

LEGENDARY TEXT MALIN KUNDANG AS MEDIA MORAL VALUE FOR STUDENT THROUGH INTERNET

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ABSTRACT

The influence of information technology has created a habit of students spending time playing online games rather than looking for information related to the subject matter. The purpose of this study describes use legend text of "Malin Kundang" through the internet which is expected to change the laziness attitude of students in the learning process. This study used a descriptive qualitative approach with a sample population of 34 students of class VII SMP Kahuripan Lembang, West Java, who took Indonesian lessons. Data collection was carried out by observation and use of tests. Instruments used were interview sheets and multiple-choice questions using Google Forms. Technical analysis was carried out by testing students' knowledge of recognizing moral values contained in the legendary text "Malin Kundang". Research data were processed using three stages, namely 1) recording results of interviews and observations and collecting documentation data about students' ability to know moral values in the legendary text "Malin Kundang", 2) presenting data, namely collecting research results, and 3) concluding. Results of the study were (1) use of the legendary text "Malin Kundang" effectively as a means of moral education. (2) use of legendary text "Malin Kundang" helps students recognize and understand moral education. (3) Students get moral education contained in legend text "Malin Kundang". (4) Teachers are expected to use the internet to include aspects of moral values contained in text-based learning.

Keyword: *Legend text, Malin Kundang, Moral values*

ABSTRAK

Pengaruh teknologi informasi telah melahirkan kebiasaan siswa menghabiskan waktu dengan bermain game online daripada mencari informasi berkaitan dengan materi pelajaran. Tujuan penelitian ini menguraikan pemanfaatan teks legenda "Malin kundang" melalui internet yang diharapkan merubah sikap kemalasan siswa dalam proses pembelajaran. Penelitian ini menggunakan pendekatan kualitatif deskriptif dengan populasi sampel siswa kelas VII SMP Kahuripan Lembang Jawa Barat berjumlah 34 siswa yang mengikuti pelajaran Bahasa Indonesia. Pengumpulan data dilakukan dengan observasi dan penggunaan tes. Instrumen yang digunakan adalah lembar wawancara dan soal pilihan ganda menggunakan google form. Teknis analisis dilakukan dengan uji pada pengetahuan siswa mengenali nilai-nilai moral yang terkandung dalam teks legenda "Malin Kundang". Data hasil penelitian diolah menggunakan melalui tiga tahapan, yaitu 1) mencatat hasil wawancara dan observasi serta mengumpulkan data dokumentasi tentang kemampuan siswa mengetahui nilai moral dalam teks legenda "Malin Kundang", 2) penyajian data yaitu pengumpulan hasil penelitian, dan 3) penarikan kesimpulan. Hasil penelitian adalah (1) pemanfaatan teks legenda "Malin Kundang" efektif sebagai sarana pendidikan moral. (2) Pemanfaatan teks legenda "Malin Kundang" membantu siswa mengenali dan mengetahui pendidikan moral. (3) Siswa mendapatkan pendidikan moral yang terkandung dalam teks legenda "Malin Kundang". (4) Guru diharapkan menggunakan internet untuk memasukkan aspek nilai moral terkandung dalam pembelajaran berbasis teks.

Kata Kunci: *Teks legenda, Malin kundang, pendidikan moral*

INTRODUCTION

The development of information technology affects the education world, one of the attitudes students think all school assignments can be completed by searching the internet without understanding first. An attitude of choosing a fast way without going through the process has influenced loss of identity as a student (Adrianto, etc, 2015). Picture of laziness students to understand learning, one influenced by student's habit spending time for playing online games rather than looking for information subject matter. One material in Indonesian lessons that contain character information is legend text. Legendary is cultural-based literacy that contains philosophical, attitude, and moral values. Through values contained in a text, it's can change students' laziness in the learning process.

This article examines the legendary text of folklore contains several values such as cultural, local wisdom , and moral values. The focus of research studies is moral value in legendary Malin Kundang can apply as a learning tool. Value is an important element in a culture that guides people to determine something allowed or not done. Moral contains the meaning of discipline in our conscience guides our behavior in our lives (Budiman, 2012).

Moral values regarding action done come from conscience. Moral values in question about attitudes, obligations, morals, and manners. (Mansyur, 2019). Values of morals can strengthen and develop student personality values to be useful for the nation. Teaching material containing moral education values in literature (Karana, 2013). Literary works provide awareness to readers about truths of life in fiction form, one of which is folklore. Part of folklore, stores many cultural system information such as philosophy, values, norms, and people's behavior. In social life, literature has functions including didactic, aesthetic, recreational, morality, and religious functions. One of the functions of literature is morality value, that is literature provides the reader with knowledge of good and bad moral values.

Legends are prose stories that are considered to have happened (Danandjaja, 2006,p.66). Legends contain great value, especially for the nation's future generations. Considering the great meaning of a legend, it is necessary to study legends still known

and live in certain communities. One of the famous legends is the legendary text Malin Kundang which tells of a child who disobeyed his mother and was cursed to stone.

METHOD

Qualitative research is a procedure in social, cultural, and philosophical fields that produces descriptive data in form of words or notes related to meanings, values, and meanings (Bogdan & Biklen, 1992, p. 5). According to Creswell, stages of qualitative: 1) identification problem. 2) literature study. 3) research objectives. 4) data collection. 5) data analysis. 6) reporting (Raco, 2010, p. 18–19).

The sample of research is 34 students in grade VII SMP Kahuripan Lembang, West Java. Data collection using observation and test. The observation method is an attempt to collect data that carried out systematically (Arikunto, 2013, p. 264). In addition to observation, data collection uses test results. The research instrument used was an observation and question sheet. Research validation testing uses external validity, namely data generated from the instrument by research variable data (Arikunto, 2013, p. 212). Test results contain correlation with condition students in the class. Analysis of research through three stages, namely 1) recording interviews and observations about students' ability to know moral values in legendary text Malin Kundang, 2) presenting data, namely collecting results, and 3) concluding.

RESULTS AND DISCUSSION

Results

Research on the text of Malin Kundang learning moral education for students shows that text can be used learning moral education. Following is a table of interview results.

Table 1 Interview Results in Student SMP Kahuripan Lembang

Question	Answer		Total
	Percentage		
Which came from text Malin Kundang?	West sumatra	29 student	85,29%
How do student know text Malin Kundang?	Internet	31 student	91,17%

Through the internet, especially Google page, we can search for something to know. Folktale Malin kundang is a legend for Indonesian people. With popularity story, students easily know origin folklore Malin Kundang, namely West Sumatra. Knowledge students from text Malin Kundang are influenced by ease students find information about Malin Kundang without having a book.

The realm of student knowledge can emerge if stimulus from real situations contains videos or pictures of the folk tale Malin Kundang. Interview result with the question "Students understand the story of" Malin Kundang "from teacher or internet". Students' answers were "from the internet" as many 31 students (91.17%). This shows that the source of knowledge from teachers often makes students bored, in contrast to the story Malin Kundang through the internet which presented in a picture or video format, students are easier to understand the story.

Cognitive aspect, after students understand folklore Malin Kundang from the teacher or internet, questions are given to test the understanding of the student. Students are given 15 questions for 34 students. Reasons for choosing multiple-choice questions were adjusted conditions students were still adapting from primary school to junior high school and not yet skilled at writing. The question sheet consists of questions and answers keys. Students are required to choose answers. The correct answer is given a score of one and an incorrect zero. Questions consist of five easy, medium, and difficult questions. Following is the student test scores table.

Table 2 Test scores Grade VII students SMP Kahuripan Lembang

No	Description	Easy	Middle	Difficult
1	Highest score	10	10	10
2	Lowest Score	6	4	2
3	Average	9,2	7,75	7,6
4	amount	34 Student	32 Student	32 student

In table 2, the average student in easy is 9.2. on medium 7,75 and average student on difficult questions 7,6. This shows average distance between medium and difficult questions is not far away, only 0.15. The highest score for easy, medium, and difficult questions were 10, and the lowest score for easy, medium, and difficult questions was 6,4,2. Question scores of all students got complete, on medium and difficult questions, 32 students got complete and incomplete scores, there were 2 students. From data

above, it shows that the internet helps students work on easy, medium, and difficult questions because medium and difficult questions are not far away.

Discussion

Using the internet as a means of learning helps convey information. Channels that contain audio-visual information are YouTube, the most popular video sharing services on the internet today (Snelson, 2011). YouTube is a video-sharing site that facilitates users to upload, watch, and share videos at no cost. Videos can be watched is a video about legends in Indonesia, including the legendary story Malin Kundang. With free service, students can easily download on their devices to be enjoyed anytime (Sari, 2017).

The utilization internet as a means of learning for a student is not foreign today. Learning facilities are channels that carry information or messages aimed at commands in teaching intent (Arsyad, 2017, p. 4). In this case, the internet is a secondary source of teaching folklore form. Internet as a means of learning legend text Malin Kundang has made it easier for students to absorb moral values. The value contained legend text Malin Kundang according to students' choice in the questionnaire answer sheet, namely (1) "Don't be disobedient to parents" (56%), (2) Don't be arrogant (30%), and (3) Be honest wherever with anyone (14%). According to above, students know moral value "don't be disobedient to disobedience" is more preferred than the moral value "don't be arrogant" and be honest with anyone ". This shows that students' knowledge of morals is contained in the legendary text of Malin Kundang, majority answer "don't disobedient to parents".

CONCLUSION

Hopefully, this research will motivate teachers to make interesting text-based learning through the internet. Students are enthusiastic learning presentation uses a visual video format so the teacher can enter values when learning takes place. Using the internet has increased students' interest in literacy. With increased student reasoning power, students can easily process learning material and deduce knowledge received.

According to the results of this study, several things can be suggested: 1) teachers are expected to be creative and innovative in using learning media to increase student motivation. 2) Principal is expected to facilitate teachers to improve competence in information technology. 3) Similar researchers can use the results of this study as a reference for developing learning tools in overcoming learning constraints.

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