

Analysis of Our Fairy Tale Animation Video as An Alternative Teaching Material to Develop The Character Value of Elementary School Students

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Abstract: *The Indonesian generation is being hit by lazy reading, therefore it takes innovation to teach learning to students. One of them is using animated video Dongeng Kita which contains character values. The purpose of this study is to describe the value of characters in 4 animated videos of Dongeng Kita and its usefulness as alternative teaching material in elementary school. This study uses a descriptive research type with a qualitative research design. this research uses documentation data collection methods. The result of this study is that each of the four animated videos has character values and the four animated videos can be used in grade 4 theme 8 sub-themes 1 learning 3 in which there are 3 fields of study, namely Bahasa Indonesia, Citizenship Education, and Social Sciences. The conclusion of this study is the value of the characters in the animated video Fairy Tale We can be used as teaching materials in elementary school.*

Keywords: Animated videos, alternative teaching materials, character values.

1. INTRODUCTION

The development of the era is always accompanied by the development of problems. One of the problems that are booming is about the character of the nation's generation. Some research suggests there is less value. Based on Akbar's research (2010), in one generation of the nation, namely elementary school students in East Java there is a lack of character values such as arriving late to school, not doing homework, mocking friends, and so on. This is supported by Final research (2016), the lack of character value of students requires the development of relevant character values in learning.

Character education is one of the efforts in shaping the character of students as a generation of nations. The form of the 2013 curriculum is an adjustment in shaping the character of students. According to Rahmawati (2020), the collection of stories in the theme book hero grade IV students is enough to contain 5 character education, namely religion, nationalism, independence, and integrity. The opinion can give an idea that the 2013 curriculum book is set to shape the character of students.

The problem of the next generation of people is the laziness of seeing books, evidenced by Himawan's statement (2015), that the Indonesian national library office found that 91 percent of people in Indonesia aged 10 and over love to watch, but do not like to read books. This is due to the rapid development of technology, so many media platforms can be accessed using the internet. The media platforms that can be accessed using the internet include Whatsapp, Youtube, Instagram, telegram, and others.

The use of the media platform can be accessed through electronic objects, one of which is a smartphone. According to Finali and Fitriyah (2017), the development and

use of technology such as smartphones are widely used among the public to meet their needs. One element of society that uses smartphones is children.

The use of smartphones among children can be said to have been cultivated. It is said to be cultured because the child's life can not be separated from the name of the smartphone. According to Pradevi (2020), in 2014 based on Asian Parents' obtained data in countries such as Malaysia, Filipina, Singapore, Thailand, and Indonesia that 98% of parents allow their children to use smartphones. Based on Novianti and Garzia (2020), out of 254 people, 22% of them have a goal to make their children smarter. Based on the data, many children use smartphones as a media source.

Various media sources are seen by children, one of which is often watched is the youtube channel. Youtube channel is a video-sharing provider site that loads everything that its users want for free. Many channels are growing on youtube. One of the youtube channels that is developing and has positive content is Dongeng Kita. Dongeng Kita is a channel that contains animated videos of Indonesian folklore that are presented attractively, interestingly, and provide information about Indonesian culture.

Animated videos can be used as tools in elementary school students' learning. This is evidenced by Ponza, et al (2018) who use animated videos as a support tool in learning in elementary school. Based on the data, the content contained on the youtube channel is an animated video, which can also be one of the alternatives used as teaching materials.

One of the learnings, when correlated with the explanation above that, contains folklore is grade 4 theme 8 sub-theme 1 learning 3 which has a focus on developing the character of religious values, honesty, discipline,

responsibility, curiosity, cooperation, manners, and confidence.

2. RESEARCH METHODOLOGY

This study uses descriptive research types. As Arikunto (2006) said, descriptive research is research that refers to the actual condition to give predicate on the variables studied. This study also uses a qualitative research design with documentation data collection techniques.

The research data is in the form of words taken from the data source. The data source of this study is 4 animated videos of Dongeng Kita including "Asal-usul Reog Ponorogo", "Roro Jonggrang", "Asal-usul Surabaya", and "Kisah Cindelaras".

The data source is obtained using purposive sampling. According to Sugiyono (2015), purposive sampling is a sampling technique by adjusting certain criteria. The criteria in this study are the basic competencies of social sciences contained in the teacher's book theme 8 grade 4 elementary school. The collection of this data source so that the data obtained is more representative.

The data analysis technique in this study is qualitative data analysis. Based on Sugiyono's explanation (2011), there are 3 stages in data analysis, namely data reduction, data presentation, and verification or withdrawal of conclusions.

Data reduction is the process of filtering or sorting data between what is needed in research and unneeded data. According to Aziz (2019), the presentation of data is data that has been arranged and is easy to understand. The presentation of data in this study is data classification, data encoding, describing data, and interpretation of data. Furthermore, the withdrawal of conclusions is carried out on the documents that are the object of research.

The instrument on the study is the researcher itself because the researcher is directly involved in the process of research methodology. The main instruments help with supporting instruments such as data collection tables and data analysis tables.

3. RESULTS AND DISCUSSION

This research focuses on finding 8 character values in our animated fairy tale video titled "Asal-usul Reog Ponorogo", "Roro Jonggrang", "Asal-usul Surabaya City", and "Kisah Cindelaras" which will be used as elementary school teaching materials.

Based on the results of the analysis obtained results and discussion on the title of the animated video Kisah Cindelaras described as follows.

- a. There is one religious value of the duration to 1:16 which is prayer.
- b. There are four honest values in the durations 2:15, 5:08, 7:38, and 7:53 that are telling the true events and admitting errors.
- c. There is one value of responsibility in the duration to 4:13 which is to carry out the obligation.

- d. There are three curiosity values in the duration of 5:34, 7:25, and 7:40 which are curious.
- e. There is one value of working together on the duration to 1:38 which is to make a plan together.
- f. There is one polite value in the duration to 5:57 which is to behave in manners.
- g. There are three values of confidence in the duration of 5:23, 6:08, and 6:47 which is to believe in winning and daring to challenge.

In the title of the animation Asal-usul Surabaya, after analyzed the data results are obtained as follows.

- a. There are two values of responsibility in the duration to 2:05 and 7:04 which is to defend the territory.
- b. There are two curiosity values in the duration to 1:52 and 3:01 which is curious.
- c. There is one value of working together on the duration to 3:24 which is to work together to make an agreement.
- d. There is one value of confidence in the duration to 2:22 which is sure to win.

In the title of the animation Roro Jonggrang, after analyzed obtained the data results as follows.

- a. There is one disciplinary value at 3:42 p.m. that is without wasting time.
- b. There is one value of responsibility in the duration to 6:46 which is to fulfill its duty.
- c. There are two values of working together at the duration of 0:43 and 1:21 which is working with the soldiers.
- d. There is one value of confidence in the duration to 3:30 which is to meet the conditions.

In the title of the animation Asal-usul Reog Ponorogo, after analyzed the data results are obtained as follows.

- a. There are two values of responsibility in the durations 0:59 and 6:25 which are to feel a responsibility to protect the kingdom and keep its promise.
- b. There is one value of working together on the duration to 2:03 which is working together to make a competition.
- c. There is one value of confidence in the duration to 2:22 which is to promise to bring all the conditions given.

Based on the results of the research that has been explained, it can be concluded that our fairy tale animation has character values that can be used in learning. One of the learnings that can use Dongeng Kita animation is grade 4 theme 8 sub-theme 1 learning 3 which there are three fields of study, namely Indonesian language, citizenship education, and social sciences. The interrelationship of basic competencies in the field of social science and Indonesian language studies that make our fairy tale animated videos can be applied. The basic competencies of social sciences referred to are 3.3 Identifying economic activities and their relationships with various fields of employment as well as social and cultural life in the surrounding environment to the province. 4.3 Presenting the results of identification of economic activities and their relationships with various fields of work, as well as social and cultural life in the surrounding environment to the province. Meanwhile, the basic

competency of Indonesian language in question is 3.9. Looking at the figures contained in the fictional text, 4.9 convey the results of identification of characters contained in the fictional text orally, written, or visually.

4. CONCLUSION

Based on the above exposure, it can be concluded that the animated video *Dongeng Kita* contains character values with exposure to *Kisah Cindelas* there are religious values, honest values, values of responsibility, curiosity values, values of cooperation, polite values, and values of confidence. In the animated video *Asal-usul Surabaya*, there are values of responsibility, curiosity values, values of cooperation, and values of confidence. In *Roro Jonggrang's* animated video there are disciplinary values, values of responsibility, values of cooperation, and values of confidence. In the animated video *Asal-usul Reog Ponorogo* there is a value of responsibility, the value of working together, and the value of confidence. These results can be correlated with the development of character scores in grade 4 theme 8 sub-theme 3 learning 3.

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