functional theory approach. Data are collected through depth interview, observation, and documentation review. Data analysis technique is hermeneutic interpretation to identify the elements of aesthetical transformation in literary function of Ramayana stories. Result of this research shows that literary aspect of Indian epical stories has been presented aesthetically in the form that can be adjusted to people culture. Performing arts has undergone transformation to become “the show” to educate morality value.

**Keywords:** Aesthetical Transformation, Ramayana Stories, Literary Parallelism, Performing Arts

## **Revitalizing Cocohan in Gedhog Woven Batik Cloth to Preserve the Cosmological Concept of “Life Cycle”**

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**Abstract:** This paper presents the result of revitalizing cocohan on the background of the Gedhog woven batik cloth produced by batik makers in Kerek. The existence of Cocohan is often omitted in the background of Gedhog woven batik due to the complicated production process and the low cosmological understanding of the new generation of batik makers. The purpose of revitalizing Cocohan on Gedhog woven batik cloth production is in order to Kerek and batik community does not lose their knowledge of the cosmological concept of their ancestors in the production and use Gedhog woven batik cloth. The research is quantitative with the involvement of researchers through ethnographic method to extract information from selected source persons about the urgency of Cocohan on the background of Gedhog handmade batik in manifesting the concept of “Life Cycle”. The conclusion of the research stated that the existence of Cocohan on the background of Gedhog woven batik cloth in any kinds of motif patterns cannot be omitted, due to it contains the value system of the life cycle from birth to death. This research has implications for the effort to revitalize Cocohan in the production of Gedhog woven batik to maintain the cosmological concept of the batik community.

## Implementation Of Bushido Philosophy On Japanese Society Nowadays

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**Abstract:** One of the reasons is the implementation of philosophy *Bushido's* The 「武士道」 born from Neo-Confucianism was influenced by *Shintoism* and *Zen Buddhism*. The philosophy *Bushidō's* in Japanese society did not flow and reflect when Japan was in the feudal era, during World War II but until now it continues to flow in several forms. *Bushido* rooted positive moral attitudes, such as: courage, honor and dignity, loyalty and self-control, sincerity, honesty, thrift, generosity and humility. This research uses the literature study method referring to the idea of Satori (2013), The theory used is the Foucault Power Relations theory (Lubis, 2014) supported by the concept of Ikeno Osamu (2002) about Japanese thinking from a cultural point of view. This study aims to identify and understand the form of implementation of the philosophy *Bushido* that flows in Japanese society today. The results showed that the forms of implementation of the philosophy *Buhido* in Japanese society today are: *Gi* or *Seigi* honesty and justice; *Yuuki's* courage; *Jin. Sokuin no Kokoro* humanity and sympathy; *Reigi* manners; *Meiyō* namely honor and good name; *Chuugi* loyalty and loyalty; and *Kokki* restraint. It can be concluded that the Bushido philosophy is still flowing in the daily life of Japanese people. This research has implications for the polite attitude of Japanese people in their daily lives which is based on the Bushido philosophy so that in certain cases it can become a reflection for other nations in the world.

**Keywords:** philosophy, bushido, Japanese society, today.

## **Tangible and Intangible Differences in Old and Contemporary Semarang's Batik Motifs**

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**Abstract:** Historical events have caused batik in Semarang to be suspended animation for ten years. As a result, there are contrasting differences between the old and contemporary Semarang batik motifs. This research used quantitatively as a preliminary study about knowledge Semarang people in Semarang Batik and a qualitative descriptive analysis method to identify Semarang batik motifs based on tangible and intangible values. Findings of this study, there are fundamental differences in the intangible values between the old and contemporary Semarang Batik motifs. The contemporary Semarang batik motifs have denotative meaning ;the content of Chinese culture's acculturation on the motifs is only an icon. Differences of tangible values between old and contemporary Semarang Batik motifs are in color, no longer dominated by reddish orange, but also uses a more varied derivative color and natural dyes from soft mangrove waste. The difference that occurs is that there is no good documentation on the Semarang Batik motifs. The craftsmen in the 80s did not have any references to produce them. Digital documentation in Batik Semarang motifs is needed, so the batik archives are more easily accessible and preserved. Expected the Batik Semarang could be as popular as other Central Javanese Batik.

**Keywords:** folklore, intangible value, Semarang's batik motifs, tangible value

## ***Tape* As A Symbol Of Luxury And Respect Of Gayo Community**

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**Abstract:** Gayo Lues is aregency that still preserves cultural customs in everyday life and upholds the traditions of their ancestors. The majority of the Gayo people are farmers. They process natural products such as prickly pandan leaves into a product called *tape*. *Tape* is used as a wrapper and a rice. The purpose of this study is to determine the function, types, and motifs of *tape*. The benefits of this research serve as an effort to preserve local culture, and an effort to preserve ancestral heritage for the future. This study used a qualitative descriptive method to describe the importance of local culture. Sociological observation, theoretical and cultural analysis based on intensive field research. Based on the field research results, *tape* has several functions. First, *tape* is used as rice wrappers, envelopes for invitations to traditional events and as a container to store plain flour that is served to newlyweds at weddings. Second, there are three forms of *tape* in general, namely ucak, kul and dere. Third, *tape* has various motifs called sesiku, matapat, bunge terong and special motifs such as bebalun which is only used as a substitute for invitation letters. *Tape* bebalun is perceived as a symbol of luxury and respect among the Gayo community. This can be seen from the use of *tape* to invite close relatives to attend traditional events in Gayo. The role of *tape* in the Gayo is very important because it is an identity and symbol of the Gayo community's customs.

**Keywords:** crafts, culture, custom, tape



## **The Creativity Of Designing *Batik Serumpun Melayu* Through Indonesian-Malaysian Cultural Acculturation**

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**Abstract:** One state's claim for other states' cultural products hurts the feeling of another state owning it. Cultural products competed for are, among others, batik as it is considered to be able to attract the visitors to come to their state. The competition for batik makes inter-state relations less harmonious, and if this condition continues, diplomatic war will occur. This condition needs a good solution. Therefore, the media is required to unify the states belonging to Serumpun Melayu (same-root Malayan) like Indonesia and Malaysia. The media intended is a batik that can be owned together based on the Malayan same-cultural root. To produce Malayan-typical batik artwork, an observation was conducted on some Sumatra areas through Kuala Lumpur, data collection was collected through interviewing informants to find out Malayan culture, and document of ancient Malayan cultural product. Through this research, Malayan artifacts were obtained that were made the source of idea in creating batik serumpun Melayu (same-root Malayan batik). Through the two states' cultural acculturation approach explored into Plattner, Meinel & Weinbergmaka's design thinking creativity process, batik "Relung Mekar Melayu" is created, that has gotten Intellectual property number: 000194363 from Republic of Indonesia's Ministry of Law and Human Rights

**Keywords:** cultural acculturation, creativity, design thinking, batik Melayu

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# **ABSTRACT ROOM 4**

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## **Management Infrastructure Facilities Of Production Units “Musaba Authorized” In SMK Muhammadiyah 1 Bantul**

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**Abstract:** Vocational High School is one part of the national education system that prepares workers with special skills needed by the business world. The Production Unit is one of the learning media in vocational high schools which functions as a place of production. This research was conducted with the aim of knowing the management of the vocational school production unit facilities, planning, implementing and supervising the vocational school production unit. This study used a qualitative research method with the type of case study research by conducting in-depth exploration of the management of production unit infrastructure at SMK Muhammadiyah 1 Bantul, as well as the usefulness of the production unit infrastructure in both schools as a source of student learning. Collecting data through observation, interviews, documentation and questionnaires. This study uses the interactive analysis model of Miles, Huberman and Saldana which includes data collection, data condensation, data presentation and drawing conclusions. The results of this study indicate that the production unit at the school is able to provide benefits for students, especially as a medium for student learning. the results of research that show: 1. Planning begins with budget planning, planning the needs of goods and materials for the Production Unit. 2. Organizing in the Authorized Musaba Production Unit has been carried out, the working mechanism is adjusted to the job description. 3. Implementation of the Musaba Authorized Production Unit includes: The division of tasks for teachers and educators, learning tools, learning orders, maintenance of production units, inventory, elimination, inventory of tools and machines, repairs and maintenance, time to use tools and machines. 4. Supervision of practical facilities and infrastructure is carried out by the Head of the Production Unit on a regular basis, assisted by technicians assigned to work in the workshop every day.

**Keywords:** Management, Management of infrastructure facilities, Production Unit, Vocational High School

## **Correlation between Students' Motivation and English Achievement at Secondary School Level**

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**Abstract:** The study is aimed at investigating the correlation between students' motivation and English achievement at secondary school level. This research was conducted at SMPN 1 Banawa Tengah. The population of the research was all ninth grade students of SMPN 1 Banawa Tengah. The total number of the population was 111 students. Data were collected through questionnaire developed by Gardner; Attitude / Motivation Test Battery: International AMTB Research Project (English version). The English achievement was obtained from the students' average scores coming from the first semester of the seventh grade up to the sixth semester of the ninth grade. The technique which was used to analyze the data was Pearson Product – Moment Correlation which was computed by the Statistical Package for Social Science (SPSS) 25 for windows. The result of the analysis showed the level of significance that was  $0.000 < 0.05$  with coefficient correlation 0.680. The result shows that there is a significant correlation between motivation and English achievement. It means that the more motivation students have in studying, the higher achievement score will be.

**Keywords:** Correlation; Students' Motivation; English Achievement; Secondary School Level

## **The Use of Student Teams Achievement Division as Scientific Writing Learning Method on Indonesian Education Student**

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**Abstract:** Implementing the appropriate learning method is able to make the students understand the material easier. The lecturer should be able to choose a learning method which is capable in fostering the students' skills both in the process and result. Student Teams-Achievement Division (STAD) is a part of cooperative learning which provides the students group work so that there will be the exchange of ideas and expressions based on their opinions. This pre-experimental research was intended to determine the effect of using STAD learning method on the scientific writing skill of the students of Indonesian Language Education at University of Sebelas Maret. The participants were randomly chosen and then divided into 2 classes involving 22 students in each class. The data collection techniques used were pretest and posttest in the form of scientific writing test. The researcher compared the scores obtained from pretest and posttest to analyze the data. The results of this research revealed that both classes gained better scores of posttest after given STAD learning compared to the pretest, by comparing the average, mean and median. It means that STAD learning improved scientific writing skill.

**Keywords:** Student Teams-Achievement Division, STAD, scientific writing skill, scientific writing, learning method

## **Teaching vocabulary through English subtitle video of the eighth-grade students of SMPN Madani Palu**

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**Abstract:** The aim of this research is to find out whether the use of the English subtitle video of the eighth-grade student of SMPN Madani Palu can improve the students' vocabulary or not. The researchers applied classroom action research to solve students' problems in the vocabulary of noun, verb, adjective in the form of spelling and meaning. The subject of this research was the eighth grade BIS 1 students of SMPN Madani Palu. The participants were 21 students. The research consists of one cycle. The criterion of success was that  $\geq 70\%$  of the students must pass vocabulary score of  $\geq 70$ . The results of cycle 1 revealed that more than 70% of the students passed score  $\geq 70$  and therefore the cycle was stopped. The result showed improvement in the students' scores from the tests. On the first test, the number of students who passed the minimum criteria of completeness (KKM) was 6 students (29%). The number of students who passed the KKM on the second test was 16 (76%). The questionnaires and the observation supports the data, it shows that the teaching-learning process ran well. The students were active and enthusiastic during the teaching-learning process.

**Keywords:** Teaching, Vocabulary, English Subtitle Video.

## **Error Analysis Of Silent Letters And Its Relevance To The Teaching Of English**

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**Abstract:** This research analyzes pronunciation errors of English words containing silent letters made by the first-year students of English Education Study Program at Tadulako University. The methodology used in this research is qualitative descriptive studies. The sample was selected by using purposive sampling techniques in which one class out of five parallel classes was chosen intentionally for research participants consisting of 37 students. Data were collected through test, in-depth interview, and questionnaire. In this research, the researcher found that the student commonly made pronunciation errors in three types; they are pre-systematic error, systematic error, and post-systematic error. The dominant type of students' pronunciation error is systematic error. It can be proved by seeing the data that 21 students were in the range between 31% -70 % of the percentage of error. It is followed by post-systematic errors in which 9 students made errors in the range between 0%-30%. The last is pre-systematic error in which the students committed errors in the range of 71%-100%. The researcher concludes that the students made an interference error due to the influence of other languages; first language acquisition or mother tongue. Students' first language acquisition with dialect, accent, and culture had influenced their performance while pronouncing English words containing silent letters.

**Keywords:** Error Analysis, Pronunciation; Silent Letters



## **Educational Hybridization: Implementation Study of Digital Lecture**

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**Abstract:** The convergence of technology as a learning media requires educators and learners to overwhelm online learning technology. This study intended to analyze the exact constraints of online learning systems during a pandemic in the Faculty of Social and Political Sciences, Cenderawasih University. This sort of research was descriptive in a qualitative approach. Sources of data came from interviews, observations, and literature studies. Data analysis ran through the stages of reduction, presentation, and verification of data. The legality of the data was experimented using triangulation. The result showed that there were three core elements which had been excluded by the existence of new media during the Covid-19 pandemic. First, the fading of the actuality of lecturer-student synergies only exist in conventional (face-to-face) learning. Third, the inflammation of humanist education which is summarized by merdeka belajar.

**Keywords:** Dehumanization, Policy, Education

## **Stimulation Booklet Content Development for Information and Early Childhood Development**

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**Abstract:** In the context of the availability of literacy sources about early childhood development, the people of Kotaanyar District, Probolinggo Regency are constrained by limited access and understanding. The limited access in this case is the limitation in finding main literacy sources such as books and online literacy content. The limitation of understanding in this case is the difficulty of them (parents of early childhood) to understand content that contains scientific and technical concepts regarding information on children's development. This is due to the low participation rate in taking education in this area. With this problem, researchers conducted research & development of booklets with stimulus content for early childhood growth and development which were made in such a way as to be completed with pictures and by using simple exposures, direct practice, and local language. The content developed is divided according to the stages of developmental age and children's growth, ages 0-12 months, 12-24 months, 24-36 months, 36-48 months, pre-school age 48-60 months. The development of stimulation content is divided based on general information on growth and developmental aspects including aspects of motoric physical development, aspects of cognitive development, aspects of language development, aspects of social emotional development. As a basis for development, the main reference was developed from the book "Ibu Pintar Asuh Anak" by dr. Anastasia Ratnaningsih, Sp.A, which was then reprocessed to add stimulus content and child development problems that were found in a typical and contextual manner in the Kotaanyar District community. Presentation in bilingual form is needed so that it can be understood by the local community, who mostly speak the Madura Pandalungan area (slightly different from the language of the island Madurese / origin Madurese). Therefore, after the content and illustration development stage, the researcher translated the booklet into the Madurese Pandalungan language. This is solely done to facilitate understanding of the local community, and also to facilitate early childhood education coaches / socializers to explain in the local language

**Keywords:** Stimulation book, early childhood, development

## **The Philosophical Value Of Rujakpolo On Wayang Bima As A Character Planning Basis**

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**Abstract:** There are many ways to introduce culture to the younger generation. Some of the media that are familiar to our youth include comics, animation and games. Character design is an essential part of comics, animation and game production. Character is a profile entity that will play a role in a certain context in conveying ideological content that represents a group. Character design is an attempt to bring an imaginary character to life. In connection with this, it is often seen that we are wasting the opportunity to make character design a cultural bridge for future generations. Comics, animation and games are media that can be used to convey educational material both formal and informal. This study aims to explore character designs that can promote cultural heritage based on the visual, philosophical and ideological riches of Rujakpolo which can be appreciated by elementary school age children.

**Keywords:** Character Design, Rujakpolo, Culture Education.

## **Poster As A Learning Media For Writing Explanatory Text For Tenth Grader Of Senior High School**

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**Abstract:** Research related to posters as a learning media for writing explanatory texts needs to be developed since its importance in everyday life, especially learning Indonesian in schools. This study aims to determine the factors that affect students' writing skills in compiling explanatory text, perceptions of poster media, and the appropriate method to the use of poster media as learning media. This research is classified in a qualitative research with a case study approach. The data collection technique used was in depth interviews with several students and teachers and classroom observations. The results showed that there were several problems faced by students in writing explanatory texts; students are having difficulty in expressing and developing their thoughts into explanatory texts and they lack of vocabulary acquisition. The teaching and learning process using Example Non Example learning method utilizing posters as a learning media is aimed to obtain an optimal learning of explanatory text. Posters media can build up the students enthusiastic in teaching and learning process.

**Keywords:** posters, learning media, writing, explanatory text, example non example

## **Developing E-learning Modul by Using Telegram Bot on ICT for ELT Course**

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**Abstract:** Pre-service teachers who are taking undergraduate education after graduating they will face generation z students, where students are already facing the 21st century and gadgets have become their playmates. In using gadget that only for playing games and social media has been deemed less useful. It need to facilitate to teach how to make learning media using smartphones to equip pre-service teachers to be proficient in utilizing technology, which is called MALL. The objective in this study is to produce a product of teaching materials based e-learning by telegram bot application. The materials are about ICT in English language teaching course. This course is for the seventh semester students in English education study program Universitas PGRI wiranegara pasuruan. The method is research and development (RnD). The steps are finding the problems. Collecting data, product design, design validation, design revision, product try out, product revision, utility testing, final product revision, and dissemination. the product have been not only validated materials and media but also testing usage. the materials validation expert shows that the average percentage is 94% and for the media expert validation shows hat the average percentage is 72%. The try out result shows that the average percentage is 82%. For the dissemination product shows that the average percentage is 87%. Based on the results shows that this e-learning materials product includes in valid category.

**Keywords:** E-learning modul; Telegram Bot; ICT for ELT

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# **ABSTRACT**

# **ROOM 5**

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## **The use of funny story in teaching reading**

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**Abstract:** Mastering reading skill needs the learners' experiences. The experiences could be enriched by motivation of the learners to read. It is believed funny stories is interesting reading material which can help the learners achieve the comprehension. The purposes of this research are to describe the procedures of teaching reading by using funny stories and to describe the students' responses on the use of funny stories in the teaching reading. The research was qualitative research. The data of this research were taken from the observation, interview, and questionnaire. Meanwhile, the techniques of data analysis are using data reduction, data display and conclusion drawing. Based on the result of the research, it was found out that the researcher follows the procedures of teaching such as reading the funny stories in aloud voice, giving the clues to the difficult words, asking the students to do the exercises, then asking the students in groups to give their comments and judgments about the story. Meanwhile, the responses show that almost all students agree that funny stories could be used as reading material. The topics given to the students are interesting, and the students look enthusiastic in reading class. The implication is the use of funny stories could motivate the students to read and improve their comprehension.

**Keywords :** comprehension; funny story; interesting; motivation; reading



## **Development Of Science Comic Media Based On Local Culture Wisdom To Improve Hots**

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**Abstract:** We conducted this research because the teacher only uses lectures, books that have been provided by the government, and student worksheets. The purpose of this study was to determine the benefits of using instructional media in elementary schools to produce comic media based on local wisdom that can improve higher-order thinking skills, and can determine the feasibility of local wisdom-based comic media. This research is development research based on the Borg and Gall development model but is limited to the fifth stage, namely: (1) research and data collection, (2) planning, (3) product draft development, initial field trials, (5) revising trial results. The test subjects in this study were 33 students of class IV SDN 01 Sambirejo Jumantono District, Karanganyar Regency with details: 6 students for limited trials, and 27 students for field trials. The results showed that: (1) the provision of instructional media facilities in elementary schools which were the subject of the trial was not optimal, (2) the developed comic media in terms of the quality of media aspects and material aspects according to experts, according to the teacher, and the results of student responses were categorized very good, (3) comic media based on local wisdom is valid and can be tested in learning the theme of Peduli terhadap makhluk hidup, sub-theme Ayo Cintai Lingkungan in elementary schools. Comic media affects students' abilities in learning so as to improve higher-order thinking skills

**Keywords:** Science comic media, Local Culture Wisdom, HOTS

## **Application Of Contextual Teaching and Learning Models Based On Creative Thinking In Elementary Schools**

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**Abstract:** In the implementation of learning in elementary schools, each teacher faces different situations that affect the learning process. If the learning process goes well, it will affect the quality of learning. The implementation of learning in the teacher's classroom has taken advantage of the contextual teaching and learning model of learning but this learning does not attract the attention of students so that they are passive in learning. The problem in this study is related to the implementation of learning models and learning systems in elementary schools in implementing contextual teaching and learning (CTL) learning models based on creative thinking. Students tend to be passive which has a low impact on the learning process. This research method is qualitative with a case study approach. The purpose of this study was to describe the analysis of the application of contextual teaching and learning (CTL) learning model based on creative thinking in the fourth grade of elementary schools. The results of this study are expected through the contextual teaching and learning (CTL) learning model based on creative thinking, students can think creatively and enthusiastically in participating in the learning process so that it has an impact on the learning process that is effective and interesting. Based on these findings, this study recommends a contextual teaching and learning (CTL) learning model based on creative thinking to be implemented in learning in elementary schools.

**Keywords:** Contextual Teaching and Learning (CTL), Creative Thinking

## **Blending Academic Writing: An English Language Teaching Strategy amid Covid-19 Pandemic**

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**Abstract:** Conventional face-to-face education has been hesitantly forced to stop due to Covid-19 pandemic affecting many countries, including Indonesia. Teachers have been actively exploring for the best strategy to teach their students. All classes, including English classes, have switched to virtual world, commonly known as blended learning. Enriched virtual blended learning has changed the way lessons are delivered by having the direct discussion done in an online setting. Studies related to blended learning in EFL setting, especially in academic writing classes, have been done in many countries, but they are still lack in Indonesian EFL setting. Two research questions to be answered were (1) how effective is applying enriched virtual blended learning to teach academic writing? And (2) What are the students' perspectives towards the use of enriched virtual blended learning in academic writing classes? This study involving forty-five students in a university in Jakarta applied both quantitative and qualitative methods. A pre-test was given in the beginning, and a post-test was assigned after the blended learning period to study the effectiveness of blended learning. In addition, survey and interview were also conducted to investigate the students' perspectives. The results indicated that blended learning could help students develop their academic writing skill although it was a new experience for them. Furthermore, despite some limitations, this strategy was accepted with optimism as they started to get accustomed to. Hence, blending academic writing class is a promising strategy, especially in the midst of Covid-19 pandemic.

**Keywords:** Enriched virtual, blended learning, academic writing, TEFL

## The Value Of Character Education In Engklek Games At Primary School

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**Abstract:** Rapid technological advances have an impact on students. One of the negative impacts is the occurrence of moral degradation in the child's environment. Children play more with modern technology and begin to forget the values contained in traditional games. Moral degradation in children is shown in data from the KPAI (Indonesian Child Protection Commission) taken from <https://www.kpai.go.id/as> of 2019 which shows cases of bullying in schools, murders and cases of suicide. With the high level of moral degradation in students, it is very necessary to instill the value of character education from an early age. Character is the initial foundation that must be instilled in children from an early age because it can lead children to maturity in processing emotions. This study aims to describe the character education values contained in the *engklek* game. This research is a type of qualitative research. The data sources of this research are resource persons and children's activities. The data collection technique is done by interviewing, Observations and documents Data analysis uses the interactive model of analysis by Miles and Huberman with the stages of data collection), data reduction, data presentation, and drawing conclusions (verification). These values can be used by children as a means to instill character education in the child's environment and interpret the meaning contained in the *engklek* game. The results of this study are in the form of character education values contained in the *engklek* game including nationalism, independence, mutual cooperation and integrity.

**Keywords:** Value Of Character Education, Engklek, Primary School

## **The “Power Director” Application As A Media For Indonesian Language Teaching Using “Ruang Guru” Style At PGRI Wiranegara University**

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**Abstract:** Universities and public/ private tertiary institutions are places and processors for prospective educators who have good quality in order to achieve the goals of national education. As a form of responsibility, educators/ lecturer at universities and public / private colleges fully contribute to guide the college students in terms of teaching. The teaching and learning systems must also be able to adapt and serve the needs of college students and society as their potential educators. The current condition of the Covid-19 pandemic does not allow the learners for learning face-to-face. So, online learning is needed, but it is still interactive and fun, so that the learners are still maximized in the learning process. The Power Director application is one of the applications that can be developed in packaging learning to be effective and fun in the style of “ruang guru” application that can be used without having to spend money like the real “ruang guru” application. The result and process of developing this application is that Indonesian language teaching is developed from the basic competencies that have been determined by each college students in the Teaching and Learning Interaction course at the PGRI Wiranegara University which was formerly STKIP PGRI Pasuruan. Then, this interaction learning is developed again through the Power Director application with virtual / animation / sound displays which contains learning material using "ruang guru" style. The developing results of Indonesian language teaching media are published via YouTube or other social media, so that they can be used by the learners as an effective and fun online learning media.

**Keywords:** Power Director, Indonesian Language Teaching, Ruang Guru, Uniwara

## **Impact of *Guru Garis Depan* Program to Improve the Basic Education Quality**

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**Abstract:** *Guru Garis Depan Program* is the affirmative policy of the Ministry of Education and Culture in 2016. This program puts professional civil servant teachers in the foremost, outermost and underdeveloped areas in Indonesia based on considerations of national interests. The objective of the study was to get the impact of *Guru Garis Depan Program* in increasing the basic education quality. The method of study used descriptive qualitative. The process of collecting data was the observation, interview, and document. The proses of data analysis were data reduction, data display, and conclusion drawing. The result of the study shows that the needs of teacher fulfilment in the foremost, outermost and underdeveloped areas has been properly fulfilled to face the process of improving the quality of education, which can be seen from new learning methods according to student needs. The recommendations of this study are to increase schools' promotion in the foremost, outermost and underdeveloped areas using the *Guru Garis Depan Program*. The implication of the study can be seen from the inspiration, motivation, enthusiasm, learning resources, and role models for teachers in the Underdeveloped, Outermost and Frontier Areas.

**Keywords:** Basic Education, Evaluation Program, *Guru Garis Depan*, Quality

## **Listening Class Distance Learning for German BIPA Students**

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**Abstract:** The pandemic situation that occurs in Indonesia has an impact on the program of sending students who will study Indonesian language (BIPA) in Indonesia. One of them is the sending of HTWG Konstanz students from Konstanz, Germany. This situation resulted in BIPA learning being carried out online. Indonesian Learning Class requires specific strategies so that virtual face-to-face learning can be just as effective as face-to-face learning. During listening class distance learning, learning activities are assisted by several applications, namely with WhatsApp, Zoom, Google Form, Edpuzzle, and Padlet. The results show that the applications used can help during learning activities. However, there still lacking in its implementation. Virtual face-to-face learning can't completely replace the face-to-face learning in Indonesian listening class.

**Keywords:** Indonesian Language, BIPA, Listening, Distance Learning

## **Students' Perceptions Of Student Council Activity In New Normal Era At Junior High School**

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**Abstract:** During the Covid-19 pandemic era, student activities are not so active than before. Most of the schools start prioritizing on formal teaching learning process activities by online. At the same time, they ignore student activities that have been prepared by the student council. As we know that schools already spare budget annually for the plan of student activities, so the activities should be created as well. Although student activities cannot be done face-to-face, student activities can also be done by online too. At SMP Dharma Loka, the school still gives opportunity to the student council to hold student activities. The aim of this study is to know student perceptions of student council activity internally and externally in new normal era at junior high school of SMP Dharma Loka. This research method was descriptive qualitative with the main instrument of the questionnaire while observation and interviews are supporting instruments. The questionnaire was distributed to 50 students. The results showed internal factors of students' perception namely feeling of pleasure, interest, satisfaction in participating, and the continuity of the activity in the future have positive Responses. While external factors faced in the field such as the ownership and network problems still become the main obstacles in student activity.

**Keywords:** Student Perceptions, Student Council Activity, New Normal Era.



## **Project-based Learning (PBL) for Teaching English in SMA**

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**Abstract:** One of the models of teaching English is project-based learning (PBL). It is used to make learning like acquisition so that learning is more natural and interesting and the students are interested and motivated in learning English. The objective of the research is to develop a model for teaching English using project-based learning which is feasible to develop the students' four English skills. The research method used is Educational Research and Development by designing a prototype consisting of the following steps: determining basic questions, designing a project, making a schedule, conducting the project, monitoring the project, examining the results, and evaluating the experience. The prototype was tried out for teaching English to SMA students, the weaknesses were revised, it was tried out again and revised until it became a feasible model. The result of the research shows that the model is feasible for the teacher to teach English and for the students to study and develop their four English skills (listening, reading, speaking, and writing). It implies that project-based learning can be used by the English teachers to teach English to develop the students' four English skills.

**Keywords:** developing, four English skills, PBL

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# **ABSTRACT**

# **ROOM 6**

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## **The role of social workers in empowering socioeconomic women in the time of covid-19 pandemic**

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**Abstract:** Covid-19 pandemic had changed all the social life and economic. Empowerment is one of the efforts to strengthen the ability and skill, which refers to the condition or results to be attained by a social change, through the enhancement of physical, mental, social, and economic ability to fulfill the basic needs. This research aims to identify Social Workers (SW) in empowering socioeconomically versatile women. This research used a descriptive qualitative approach, and the subjects of the research are social workers and clients of economically versatile women in Putat Jaya Urban Village, Surabaya. The location of the research is Putat Jaya Urban Village Sawahan District Surabaya City in which it was used to be the biggest Red-Light District in Southeast Asia, the Dolly Red-Light District. Data collection methods used were interviews, observation, and literary research. The results of this research are social workers as 1) facilitators, 2) motivators, 3) companions. Empowerment conducted by SW resulted in the ability to do something useful and had never been done before, the ability to improve the power and existence, the feeling of more secure and comfortable by the client, and problem-solving alternatives. Meanwhile, the impact of the role of SW is the ability to work independently, the ability to run their businesses by using their skills; having the high motivation to improve their talents and sparing their time to express their hobbies; having easy access to public service, especially the programs held by the government.

**Keywords:** Social Workers, Empowerment, Socioeconomic Women

## **New Normal Space Planning For the House: Redesigning Houses In The New Normal Era**

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**Abstract:** Since the corona virus broke out, the function of a house is no longer just a place to live, but also a place to work to study. This happened following the implementation of the self-quarantine policy by the government to prevent the transmission of Covid-19. In fact, even though the government has now relaxed some restrictions and people are living a new normal life phase, things will not be completely the same as before the pandemic. Reflecting on this situation, not a few people have started to think of looking for housing that not only functions as a place to live, but is also able to support the productivity, health and pleasure of its occupants. The concept of future homes will return to traditional designs with room plans that are clearly defined in terms of function. For example, a room is only for sleeping, not for work. "The advantage of a traditional concept house is that it allows for different demarcations between home and work life. The return to traditional style housing trends also means that the house will have more space, especially for couples who have children. This needs to be considered considering predictable work from home activities. will become normal at a later date. The researcher articulated, elaborated the characteristics of houses, and explored in detail the use of interior element and multifunction spaces. The researcher used qualitative and design interior methods. The results showed that a traditional concept house is possible to be developed with lots of multifunctional spaces.

**Keywords:** New normal era, space planning, the house. redesign

## **Distance Learning Effectiveness Through The Performance Of The TPMPS Organization**

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**Abstract:** The pandemic condition, which forces school learning from home, puts new burdens on teachers, especially in the delivery of learning materials. The Secretary-General of the Ministry of Education and Culture (Kemendikbud) issued Circular Letter Number 15 of 2020 concerning its Contents regarding Guidelines for Organizing Learning from Home in an Emergency for the Spread of Covid-19. Besides, there is information about Distance Learning (online), there are also outside the network (offline). The offline facilitation steps use books, modules, and surrounding teaching materials, while online learning is learning using an internet-based interactive model and a Learning Management System (LMS). Mapping the quality of education in education units or what can be called School Self-Evaluation (EDS) is carried out by the School Education Quality Assurance Team (TPMPS). The purpose of this study was to see whether Individual Capability or Individual Motivation played the most role in improving the performance of the TPMPS at Model Schools in Batam City, where TPMPS had a role in learning innovation. In this research, The Individual Motivation Variable is seen as more prominent than other variables as the main forming of the Influence of Organizational Performance in Model Schools in Batam and the Individual Capabilities has a significant effect on increasing Competence. One indicator of TPMPS personnel who have the right Individual Motivation is those who have individual adaptive capabilities. The implications of this study for TPMPS organizations include strengthening personal Motivation through existing competencies as a strategy in dealing with adaptive learning conditions like today.

**Keywords:** Individual Capability, Individual Motivation, Competence, Organizational Performance

## **Ecological Narrative in the Book of Poetry Collection Dongeng Pohon Pisang by Achmad Sultoni**

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**Abstract:** As a cultural product, literary works are related to the environment in which they were born. One of the things referred to is related to ecological issues. Poetry as a part of literature can reflect ecological problems. This study aims to explore the ecological elements in the book of poetry collection Tales of Banana Trees by Achmad Sultoni. The form of this research is descriptive qualitative with literary ecological approach. Achmad Sultoni's book of poetry collection Tales of Banana Trees was the source of data in this study. Words, sentences, and phrases in the book of poetry collection Tales of Banana Trees by Achmad Sultoni which contain ecological elements are the data in this study. To obtain data, this study used data collection techniques in the form of document or library studies. The data that has been obtained are then analyzed using an interactive analysis model. The results of this study indicate that the book of poetry collection Tales of Pisang Trees by Achmad Sultoni is very thick with nuances and ecological themes. The book also finds two forms of ecological criticism which include criticism of environmental pollution and criticism of land conversion.

**Keywords:** poetry, ecology, literary ecology

## **Education at LPKA for Andik Pas in The 21<sup>st</sup> Century**

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**Abstract:** This article is intended to explain how the education process for children in LPKA in the 21st century is. Crimes in the 21st century are not only committed by adults, children at school age are forced to leave education because they also become perpetrators of crimes that lead to imprisonment. For this reason, LPKA as a non- formal educational institution must be able to allow Andik Pas to continue their education. This study uses a qualitative approach and case study method. Participants in this study are Andik Pas, detention officers and Teachers at LPKA. Data collection techniques include observation, interview and documentation. Data analyses include data reduction, data presentation, and data verification. The findings of this study indicate that in the education process has been carried out in a scheduled and well-structured manner as schools in general, including work skills improvement carried out by LPKA in collaboration with Balai Latihan Kerja. LPKA is expected to improve facilities and infrastructure such as buildings, teaching material supplies, as well as adequate stationery.

**Keywords:** LPKA, Andik Pas, 21st Century Skill

## **Balai Latihan Kerja Strategy to Reducting Unemployment in 21st Century**

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**Abstract:** This article aim to describe how to reduce the unemployedment in 21<sup>st</sup> century. The development of the world in the 21<sup>st</sup> century affected in the field of employment which caused erosion and the emergence types of work. Epistemologically needed the improvemnet and training of skills in accordance by the needs for development. BLK is an agency engaged in providing skills training to balance the challenges in this century. The research approach uses a qualitative approach by taking BLK research locations spread across Aceh Province. Respondents in this study consisted of the head of the BLK, instructors BLK and BLK participants. Data collection techniques include interviews, observation, and study documentation of research data analysis using triangulation. The results showed that BLK had been able to train the workforce who were looking for job and did not have a job. In preparing BLK training, they use the TNA technique (training need analysis) to determine entrepreneur and industry based training programs business and industry in the 21<sup>st</sup> century so that preparation for the dynamics of the world of employment is stright on target. It is expected to be able increasing the programs that will be provided

**Keywords:** Unemployed, 21<sup>st</sup> century, BLK



## **Formalistic Analysis and Visual Semiotics Approaches: Finding "Appeal" Factors In The Character Of Local Animation**

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**Abstract:** This research aims to understand the 'appeal' factor in local animated character design. 'Appeal' is one of the 12 principles of animation design and is often considered ambiguous. To achieve 'appeal,' one of the methods used is Viewer's Impression Words (VIW), which is a modification of Kansei Words (KW). This method combines formalistic theory and visual semiotic to achieve Viewer's Impression Words (VIW), an essential part of Kansei Engineering. This method is suggested as a new technique to improve the process in obtaining VIW or Kansei Words to use in the measurement exercises to find the affect (emotion) in understanding 'appeal.' This is to achieve loose principles in local animated character design.

## NOTE

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[illegible]



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# Students' Perceptions of Student Council Activity in New Normal Era at Junior High School

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## ABSTRACT

During the Covid-19 pandemic era, student activities are not so active than before. Most of the schools start prioritizing on formal teaching-learning process online activities. At the same time, they ignore student activities that have been prepared by the student council. As we know that schools already spare budget annually for the plan of student activities, so the activities should be created as well. Although student activities cannot be done face-to-face, student activities can also be done online. At SMP Dharma Loka, the school still allows the student council to hold student activities. This study aims to know student perceptions of student council activity internally and externally in new normal era at junior high school of SMP Dharma Loka. This research method was descriptive qualitative with the main instrument of the questionnaire while observation and interviews are supporting instruments. The questionnaire was distributed to 50 students. The results showed internal factors of students' perception namely feeling of pleasure, interest, satisfaction in participating, and the continuity of the activity in the future have positive Responses. While external factors faced in the field such as the ownership and network problems still become the main obstacles in student activity.

**Keywords:** Student Perceptions, Student Council Activity, New Normal Era, Pandemic Covid19

## 1. INTRODUCTION

Nowadays Indonesia becomes the country with the most positive cases of Covid-19 in ASEAN. This pandemic creates great disruptions on almost all sectors of public activity such as economic, tourism, education, social and culture. Statistically, Indonesia officially enters the gap of recession with a GDP of -5%. At the same time, education in Indonesia is currently going through an unfavourable phase due to the pandemic of the covid-19 virus. Based on circular letter No. 2 of 2020 concerning Prevention and Handling of COVID-19 in the Ministry of Education and Culture and Circular No. 3 of 2020 concerning Prevention of COVID-19 at the Education Unit regarding the temporary suspension of face-to-face learning, the schools should implement long-distance learning.

The condition of students at this moment of that long-distance learning has many problems. Students are only

delegated cognitive learning without affective and psychomotor guidance from the teacher face-to-face. Students are also starting to be smart about trick this learning, only by watching a teacher giving the presentation, at the same time they are doing other activities. If we look condition how teachers can target their learning outcome as they don't pay attention. It's just like an online learning formality. Especially with the amount of free time without supervision, students only spend time without upgrading their skills.

Furthermore, schools are more concerned with learning and teaching activities so that they ignore and even eliminate student activities. Which by doing this activity will stimulate skills and creativity so that more or less the students' skills are upgraded. However, there are many schools with their considerations, this student activity is no longer a priority. So that students are no longer involved in student activities such as sports, extracurricular activities, and other student council

activities. In Yahya & Wijoyo (2020) character value isn't only get from teaching and learning between teacher students formally but also interaction student to student outside the class.

Students council is called OSIS is a student's organization that conducts and facilitates student's creativity. So that this organization should continue to hold student activities or change them more innovatively and adaptively. However, in the new normal era, face to face learning is almost impossible to do. Therefore, schools implement face-to-face activities through online. By considering the student's activeness, excitement, creativity and togetherness, the student council of Dharmaloka junior high school held a student activity such as competition with online nuances of edutainment. The learning model was combined with entertainment so that students do not get bored and also increase motivation and learning outcomes (Astuti, 2012). These activities include making digital poster designs, independence quizzes, selfie competitions, Tiktok competitions, creating and reading poetry competitions and mask decoration competitions.

Student perception is one form of student psychological sensation that occurs with the condition that there is an object that is perceived, senses or inspectors and attention (Waldigo, 2010: 101). Two factors influence perception (Syukur, 2006), namely 1) internal factors which include biological factors and psychological factors. 2) External factors, namely from outside the individual's perception such as the environment or object or situation in which the perception takes place. Moreover, according to Zuriati and Briando (2020), in general, students' perceptions have a positive tendency towards the implementation of online learning. There are some related studies about student perceptions in long-distance learning as following:

First, In Megawanti et al. (2020:75-82) about students perceptions toward long-distance learning in the pandemic covid-19 era. This research instrument in the form of a questionnaire distributed with the help of Google form in April 2020 succeeded in gathering 155 responses or answers from students from different locations (Jakarta, Depok, Wanasari). The results showed that almost all respondents, consisting of students from elementary to high school level, agreed that they were not happy with the extension of School from Home.

Second, In Zuriati & Briando (2020) about students' perceptions toward implementation of online learning at senior high school in Tanjungpinang city found that there are several dimensions should be concerned namely teaching methods, student interaction, and the environment.

Third, Chen, E., Kaczmarek, K., & Ohyama, H. (2020) researched Student perceptions of distance

learning strategies during COVID-19 in India. He found that firstly, student learning outcome has worsened since the move to e-learning, with 44% of students responding "somewhat worsened" and 26% answering "significantly worsened. Secondly, there are no significant differences between recorded lectures and no recorded lectures, with around 50% of students responding "very comfortable" for both formats. Thirdly, students felt that learning formats like flipped classrooms and creative uses of technology would be beneficial to their virtual learning.

Forth, Saraswati et al (2020) researched students' and teachers' perception and practice of providing a reward in online English teaching context at Bali kiddy school. the result shows that 1) teacher should give reward verbally and physically, 2) verbal reward mostly used in teaching-learning, 3) there were three verbal rewards used namely perfect, almost perfect, and need to be fixed in a different situation, 4) teacher perception by giving reward bring positive effect on students academic and non-academic, 5) student perception toward a reward in online learning made them enthusiastic and motivated. The writer concluded that school should design reward variedly and creatively to motivate students.

On the other hand, Niemi & Kousa (2020) found that that distance teaching in Finnish high school was implemented very successfully. But Students complained of heavy workloads and fatigue. Some students lost motivation. These difficulties did not disappear over time. The core challenges for teachers included non-authentic interaction and a lack of the spontaneity that in-person teaching provides. Teachers were also worried about students' progress. This is in line with Shem & William (2020) found that some aspects of improvement in students that stated students felt less anxiety towards online learning after 3 weeks towards distance education. It meant that there is a decrease in motivation and anxiety in online-learning. Unfortunately, Raja et al. (2020) found that Majority of Pakistani students are suffering from moderate to high-stress levels especially in provinces with a higher number of COVID-19 affected reported cases and not only in Pakistan but also in the US, Son (2020) made the conclusion that due to the long-lasting pandemic situation the COVID-19 pandemic brings negative impacts on mental and health on higher education.

Based on the description above, the objective of this study is to know how the student perceptions of the student council activities in the new normal era at Junior High School internally and externally.

## 2. RESEARCH METHOD

The research design used in this research was descriptive qualitative. It was established at Dharma Loka junior high school. The sample was 153 students who participated in the activity. The instrument used is a

yes and no answered questionnaire in the form of a Google Form. The feedback responses were 50 students returned. In addition, the researcher also used observations and interviews to support or seek information that was not obtained from the questionnaire. This questionnaire includes:

**Table 1** Questionnaires of the indicators

Internal Factors	
1	I like to participate in student online activities.
2	I am satisfied to take part in student online activities.
3	I am interested in participating in student online activities.
4	I want student online activities to be held in the future.
External Factors	
5	Ownership of facilities and infrastructure (smartphone or Laptop) helping me to participate in student online activities
6	I have network problems while participating in student online activities

### 2.1. Data Analysis Techniques

In order to provide maximum benefits in this research, according to Miles & Hubberman (1992: 19), there are several steps which are carried out including:

#### 1. Data collection

At this stage, the researcher uses a questionnaire on student perceptions of student activity which consists of two factors, namely external and internal. This questionnaire uses the Guttman scale by choosing a firm answer, namely yes or no (Sugiyono, 2014: 139). Observations were made at the shooting location and the Instagram application platform where the activity took place, then interviews were also conducted with students and student council teachers to find information that was not obtained from the questionnaire

#### 2. Data Reduction

In this phase, the researcher summarized and sorted out the data collected before.

The objective in the phase was to drag the main information to keep on track to the theme and to support data which couldn't be gotten from the questionnaire

#### 3. Data analysis

At this stage of this research, namely data exposure where the percentage of the results of the questionnaire will be calculated. As well as doing data reduction

Percentage of response =

$$\frac{\text{Total Score}}{\text{Total Maximum Score}} \times 100\%$$

Percentage of response results is converted into qualitative data as shown in table 1 below:

**Table 2.** Criteria for Student Responses to Student Activities

Percentage (%)	Category
75 < x < 100	Strongly Agree
50 < x < 74.99	Agree
25 < x < 49.99	Disagree
0 < x < 24.99	Strongly Disagree

4. At this final stage, the researcher drew conclusions and verifies. Whenever, the researcher felt lack of data, he could do data collection again.

## 3. DISCUSSION

Student activities were held from 10 to 18 August 2020. This activity consisted of 6 online competitions, namely making digital poster designs, independence quizzes, selfie competitions, Tiktok competitions, writing and reading poetry competitions and decorating face mask competitions. The opening was started by the OSIS by posting all the rules for all competitions on Instagram OSIS SMP Dharma Loka Pekanbaru. Mohammad et al (2020) in their research found that to achieve conceptual application for the high and lower experiences user, Instagram is the most suitable application to assist that target. At the closing session and announcements were carried out streaming through the Instagram application in which there were also displays of drama and tips on taking care of eyes health while doing learning through online as well as distributing prizes directly. After filling out the questionnaire, the following data were obtained:

**Table 3.** The Result of Student Responses to Student Activities

No	Internal Factors	Yes	No
1	I like to participate in student online activities.	85.3%	14.7%
2	I am satisfied to take part in student online activities.	73.8%	26.2%
3	I am interested in participating in student online activities.	71%	29%
4	I want student online activities to be held in the future.	92%	8%
External Factors			
5	Ownership of facilities and infrastructure (smartphone or laptop) helping me to participate in student online activities	90%	10%
6	I have network problems while participating in student online activities	83%	17%



Based on question 1, It can be concluded that students strongly agree that participation in this activity brings feelings of pleasure. Based on the 5 students who were interviewed, the researcher found that the event was so amusing because of the many gifts were given directly by the student council and the live chat interactions. This result was in line with Saraswati et al (2020) that giving reward bring a positive effect in academic and non-academic so the student dragged into the enthusiastic and motivated environment. Also, according to Chen, E., Kaczmarek, K., & Ohyama, H. (2020) that the variety of activities and the usage of technology bring benefit in virtual learning. Besides that, even though the school is in a city, not all students are happy because 1) the problem of unclear communication in streaming; 2) preferring activities at home; 3) obstacles in facilities.

Based on question 2, there were 73.8% answered yes and 26.2% answered no. It can be concluded that students agree that they are satisfied with this activity. Based on the results of interviews and observations, the satisfactory of the students can be seen in the live chat, they typed so many expression such as great, exciting, and emoticons. The organizer of the activity, namely the student council, is quite skilled at making exciting shows such as live quizzes, questions and answers, and also giving feedback. All of that is rewarded, it was credit sent to the winner directly. In Zuriati & Briando (2020) also stated that in implementing online activity, there are several dimensions should be concerned such as methods, student interaction, and the environment. Even though the activity was held by the student council, they were able to design and manage those dimensions so well. So it brought a positive impact on student's satisfactory. Even online activity is still in early stage implemented in Indonesia and carried problem in the field, Deepika (2020) stated that it is important for students and teachers design an effective plan for taking online-learning.

Based on question 3, there were 71% answered yes and 29% answered no. It can be concluded that students agree. Based on the results of interviews and observations, it can be seen that students are enthusiastic about participating in the competition, they submit themselves to the committee and homeroom teacher as representatives of their classes. In result, the participation rate of classes who submitted the given assignments by the student council was 99%. Of the 29% who stated no, that they are more interested in activities outside the home. Because of this pandemic, In pastor et al. (2020) about the study of home activities of the students in the pandemic, but there are no activities in the home that stimulate creativity. That's why the students were interested and curious about the activity because we wanted to felt different routines and more challenging.

Based on question 4 "there were 92% answered yes and 8% answered no. It can be concluded that students strongly agree that this activity should be continued in the

future. Based on the results of interviews and observations, some students said they were somewhat bored with the learning routine, were not free to leave the house, and lack of interaction with classmates or teacher, so they need an activity that break the learning routines like students activity. Moreover, the variety of creative activities fosters enthusiasm communicating among students and eliminates boredom (Hamid, 2011) and Hodges and Martin (2020) in their findings indicated that from the students' perspective that learning students' opportunities online initiatives enriched capability but required adaptability, flexibility, and resilience. This is also in line with the research results of Astuti (2020) and Hamidah (2013).

External factors that affect student perceptions is the ownership of facilities and infrastructure (cellphone/laptop/electricity). There were 90% answered yes and 10% answered no. It can be concluded that ownership of facilities and infrastructure is mandatory for private ownership. Based on the results of interviews and observations, the majority of students have personal facilities and infrastructure to make it easier for them to participate in this activity. Although there are still students who still need to borrow facilities. The other factor is a network problem, there were 83% answered yes and 17% answered no. It can be concluded that students strongly agree that they also experience network disturbances. Based on the results of interviews and observations, 150 students participated at the end of activity found that various facts were found in the field, namely that each network has different data transfer power, location also greatly affects the network for those who live in the suburban area of Pekanbaru. The alternative is to replace the provider that has the network in their respective residences.

#### 4. CONCLUSION

Students in junior high school have the perception that student activities must be carried out properly even though they are online. It can be seen from internal factors of student's perception namely feeling of pleasure, interest, satisfaction in participating, and the continuity of the activity in the future have positive responses. While external factors faced in the field such as the ownership and network problems still become the main obstacles. The suggestions in this finding are 1) it can be a consideration for schools as policymaker that student activities should be held even in this pandemic. 2) Schools should educate and facilitate teachers and members of the student council in creating attractive student activities 3) it is better if schools and the government assist students who have shortcomings in terms of facilities and infrastructure. 4) Other researchers can collect what kinds of student activities are suitable in this era or continue this research in a big scope.

## AUTHORS' CONTRIBUTIONS

The study was conceived and designed by Wira Jaya Hartono, Hadion Wijoyo and Fery Wongso and experiments performed by Ahmad khoiri, Denok Sunarsi, Gunartin, Gatot Kusjono, and Akhmad Sobarna. All authors read and approved the manuscript

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Surakarta, 30 September 2020

**LETTER OF ACCEPTANCE**

Dear Mr WIRA JAYA HARTONO

Congratulations! We are pleased to inform you that your manuscript entitled :

*"STUDENT PERCEPTIONs OF STUDENTS COUNCIL ACTIVITY ON CELEBRATING INDONESIAN INDEPENDENCE DAY  
EVENT IN NEW NORMAL ERA AT JUNIOR HIGH SCHOOL"*

Has been accepted to be present at The 5<sup>th</sup> International Conference on Arts, Language, and Culture (ICALC 2020) which will be held online on 17 October 2020. The manuscript will be published on proceeding/journal indexed by Scopus/WoS.

Please refer to our website for more information. Thank you for your participation in The 5<sup>th</sup> ICALC (2020).

Best regards,  
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