

"*Pathol Sarang*" Art Book as an Effort to Preserve Regional Culture for Elementary School Students

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Abstract: Over the last two decades, research on developing a book for students at the elementary level has paid great attention to experts as well as practitioners, but exploring how to create a guideline book based on the regional culture remains unexplored. *Pathol Sarang*, which was pure traditional art as the identity of *Sarang District Central Java*, formed a game with cultural, artistic, and sports elements similar to wrestling. It was very popular with the local community from the past to the present; the history of the *Pathol Sarang* art was only orally explained from generation to generation, without an unequivocal written record of the *Pathol Sarang*. This study was conducted using the research and development (RnD) approach. The result of the material expert's assessment of this calculation was 94.23%, so the art book was classified in the "excellent" category, meaning very worthy of use. The results of the analysis of the student's assessment were 93.12%. Thus, it was classified in the category of "very good." The teacher's assessment results with this calculation were 87.0%; it belonged to the "good" class with the meaning worthy of being used art book "*Pathol Sarang*" for elementary school students.

Keywords: Art book, "*Pathol Sarang*," regional culture, elementary students

1. Introduction

Indonesia has its origin alone and is a country with many ethnicities and cultures. Every area has and gives birth to a tribe. An ethnic group is a classification that individuals use to identify with one another based on lineage. On the order of a tribe, own a maintained culture (Zaenal et al., 2021). The State of Indonesia has and consists of 1.7000 islands and has a wide area spread between two vast continents, namely the Asian Continent and the Australian Continent, and is squeezed by two oceans, namely the Pacific Ocean and the Atlantic Ocean. With the development of technology that develops gradually eroding the culture that belongs to the Indonesian State, the benefits of culture to build a national story is one of the actions that must be needed. Socio-cultural development reflects a civilization or national cultural system that accommodates all values and desires to achieve prosperity and justice (Netrirosa, 2005).

Culture, when discussed, is described as the daily activities that have inherent worth and shape one's personality and qualities. Furthermore, in the sphere of art, a location can be designated as a cultural hub if it is home to a varied spectrum of unique and long-lasting artistic expressions. Art has a broad impact since it is an essential aspect of human society. It reflects a changing and evolving culture, motivated by desires and ambitions for transcendent values. This artistic expression takes the form of various activities that introduce the audience to the artist's work. (Netrirosa, 2005). Based on the description above, it can be explained that art is the result of human culture in general and art becomes a picture of the birth of a human civilization that grows and develops by prevailing values. On the other hand, culture is a product of humans (Prabowo et al., 2021; Mahdayeni et al., 2019). So, it can be explained that culture is a habit carried out continuously by humans in everyday life by having specific values that can become an identity of a region. That one result of a culture is art.

Art is the result of culture; art is born because of a culture or habit of the people who are considered to have inherent noble values; for example, art in the area of Sarang, Rembang, Central Java, namely *Pathol Sarang* which is pure traditional art as the identity of the district nest. As time went on, the history of the *Pathol Sarang* playing art in the previous period until now was only explained from generation to generation, orally, without any clear and unequivocally written record of the *Pathol Sarang* playing art (Sayekti et al., 2022).

Pathol Sarang art is an art that belongs to the traditional arts. Until now, its existence is still visible in the people of Rembang Regency. Judging from its activities, *Pathol Sarang* can be used as a physical activity, or in other words, it can be used as a traditional wrestling sport (Kinesti et al., 2015). Not only as a conventional sport, but *Pathol Sarang* art also contains elements of dance which can be observed from the aspect of the form of the performance, including movement, accompaniment, make-up, and clothing (Annisa, et.al., 2021; Kinesti et al., 2015).

Pathol Sarang is a pure traditional art as the identity of Sarang District, none other than the original culture and art of Sarang District. *Pathol Sarang* is a classic game that has cultural, artistic, and sports elements similar to wrestling, but *Pathol Sarang* is traditional. *Pathol Sarang* is often performed and played in certain events within the village, sub-district, and district levels. *Pathol Sarang* is very popular with the surrounding community, especially the people of Sarang, Rembang, Central Java.

The researcher made observations first with *Pathol Sarang* art activists, explaining that a problem was considered very important, namely regarding the history of *Pathol Sarang* art, as stated by the local *Pathol* art activist [Expert1]. From the past to the present, the history of the *Pathol Sarang* art is only explained from generation to generation, orally, without an unequivocal written account of the *Pathol Sarang* game.

Furthermore, the researchers conducted interviews with the teachers to strengthen the information and find out the extent of the needs in the field regarding literacy Development of *Pathol Sarang* history textbooks in Rembang Regency. In an interview with [Expert2] an elementary school teacher in a public school in Sarang District, he stated that *Pathol Sarang* had been socialized among elementary school students. Still, many did not respond well, and the teacher's lack of knowledge and experience about *Pathol Sarang* means that in the *Pathol Sarang* game, there is not much literacy about the history of *Pathol Sarang*. Further interview was conducted with [Expert3], an educator at one of the Sarang District (*Sekolah Dasar Negeri*), he explained that he had introduced the traditional art of *Pathol Sarang* to the community, especially to the children of students at the elementary level, but in practice not yet supported by transparent sources of literacy in the form of history books regarding the origins of the creation of the traditional *Pathol Sarang* art. Therefore, the researcher was interested in researching and developing a culture-based textbook for preserving culture in the Sarang district, Rembang. Thus, a literacy book related to *Pathol Sarang*, which contains culture in the nest district, will be sustainable as time passes. From time to time a cultural based textbook can make *Pathol Sarang's* art increasingly known not only on the local scene but also become an attraction in itself to the international community, so it will attract a lot of attention from local tourists to come to Indonesia. Aside from that, the art book " *Pathol Sarang* " Rembang, which will later become a module based on the literary learning wisdom of the local community in preserving the local culture of the people around Sarang, Rembang in particular, and in general in Indonesian society which is indeed rich in its culture.



Fig. 1. Art Pathol Sarang

Based on the background above, the researcher is interested in conducting research and answering the problem formulation as follows:

- a. How is the development of *Pathol Sarang* art in Rembang Regency as a source of learning for elementary students' level?
- b. How is the development of the *Pathol Sarang* art book of Rembang Regency designed as a learning resource for elementary students' level?

2. Research Objectives

This study investigated the development of *Pathol Sarang* art in Rembang Regency as a source of learning for elementary students. Also, it explored the development of the *Pathol Sarang* art book of Rembang Regency, designed as a learning resource for elementary students.

3. Methodology

3.1 Research Design

The method used in the study was R&D (Research and Development) with the resulting product forming module-based literary learning wisdom local regency Rembang. This study used seven steps (Borg and Gall), namely: 1) analysis of potential and problems, 2) collection information, 3) design product, 4) validation design, 5) revision design, 6) trial product, and (7) revision product (Nikmah, et.al.,2020; Gall & Borg, 1983).

Generally, this research was done in 4 activities, namely: 1) analyze module learning, 2) develop design module learning, 3) feasibility module developed learning, and 4) effectiveness use developed teaching modules.

Research and development was defined as research that was known as a tool to develop a product. In other words, this form of research developed a product by going through several stages and product feasibility testing. Research and development methods were researched that focused on developing a product by testing the effectiveness of the product. As for data collection technique, The researcher employed interviews, observations, and questionnaires. To validate the analysis, a rating scale was used, and the validation process followed these steps:

- Validators assigned scores to statement items, categorized as follows: (5) excellent, (4) good, (3) good enough, (2) poor, and (1) inferior.
- The total score of each validator was aggregated across all indicators.
- Results were examined for validity using the prescribed formula below;

$$P = \frac{\sum x}{\sum xi} \times 100\% \quad (1)$$

Description:

P = percentage sought;

$\sum x$ = amount total answer score from the validator;

$\sum xi$ = total score answers highest;

The results obtained are interpreted with the following criteria.

Table 1. Media eligibility criteria

Presentation	Classification
0% - 20%	Not Good
20.1% - 40%	Less Good
40.1% - 70%	Good Enough
70.1% - 90%	Good
90.1% - 100%	Very Good

(Source: Ipang et al., 2021)

Based on the needs of researchers in research and development research, the steps carried out have been modified into seven stages of research and development research, namely 1) Research and Information Gathering; 2) Planning; 3) Developing initial product designs; 4) Product design validation; 5) Revision of product design; 6) Product trials; 7) Product Revision. Richey & Klein (2014) explained that research was limited to the seventh step, namely product revision, because steps 8 to 10 were field trials on a large scale. As a continuation of the trial, the *Pathol Sarang* art book media was subjected to product revisions based on the results of limited trials in the field. This revision aimed to improve the research development results so that they were ready and suitable to be used.

4. Findings and Discussion

Results of the research and development module based on academic learning local wisdom, includes: 1) Determining the extent to which the *Pathol Sarang* art book is required as a source for elementary-level students, 2) knowing the design development of *Pathol Sarang* art book as a source for students at the elementary level.

Pathol Sarang art textbooks as a source of learning *Pathol Sarang* art history for elementary school students, a preliminary study was carried out by collecting various information for conducting needs analysis in the field. This primary stage was carried out to find out the initial description or the first description of the suitability of the *Pathol*

Sarang art textbook as a learning resource for elementary school students. To achieve this, data was gathered through interviews conducted with elementary school teachers, students, and *Pathol Sarang art activists*.

According to the findings from interviews conducted with teachers, it was revealed that in elementary school education, there were no existing modules that incorporated academic learning based on local wisdom as a form of literacy (Zamroni, 2021). This gap in available resources prompted the researchers to become interested in developing a module that would be rooted in local wisdom. Additionally, it was observed that discussions or written accounts about the history of the *Pathol Sarang art* book were primarily transmitted orally through storytelling among the people in Sarang.

The results of interviews with local students conducted by researchers showed that in elementary school education, students often saw and witnessed the *Pathol Sarang* arts that had been held, but students still felt confused about the history of the origins of the *Pathol Sarang art*; they did not know the history of the *Pathol Sarang's art* that they witnessed. This student said there were no available books and literatures that could clearly explain the history of the *Pathol Sarang art*.

The material expert's calculations indicated that the value obtained for the *Pathol Sarang art* book module in Rembang was 94.23%. This result categorizes the module as "Very Good," making it highly suitable for supporting students' knowledge according to the content presented in the *Pathol Sarang art* book module. Similarly, the linguists' calculations yielded a value of 90.62%, classifying the *Pathol Sarang art* textbook module in Rembang as "Very Good." This finding underscores the module's appropriateness for facilitating the learning process and guiding students effectively. Furthermore, student assessments of the art book module *Pathol Sarang* in Rembang resulted in a calculation of 93.12%, placing it in the "Very Good" category and affirming its suitability for use in the learning context. Finally, the teacher's calculation yielded a value of 87.0%, categorizing the art book module *Pathol Sarang* Rembang as "Good," indicating that it remains a worthwhile resource for educational purposes.

5. Conclusion and Recommendations

Pathol Sarang art book was already growing in various performance events held by the Sarang, Rembang regency community. The *Pathol Sarang art* book is favoured by the public specifically, the educated participants. Participants felt confused about the history and origin of the art *Pathol Sarang*. They need a *Pathol Sarang art* book; it will add to the scientific treasures of students. The assessment results by experts' materials showed that the value was equal to 94.23%. Book art *Pathol Sarang* was in the category "Very Good," meaning it was very worthy of use. The assessment results by linguists obtained 90.62%; the art book module *Pathol Sarang* belonged to the "Very Good" category, indicating that the *Pathol Sarang art* book was very suitable. The assessment results by students were 93.12%; this value showed that the art book module *Pathol Sarang* belonged to the "Very Good" category with a meaning that was very suitable for use in the learning process. The results of the assessment by the teacher were 87.0%; this showed that the module book was an art book *Pathol Sarang* belonged to the "Good" category, which meant it was suitable for using it. The percentage results from the pre-test stage show that the value was 71% before getting and reading the literacy art book module *Pathol Sarang art book*.

In contrast, in the post-test stage, it showed a percentage of 94% after getting literacy from the art book module *Pathol Sarang*. In the end, the *Pathol Sarang art* book was recommended as an effort to preserve regional culture for elementary students' level around Sarang, Rembang Central Java. For the recommendation, this *Pathol Sarang art* book might be developed and applied to junior or senior students at the high school level.

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Conflict of Interest

The authors declare no conflicts of interest.

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