

# INTERACTIVE MULTIMEDIA DEVELOPMENT OF SANCAYA KUSUMAWICITRA DANCE LEARNING BASED ON ELABORATION THEORY

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## ABSTRACT

The purpose of this study was to develop an interactive multimedia product that was validated by Sancaya Kusumawicitra dance learning for students of the Dance Study Program of FBS Yogyakarta State University.

This study uses a research and development approach with steps (a) research and initial information, (b) planning, (c) development of initial product formats (programming), (d) initial trials, (e) product revision 1, (f) field trial, (g) product revision 2. This research subject (a) material expert: Drs. Bambang Tri Atmaja, M.Sn. (Teacher of Surakarta-style Javanese classical dance from ISI Yogyakarta), (b) media expert: Dr. Martono, M.Pd. (Lecturer in Learning Media at the Faculty of Arts Study Program at Yogyakarta State University and UNY Postgraduate Art Education Study Program); (c) the field test is students of the Dance Arts Education Study Program in the fourth semester of the 2017/188 academic year. The data collection techniques used are scaling techniques. The research instrument used in this study is the Media Product Rating Scale. The data analysis technique used in this study is a descriptive statistical data analysis technique supplemented by qualitative analysis of inputs from media experts, material experts, and users. Media is said to be feasible if the score obtained from material experts, media experts, and users is at least 76.

The results of research and development research are interactive multimedia learning products dance called "Interactive Multimedia Learning Dance of S. Ngaliman Sancaya Kusumawicitra" in the form of interactive VCDs developed with the Autoplay Media Studi Version 8.0 program application as the main application with the Swishmax 4 and Quis Creator applications. which consists of 29 scenes or pages. Elaboration theory is used for structuring material content in a sequence from the general to the specific or detailed. The product has gone through a validation process from material experts with an average score of 88 with details of the truth of the material score of 94, relevance of material 90, breadth and depth of material 80; media experts with an average score of 90 with details of media display (text, visual, sound / video, animation and animation) 89 and navigation 92; users with an average score of 91. Thus it can be concluded that media products entitled "Interactive Multimedia Learning Dance of Sancaya Kusumawicitra version of S. Ngaliman" are worthy of use for learning Surakarta dance 2 for students of Dance Education Study Program.

Kata Kunci: *Development, Interactive Multimedia, Tari Sancaya Kusumawicitra*