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Instrumental Music as a Media for Global Diversity Dimension of SMP Negeri 3 Tarakan Students

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A B S T R A K

Profil Pelajar Pancasila dilatarbelakangi oleh kemajuan teknologi yang pesat, pergeseran sosial budaya, perubahan lingkungan, dan perbedaan lingkungan kerja di semua tingkat di lapangan bidang pendidikan dan kebudayaan di masa yang akan datang. Menerapkan nilai – nilai budaya ke dalam pembelajaran di sekolah adalah sarana untuk mentransformasikan nilai – nilai budaya tersebut menjadi bermakana dan sesuai dengan kondisi lingkungan di mana siswa berada. Penelitian ini menggunakan pendekatan R&D (*Research and Development*). Tujuan penelitian ini untuk mengetahui dari segi kelayakan pada pengembangan Instrumental musik *Sampe* sebagai media dimensi Berkhebinekaan Global Siswa SMP Negeri 3 Tarakan. Hasil validasi dari ahli media diperoleh persentase sebesar 95% dengan kriteria "Sangat Efektif", hasil validasi ahli materi diperoleh persentase sebesar 77% dengan kriteria "Cukup Efektif". Kemudian uji coba produk dilakukan pada kelompok terbatas yaitu kelas 7.3 yang berjumlah 22 siswa. Berdasarkan hasil jawaban lembar evaluasi siswa peneliti menyimpulkan bahwa "Siswa tertarik akan media Instrumental musik *Sampe* tersebut, dikarenakan musik *Sampe* terlihat seperti gitar dan dengan melalui media ini mereka lebih mengenal budaya yang ada khususnya budaya suku Dayak Kenyah *Lepo'Tau* serta siswa mampu menghargai budaya yang ada disekitar tempat tinggal mereka". Sehingga dapat disimpulkan, Instrumental musik *Sampe* sebagai media berkhebinekaan global siswa SMP Negeri 3 Tarakan memenuhi kriteria kelayakan untuk digunakan.

A B S T R A C T

The Pancasila Student Profil initiative is driven by rapid technological advancements, socio-cultural shifts, environmental changes, and evolving work environments across various educational and cultural fields. Integrating cultural values into school learning environments is essential for transforming these values into meaningful and contextually appropriate experiences for students. This research employed a Research and Development (R&D) approach to evaluate the feasibility of using Sampe music instrumentation as a medium to promote the Global Diversity dimension to students at SMP Negeri 3 Tarakan. The study's findings revealed that validation by media experts resulted in a 95% approval rating, categorized as "Very Effective". Material experts provided a 77% approval rating, categorized as "Fairly Effective." A product trial was conducted with a limited group of 22 students from class 7.3. Students feedback indicated a strong interest in the Sampe music instrumental medium because it resembles a guitar. Through this medium, students became more familiar with local cultures, particularly the Dayak Kenyah Lepo'Tau tribe, and were able to better appreciate the cultural heritage surrounding their community. In conclusion, the use of Sampe music instrumentation as a medium for promoting Global Diversity to students at SMP Negeri 3 Tarakan met the eligibility criteria for effective use in educational settings.

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1. INTRODUCTION

Indonesia is a country that has a lot of culture, which consists of a collection of cultures throughout the Indonesian homeland in the form of local culture. Foreign culture continues to enter Indonesia unstoppably which can erode or dilute the local culture owned by the Indonesian nation, for this reason it is necessary to continue to make important efforts in overcoming these problems so that Indonesian culture can continue to exist in its authenticity even though it is hit by the current of globalization. Various ways can be done in preserving culture, but the most important thing that must be owned first is to foster awareness and a sense of belonging to the culture, so that with a sense of belonging and love for one's own culture, people will be motivated to learn it so that culture will still exist because the inheritors of the culture will continue to exist.

According to Koentjaraningrat (Nahak, 2019), culture is defined as the whole of human ideas and works that must be accustomed to learning, along with the entirety of the results of his mind and work. When viewed from the English language, the word culture comes from the Latin word colera which means to process or work, which then developed into the word culture which is interpreted as the power and effort of humans to change nature. There are many different definitions of culture, but apart from that, all cultures essentially have a soul that will continue to live, because culture continues to flow into humans in their lives. According to Koentjaraningrat (Nahak, 2019), culture is defined as the whole of human ideas and works that must be accustomed to learning, along with the entirety of the results of his mind and work. When viewed from the English language, the word culture comes from the Latin word colera which means to process or work, which then developed into the word culture which is interpreted as the power and effort of humans to change nature. There are many different definitions of culture, but apart from that, all cultures essentially have a soul that will continue to live, because culture continues to flow into humans in their lives.

One of the cultures in North Kalimantan, music is one of the traditional arts used in the Dayak Tribe of North Kalimantan. Sampe music is a cultural form that is a source of human values that are very valuable for the Dayak Kenyah community, especially Kenyah Lepo'Tau. The music is full of meaning and imbued with values, cultural identity, and becomes a medium of artistic expression. The Dayak Kenyah people consider music and art in general to be an integral part of life so that the existence of Sampe music is a very powerful means as a bond of solidarity and fostering and developing the spirit of togetherness. Therefore, in the daily life of the Dayak Kenyah tribe, where art, including music, can be in line with all aspects of life in an integrated, familiar and reflective manner (Fachrissal et al., 2021).

According to Angraeni, 2021 in the research on Sampe Music, namely the Utilization of Virtual Reality Media Based on Local Wisdom Through Sampe Musical Instruments to Improve Critical Thinking Skills". Based on the results of research and data analysis in general, it can be concluded that the use of Virtual Reality media based on local wisdom through Sampe musical instruments has an effect on students' critical thinking ability on vibration and wave materials in students of the Physics Education Study Program of IKIP PGRI Pontianak.

The specific conclusions of this study are as follows: (1) The students' critical thinking skills before being taught with virtual reality media for the aspect of focusing questions obtained very good criteria, observing poorly, concluding poorly, identifying very poorly, determining good actions, concluding poorly, identifying very poorly, determining good actions, determining good actions, with an average of 47 pretest with poor criteria. After being implemented, virtual reality media has increased with test results for the aspect of focusing questions obtained very good criteria, good observation, good conclusion, identifying bad assumptions, good observation, good conclusion, determining very good actions with an overall average of 72 postests with an increase in criteria to be good. (2) There are differences before and after the application of virtual reality media on students' critical thinking skills in the vibration and wave mater in students of the Physics Education Study Program Semester II IKIP PGRI Pontianak.

According to researchers, Sampe music can be used as an effort to introduce culture to students, in schools. That way students can recognize the culture that exists in the area they live in, one of which is the culture of North Kalimantan which has a musical instrument, namely Sampe, especially in the Dayak Kenyah Lepo'Tau tribe. The results of an interview with one of the P5 coordinators at SMP Negeri 3 Tarakan turned out that the school had never used Sampe music instruments as a learning support tool or service, both P5 Lessons (Pancasila Student Profile Strengthening Project) and services at BK itself. The development of the

times always presents new problems that are often unthinkable before. The ideals of independence carried out by the founders of the nation are our collective responsibility to continue the milestones of the struggle of the national movement. Educating the nation's life as one of the important icons of community life needs to continue to be renewed towards a good future in the future. Education can develop a person's talents to an optimal level within the limits of individual nature, with the aim that every human being can respectfully participate in human development and his society can continuously achieve a higher dignity of life.

One of the ways used to introduce local cultural values to the younger generation is through learning at school. Applying cultural values into learning in schools is a means to transform these cultural values into meaningful and in accordance with the environmental conditions in which students are located. The various forms of local cultural heritage give us the opportunity to learn local wisdom in overcoming problems faced in the past. Based on the results of observations, there are still many stereotypes or bad prejudices towards a race, ethnicity and even culture itself. The problem is that local wisdom is often ignored, considered to have no relevance to the present, let alone the future. The impact is that many cultural heritages are weathered by age, abandoned, neglected and even harassed for their existence. Even though many nations that are not strong in history are looking for their identity from their few historical and cultural heritage remains. We, the Indonesian nation, which is rich in cultural heritage, ignore these priceless assets. What a contradictory condition. We as a nation with a long historical journey so that it is rich in local cultural diversity should desperately preserve the cultural heritage that reaches us. So, efforts to preserve local cultural heritage mean efforts to maintain local cultural heritage for a very long time.

The Pancasila Student Profile is motivated by rapid technological advances, socio-cultural shifts, environmental changes, and differences in the work environment at all levels in the field of education and culture in the future. Pancasila is a national legal principle in Indonesia. The best creations of the founding fathers of the country were born from the identity of the nation and noble values that are not possessed by other countries. The coherence of the precepts of Pancasila has a good meaning and purpose in life, Pancasila is used as a reference in daily life to be implemented in society so that harmony can be maintained and the equality of fellow human beings can be maintained to realize inner attitudes and behaviors that are in line with the values of Pancasila in the social sphere (A. Fauzan and Edi Kurniawan, 2020: 82).

Based on the results of observations and interviews conducted by researchers, there are students who still mock other cultures with other cultures, and several facts were found, including service delivery plan (RPL) activities in schools are still carried out with a method in general only with lectures and questions and answers, not many BK teachers in schools use culture as a medium in the implementation of counseling services, and many BK teachers do not understand cultures so they do not know that these cultures can be used as a medium in providing counseling services. Meanwhile, we know that currently BK teachers must have cultural awareness so that they can utilize the culture of the archipelago as a medium or service method for BK teachers in schools (Ariantini & Suriata, 2022).

So that it allows researchers to use Sampe music Instrumental as a learning support. One of the efforts that teachers can make in schools by introducing various types of local culture, such as one way to create interesting and fun but still effective learning is to create a comfortable and relaxed learning atmosphere, namely by using instrumental music accompaniment in learning. Music has an influence on the human body. Music is the appreciation of the human heart which is expressed in the form of regular sounds in melody or rhythm and has beautiful elements or harmony. Music can also affect the decrease in depression in students. Based on the background explanation that has been presented, the researcher raised the title of Sampe Music Instrumental as a medium of global vision for students at SMP Negeri 3 Tarakan.

2. METHOD

The type of research conducted by researchers is a type of development research or commonly known as Research and Development (R&D). This research develops a product in the form of Instrumental Music Sampe as a medium of global knowledge for students at SMP Negeri 3 Tarakan City. The research procedure used in this development research The ADDIE instructional model is an instructional process that has been commonly used both traditionally by training development. There are five phases, namely analysis, design, development, implementation, and evaluation. The test subject used by the researcher is Simple Random Sampling, which is said to be simple because the sampling of sample members from the population is carried out randomly without paying attention to the strata in the population. The number of classes in SMP Negeri 3 Tarakan especially grade 7 (seven) amounted to 8 groups of researchers here using class 7.3 with a total of

23 students with random results. Research instruments are an important factor in research activities that function as a tool for researchers to obtain the data needed in their research. Good research is research that has good data collection instruments. The instrument used in this study is in the form of a validation questionnaire, the validation sheet used aims to see the feasibility of the product being developed. The developed product will be validated by material and design experts before product testing. The product validation questionnaire of material experts assesses the suitability of basic competencies and the presentation of materials, while the design validation questionnaire generally assesses the clarity of information and product design regarding the Instrumental music of *Sampe*.

Data analysis techniques are activities of clarifying, analyzing, interpreting, and drawing conclusions from the data obtained in the data collection process. The data collected through research instruments will be analyzed using qualitative descriptive and quantitative descriptive analysis types. The development of Sampe music instrumental as a medium of global significance at SMP Negeri 3 Tarakan is said to be feasible when the average validation result of the minimum feasibility is in the feasible category, namely (70.01%-85.00). If the results are suitable for use, the product is ready to be tested, but if it is not feasible, it will be revised until it reaches the feasible category. The formula used in managing the data from the validation results of experts from the experts in Akbar Dalam (2017) is as follows:

V-ah/pg= Tse/Tshx 100%

Information:
V-ah = Expert Validation
V-pg = User Validation
Tse = Total Score Obtained
Tsh = Tota Maximum score

3. RESULTS AND DISCUSSION

Result

The development of Sampe music Instrumental as a medium of global awareness for students has been carried out in several stages, starting from analysis, design, development, implementation and evaluation. In this chapter, the results of the research as a whole and sequentially will be explained according to the stages of the research and the formulation of the problem, namely how feasible the Sampe music Instrumental as a medium of global vision of SMP Negeri 3 Tarakan students.

Analysis The first stage of this research and development is the needs analysis stage with observation of phenomena that occur in the field based on observations and a brief conversation with one of the P5 coordinator teachers at SMP Negeri 3 Tarakan in October 2023. It can be concluded that BK teachers at the school have limitations in providing services to students starting from limited time to teach in the classroom, then providing guidance and counseling services to students who are still monotonous using classical methods, namely, lectures, questions and answers and material presentations, BK teachers have still never used cultural-related media in counseling services.

From the results of these observations, a media will be created, namely Sampe music Instrumental as a global media outlet, this is to introduce the surrounding culture and at the same time instill a spirit of appreciation for the culture around where they live. Design This development product includes instrumental music and a guidebook. The title of the guidebook is "Instrumental music of *Sampe* as a medium of the global dimension of students" which contains the global dimension of students and the meaning of *Sampe* music, history, benefits, and how to play Instrumental music and includes musical lyrics, namely with the title *Pebeka Tawai* (Unity) there is a meaning, scale, and meaning of lyrics. *Sampe*'s musical instrumentals are in the form of MP3, with a guidebook measuring 148mm x 210 mm with an A5 size. Development In this stage of development, there are several things that are done, including: Media Creation that has been designed by researchers and produces prototype I is then made and developed. This media is developed through the provision of services, namely, information services in class 7.3. Product Feasibility Validation After the media is completed, product feasibility validation is carried out.

This media validation is carried out by expert validators and asks for theoretical and practical considerations. Expert validators consist of validators, media experts, and material experts. Namely: Media Expert Validation Based on the results of the research at the stage of product media validation developed, the

media validation test was carried out by Mrs. Ni Made Diah Padmi, M.Pd, one of the lecturers from the Department of Guidance and Counseling, University of Borneo Tarakan. Media experts give evaluations of products that refer to the graphic aspect. The results of the assessment by media experts are in the form of quantitative data and qualitative data, both of which are used to revise products. Quantitative data from the assessment of material experts was obtained from a closed questionnaire on the material assessment. The score of the questionnaire results from the assessment of media experts is analyzed and tabulated to find out the overall score. The results of validation from media experts show that the product design is in the feasible category with a score of 95 at a percentage of 95%. Qualitative data from media assessment results obtained from open statements on media assessment questionnaires and comments in general. Media experts are free to provide criticism and suggestions on the products developed. In addition to providing suggestions for improvement as written above, media experts also provide comments in general, namely: The writing should not be too dense Media experts also provide a summary of their assessment statements. Media experts stated that the product developed is worth testing in the field with revisions. Validation of Material Experts Based on the results of the research at the validation stage of the product material experts developed, the material expert validation test was carried out by Mrs. Cici Ismuniar, M.Psi, Psychologist, one of the lecturers from the Department of Guidance and Counseling, University of Borneo Tarakan. Material experts provide an assessment of the product which refers to three aspects, namely the feasibility of content, the feasibility of presentation and contextual assessment.

The results of the assessment of material experts are in the form of quantitative data and qualitative data, both of which are used as material for product revisions. Quantitative data from the assessment of material experts was obtained from a closed questionnaire on the material assessment. The results of the questionnaire from the assessment of the material were analyzed and tabulated to determine the overall score. The validation results from material experts show that the product design is in the feasible category with a score of 77 at a percentage of 77%. Qualitative data from the assessment of material experts was obtained from open statements on the material assessment questionnaire and comments in general. Material experts are free to provide criticism and suggestions on the products developed. The implementation of media at this stage is a continuation of the development stage. At this stage, all media designs that have been developed are implemented after revisions. The instrumental media of Sampe music that has been developed, is implemented in a real situation, namely in the classroom. However, at this stage, researchers only tested the product on small groups (limited trials) by looking at the responses from students to the learning media that had been developed. The trial is intended to see the feasibility of the media. The limited trial consisted of 22 students, especially all students in grade 7.3 at SMP Negeri 3 Tarakan.

During the implementation of the trial, the researcher explained what was contained in the instrumental media of Sampe music with a tool, namely a projector. This is done by the researcher so that students are more enthusiastic when learning the material on the media. After the students finished paying attention to the media that had been done in 3 meetings through information services, then on the last day of the trial, a student evaluation sheet was given by the researcher. This questionnaire aims to see the extent of students' response to the Sampe music Instrumental media that has been developed. Evaluation is the final stage of the ADDIE development model. Because in this study until the trial, the evaluation referred to here is the evaluation of the implementation activities. The results of the evaluation were obtained from suggestions from students, namely they need to listen to Sampe music Instrumental so that they are not unfamiliar with listening, and BK teachers only commented, namely "After we assessed the Sampe music Instrumental media, Salnia's work related to the existing curriculum, namely P5, with elements of global student knowledge, we as teachers consider it very good to improve as a service medium, especially Guidance and Counseling". During the trial, so that from this evaluation stage, the final revision was carried out.

As for the results of the media revision, namely, the layout is too dense so that it has to take advantage of the existing space or empty space. The results of the revision of the material provided by the validator are adding a table of contents, adding a preface to the first sheet, adding material related to Sampe music and adding an activity plan in using media in Guidance and Counseling services.

Discussion

The world of education has recently attracted public attention related to the phenomenon of intolerance caused by differences in viewpoints, radicalism, and bullying that occur in the world of primary and secondary education (in Nabila & Wulandari, 2022). The problem of intolerance has even become a common thing that often occurs in the school environment, especially in the community. As in SMP Negeri 3

Tarakan, there are still students who are intolerant of other tribes and cultures. Character education is one of the efforts to improve quality in the world of Indonesian education. Minister of Education and Culture Nadiem Makarim emphasized that to instill character education in students, it can be realized through policies issued by the Ministry of Education and Culture centered on efforts to realize Pancasila students from the basic education level to higher education, Ismail et al, (in Nabila & Wulandari, 2022). Global diversity is one of the elements or characteristics of the Pancasila Student Profile. The formation of a global diversity element is expected to be able to create Indonesian students who can maintain a noble culture, identity, and locality, but still have an open mind when there is interaction with other cultures so that they can foster a sense of mutual respect and can form a new culture that is not contrary to the culture of the nation's ancestors, with this element it is hoped that 7.3 students will be ableto recognize and appreciate the culture in around them or classmates. As in other learning, this *Sampe* music Instrumental media is one of the interactive media that can be used in other learning processes. For example, cultural arts, history and P5 (Pancasila Student Profile) lessons and provide many benefits for the world of education. This is further clarified by what was stated by Ariantini & Suriata, 2022, Meanwhile we know that currently BK teachers must have cultural awareness so that they can utilize the culture of the archipelago as a medium or service method for BK teachers in schools. So new innovations are needed to make the learning process more enjoyable. Based on the results of the BK teacher's response obtained by the researcher, BK teachers at SMP Negeri 3 Tarakan strongly support the instrumental music media Sampe used in Guidance and Counseling Services, this is strengthened by the existence of the Independent Curriculum used in grade 7 at SMP Negeri 3 Tarakan so that it can meet one of the elements of the Pancasila Student Profile. Designing a media using Sampe music Instrumental as a medium for students' global vision that can be used by teachers and students in the learning process. The beginning of the creation of this learning media is to determine the provision of appropriate guidance and counseling services and will make it the main material in the creation of learning media. Prayitno (2012) revealed that information services try to meet the individual's lack of information they need. In this service, various information is conveyed to service participants. The information is then processed and used by individuals for the benefit of their life and development. The service chosen is information services, where this development focuses students on getting to know and appreciate culture, especially the culture of the *Dayak Kenyah Lepo'Tau* tribe in North Kalimantan. In the creation of this media, there are several obstacles experienced, including: The process of designing the media to be developed takes a long time, considering various things, so that the media is completed in a fairly long time. There is a language used in *Pebeka Tawai* (Unity) music, which uses a very high language, the original or very thick Dayak language of Lepo'tau. So the researcher involved one of the elders who is a native of the Kenyah Dayak people, especially Kenyah *Lepo'Tau* to interpret the language used in the music. The tone in the music has a very high pitch, making it difficult for researchers to adjust the intonation. Based on the initial product that has been made, tests are carried out by material experts and media experts, then revised based on the assessment and comments of experts. The revised product was then continued to the trial stage for 22 students, namely class 7.3 at SMP Negeri 3 Tarakan.

Based on this trial got very good results, students felt happy and excited in learning this Sampe music Instrumental and their curiosity was very great. The enthusiasm of the students was seen when the researcher explained the history of Sampe music and the music that was sung or played, the students were more enthusiastic in learning the culture and tribes that they had just known, thus allowing them to be able to know and appreciate the culture in North Kalimantan, especially in Tarakan City. It is evident from the student evaluation sheet with positive response results from all students in grade 7.3, then the final revision is carried out to create the final product. Therefore, based on research conducted through the test use of this learning media product, it has several advantages, namely, the provision of guidance and counseling services becomes more interesting and fun because the Sampe music instrumental is newly known by students so that it makes students interested and excited when using the media. This *Sampe* music Instrumental Media can be used for other learning. Instrumental media of *Sampe* music is in the form of MP3. *Sampe* Music Instrumental Media has a guidebook to make it easier for BK teachers to use Instrumental in guidance and counseling services. The music used has lyrics and meanings that are easy for students to understand. In addition, this media also has a weakness in the form of language used in the *Sampe* music Instrumental so that students need to learn every music lyric, because the language used is relatively foreign to students, so it is hoped that BK teachers and subject teachers who want to use this media will first prepare a sheet of music lyrics and their meanings that have been prepared by the researcher in the guidebook. During the trial, the weakness was that there were several students who were not present.

4. CONCLUSION

Based on the results of research and development of Sampe music Instrumental as a global dimensional media for students, it can be concluded that: Sampe music instrumental as a global dimensional media using the ADDIE (Analysis, Design, Development, Implementation, Evaluation) development model is carried out in 5 stages, namely: (1) Analysis; (2) Design; (3) Development; (4) Implementation; (5) Evaluation. In the analysis stage, the researcher made observations at SMP Negeri 3 Tarakan by conducting interviews with BK teachers and students in the classroom. Furthermore, in the design stage, the researcher began to design interactive learning media by considering the results of these observations and made interactive media with Instrumental Sampe music. The next stage is the development stage, after the media is finished being designed by the developer, then it will be validated byexperts, in this case the material and media experts, then the experts give suggestions for improvement and then the developer revises the media. After the media was declared valid by material and media experts, then the next step was to the implementation stage, namely a limited trial to 22 students in grade

7.3 of SMP Negeri 3 Tarakan, after the trial students were given an evaluation sheet related to the provision of media. Then the last stage is the evaluation stage after the trial, the media will be evaluated. The results of the validation of media experts with the calculation results of 95% are in the very effective category, while the results of the validation of material experts are 77% so that the material is said to be quite effective. Effective because the media is assessed by students with positive responses on the evaluation sheet.

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