

Instructional Learning Media to Create Upakara for Nyiramin Layon Procession based on Android

A. A. K. Oka Sudana
Udayana University
Engineering Faculty
Department Information
Technology

R. R. S. Sarah Wulan A. Y. U
Udayana University
Engineering Faculty
Department Information
Technology

Ni Kadek Ayu Wirdiani
Udayana University
Engineering Faculty
Department Information
Technology

ABSTRACT

Nyiramin Layon is a process of bathing the corpse or people recently deceased that called wawu lampus in Hinduism Ceremony. Preparation of Nyiramin Layon procession is a process to making Upakara or Eteh-ete. Upakara or Eteh-ete are the tools and materials used to Nyiramin Layon procession. Information about Upakara or Eteh-ete preparation stage very limited because the process are complicated so it is worth to create effective learning media. Making learning media about Upakara needed so young generation of Bali can continue to preserve the tradition of Balinese Hindus. Advantages of learning media creation Upakara or Eteh-ete is forms application created using three-dimensional objects, photographs and video so the information about making Upakara or Eteh-ete explicit and comprehensive.

Keywords

Learning Media, Hinduism Ceremony, Upakara, Eteh-ete, Nyiramin Layon, Three-Dimensional.

1. INTRODUCTION

The tradition of cremation ceremony included in this type of Pitra Yadnya Ceremony. The tradition of cremation ceremony in Bali certainly has several stages one of which is the Nyiramin Layon procession. Nyiramin Layon is a process of bathing the corpse or people recently deceased. As required to do Nyiramin Layon procession are Upakara equipment. Upakara for Nyiramin Layon procession has various types and own significance [1].

The traditions of young generation of Bali now already experienced the modernization of foreign culture and began to forget the culture of Bali because it is so boring if only learning about the culture by reading books or other printed media. The solution to overcome these problems is to make learning media using mobile devices.

The Information system created using a combination of Balinese culture and web-based technology is a census population of a retreat or an environmental area called Banjar. The information system was created to reduce the use of paper [2].

The information system combines Balinese culture and language translation technology Bali to Indonesian has been made. The information system designed to facilitate language learning Bali [3].

The information system that combines culture Yadnya Ceremony with Android based information system ever created, providing information relating to the Yadnya Ceremony, implementation procedures, videos, photos, until the location for the ceremony. Data obtained from a server

that is accessed through Android based application that is used by users [4].

Learning media about the preparations Nyiramin Layon procession nobody ever made it, therefore it is necessary to create a "Instructional Learning Media to Create Upakara for Nyiramin Layon Procession Based on Android". The application features are three-dimensional objects, original photograph objects and video tutorials object incorporated into the application so the learning media is very comprehensive, easy to understand and easy to use.

2. RESEARCH METHODOLOGY

Applications created using learning media method by Luther. According to Luther, the development method consists of six stages that concept, design, material collecting, assembly, testing and distribution [5].

Concept

The concept of learning media is the stage to determine the goals and the user (identification audience), the type of application (interactive) and the purpose of the application (information and training).

Design

The design of instructional learning media to create Upakara for Nyiramin Layon procession is the process of making a detailed specification of the application architecture, theme (featuring Balinese ornaments), and materials used to build the application.

Materials Collecting

The materials collection of instructional learning media to create Upakara or Eteh-ete for Nyiramin Layon procession is the stage of collecting material that fits the needs of learning media application.

Assembly

Making learning media for the Nyiramin Layon procession is the stage where all materials and objects that have been provided, collected and incorporated into the application. Making the application based on the stage designs.

Testing

Testing of learning media for Nyiramin Layon procession is running the application and to check the errors that occurred. The first stage in this phase is also known as alpha testing stage (alpha test). Last testing called beta test involving end users.

Distribution

Placement of instructional learning media for procession Nyiramin Layon is to store applications in a storage medium .

3. REVIEW OF LITERATURE

Nyiramin Layon Ceremony is a ceremony for bathing the corpse or the person recently deceased called wawu lampus in Hinduism. Nyiramin Layon ceremony has stages and require different Upakara so that each stage should not be missed because it has its own meaning and philosophy. Nyiramin Layon ceremony is part of a cremation ceremony for the purpose of purification soul called atma which is the first phase as a sacred obligation Balinese Hindus to their ancestors through the procession of a funeral pyre [6].

3.1. Upakara for Nyiramin Layon Procession

Upakara for Nyiramin Layon procession displayed in the application is local banana leaf called Saba Banana Leaf (used for pedestal corpse), *Ambuh* (used for wash corpse hair), Sandalwood Water (used for wash corpse face), *Sisig* (used for rub teeth corpse), *Angkeb* (used for pubic cover when wash the corpse), *Kumkuman* Water (used for wash the corpse), *Babelonyoh* (used for scrub the corpse), *Tetebusan* String (used for rub the corpse after bathed), *Sekapa* Root (used for rub the corpse), Chicken Egg or called *Taluh Siap* in Balinese language (used to be rolled from head to toe the corpse), *Ampok-ampok* (used for pubic cover after wash the corpse), *Lunak* (used for covered wound the corpse), *Mewastra* (enrobe the corpse clean clothes), smuged the corpse, Chess *Kawangen* (used on the chest), *Tirtha Pabersihan* dan *tirtha pangelukatan* (used for splashed water into the corpse), *banten pabyokawonan*, *banten lis*, and *takap fire* (used for spiritual ceremony), *nyasadin* and *nyumbah* (last respects from surviving family), ruby ring (put into the mouth of corpse), *metirtha* (used for splashed the corpse), *gegaleng* and head *kawangen* (used on the head), *sudha mala* knife (used for soften the nail), *don intaran* or intaran leaf (used on eyebrow), telang flower (used on between eyebrow), broken glasses (used on eyelid), *pusuh menuh* (used in nose), iron plated (used on teeth of the corpse), *malem* and *don delem* or delem leaf (used in nose of the corpse), *kawangen pala* (used on shoulder corpse), *kawangen metungkas* (used on chess at opposite position), *kawangen buku-buku* (used on body joint), *gegemel* (used in hand of the corpse), *kawangen jeriji* (used on fingers and toes), *kawangen* on the buttocks (used on the buttocks), *itik-itik* (tied on the thumb both of hands and feet of the corpse), *tirtha pangeringkes* (used to splash and dranked to the corpse), *sekar rura* (used to spread), *pangeringkesan* (wrapped the corpse with white fabric), mat and *ante* (used for wrapped and tied the corpse), *rurub sinom* (used on the corpse), dan *beras kerura* (spread on the way to cremation place) [1].

3.2. Learning Media Design

Applications learning media named Eteh Eteh application (Upakara for Nyiramin Layon procession). Eteh Eteh application is based on Android learning media application that features a rotation of three-dimensional objects, photographs and video tutorials. Learning application using 3D objects ever made is learning about the evacuation in an emergency situation. The application uses 3D objects for easier learning because the 3D object approaching its original form [7].

The first stage in the design that makes the design look Eteh Eteh applications. The second phase is determining images and textures to create three-dimensional objects Upakara by looking video tutorials. The third stage is to created of three-dimensional objects and components contained in the application. The fifth stage is export the result of making an application to the Android .apk format.

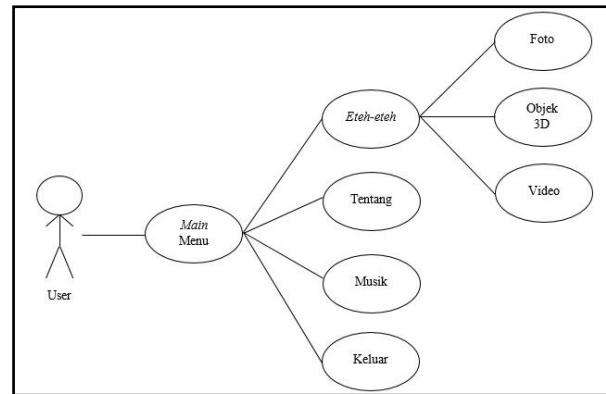


Fig 1: Use Case Diagram

Figure 1 displays user used the sequence including application users run the application and the initial view in the form of the Main Menu has four menu options namely, Eteh-eteH menu, Menu About, Music Menu and Menu Exit. Menu Eteh-eteH displaying three-dimensional objects Eteh-eteH, a description of the object Eteh-eteH and buttons that can display photos and videos that object creation tutorial Eteh-eteH that. Menu About provides information about the app description. Menu Music to turn on or turn off the music. Menu Exit displays the option to exit the application or not.

4. IMPLEMENTATION

4.1. Display of Application

Application views has a characteristic form of Balinese ornaments. The main page is an opening display applications can be seen in Figure 2.



Fig 2: Opening Application Display

Figure 2 display the logo and the name of the application. The main menu display can be seen in Figure 3.

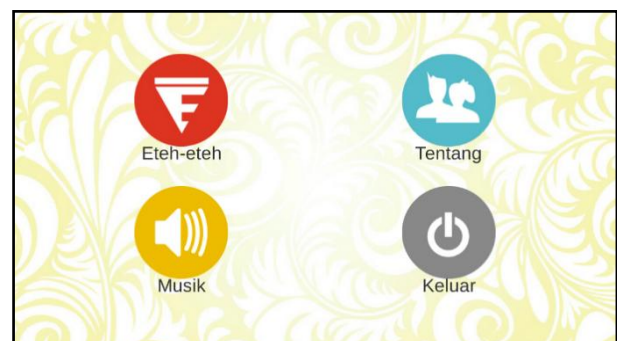


Fig 3: Main Menu Page

Figure 3 display Main Menu namely, Menu Eteh-ete, Menu About, Music Menu and the Exit Menu. Display Menu Eteh-ete can be seen in Figure 4.



Fig 4: Display Content Menu Eteh-ete

Figure 4 displays the contents or content of Menu Eteh-ete form types Eteh - eteh used in processions Nyiramin Layon. Display current photo button is pressed can be seen in Figure 5.



Fig 5: Photos of Upakara or Eteh-ete

Figure 5 displays the images of the object Eteh-ete used in Nyiramin Layon processions. Display current video button is pressed can be seen in Figure 6.

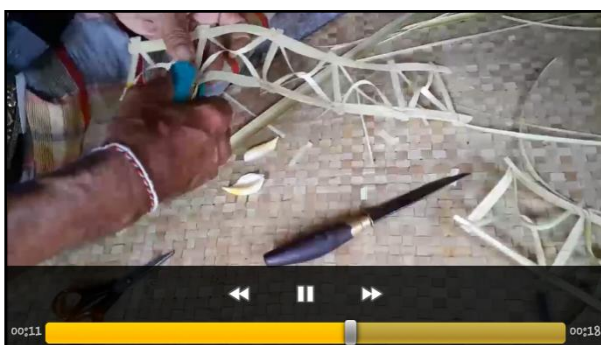


Fig 6: Video in making of Eteh-ete

Figure 6 display tutorials video making Upakara or Eteh-ete. Features play, pause, previous and next was also featured in the video. Display Menu Tentang or called Menu About Us can be seen in Figure 7.



Fig 7: Display Menu Tentang

Figure 7 displays information about the application. Menu Music when pressed to activate or deactivate the music on application.

4.2. Calculations and Presentation of Data

Calculation and presentation data was conducted to determine the final results of the survey that was conducted. Here is the calculation and presentation of survey data.

4.2.1. Education Aspect

Assessment results of the 30 respondents regarding aspects of software engineering can be seen in Table 1.

Table 1 Respondents Rate Against Education Aspect

Rating	Respondents
Very Good	24
Good	6
Bad	-
Total	30

Assessment results of respondents in Table 1 can be seen in Figure 8. Respondents choose good as much as 20 %. Respondents were very good pick as much as 80 %. The percentage of the above can be seen in the diagram as shown in Figure 8.

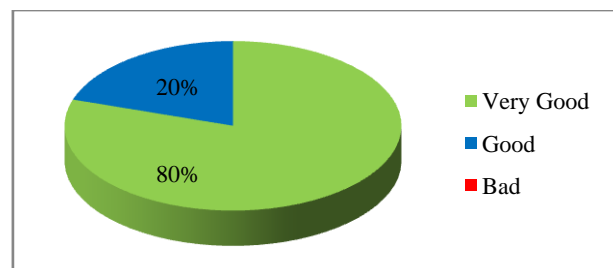


Fig 8: Diagram Value Education Aspect

Figure 8 explains that aspects of education most respondents responded very well with a percentage of 80 %.

4.2.2. Overall Application Aspect

Assessment results of the 30 respondents on this aspect of overall applications can be seen in Table 2.

Tabel 2 Respondents Rate Against Overall Aspects of Applications

Rating	Respondents
Very Good	25
Good	5
Bad	-
Total	30

Assessment results of respondents in Table 2 can be seen in Figure 9. Respondents choose good as much as 17 %. Respondents were very good pick as much as 83 %. The highest percentages are on a very good choice, so it can be concluded that the overall aspects of application in the Eteh Eteh application Very Good for the user. The above percentages can be seen in the diagram as shown in Figure 9.

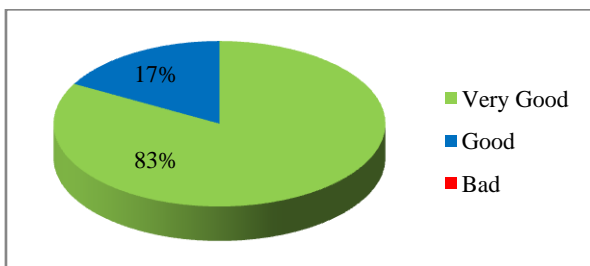


Fig 9: Assessment of Overall Application Diagram

Figure 9 describes aspect of the application overall of respondents responded very good with a percentage of 83%.

5. CONCLUSION

The learning media applications created using multimedia applications method developed by Luther. According to Luther, multimedia development method consists of six stages, namely Concept, Design, Material, Collecting,

Assembly, Testing and Distribution. Making Eteh-ete or Upakara directly recorded with the camera to produce video tutorials that are easy to learn and can be seen repeatedly. Video tutorial manufacture Eteh-ete included in application so the application has a learning feature that is easily to understood. Results of data collection for the survey on Application Eteh Eteh using a questionnaire that assesses mostly very good. The results of the questionnaire also indicate a lack of Eteh Eteh application when the user is using rotation features three-dimensional object and a little less responsive because of the size of the application.

6. REFERENCES

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