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## Development of learning media-based on local wisdom in the city of Palangka Raya

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**Abstract:** Education is an element that greatly influences the quality of a nation, this is because education cannot be separated from the culture that exists in a society, especially the people of the city of Palangka Raya. Local wisdom is the result of past culture which is used as a way of life and preserved by local residents. The method used in this research is the observation method, carried out with the help of an observation sheet instrument to obtain data regarding the results of the local wisdom-based learning process and the positive impact on students. The general aim of this research is to produce learning media based on local wisdom using folklore, traditional clothing, regional songs, regional dances, traditional games, and traditional food as media and sources of ideas. The development of learning media is divided into 3 stages, namely the initial design stage, the stage of using learning media, and the stage of testing the effectiveness of learning media. The learning outcomes achieved before and after using media based on local wisdom turned out to be different. After using learning media, the results of development can be seen as the learning outcomes obtained by students have increased.

**Keywords:** Learning Media, Local Wisdom, Palangka Raya

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### INTRODUCTION

Education is a conscious effort carried out by families, communities, and the government through teaching, guidance, and training activities both at school and outside of school which aims to provide life skills for students so they are able to play their role in life now and in the future. Traditionally, education is defined as a process to shape behavior, both physically, intellectually, emotionally, and morally, in accordance with the values and knowledge that are the foundation of culture in society (Mustakim, 2011: 8).

Such an educational process aims to ensure that students grow into adults with dignity and culture so that they can live and develop in the culture of the local community. Education is an element that greatly influences the quality of a nation. Educational failure has an impact on the failure of the nation and the success of a nation's education will bring progress to the nation. Education is a process in order to influence students so that they are able to adapt as best as possible to their environment. The influence of developments over time is due to changes that are interculturally oriented. One of them is the concept of education which is the focus of attention, which has become quite an important study among academics. Education cannot be separated from the culture that exists in a society, especially the people of the city of Palangka Raya. Central Kalimantan has a variety of local wisdom according to the characteristics of each region. Local wisdom is explicit knowledge and emerges from a long period of evolution together with society and its environment in a local system to deal with foreign cultural influences (Pujiatna, Rosamaya, & Wahyuningsih, 2019). Local wisdom is



the result of past culture which is used as a way of life and preserved by local residents. Local wisdom can be interpreted as deep feelings, behavior, and rules that are considered good for human life. Local wisdom emerges through a long internalization process that is passed down from ancestors to their successors as a result of interactions with the surrounding environment. This process forms values in the form of traditional laws, beliefs, and local culture. Thus, local wisdom is substantially the norm that applies in society (Sumiatie et al., 2022). So far, the educational process presented seems formal and rigid, so students feel bored, apart from that, students are not enthusiastic about participating in the learning process. This is because the media used only presents material descriptions and practice questions. On the other hand, so far learning about the value of local regional wisdom has begun to be abandoned. So it is necessary to develop media and teaching materials that can increase students' learning activities and understanding. about local wisdom in the area. Ideally, education is integrated with subjects that contain local wisdom.

In the school environment, learning is primarily a process of exchanging ideas between students and teachers, as well as between students and learning materials. A learning process is said to occur when students and their environment are connected and the environment is organized or managed as effectively as possible. In an effort to foster good mastery of learning material, teachers design the learning process to foster creative thinking which can improve the ability to create new information. So that the learning process takes place, so that students master skills and develop character, and so that students develop attitudes and beliefs, teachers can provide assistance to their students (Harefa, NAJ, & Hayati, E. (2021). Media are various components of the learning environment that are used to help students learn. Learning media can be understood as a means of delivering or distributing lesson material in a planned manner so as to create a conducive, effective, and efficient learning environment (Wahyudi et al., 2019; Darling et al., 2020). The existence of media is not the only component that guarantees the success of the learning process, but without media that supports learning activities cannot be carried out optimally (Subandi et al., 2018).

Media has the function of paving the way to achieve teaching goals. This is based on the belief that learning with media helps increase student learning activities in the long term. This means that student learning activities with the help of media will produce better learning processes and outcomes than without the help of media. Media is one of the most determining factors in a learning process. In an effort to achieve learning goals, tutors must be creative in creating interesting learning media, so that they can attract students to be more enthusiastic in participating in the learning process (Resviya, 2018). Media as a teaching aid is developed as a real product that helps maintain local wisdom from several regions. This is an effort to introduce culture and pass it on from generation to generation. Some forms of traditional knowledge emerge through local wisdom, visual images containing cultural elements, as well as media that inherit folklore, regional songs, regional dances, traditional games, and traditional food.

From the explanation above, local wisdom can not only be used as an educational product but also as a source of educational materials, which can be a bridge for students to get to know and get closer to the cultural values of their region. Local wisdom-based learning is a strategy for creating a learning environment and designing learning experiences that integrate culture as part of the learning process (Fajriati, Ruliana & Na'imah, 2020).

## METHODS

The method used in this research is the observation method, carried out with the help of an observation sheet instrument to obtain data regarding the results of the local wisdom-based learning process and the positive impact on students. The observations that the researcher made were classified as non-participant observations. This research aims to describe a situation, describe and illustrate the impact of the Local Wisdom-based learning process in the city of Palangka Raya. The research subject was Junior High School (SMP) involving teachers and parents. Sugiyono (2013: 62), defines data collection techniques as the most strategic step in research, because the main aim of research is to obtain data. In qualitative research, data collection is carried out in natural conditions (natural settings), primary data sources, and data collection techniques rely more on observation and documentation. This is related to the general aim of the research, namely to produce learning media based on local wisdom, folklore, traditional clothing, regional songs, regional dances, traditional games and traditional food as a medium and source of ideas.

## RESULTS AND DISCUSSION

This research describes a situation, describes and illustrates the impact of the learning process using learning media based on local wisdom. Media is one of the most determining factors in learning. In an effort to achieve learning goals, teachers must be creative in creating interesting learning media, so that they can attract students to be more enthusiastic in participating in the learning process. The development of learning media in this research went through several stages including:

First, In the initial design stage, the media was designed to be developed in the form of products resulting from the development of local wisdom-based learning media, materials and teaching materials were prepared based on content standards, aspects that lead to the creation of local wisdom-based learning. The learning media used is by presenting local knowledge which contains local wisdom values, local culture which contains customs or traditions that are trusted and developed in the student environment.

Second, The stage of using validation learning media by validators. The results of validation by validators on learning product development can be seen in the Table 1.

**Table 1.** Validation learning media

Aspect	Criteria	Average
		(%)
Instructional Media	Worthy	97,3
Presentation	Worthy	96.3
Language	Worthy	93.6

Based on the analysis of the average value of teaching media in terms of material, presentation and language, it is considered feasible because the average value of the validation test results for each component is above 3 and the feasibility percentage is more than 85%. This means that the media developed according to the validator has met the indicators in terms of content, presentation and language. It can be said that the results of the development of learning media have met BSNP standards which include 3 main aspects, namely material, presentation and readability/language. It is hoped that the development of media in learning can create students who are useful and can be applied in everyday life, developing curiosity, positive attitudes and awareness of the relationship between the environment and society. Increase students' awareness to participate in choosing, maintaining and preserving local

culture. In terms of local wisdom, it has been well developed, especially regarding local knowledge, this local wisdom-based learning media is one of the media that can introduce Indonesian culture through learning that can elevate local culture and serve as a unique and fun learning medium.

### **Learning Media Effectiveness Test Phase**

The results of testing the effectiveness of learning media development are known from observations during learning. The presentation of learning media in terms of developed local wisdom has been conveyed well, local wisdom conveyed local knowledge related to culture, social activities and local wisdom values in student activities observed in the research. From the results of observations and interviews at Palangka Raya City Middle School, information was obtained that the cultural elements developed in learning as media were:

### **Folklore**

Learning through local wisdom will provide a more pleasant atmosphere and the material presented will be easy for students to understand. The local wisdom used as a learning medium in junior high school is folklore/legends from Central Kalimantan. The material presented is packaged in folklore which contains character values and moral messages. The use of learning media based on local wisdom has been proven to provide a new atmosphere in the learning process so that it has an impact on learning activities, making them more active in participating in the learning process. Picture stories are a form of art that uses still images arranged in such a way as to form a story. Several characteristics of picture story books according to Sutherland in Umi Faizah (2009: 252) include: a) picture story books are concise and direct; b) picture story books containing serial concepts; c) the concepts written can be understood by children; d) the writing style is simple; e) there are illustrations that complement the text. According to Haryani, T., & Sumiatie, S. (2019) the characteristics of the development of picture story media in learning English based on local wisdom in Central Kalimantan are as follows: 1. Picture story media for learning English based on local wisdom in Central Kalimantan includes works two dimensions with dimensions of 21 cm x 29 cm in the format of illustrated story teaching materials. 2. In terms of visualization, it consists of colored images and text as an explanation of the image. 3. A single image object means that it explains an event in one scene in the image work. 4. Making picture stories in English based on local wisdom of Tenagh Kalimantan aims to stimulate attention, illustrate a main problem as a tool to motivate and activate students.

### **Traditional clothes**

Learning to wear existing clothes as a medium for learning local wisdom provides students with the opportunity to get to know one of the traditional clothes of the Dayak tribe in Central Kalimantan. This aims to introduce students to one of the traditional clothes of the Dayak tribe and other accessories such as the mandau. Apart from that, there are also formal traditional clothes worn by children during official and semi-official events, such as cultural carnivals, Kartini Day, Youth Pledge Commemorations, peak themes and so on, and even worn as costumes when dancing. Culture is a national asset that must be guarded and preserved from generation to generation so that culture does not disappear in the modern era which is currently developing very rapidly. In the city of Palangka Raya, the Isen Mulang cultural festival is always held, enlivened by various performances, art competitions and various cultures typical of Central Kalimantan. Apart from this, the coronation of Jagau and Bawi Nyai Wisata (sons and daughters of tourism) was also included. The diversity of cultural arts displayed and competed in the Isen Mulang cultural festival is able to hypnotize visitors who witness a spectacle which

is rooted in the preservation of local culture (Natalia, 2022). The Isen Mulang Cultural Festival also has the aim of being an event to preserve local arts and culture. As a form of cultural tourism, this festival displays a diversity of cultural arts in the form of typical Dayak ornaments, traditional clothes/garments, dances and other cultures which cover all community activities in Central Kalimantan according to Saputra, PW, & Suparta, IK ( 2023).

### **Folk songs**

Learning through art activities is used in the city of Palangka Raya to introduce various types of regional songs as a medium for learning Central Kalimantan regional songs, one of which is the Isen Mulang song. In this research, it is stated that this Isen Mulang song contains the meaning of never giving up which is used as a learning medium for local content. and this song is sung during the opening activity or during the closing activity. The lyrics of the song Isen Mulang are:

Mamut menteng ureh utusku  
Isen Mulang jete penyangku  
Gatang yoh gatang sewut sarita  
Tandak ain tatu te

Oh pahari kawan balinga  
Mina mama bakas tabela  
Tanjung miar himbing lenge  
Hasmiar itah handiai

Lahap tuh . . . Lahap wei . . .  
Has tuh lahap lahap miar majuwei  
Lahap tuh . . . Lahap wei  
Isen Mulang puna akan penyangku

### **Regional Dance**

Learning uses regional dances as a learning medium, one of which is local content or cultural arts subjects including Mandau Dance, Manasai Dance, Giring-Giring Dance, Tambun and Bungai Dance and Dadas Dance. Regional dance offerings are dances used to open each event. For example, opening wedding ceremonies, graduations and opening commemorations for major holidays, and so on.

### **Traditional game**

Learning uses traditional games as a learning medium based on local wisdom in sports subjects such as bagung/hashadow, balogo, manyipet, sepak sawut, and lawang sakepeng. Traditional games are a symbol of knowledge passed down from generation to generation and have various functions or messages behind them, where in principle children's games are still children's games. In this way, the shape or form remains fun and exciting for children because its purpose is as a game medium. Game activities that can develop children's psychological aspects can be used as a learning tool as preparation for the adult world. Traditional games are a legacy between generations that have symbolic meaning behind the movements, words and tools used. According to Irmawati & Resviya, (2023) the form of Balogo's educational values is analyzed based on: (a) game of physical skills (physical skills) which includes dexterity values and mental health values, (b) game of strategy (strategy) which includes values skills

and problem solving, (c) game of change (chance and chance) including peace values and social values. Psychologists assess that traditional games are actually able to shape children's motor skills, both gross and fine, apart from that traditional games can also train the social skills of the players (Syarif, 2019). Likewise with the traditional game Lawang Sakepeng, the movement of which is called Mamanca, which is usually performed as part of the welcoming procession carried out by the bride and groom, especially when the groom's family takes the bride to the bride's family. Mamanca is a dance or rhythmic movements like a dance and follows the music that accompanies the mamanca movements. Not many people know about it because mamanca is an inseparable part of the lawang sakepeng tradition, a type of silat game to welcome guests of honor or the bridal party according to Niago, DC, Arianti, S., Hia, LN, Karso, K., & Susilowati, E. (2022, September).

### Traditional food

Learning using Foodtraditional or local regional culinary delights as learning media for local content. Sasangan Patin and sambal kandas, are typical Dayak food which were introduced through Cooking Class activities. Usually held at the peak of the theme together and then eating with the teachers at school. Culinary is the result of processed food in the form of side dishes, food or snacks and drinks. By introducing this special food, it will increase students' bonding and cohesiveness in working together as a team.

### CONCLUSION

Based on the results of the research and discussion described in the previous chapter, it can be concluded that the development of local wisdom-based learning media in junior high school learning in the city of Palangka Raya. The development of learning media is divided into 3 stages, namely the initial design stage, the stage of using learning media, and the stage of testing the effectiveness of learning media. The learning outcomes achieved before and after using media based on local wisdom are different. After developing this learning media, the learning outcomes obtained by students increased. As for other impacts of developing this learning media, it is proven that it can provide a pleasant atmosphere, so that it has an impact on their learning activities to be more active in participating in the learning process and student success. The positive impact for teachers of using media based on local wisdom helps make it easier to guide students in forming students with character and intellectualism.

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