

CREATIVE PEDAGOGY THROUGH MUSEUM-BASED ARTS LEARNING IN INDONESIA AND MALAYSIA

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ABSTRACT

Creativity in the 21st century is considered as one of the main assets for individuals to develop sustainably. This encourages the education sector to develop the concept of creative pedagogy. One of the learning environments created is active-collaborative student learning by utilizing various facilities beyond the classroom such as museums. Arts education has the potential to develop student creativity. By developing museum-based arts learning, it is assumed that the quality of learning outcomes will be more optimal because students will get a more holistic learning experience and stimulated multi-sensory sensitivity. However, the concept and practical guidances are still needed. This research is a multiyears study for three years which aims to develop creative pedagogy through museum-based arts learning. In the first year (2020), this study aims to 1) analyze the use of museums in arts learning in Indonesia and Malaysia, and 2) analyze aspects of creativity which can be developed through museum-based learning. The study was conducted by adopting a two-phase approach that employed both quantitative and qualitative methods by comparing data from the two countries as initial research exploring the potential for object development. Data were collected by survey, interview and document analysis. Data is then analyzed using systematic analysis method. From the data analysis, it can be understood that almost all teachers who were respondents to the research had the desire to undertake museum-based learning and have a positive perception of museum-based learning. According to respondents, museum-based learning can affect the creativity of students and teachers, especially the input aspects of insight and inspiration that become the engine for the emergence of new ideas and enrichment of the variety of solutions students can come up with when solving a problem. However, teachers still experience various obstacles in carrying out museum-based learning due to some challenges.

Kata Kunci: *creative pedagogy, museum-based learning, arts learning.*