

CHARACTER EDUCATION VALUES IN SPARE PARTS MOVIES

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Abstract

This research aims to analyse the values of education contained in the movie "Spare Parts" which can be used as a source in the aspect of education in everyday life. This type of research is the study of libraries, using a qualitative descriptive approach. The primary data source on this study was to observe directly the movie "Spare Parts". Data collection techniques by watching, recording and studying literature. The results showed that there were character education values contained in the film Spare Parts. The values of character education in the movie Spare Parts can be understood from the dialogue and scenes played by the players. Spare Parts Movie has many meanings about the character education in it, which the author of the Raangkum include the values of discipline, hard work, creative, curiosity, appreciating achievement, friendly/communicative. The meaning of the FIM will be very relevant in education, especially in Indonesia, that is a character education. This Film can be used as a learning medium aimed at character building.

Keywords: Value education, Character education, Spare parts movies

I. INTRODUCTION

Education has a wide meaning, not only limited to learning activities that are formalities and carried out in the classroom by a teacher to the pupil, but manifested by a variety of activities, methods, and media. The process of teaching learning is essentially an educative communication process, which is the process of delivering messages from a message source through a channel or media to a message recipient in which there are educative values. As'aril Muhajir, (2011:26)

Many ways can be used to convey the message contained in the educational values, one of which is by using the film. The Film can be said to be an entertainment that can be enjoyed by all circles, and the media is effective in conveying the message of mass communication. Film is one of modern communication media that is effective to entertain and convey messages that can affect the attitude, mindset to the audience. We can see the meaning given to a film that may be of value to our lives. In every movie making, filmmakers have their own way of delivering the message to the viewer with their audio and visual visuals.

Movies can generally be divided into two elements of forming such as narrative elements and cinematic elements. The two elements interact and continuously one another to form a film. If only one that stands cannot a film be formed. It can be said that narrative elements are material (material) to be processed, while cinematic elements are the way (style) to process them. Narrative elements are elements related to the aspect of the story or the theme of the film. This narrative element is related to the aspect of the story or the theme of the film, such as figure, problem, conflict, location, time, and more. A film that has a strong story or theme can be meaningless without adequate cinematic

achievement, while a special cinematic achievement may not necessarily mean anything without narrative achievement.

Movie stories must have elements such as figures, problems, conflicts, locations, time as well as others. These elements form an overall narrative element while the cinematic element or also often termed a cinematic style is the technical aspects of the film's forming. Narrative elements relate to the aspect of the story or film. Narrative elements are a series of events that relate to each other and are bound by causality logic that occurs in a space and time. Himawan, (2008:1)

The film "Spare Parts" is an American film produced by Lions Gate Entertainment on January 16, 2015, directed by Sean McNamara and produced by David Alpert, Rick Jacobs, Leslie Kolins, George Lopez, and Ben Odell. The Film Spare Parts was adapted from an article titled La Vida Robot which was published in Wired Magazine which was written by Joshua Davis about the true story of a group of high school students who compete in underwater robotics competitions. [https://en.wikipedia.org/wiki/Spare_Parts_\(2015_film\)](https://en.wikipedia.org/wiki/Spare_Parts_(2015_film)), dikutip pada tanggal, 07/06/2020.

. The Film is devoted to the life of high school students (perhaps high school if in Indonesia) in a fairly remote area of the United States. The majority of its inhabitants are Hispanic or Latin America and the princes have no population data. Yes, indirectly in the film also mentioned that the youths here do not have the future and just waiting to be arrested immigration service and being ported to their home country.

In the midst of the desperate area, Oscar Vazquez (Carlos PenaVega) wants to give something valuable in his life. Be it a desire to win a national-scale robot contest involving major American schools and campuses, including MIT.

The interesting thing about this movie is how they struggle to overcome any obstacles that confront. From bringing together a team filled with troubled people, no capital to buy spare parts for robots, to chase with immigration officers who want to deport them. And all these conflicts further reinforce the main story of the film. Spectators are invited to feel the difficult struggle of each of them to be able to stay in the robotics team that has always been a laughing material.

The Film is inspirational, motivating and based on the true story. Despite the story of the struggle, based on the phenomenon, the authors are interested in researching and reviewing the film "Spare Parts" with the perspective of the character education. In addition, it provides the film's reference to audiences as a spectacle and good guidance to the community.

II. THEORITICAL STUDY

Education Definitions

Education is a conscious, planned and structured endeavor to create a learning atmosphere and learning process for learners to actively develop his or her potential to possess religious spiritual strength, self-control, personality, intelligence, noble morality, and skills necessary to himself, society, nation and state. Hariyanto, (2012:45)

Character Definitions

Based on the character KBBI is a mental trait of akhlaq or ethics that distinguishes one another. Meanwhile, according to Directorate General of Mandikdasmen (Ministry of National Education), the character is a way of thinking and behave that characterizes each individual to live and cooperate, both in the sphere of family, society, nation and country. Good-character individuals

are individuals who can make decisions and are prepared to account for each consequence of decisions he makes.

According to Wynne he revealed that the word character comes from the Greek "Karasso" which means "to mark" which is marking or carving, which focuses on how to apply good value in the form of action or behavior. Therefore, a person who behaves dishonest, cruel or greedy is said to be a bad character, while a person who is honest behavior, like to help is said to be a noble character. So the term character closely relates to personality (personality) someone. Nurul Zuriah, (2011:19)

It can be concluded that character education is a conscious and well-planned human endeavor to educate and empower the potential of students to build their personal character so that they can become self-beneficial individuals and their environment.

Character Education Values

- 1) Religious
attitudes and behaviors that are obedient in carrying out religious teachings he has adopted, tolerant to the implementation of religious worship, and living with other religions.
- 2) Honest
Behavior based on the effort of making himself a person who is always trustworthy in Word, action, and work.
- 3) Tolerance
Attitudes and actions that appreciate the differences in religion, ethnicity, ethnicity, opinions, attitudes, and actions of others that differ from themselves.
- 4) Discipline
Actions indicating orderly behavior and compliance with various provisions and regulations.
- 5) Hard Work
actions that demonstrate orderly behavior and comply with various provisions and regulations.
- 6) Creative
Thinking and doing something to generate new ways or outcomes of something you already have.
- 7) Mandiri
Attitudes and behaviors that are not easy depends on others in completing tasks.
- 8) Democratic
How to think, behave, and act that assesses the rights and obligations of himself and others.
- 9) Curiosity
Attitudes and actions that always strive to know more deeply and extend from something they learn, see, and hear.
- 10) National Spirit
A way of thinking, acting, and insightful that puts the interests of the nation and the country above its self-interest and its group.
- 11) Homeland Love
Bow to think, act, and insightful that puts the interests of the nation and the country above the interests of self and its group.
- 12) Rewarding achievements

Attitudes and actions that encourage him to produce something that is useful to society, and acknowledge, and respect the success of others.

13) Friendly/Communicative

Attitudes and actions that encourage him to produce something that is useful to society, and acknowledge, and respect the success of others.

14) Peace Love

Sikap dan tindakan yang mendorong dirinya untuk menghasilkan sesuatu yang berguna bagi masyarakat, dan mengakui, serta menghormati keberhasilan orang lain.

15) The Love of Reading

Habits provides time to read the various readings that give a virtue to him.

16) Caring Environment

Attitudes and actions are always striving to prevent damage to the surrounding natural environment, and develop efforts to repair natural damage that has occurred.

17) Social Care

attitudes and actions are always wanting to give help to others and communities in need.

18) Responsibilities

Of one's Attitude and behavior to carry out his duties and obligations, he should do, towards himself, society, the Environment (nature, social and culture), the State and God Almighty. Dharma, (2011:16)

Film

Definition of Film

The movie is a short story that is displayed in the form of images and sounds that are packaged in such a way as camera games, editing techniques, and scenarios. Movies move quickly and alternately so provide continuous visuals. The ability of the film depicts vivid images and sounds giving it its own appeal. This medium is generally used for entertainment, documentation, and education purposes. It can present information, expose processes, explain complex concepts, teach skills, improve or extend time, and influence attitudes. Arsyad, (2005:490)

Movie Elements

In a film of course, it has elements organized into a movie that can be displayed. In this case the elements of the film are a fundamental one that makes the film appear vivid, including narrative elements and cinematic elements. In narrative elements include space, time, behavior of the story, conflicts, and objectives, as follows: Pratista, (2008:13)

- a) Time space
- b) story
- c) behaviour
- d) conflicts
- e) objectives

III. RESEARCH METHODOLOGY

Researchers are based on the study of the literature, in this research the library resources studied was the Film Spare Parts by Sean McNamara. This type of research approach is qualitative descriptive research that seeks to reveal a problem or event as it is. The retrieved data source includes the primary data source that specifically becomes the research object. The primary data used in this research is the video movie Spare Parts. The secondary data used in this study are

various writings discussing the contents of the Spare Parts film from the library books, tabloids, newspapers and data obtained from audio visual media such as television and Internet are relevant to this research.

In analyzing the data that has been accumulated and systematized, the technique to be used is a type of content analysis, which is the research conducted on the information, which is documented in the recording, whether in the image, sound or writing. Suharsimi, (1988:34) The interpretation is then done in a descriptive sense by providing an overview and interpretation and description of the data that has been collected.

IV. RESEARCH DISCUSSION AND RESULTS

Synopsis of Spare Parts Film

The Film tells the story of Oscar Vazquez (Carlos PenaVega) going to an American team of Career Center to request to the U.S. army, while he was waiting for an interview, he saw a video announcement and brochure on the Underwater Marine Robotics Competition, an event sponsored by NASA and the American armed Forces.

Although he distinguished himself as part of Carl Hayden's school, he was forbidden to join due to his status as an immigrant without a document and he was encouraged not to present himself to any government office to avoid being reported to the Immigration and Customs (ICE) agency. Vazquez started investigating about the robotics Underwater competition. As part of his normal teaching responsibilities, Cameron is tasked with supervising the engineering club, where he meets Vazquez, who seeks help to construct an underwater robot remotely operated for the UCSB Robotics competition. Cameron reluctantly accepts to help, though he does not feel he will remain in old school.

Vazquez, looking for more children to join the Engineering club, speaks to the teacher Gwen Kolinsky (Marisa Tomei), who recommends Cristian Arcega (David Del Rio). After agreeing to help, Arcega took the technical lead of the project and sketched out the initial design potential of the robot. Before starting to construct it, Cameron demonstrated the prototype so that they could perform proof of concept models. Cameron begins to learn about the rules of competition and requirements, which demands robots to successfully complete a series of tasks underwater. Kolinsky offers to help teach him about the BASIC programming language, which he will need to implement the robot intelligence module.

Facing some highly funded college teams, their robots finished the practical segments of the competition in fourth place with 75 points after missing three tasks. They still look forward to the opportunity to make it to third place because 30% of the total score will be based on the technical evaluation of judges and team interviews. The awards ceremony night, they are awarded a special achievement, which team assumes it is their final result. They were then surprised when they were announced as champions.

Value of character education in Spare Parts

In the movie Spare Parts contain many character education values that can be found from various angles, among them from the character dialogue, the character behavior in the view. By looking at each scene these researchers were able to find the values of character education presented. In the movie Spare Parts are found some values of character education, among them are:

Discipline

According to Thomas Gordon, discipline is the behavior and order in accordance with the rules and statutes, or behaviors obtained from the ongoing training. Thomas, (1996:3) In this film the four teenagers Oscar Vazquez, Lorenzo Santillan, Cristian Arcega and Luis Aranda had a hard will to win a prestigious Underwater Robotics Competition, the thing that supported them was able to win the tournament was their discipline in practicing. Even with challenges such as facilities, training funds are lacking, not to mention the problems of those individuals who often pursued immigration officers. But they continue to practice, discipline is the key, with passion and discipline, they are able to prove that the four young men are the champion.

Hard work

Hard work is to demonstrate behavior that demonstrates an earnest effort in overcoming various obstacles and accomplishing the task properly. Success does not happen by accident. It takes strategic action in the right direction to get there. In this movie we presented about the lengthy process of a success, the interesting of the film is how they struggle to overcome any obstacles that confront. From bringing together a team filled with troubled people, not having the capital to buy spare parts for the robot, until the chase with the immigration officer who wants to deport them. And all these conflicts further reinforce the main story of the film.

From failure to do so they want to prove that they deserve to be seen. Oscar, Lorenzo, Christian and Luis, all four teenagers who have outstanding talent in the field of technology, although very inadequate facilities as well as nearby people who lack support. They had tremendous seriousness to cover their shortcomings. Ranging from practice, raising funds, and collecting tools as simple as possible to fit their funds. Therefore, with their hard work, and based on the value of the Kedispinan managed to get the first champion.

Creative

Creativity is a mental process of individuals who give birth, ideas, processes, methods, or effective new products that are empowered in a field for problem solving. The creative process will rise through the problems that refer to: smoothness, suppleness, authenticity, and sensitivity. The collaboration between Oscar, Lorenzo, Christian, and Luis trained Fredick Cameroon, not only managed to pass through the problem, but from that problem came innovation with a tremendous value of creativity. As opponents of Carl Hayden's team are reputable universities. Like MIT the champion survives. Plus they are just the only high school participants who participated in the championship. With their knowledge and talent guided by Fredick Cameroon, there is a creative thing that they create. It is a underwater tobot but with very minimal funds.

Of course, this is a creative thing that is not done by other participants, where participants such as 3rd champion Cornel requires a budget of 12,540 dollars, for the defending champion MIT requires 18,863, while Carl Hayden only takes less than 800 dollars, more precisely 787.16 dollars. What a very distant number. This is where the creativity they show, meminimalisi detail funds by getting the most out of their results.

Rewarding achievements

Yaumi suggests that rewarding achievements is an attitude and action that encourages itself to produce something useful to society, and recognizes and respects the success of others, Yaumi, (2014:105) Someone who appreciates achievement has the view that the outcome of what he or everyone else is doing

has value. In this movie, the four young men Oscar, Lorenzo, Christian and Luis, unite with a prestigious Robotic Underwater race. Although they are from a remote school, the facilities are also very lacking, plus they are newcomers to the competition. But with the diligence and creativity they made, they made it out as champions, beating reputable universities. Although with minimal funds, a remote school, as well as a new player, when they managed to champion the other participants gave a high appreciation to them, including the judges who were amazed at their achievement as the only high school student who entered the competition and successfully won.

Friendly/Communicative

According to Elfandri people who are friendly/communicative are people who easily get along with other people and usually besides being able to convey also able to listen to what is disampaikan by others to then in response in the right way. Elfandri, (2012:100) One of the key successes of Carl Hayden's team for implementing friendly/communicative values. In *Sutu* the Christian scene is interrupted by her classmate who is ignorant even to finish her in the empty room. So Luis followed Christian and got Christian had been chastened. Luis immediately assisted Christian, and from this, Luis was invited to enter the team members. And often also FIM presents a value of friendship where if one has a problem then the other friend will immediately entertain. This team is also a communicative team, they besides they have a mastery of their skill (skills) as a whole has good communication, proved when they interviewed by the judges who was the last result of the race, they are able to get maximum results.

V. CONCLUSION

As the result of research has been elaborated, it can be concluded that the film *Spare Parts* contain the values of character education that can be used as a source and motivation, in the aspect of life. Starting from the value of discipline, hard work, creative, rewarding achievements and friendly/communicative.

The overall value is part of a very important character education applied to achieving a goal. As at the end of the film we are shown with satisfactory results that is the first champion in the competition. But the thing to note also the beginning of the film presents a situation that is somewhat impossible to be sure to be a champion. But with the value mentioned above as difficult as any obstacle faced by the time we will achieve that goal.

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