Development of Cultural Video Based on Local Wisdom Menara Kudus Civics Subject

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Abstract: In the advancement of educational practices, fostering cognitive skills is crucial. Evidence from field research indicates that many schools continue to lack engaging and technology-enhanced learning resources, resulting in passive learning experiences for students. Pancasila and Civics Education (PPKn) is one of the compulsory subjects for a school students in Indonesia. The research objectives are to develop virabu learning media and media design; to identify the feasibility of virabu media; to determine the effectiveness of virabu media. This research uses the Research and Development research method with the Borg and Gall model. The stages of this research are 1) preliminary study and data collection, 2) research planning, 3) product design development, 4) limited field testing, 5) revision of limited field test results, 6) extensive field testing, 7) extensive revision of field test results, 8) due diligence, 9) final revision of due diligence results, 10) socialization and implementation of the final product. The subjects of this research were determined using purposive sampling and then two classes were taken consisting of control and experimental classes. The classes taken have the same level based on the subject Minimum Completeness Criteria (KKM) and school accreditation. The researcher took class IV at SDN 1 Japan Pakis and SDN 3 Kesmabi. Data collection methods in this research used test, documentation, questionnaire and interview techniques. Meanwhile, data analysis is used to analyze the needs for developing Interactive Video media, analyzing the results of tests on validity, practicality and effectiveness of the media to improve students' cognitive abilities. The research results show that students and teachers need media. The effectiveness test results were carried out using the T test calculation. The T test results showed that there was no significant difference in the pre-test average. so that the posttest result is less than 0.05, namely the sig value reaches 0.000. It can be concluded that there was an increase in post-test scores in the experimental class and control class, so that the media developed was declared effective on student learning outcomes. After the media was developed, the final result was that Virabu media could be used in learning and had a very good category.

Keywords: Interactive video, PPKn, local wisdom

1.   Introduction

In life, education is an important aspect. There are many obstacles currently affecting various aspects of life, including in the education sector, which have now subsided, namely the pandemic at the beginning of 2020. The implementation of online and offline systems forces most students, teachers and parents to comply with existing regulations. Then, a new policy implemented. This unpreparedness makes the teaching and learning process ineffective. Meanwhile, in the learning process we need an atmosphere, conditions and everything that supports the implementation of good learning (Mulyasa, 2022).

The content of PPKn Pancasila and Citizenship Education lessons is one way to achieve the quality and goals of education in the 2013 curriculum, especially at the basic education level. Daily social life in all aspects, including in the field of culture, both local and national culture, is closely related to Civics learning. When Covid are coming PPKn still important for student. According to Engko and Usmany (2020), there are humans, some coronaviruses are known to cause respiratory infections ranging from the common cold to more severe illnesses such as Middle East Respiratory Syndrome (MERS) and Severe Acute Respiratory Syndrome (SARS).

In the learning process there are learning media that are still inadequate. Increasingly advanced technology should make teachers more innovative when teaching. The only media you must have the LKS book. The teacher explains the material only according to the material in the LKS, does not explore further the problems related to the material. Work on questions and assignments is also only available in LKS.

Ginting (2024) states that learning media is a means or intermediary in the learning process. According to Toro et al. (2021), PPKn carries out three core functions, namely developing citizen intelligence, fostering citizen responsibility and encouraging citizen participation. Hayati et al. (2024) highlighted the objective of the PPKn (Pancasila and Citizenship Education) course is to ensure that students grasp and practice their rights and responsibilities with integrity, democratic values, respect, and sincerity, ultimately shaping them into conscientious, responsible, and well-informed citizens. Only learning media influences the learning process, character education which has faded a bit due to lack of supervision while studying at home can be improved by maintaining the culture that exists around us.

Eden et al. (2024), emphasizes the interconnectedness of culture and education, as they mutually reinforce and support one another. The interactive video media means that the display of information and learning content are combined as a whole. Interactive media is media that allows students to gain knowledge, understand more deeply the learning material with media consisting of messages, images and simulations (Adeyele, 2024). Interactive learning media is suitable for use when studying because it is dynamic and packages the material in detail. Meanwhile, media is divided into two groups, namely: linear media and interactive media.

There are seven aspects that underlie whether or not a teaching aid is appropriate, namely: mutual continuity of what is to be achieved with the material to be presented, good material if chosen, props can be technology-based, the material is easy to understand, clarity of aspects in images, videos and audio, explanations of the material are conveyed clearly, there is feedback on the evaluation results. Based on the explanation above, in terms of material and interactive video media, cultural diversity can be studied in Interactive Video media which has various important aspects. Furthermore, the suitability between the material and the video can be analyzed to be used as a measuring tool that will be tested by linguists and interactive video media experts. Folklore is passed down from generation to generation, passed down from ancestors and is both oral and written (Kanzunnudin, 2017).

Various problems were found based on data collection carried out by researchers in the form of interviews with teachers and distributing questionnaires, namely teachers, students and learning media. The teacher's problem is that the teacher still uses the lecture method in class, according to the teacher, this is the most effective method for learning at this time. Not because teachers can't, but because what they have done has been considered the most effective and practical way. There are many teachers who still apply the lecture method in the learning process. According to them, using new media or videos takes a long time. They have to catch up with daily assessments and existing materials. Learning still uses worksheets, taking notes and listening to what the teacher explains.

Learning can be more interesting, innovative and creative for students. Research from Azizatul Alif Syafriza, Mustamid and Novi Kusumastutik entitled Developing an Interactive Video with the Theme Always Save Energy to Determine Literacy Ability at SD NU Sleman Yogyakarta, the results of which stated that the results of the feasibility test were 85.75% and the students' scores increased from in terms of material and content it can be stated that it is very suitable for use in learning (Rahmawati et al., 2021).

Likewise, research conducted by Mahlianurrahman and Rapita Aprilia in their journal entitled Workshop on the Development of Local Wisdom-Based Video Learning Media in the Independent Curriculum stated that students can be more interested in taking part in learning using local wisdom-based videos, with teachers able to improve their abilities using local wisdom-based video development workshops (Anisah, 2021). While proficiency in video production is crucial, the engagement level of videos can be significantly enhanced through workshops. Additionally, video skills should be closely aligned with the content being presented. Teachers can also contribute by sharing their expertise and experiences (Pratiwi et al., 2017).

Researchers carried out several data collections in the form of interviews with teachers and distributing questionnaires. Various problems were found, namely teachers, students and learning media. The problem that occurs is that teachers still use the lecture method when teaching and learning, according to the teacher, this is the most effective method for learning at this time. Not because teachers can't, but because what they have done has been considered the most effective and practical way. There are many young teachers I met in elementary school, but they still use the old lecture method. According to them, using new media or videos takes a long time. They have to catch up with daily assessments and existing materials. Learning still uses worksheets, taking notes and listening to what the teacher explains.

An (2021) states that learning media is a means or intermediary in the learning process. According to Silalahi (2024), PPKn carries out three core functions, namely developing citizen intelligence, fostering citizen responsibility and encouraging citizen participation. Susanto (2016) the aim of the PPKn (Pancasila and Citizenship Education) subject is so that students can understand and carry out their rights and obligations honestly, democratically, politely and sincerely to become firm, responsible and educated citizens. Based on this background, the researcher is interested in conducting research with the title "Development of Cultural Video Based on Local Wisdom Menara Kudus Civics Subject".

2.   Methodology

This type of research is development research (R&D). R&D is a scientific way to produce certain products, and test the effectiveness of these products (Sugiyono, 2007). The research procedure uses the Borg and Gall development model. There are 10 steps in the type of Research and development (R&D) research, namely: 1) preliminary study and data collection, 2) research planning, 3) product design development, 4) test limited field test results, 5) limited field test result revisions, 6) extensive field test results, 7) wide field test result revisions, 8) feasibility tests, 9) final revision of due diligence results, 10) dissemination and final product implementation (Sugiyono, 2007).

The instrument used in this study aims to determine the achievement of Virabu media (Cultural Diversity Interactive Video) Based Local Wisdom Menara Kudus PPKn Subjects in Class IV Elementary School Students The instruments used are pretest and posttest questions with the type of questions multiple choice of 25 question numbers. Before the questions are tested first to find out the validity of each item. The test questions were carried out through several testing steps: 1) Validity Test. This test is a measure to determine whether or not the instrument is appropriate. The formula used in this research as shows Formula 1; 2) Reliability Test. Reliability is a tool to measure and is tested at different times with different people but produces the same measurement. Reliability is a test that is measured according to predetermined criteria or not so that it can be known; 3) Level of Difficulty of Items. This test was carried out by using the following Formula 2; and 4) Test Power to Different Question. This test can be distinguished between students who have low abilities and students who have high abilities on the scale it uses, namely the discrimination index (D). The Discrimination Index ranges from 0.00 to 1.00. It's just that the difference is that the difficulty index does not recognize a negative sign (-), but the discrimination index has a negative sign. The formula for determining the discrimination index as shows in Formula 3.

$$\mathrm{B}pbi = \frac{Mp - Mt}{St} \sqrt{\frac{p}{q}} \qquad (1)$$

$$P = \frac{B}{JS} \qquad (2)$$

$$DP = \frac{B_A}{J_A} - \frac{B_B}{J_B} \qquad (3)$$

3.   Results and Discussion

The results of testing this product can be used by fourth grade elementary school students. Then the product effectiveness test was carried out at two different elementary schools in the holy city. This is done in order to see how far the tools are made on cultural diversity materials. The result is in the form of Virabu media for further students to do the pretest and post-test. The stage is obtained from conducting tests with multiple choice questions before the implementation of the holy local wisdom-based virabu media. The test questions consist of 25 multiple choice questions. Following are the results of descriptive statistics regarding pretest data.

The data in this study were the results of students' writing ability tests, which were collected using post-test questions in the form of description questions based on the previously made grid. In data collection, research activities were carried out by first teaching students in the class by differentiating the learning methods between the experimental class and the control class. In the experimental class, they were given treatment in the form of using a mind mapping model assisted by stop-motion video media, while in the control class, the VB class used conventional methods using only book media.

After the learning activities have been carried out, both in the experimental and control classes, the researcher gives post-test questions to all students as the final stage of the research being carried out, while at the same time seeing whether the use of mind mapping models and think, talk, and write with the help of stop-motion media has an effect on the ability to write essays (Tao & Zhuo, 2020). In order to see the final results, researchers must carry out a series of statistical tests with normality tests, homogeneity tests, and hypothesis tests before drawing conclusions from the research that has been done. The normality test is used to determine whether the analyzed data is normally distributed or not. Testing the normality test using the Kolmogorov-Smirnov test. The results are presented in Table 1.

Table 1 - Normality test.

Class	N	Significant	Results	Information
Experimental class	19	0.200	0.200 > 0.05	Normal distribution
Control class	13	0.067	0.067 > 0.05	Normal distribution

The homogeneity test calculation is carried out to find out whether the two processed data have a homogeneous category or not, the processing uses SPSS 22. Data can be said to be homogeneous if the significance value is greater than the significance level of 0.05 or 5%. Based on the calculation results from the SPSS version 22 program, a

significance value of more than 0.05 was obtained, namely 0.789 > 0.05, which means that the scores of students in the experimental class and control class have the same (homogeneous) variance.

Table 2 - Homogeneity test.

		Levena Statistic	df1	df2	Sig	
Posttest result Experimental class dan control class	Based on Mean	.073	1	30	.789	
	Based on Median	.202	1	30	.657	
	Based on Median and with adjusted df	.202	1	29.673	.657	
	Based on trimmed mean	.054	1	30	.817	

Test T for this stage is to get the results of the increase from the data that has been obtained.

H0: There is no difference in the mean pretest and posttest between the experimental group and the control group
Ha: there is a mean difference between the pretest and posttest between the experimental group and the control group

The criteria set for the ability to write narrative essays are the average value of students over 75 or the ability to write narrative essays with good criteria. This hypothesis testing was carried out using the SPSS version 23 program, namely the Independent Sample T-Test. If the average significance value is less than the probability the average value of students over 75 or the ability to write narrative essays with good criteria. This hypothesis testing was carried out using the SPSS version 23 program, namely the Independent Sample T-Test. If the average significance value is less than the probability 0.05, then the result is significant or the hypothesis is accepted, but if the average significance value is greater than the probability > 0.05, then the result is significant or the hypothesis is rejected. Table 3 presents calculations with the Independent Sample t Test with SPSS 22.

Table 3 - Independent sample t test.

Class		Sig.	Sig. (2 tailed)	Explanation	Conclusion
Control	*Pretest*	0.133		H_0 Accepted	There is no difference in the average
Experiment	*Posttest*	0.000	0.05		
				Ha Accepted	There is a difference

4. Conclusion

Analysis of media needs is obtained from the results of the needs analysis test with the conclusion that Virabu Media Development media (Cultural Diversity Interactive Video) Based on Local Wisdom Menara Kudus Civics Subject in Class IV Elementary School Students is needed so that the learning process becomes interesting, innovative, and fun. The results of making Virabu media are carried out in various stages with a very attractive design that can foster character instilling values in students. The results of the vikrama media feasibility test on the validation of the material expert I got a total score of 26 with very good criteria and the results of the validation of the material expert II got a total score of 26 with very good criteria, then the results of the validation of the media expert I got a total score of 50 with very criteria. Then the validation results from the experts obtained a value of 93.90 in the very good category and can be used without validation. The results of the effectiveness test that has been carried out by calculating the T test. The results of the T test show that there is no significant difference in the pre-test. so that the posttest results are less than 0.05, namely the sig value reaches 0.000. It can be concluded that there was an increase in the post-test scores for the experimental class and the control class, so that the developed media was declared effective on student learning outcomes. after the media was developed the final result was that the virabu media could be used in learning and had a very good category. Based on the conclusions that have been presented, the suggestions that can be used are: 1) As educators, teachers are expected to be able to innovate and utilize learning media that can be used during the learning process in progress so that students' knowledge of local wisdom becomes wider; 2) Virabu media based on sacred local wisdom can be used as an alternative intermediary for learning materials so that students get to know local wisdom found in each region; 3) Virabu media based on Kudus local wisdom has a goal that can be used as a driving force for instilling character in students regarding cultural diversity, especially based on local wisdom found in the Holy City.

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Conflict of Interest

The authors declare no conflicts of interest.

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