THE TRANSITION OF I LA GALIGO EPOS INTO A WEBTOON SERIAL FORM AS A LEARNING MEDIA OF BUGINESE CLASSICAL LITERATURE CREATION IN THE DIGITAL ERA

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A R T I C L E   I N F O

A B S T R A C T

Instead of the I La Galigo epos to the Webtoon Series as a Learning Media for Bugis Classical Literature. The learning process by using media, especially animation media such as webtoon, can provide an easy understanding of students, so as to improve the achievement of student learning outcomes. Integrating local regional wisdom is one way to maintain regional culture. Therefore, this research was conducted to develop learning media in the form of webtoon which aims to increase interest in learning regional languages and as a form of preserving and preserving regional languages in the digital era. This learning media is expected to improve student learning outcomes and interest in learning regional languages. The type of research used in this study is research and development or Research and Development (R & D). This study uses the Recursive, Reflective Design, and Development Model (R2D2) research design. The data in this study consisted of two categories, namely qualitative data and quantitative data. Qualitative data in the form of responses, suggestions, and criticisms originating from experts and practitioners. Quantitative data in the form of student responses and scores obtained from tests of the use of instructional media in classical Bugis literature in the form of a webtoon as the transformation of the epic I La Galigo towards SMP Negeri 1 Watansoppeng on effectiveness testing. Analysis of research data is grouped into analysis of qualitative data and quantitative data. Qualitative data analysis is divided into three, namely (1) analysis of preliminary study data, (2) analysis of expert and practitioner test data, and (3) analysis of trial data to prospective users. Qualitative data is analyzed into three stages, namely (1) data management, (2) statistical analysis, and (3) interpretation of

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results. The results of this study are serial webtoon transformed from the epic I La Galigo as a learning media for classical Bugis literature. Based on expert testing and webtoon practitioners it was declared feasible to use. The use of webtoon as a learning media for classical Bugis literature can foster knowledge and attitudes and increase the interest in learning regional languages in middle school students.

INTRODUCTIONS

I La Galigo is one of the largest epics in the world and is longer than the Mahabharata epics. This classic literary work was born in the land of Bugis, South Sulawesi and is the longest literary work in the world, surpassing the Mahabharata of India and Homeric Works of Greece (Ram, 2011). A new development is the beginning of the publication of the longest bilingual edition (Bugis-Indonesian) of the La Galigo manuscript, which was written in the mid-19th century on the responsibility of a Bugis-woman-king Bernama I Colli 'Puji-e Arung Tanete (Pelras, 2006) I La Galigo numbered 6,000 pages or 300,000 lines of text. In 2011 the UNESCO World Agency established the classic I La Galigo text as a World Heritage and was awarded the Memory of The Word (MOW). Therefore I La Galigo is a classic Bugis literary work known in the world.

As the longest literary work written in ancient Bugis Lontara letters, I La Galigo has received attention in the world. The I La Galigo Manuscript is stored in European libraries and Matthes Library in Makassar (Pelras, 2006). I La Gaigo's manuscript was then worked on by contemporary theater director American citizen Robert Wilson. I La Galigo has traveled around the world since 2004. This play was performed on various world-class theater stages in a span of seven years, starting from Singapore, Amsterdam, Barcelona, Madrid, Lyon, Revenna, New York, Jakarta, Melbourne, Milan, to Taipei.

Tol (2002), states that I La Galigo has a beautiful language style. For the first time, finally I La Galigo returned home in his native land on April 23-24, 2011 at Fort Rotterdam, Makassar. I La Galigo was performed in the presence of the people of South Sulawesi, directed by Robert Wilson. Robert Wilson stated, the performance of I La Galigo in Makassar could provide aspirations for the people of South Sulawesi to continue this great work in other forms such as the webtoon. The current problem is that the children of the next generation, especially in Soppeng Regency, South Sulawesi, do not know about the literary work that is known in the world, I La Galigo.

I La Galigo as the epic of Bugis civilization in South Sulawesi is still unknown among today's young generation. This is because the form of I La Galigo is too serious and not suitable for children. In addition, I La Galigo consists of 12 volumes of manuscripts, the form is too long so it is not easy to read and understood by children. Because it uses ancient Bugis Lontara letters, the I La Galigo is very difficult to read by Bugis children in Soppeng. Even though there is now a translation of the I La Galigo text in Indonesian, the children still cannot understand it in Soppeng district.

Growing or increasing the existence of student learning motivation, it requires an appropriate learning strategy. One of them is the use of learning media. Arsyad (2016) says that learning media can improve and direct children's attention so that it can lead to motivation to learn, more direct interaction between students and their environment, and students learn on their own according to their abilities and interests. In this regard, the researcher created an animated media webtoon to attract

students 'attention in studying classical Bugis literature and fostered interest in learning students' regional languages.

In connection with webtoon animation media, Balazinski & Przybylo (2005) in the Journal of Manufacturing Systems in his research Teaching Manufacturing Processes Using Computer Animation, revealed that the use of animation media in learning can reduce the learning process time and test results increased by fifteen percent.

Aksoy (2012) through his article The Effects of Animation Technique on the 7th Grade Science and Technology Course in the Journal of Scientific Research revealed that animation methods are more effective than traditional teaching methods in increasing student learning outcomes. This opinion reinforces the assumption that the learning process by using media, especially animation media, can provide students with an easy understanding, so as to improve the achievement of student learning outcomes. However, this has not been able to resolve significant results because it has not used local wisdom to maintain regional culture. In this regard, the transformation of I La Galigo into the form of a webtoon is expected to help students understand classical Bugis literature as a form of regional language retention and foster interest in learning students' regional languages.

This study aims to find out the forms of learning media of classical Bugis I La Galigo literature that was transformed from epics to webtoon series. The research will examine the response of students and teachers to create learning media as a result of the transformation of the epic I La Galigo into an animated media webtoon. This study will also reveal the role of webtoon media to increase interest in learning the Bugis area language through the transformation of the epic I La Galigo into a webtoon.

METHOD

The method used in this study is the method of research and development or Research and Development (R & D). Research and development methods are research methods used to produce certain products and test the effectiveness of these products (Sugiono, 2017: 407). The procedure used in this study is the focus of defining, focusing on development, testing the media, and testing the effectiveness.

The data in this study consisted of two categories, namely qualitative data and quantitative data. Qualitative data has responses, suggestions, and criticisms originating from experts and practitioners. Quantitative data in the form of scores obtained from tests of the use of instructional media in classical Bugis literature in the form of a webtoon as a transformation of the epic I La Galigo to Watansoppeng 1 Public Middle School students on effectiveness testing.

In the process of collecting data, the researcher acts as the main instrument. The data collection instrument used consisted of: (1) the interview guide used at the time of the preliminary study, (2) the recording guide was used when the researcher observed the media trials conducted by the teacher in the school, the researcher recorded all things that were considered important, (3) questionnaire given to teachers and students to measure the category of happy or unhappy, interested or not interested, easy or not easy to use webtoon learning media, (4) expert assessment format involving learning media experts used to assess media feasibility, and (5) tests Student learning outcomes are used to collect the results of media trials through the pretest and posttest.

Analysis of research data is grouped into the analysis of qualitative data and quantitative data. Qualitative data analysis is divided into three, namely (1) analysis of preliminary study data, (2) analysis of expert and practitioner test data, and (3) analysis of trial data to prospective users. Data in the form of comments, criticisms, and suggestions were analyzed through the stages of grouping data based on the domain of research, interpretation, reflection, and conclusion. Qualitative data were analyzed into three stages, namely (1) data management, (2) statistical analysis, and (3) interpretation results. The domain of analysis includes content, format, language, graphics, and the implications of webtoon learning media on the interest in learning the language and culture of the region.

Quantitative data were analyzed in three stages, namely (1) data processing, (2) statistical analysis, and (3) interpretation of results. Data were analyzed statistically by t-test (difference test) to see the effect of using webtoon learning media on increasing interest and learning outcomes in language and regional culture. Statistical analysis using the SPSS 20.0 For Windows application.

RESULTS
Webtoon Form
Webtoon entitled Sawerigading Adventure is characterized by the grief of the wandering story produced in the PKM-P consisting of five series. The first series, tells the story of the beginning of the first human fall to Earth. The second series, tells the story of the birth of Sawerigading and his twin brother, We Tenriabeng. Furthermore, the third series, explained about Sawerigading shipping to foreign countries to establish a friendship with other kingdoms. The fourth series, tells of Sawerigading's desire to mendication of his twin sister, but if that happens then disaster will occur in Aleluwuk. The fifth series, tells the story of the sawerigading voyage to Chinese land to marry I We Cudai and I We Cimpau in Alecina. Then I La Galigo, Sawerigading's son was born.

This Webtoon tells of the long traces of Sawerigading's adventures, which are tinged with the joy of wandering stories. This Webtoon is a transformation of the epic I La Galigo which will be used as a learning medium for classical Bugis literature in junior / MTS students. The Epic I La Galigo in the form of this webtoon will be a learning medium for inspirational texts. Technology-based media namely webtoon in the digital era is very suitable to be used to increase interest in learning and preserve regional culture in the story of I La Galigo.

Webtoon Validation
1. Expert and Practitioner Test Results on the Feasibility of Webtoon Content
Feasibility of the contents of the webtoon is supported by five aspects, namely: (1) conformity of the contents of the webtoon with the epic story I La Galigo, (2) completeness of content, (3) the efficacy of the contents of the webtoon, (4) arousing student curiosity, (5) accuracy of the webtoon contents. The results of expert and practitioner research on webtoon show that the components of the webtoon content meet the media eligibility criteria. Based on the judgment of experts and practitioners, the content component obtained an average value of 3.75 with a very decent category.

2. Expert and Practitioner Test Results on the Feasibility of Webtoon Presentation

The feasibility of presenting a webtoon is supported by two aspects, namely: (1) presentation techniques, (2) part/content suitability. The results of expert and practitioner research on the webtoon show that the components of webtoon presentation meet the media eligibility criteria. Based on the judgment of experts and practitioners, the presentation component obtained an average value of 3.44 with a very feasible category.

3. Expert and Practitioner Test Results on Webtoon Language Feasibility

The linguistic feasibility of webtoon is supported by three aspects, namely: (1) provision of language use, (2) communication of language usage, (3) conformity with student development. The results of expert and practitioner research on webtoon show that the language component of webtoon meets the media eligibility criteria. Based on the judgment of experts and practitioners, the presentation component obtained an average value of 3.5 with a very feasible category.

Webtoon Trial

1. Student Response Analysis Before and After Learning Inspirational Text with Media Webtoon I La Galigo

Based on the results of the analysis it is known that the pretest response average is 26.58 while the posttest response is 35.70. Thus, there is a difference in the average response of 9.12. The results of the t-test show t = 8.746 and p = 0.000 (Complete data on statistical analysis can be seen in the appendix). Based on these results there are significant differences in student responses before and after learning. Thus it was concluded that the use of webtoon media increased students' positive attitudes towards the process of learning Indonesian.

2. Analysis of Learning Outcomes Before and After Learning Inspirational Texts with MediaWebtoon I La Galigo

a. Analysis of the ability to analyze the elements of an inspirational story

Based on the results of the analysis, it is known that the average pretest score is 5.83 while the posttest score is 7.08. Thus, there is a difference in the average score of 1.25. The results of the t-test show t = 4.619 and p = 0.000 (Complete data on statistical analysis can be seen in the appendix). Based on these results there are significant differences in student scores before and after learning. Thus it was concluded that the use of webtoon media improved students' ability to analyze inspirational story elements.

b. Analysis of the ability to understand inspirational story structures

Based on the results of the analysis, it is known that the average pretest score is 6.95 while the posttest score is 15.57. Thus, there is a difference in the average score of 8.62. The results of the t-test show t = 7.288 and p = 0.000 (Complete data on statistical analysis can be seen in the appendix ...). Based on these results there are significant differences in student scores before and after learning. Thus it was concluded that the use of webtoon media improved students' ability to analyze the structure of inspirational stories.

c. Analysis of the ability to respond to inspirational stories

Based on the results of the analysis it is known that the average pretest score is 2.10 while the posttest score is 4.00. Thus, there is a difference in the average score of 1.90. The results of the t-test show t = 5,079 and p = 0,000 (Complete data on statistical analysis can be seen in the appendix ...). Based on these results there are

significant differences in student scores before and after learning. Thus it was concluded that the use of webtoon media improved students' ability to respond to inspirational stories d. Analysis of the ability to write inspirational stories

Based on the results of the analysis it is known that the average pretest score is 0.88 while the posttest score is 2.22. Thus, there is a difference in the average score of 1.34. The results of the t-test show t = 5.457 and p = 0.000 (Complete data on statistical analysis can be seen in the appendix ...). Based on these results there are significant differences in student scores before and after learning. Thus it was concluded that the use of webtoon media improved students' ability to write inspirational stories.

CONCLUSIONS

Based on the results of the research described above, this research and development produced one product, namely webtoon as a learning media for classical Bugis literature. The Webtoon of Sawerigading Adventure is characterized by the grief of this odyssey story consisting of five series.

The resulting webtoon has been tested through expert trials and practitioners. The results of expert trials and practitioners show that the webtoon produced is very decent with an average value ... in terms of content, from the presentation ... from a linguistic perspective.

To measure the effect of using webtoon as a learning media for classical Bugis literature on increasing interest in learning the language and culture of the Bugis regional junior high school students, the webtoon produced has been tested for effectiveness. The effectiveness test results show that there are significant differences in the knowledge and attitudes and responses of students to the use of webtoon as a learning media for classical Bugis literature in general at the time of pretest and posttest.

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