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USING LOCAL CULTURE FOR PICTUREBOOKS AND DIGITAL ANIMATION IN ENGLISH LANGUAGE LEARNING

Dr. Dra. Ekawati Marhaenny Dukut, M.Hum., T. Brenda Chandrawati, S.T., M.T., Christine Ayu W., S.Kom. & Yedija Prima Putra

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International Conference on Learning Technologies: Leveraging Digital Technologies for Innovation and Knowledge Sharing in Education

Grand Candi Hotel – 14-15 September 2017

Background

Generation Z children loves to use technology based media rather than academic books in learning and acquiring new materials.

Mobile phones and computers are gadgets that motivates children to make use of media technology.

Indonesian children love gadgets.

Any kindergarten child can easily have a play things with English songs ("Twinkle twinkle little star") and stories ("Goldilocks and the Three Bears") to listen to.

But, the songs and stories are using "English" culture....

More and more children know American, Australian or English culture better than their own local Indonesian culture. Is English language then identical to only "English" culture? How can Indonesians (multiethnicity – 17500 islands, 1300 ethnics, 700 local languages) preserve local culture while learning English language?

Solution:

→ Indonesian English teachers need to be creative

→ Interactive English learning gadgets with local culture material must be produced

Source of data:

Five picturebooks for 5-9 year olds:

I LOVE VEGETABLES

(Community Service Program)

Development: ELT digital animation software for 12-15 year olds

(PUPT – Product Research)

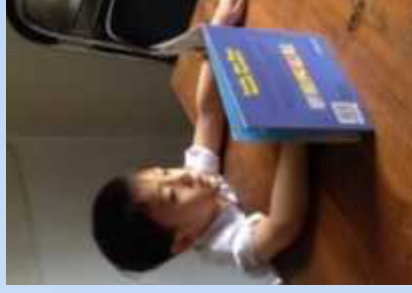# INITIAL RESEARCH – Community Service Program:

Why do children like English language picturebooks?
Color? Character? Story line? Type of book material – thick coated/ glossy paper – plastic – cloth ?

A collaboration with Agricultural Technology & Visual, Communication & Design Department

Product → PICTUREBOOKS

RESEARCH DEVELOPMENT: ELT digital animation software for 12-15 year olds

Gen XYZ is part of a generation that is global, social, visual and technological. They are the most connected, educated and sophisticated generation ever. They are the up-agers, with influence beyond their years. They are the tweens, the teens, the youth and young adults of our global society. They are the early adopters, the brand influencers, the social media drivers, the pop-culture leaders. They comprise nearly 2 billion people globally, and they don't just represent the future, they're creating it.

Multimedia Technology

Multimedia technology has the potential and functionality to hold enjoyment for users compared to that of a standard textbook. Any learning or teaching should be associated with feelings of pleasure and enjoyment instead of boredom or fear (Freeman & Gertner, 2011, p.10)

Technology as a media for learning has the role "to provide a space in which learning takes places, to store the results of learner's activity, and to take care of time-consuming tasks that detract from learning" (Alessi & Trollip, 2001, p. 6).

Picture animation is the best alternative to learning media:

Animation media is one way students can quickluy understand, learn, increase memory, communicate and make conclusioins out of something.

Animation that uses graphics can facilitate comprehension, learning, memory, communication and inference…. In comparison to picturebooks whose pictures are static, moving pictures in animation stories are more effective in showing situations (Tversky, Morrison, & Betrancourt, 2002, p. 248).

Game Software

A "language game software" makes good use of digital animation and interactive language learning exercises . A "game" usually consists of situations that have regulations and strategies for a certain competition to exist (Neuman & Morgenstern cited in Wibisono & Yulianto, 2012).

Unity 3D is a game engine that supports a PC (windows, Mac, Linux), Android, IOS, Windows Phone, and game console that uses Java Script and C# language (Luthfi, 2014).

Visual Studio is a software used to create language programming for computers. It is usually brought in with the Unity 3D program.
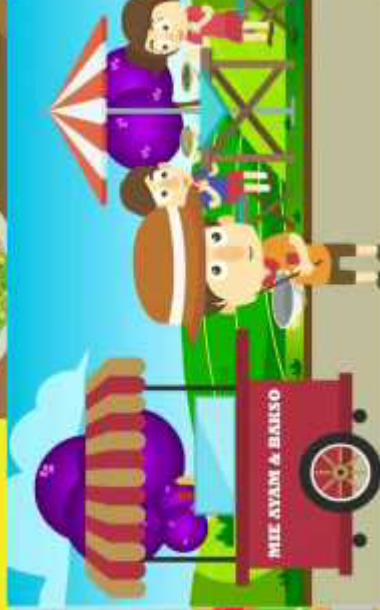
Local culture preservation through Indonesian scenes

Tapi adik perempuanmu suka makan keripik bayam.
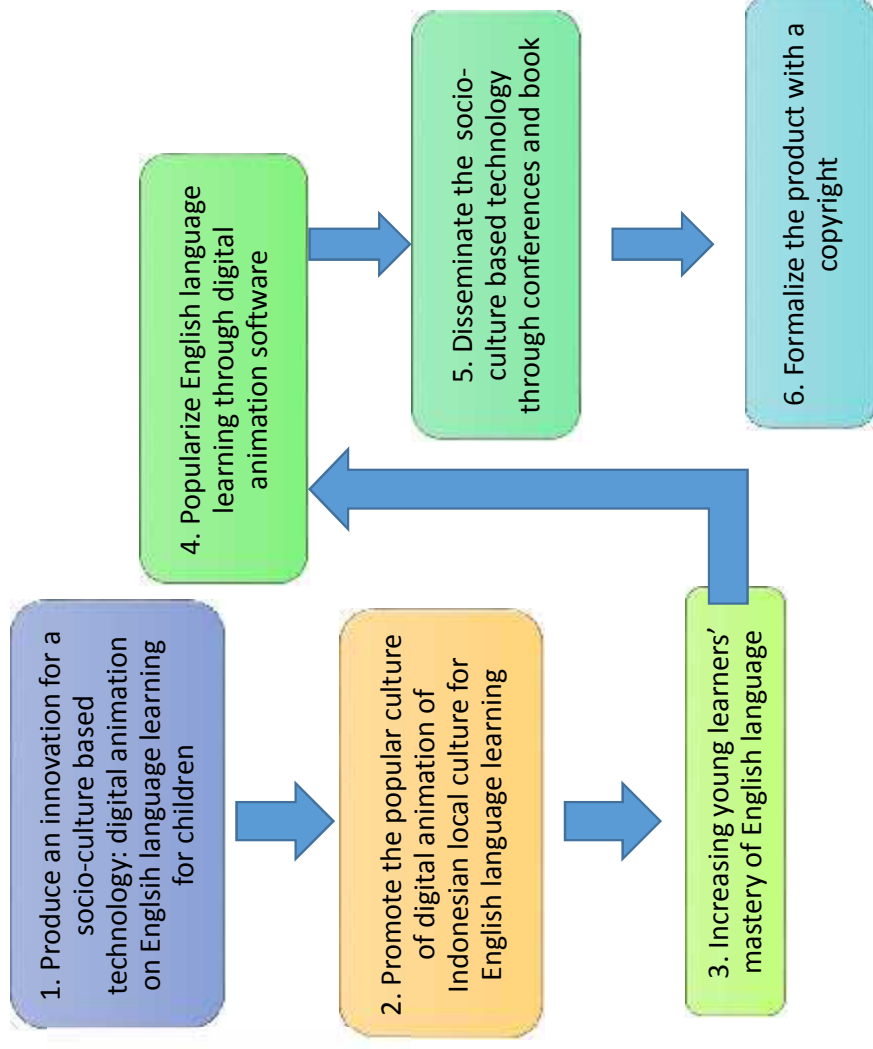
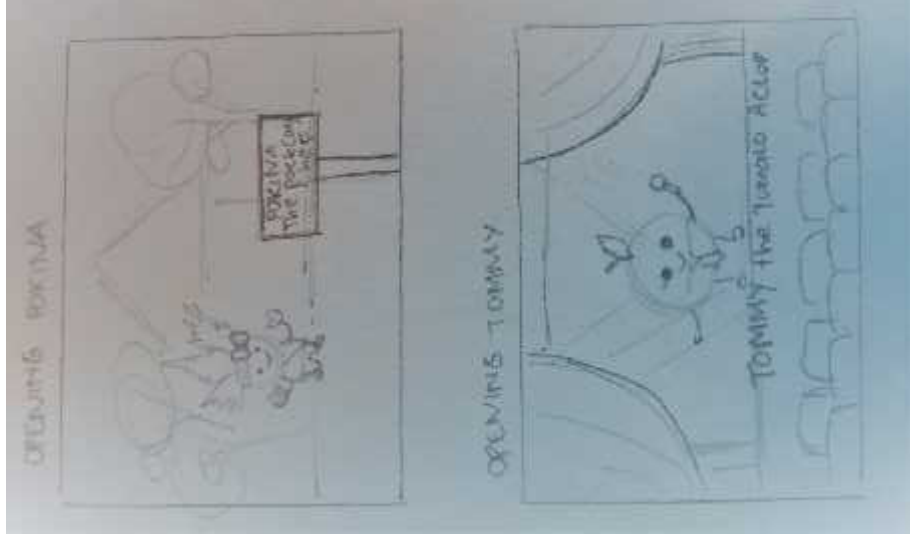But your little sister likes to eat spinach chips.

Potassium

1. Produce an innovation for a socio-culture based technology: digital animation on Englsih language learning for children

2. Promote the popular culture of digital animation of Indonesian local culture for English language learning

3. Increasing young learners' mastery of English language

4. Popularize English language learning through digital animation software

5. Disseminate the socio-culture based technology through conferences and book

6. Formalize the product with a copyright

Research Characteristic

Pokina
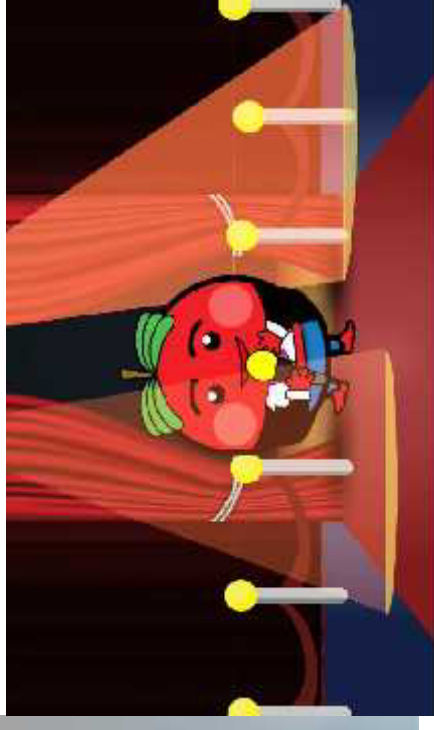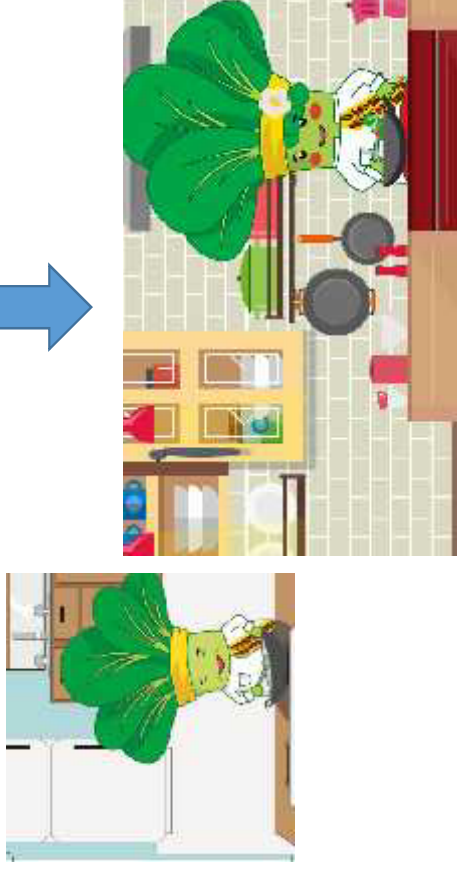The Pak-Choy Chef

TOMMY
THE TOMATO ACTOR

An English Department research collaboration with Information Systems & Game Technology Department

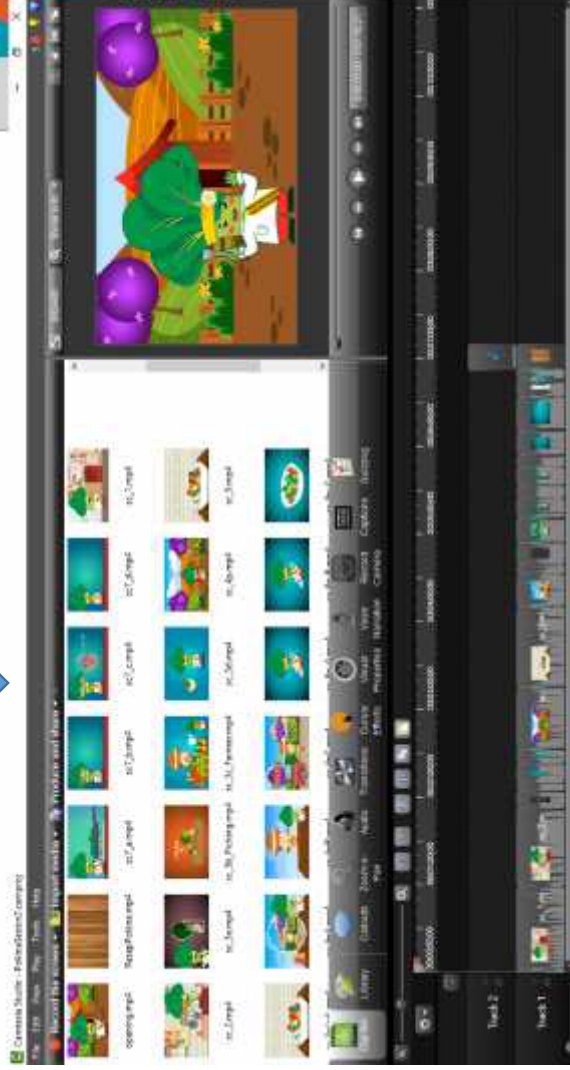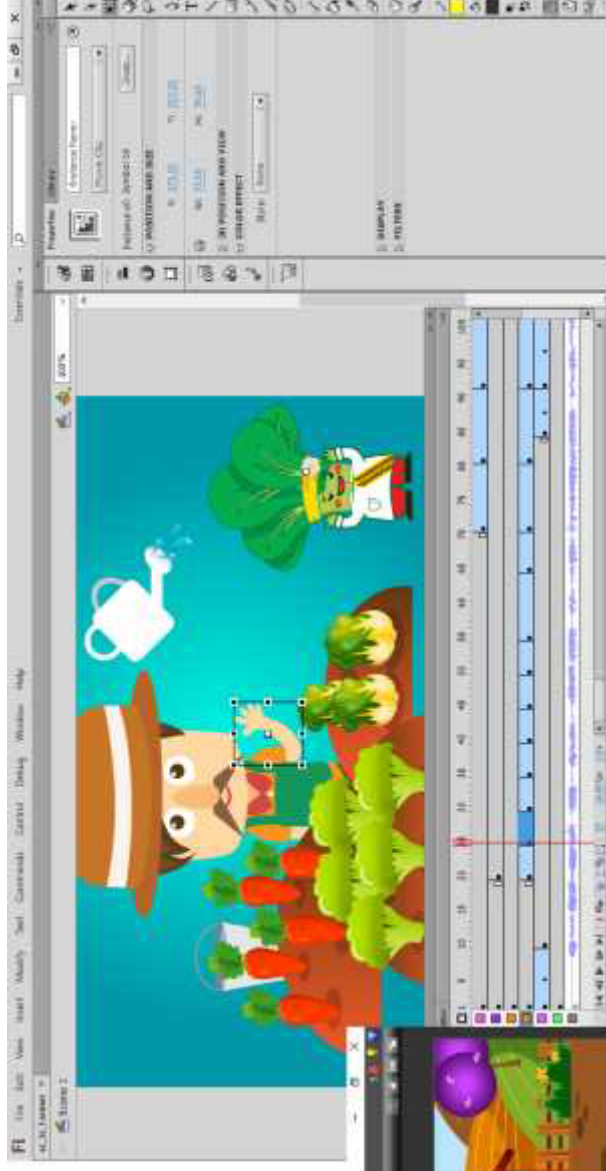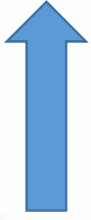# The Process: from picturebook to digital animation

A. Storyboard (story from the book to movie/animation)

B. Asset (visualizaton from the book to movie scene)

C. Animation (making the movements)

D. Compositing (combining the picture, sound, background)

E. Rendering

The Process:
from digital animation to game (semi TOEFL) software

Pokina
– The Pak-Choy Chef

TOMMY
THE TOMATO ACTOR

Finish

MENU
Please type in your name and student number.

Name   Enter text...

No.   Enter text...

Start the test !

LISTENING

READING

WRITING

SPEAKING

GO

2:22

1. Who is the main character of the story and what does it like to do each day?

a. It is a Pak-Choy who likes to cook.
b. It is the chef like to cook.
c. It is Pokina whose hobby is cooking.
d. It is lover cooking.

Finish

LIVING HEALTHY WITH PAK-CHOY
by Ekawat Marhaenny Dukut

Have you ever tried Pak-Choy ice cream? It's odd isn't it? Because you have never tasted it, you might have an imagination of a smooth, soft and silky white ice cream that has some shaped green leaves. It is, or you may imagine a soft green pastel colored ice cream in front of you that is waiting for you eagerly to taste. Whatever is your imagination, I'm sure you agree that the idea of eating Pak-Choy ice cream is something unique and interesting.

What is the background of creative chefs in inventing Pak-Choy ice cream? Well, one of the reason is to entice children and young adults to consume more vegetables for healthier living. Ice cream is a delicious dessert that almost all children and adults love to consume. Thus, coloring and making ice cream with Pak-Choy ...

9:56

1. Reread the beginning paragraph to choose which of these descriptions is false when imagining about Pak-Choy ice cream.

A. Its texture is smooth, soft and silky
B. It has a soft, green pastel color.
C. It is silky white with shaped green leaves.
D. It may soft green and tender.

Finish

ANSWER THE FOLLOWING QUESTIONS BASED ON THE INFORMATION HEARD. PAY ATTENTION TO THE CORRECT GRAMMAR USAGE.

LISTENING

ANSWER THE FOLLOWING QUESTIONS BASED ON THE INFORMATION HEARD. PAY ATTENTION TO THE CORRECT GRAMMAR USAGE.

READING

SEE THE ANIMATION AND LISTEN CAREFULLY TO THE STORY ABOUT POKINA THE PAK-CHOY CHEF.

LISTENING

Pokina
The Pak-Choy Chef

SPEAKING

Look at the picture. Describe what you can say about the physical characteristics of the cartoon pak-choy character. You can start by saying about the colors you see from the picture. You have 15 minutes to speak into the microphone.

15 : 00

RECORD

Hi.... I am POKINA. The Pak-Choy Chef! I know how to make you healthy. Try one of my recipe... Enjoy delicious pak-choy ice-cream to make your life more fun and healthy!

I LOVE VEGETABLES
AKU SUKA SAYUR

WRITING

Look at the recipe on how to make pak-choy ice cream. Use 20 minutes to write an essay on how make your own pak-choy ice cream.

Finish

15 : 00

2nd Batter
1. While waiting for the 1 batter to cool down, mix all materials for the 2 batter under cold condition. How to mix: put the bowl used for making on a bigger bowl with ice in it. (This will be a fun activity for children.)
2. Mix until the whipped cream thickens and develops.
3. Keep the batter in the chiller.

Ice Cream
1. Mix the 1 batter and 2 batter well with a mixer. (Fun activity for children.)
2. Keep it in the freezer for 4-6 hours.
3. To produce an ice cream with soft and creamy texture, mix the ice cream after 1 hour in the freezer. Then put it back to the freezer. Do it again after 6 hours in the freezer.
4. Ice cream is ready to be served.

The implementation:

Semi-TOEFL

Tommy & Pokina English Language Game Software in schools

(Junior High School)

Result Sample:

Result Test

Nama : HELENA N SURYA - SMP KEBON DALEM
NIM : 8A/13

Listening Pokina :

1. False
2. True
3. True
4. False
5. True
6. False
7. True
8. True
9. Truc
10. True

Reading Pokina :

1. False
2. True
3. False
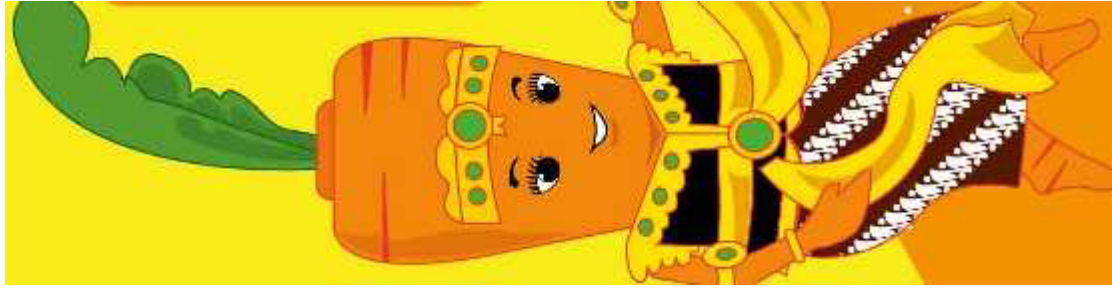4. True
5. True
6. False
7. False
8. False
9. False
10. False

writing Pokina :

Making the pak-choy ice cream is :
1. Mixing the one batter and two batter that has been made with a mixer.
The activity can be doing with children.
2. Next keep the batter in the freezer for 4-6 hour.
To make ice cream with soft and creamy texture,
you must mix the ice cream after 1 hour in the freezer and put it back to the freezer.
Then do it again after 6 hours in the freezer.
3. And ice cream is ready to eat.

speaking :

The Pakchoy is big. Pokina very beautiful, yellow brown batik, having a face cute,
and looks fun.
Pokina have a body short with white chef costume and have a green hair that
describes as a leaf long.
She likes cooking and become a chef. The clothes looks a Indonesian culture
with batik drawing.

THANK YOU

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English Department,
Faculty of Language
& Arts,

in collaboration with

Game Technology Department,
Faculty of Computer Science;

Soegijapranata Catholic University,
Semarang, Indonesia

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