

Technical Aspect of Providing the E-Learning Material for Art and Culture

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Abstract - Traditional theatres have had an important role in promulgating time-honoured traditional wisdom to the community in Indonesia. The stories presented in such a performance generally teach noble values to the viewers and the community in general. In the past, traditional theatre such as wayang kulit or Indonesian shadow puppet has been an effective medium in delivering moral messages. However, up to now this art form was only presented through traditional means. Furthermore, it has not been well documented, making it difficult for the younger generation to gain access to them. Limited access to materials to be studied creates an obstacle for the younger generation to know, learn, and thus preserve these art forms. Therefore, the actors involved need to learn to deliver their work of art using modern technology. This will not just allow them to document their work but could generate economic benefits for them. This paper will describe the technical aspect of disseminating the traditional wisdom of wayang kulit by the actors themselves using modern technology. To make it sustainable, the actors should be able to do it themselves without difficulty. The results are e-learning materials that can be studied by the younger generation.

Keywords - Art, Culture, E-Learning Material, Shadow Puppet, Short Video, Younger Generation

I. INTRODUCTION

Wayang kulit or Indonesian shadow puppet cannot be considered merely as an entertainment. Originally, the *dalang* or puppeteer was considered as a person who has the extraordinary knowledge and ability to deliver moral values through his/her art performances [1]. Wayang is a common word for many kinds of traditional theatre in Indonesia [2]. In their performances, the *dalang* always delivers some values of local wisdom for the purpose of nation and character building [3]. In those days, wayang was the most effective media to transmit local wisdom to the people. Many people have gone through big efforts to go to watch wayang even in the different village despite the lack of convenient transportation modes.

In the past, the limited coverage and high price of technology was beneficial for the development of shadow puppets. For example, only the more well to do had television sets and, furthermore, the entertainments offered on television programs did not have much variety. No wonder that the wayang performances enjoyed large audiences; it was comparable to the audiences of a pop music concert today.

Currently, the numbers of audiences in the puppet shadow performances are not many as in the past. The younger generation prefers to watch television, go to the movie, or enjoy other forms of entertainment using the latest technology. The duration of a wayang performance that lasts from six until eight hours and the necessity to sit in the same place is one of the obstacles for the young generation to see the performances.

This has resulted in the decrease of performances in the last years. This in turn has had effects on the transfer of knowledge to their younger generation as it was done in the traditional way. On the other hand, written documentation of the art and its performances was limited as it was mostly transferred orally. Therefore, the young generation currently has difficulty in accessing the knowledge needed to learn wayang kulit, one of Indonesia's iconic art forms.

Technology could play a role in this respect by collecting the contents of the art and presenting them in an open-accessed site and distributing them by using media that the younger generation, who have access to technology in their daily life, are familiar with. There are many possibilities for young generation to access local wisdom by using technology.

II. CONCEPT OVERVIEW

The popularity of social media popularity has increased significantly in the last five years. It is not only caused by the service quality or better features of social media, but also the spread of the technology amongst the people. It has made it easier for social media users to promote and to get more attention for themselves or their products. There are a lot of active social media users who will see their products anytime.

The users could write any useful information and make the relation with their products as their marketing strategy. The information in the social media can be posted

automatically by the other websites which is connected by using the social media plug-in. The sharing of information becomes easier and faster because the users not only can write in their websites but also because the social media will also show it automatically.

As an example, a user can write information about any product in a WordPress-based website which is linked with Facebook by using the RSS Grafitti plug-in or Twitterfeed.com features. The information will be automatically posted in Facebook after the rights to post was given by the Facebook account. By using RSS in the website, the information could be customized to push on Facebook wall [4].

The contents posted on the Facebook could be descriptive information or multimedia-supported information where YouTube or other video services have opportunity to support. The recorded video of wayang kulit performances will help the users get a better and clearer knowledge of the local wisdom expounded in the performance. The descriptions will give information of the story and the background of the performances.

YouTube could be integrated in the learning environment and could be used to enrich the learning experiences. This service is able to inspire and engage learners as it is very close to the users who have familiar with a learning style using digital tool [5].

III. STRATEGIES

In order to attract the young generation to be acquainted with and to study wayang kulit through a video format, the recorded performances should be short and show the interesting parts of the performances. The local wisdom should be shared in the compact format of that video. This makes it easier for the young generation to see the performances as they do not have to set aside a special time to watch the video.

It is essential that the puppeteers and their studios be involved in preparing the videos. The first reason is because they will use them as their promotion tools. The second reason is because the puppeteers and their studios are the main stakeholders and have the most interest compared to other people in increasing the frequency of wayang kulit performances. If they could create their own video, the promotion of their performances will be sustained. They do not have to depend on other people for creating their videos.

The problem is they usually do not have the knowledge and skill to create the video, let alone make a compact version of the video. Actually, only a few simple equipments are needed to create the videos. The puppeteers or the studio manager should not have to make a great effort in creating the video. Their main task is presenting interesting performances. Limiting the number of equipments to be used should be a main concern.

Nevertheless, in the beginning, they should be trained on how to use the equipments. Simple equipments will make it easier for the trainer to teach the puppeteers in using the equipments and producing the video. The main target of the training is to make the puppeteers familiar the equipments. The product will be easier to be produced if they are familiar with the equipments.

IV. IMPLEMENTATION

The *dalang* or puppeteer as the centre of the research could only be involved in the development of e-learning materials provided that the technical aspect is easy for them to handle. The equipment used to record the performances can be any mobile phone with a built-in video recorder. Therefore, there is no need to learn a new skill to record their performances because they are already familiar with using their mobile phones.

The video needs to be cut in order to show the most interesting part that is expected to attract people's attention. They then can see the complete story if they are interested in the

video. Weeny Free Video Cutter (Fig 1.) is free software which can be used to cut the video. The technical skill required to operate the software is low. One can use it easily after one becomes familiar with the menu and buttons.

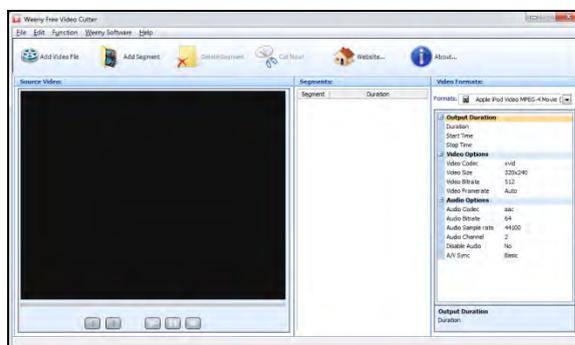


Fig 1. Weeny Free Video Cutter

After the video is ready, it can be uploaded to the internet. The *dalangs* might not be familiar with the steps needed to be taken to upload a video. There is, however, a software that can be used easily. Free YouTube Uploader software (Fig 2.) is used because it is free, easy to use, and fast.



Fig 2. Free YouTube Uploader

All uploaded videos will be listed in a web portal which has several functions to describe the detail of story, get the visitor attention, and promote the puppeteers. It will be a centre for e-learning material of art and culture, especially wayang kulit. The website is called the Indonesian Wayang Network (Fig 3.) which is intended to be a meeting point for the people to see and learn the wisdom embodied

in a wayang kulit performance through each video. The visitors are also able to give feedbacks for the performances in order to improve the quality.



Fig 3. Indonesian Wayang Network Website

V. CONCLUSIONS

The e-learning material for wayang kulit can only be created by involving the puppeteers. They have to be involved in the production in order to make the activity sustainable. However, they need to be trained to use and familiar themselves with the simple equipments involved. The more familiar they are with the equipments, the more videos can be produced by the puppeteers.

The simpler and shorter video will make it possible for young people to comprehend the wisdom articulated in a wayang kulit performance. The scarcity of documentation on traditional performing arts can be forestalled by sharing the video through online video storage, record the information about the performances in the e-learning website, and then posted automatically via social media.

The concerted efforts will create more sustainable actions to provide art and culture related e-learning materials. Consequently, the younger generation will have more art and culture related information. They could also learn the local knowledge easier and more fully than they had previously.

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(Arranged in the order of citation in the same fashion as the case of Footnotes.)

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