

The use of gambang Semarang music as a learning media for art and culture

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Abstract—Today's education enters the era of the media world, learning activities require the reduction of lecture methods to be replaced by the use of many media. Especially in the current learning activities that emphasize process skills and active learning, the role of learning media seems to be increasingly important. Amid the swift flow of information, communication, and the sophistication of facilities and infrastructure to support the learning of musical arts, Karangturi National Middle School is still trying to empower Semarang gambang music as a product of Semarang's local culture in its learning process. This study aims to find out, describe and analyze the learning process of music art and the use of gambang Semarang music as learning media in Karang Turi National Middle School Semarang. The data obtained are qualitative data obtained from the results of literature studies, observation, study documents, and in-depth interviews with informants. The results showed that all Semarang gambang music equipment can be used as learning media for music, both learning to appreciate local music / song works, and expressing themselves through local music / song works.

Keywords— *learning media, music, gambang Semarang*

I. INTRODUCTION

The success of an educational process through learning art in schools in addition to relying on students is also very dependent on the ability of a teacher to concoct and manage the components of learning effectively. Learning is said to be effective when in the learning process of each element, functioning as a whole, participants feel calm, satisfied with the results of learning, bring the impression, adequate facilities and infrastructure as well as appropriate materials, methods and media and professional teachers. Also the success of the learning process relies heavily on the attitudes and learning methods of students, both individuals and groups, in addition, the availability of learning resources by utilizing learning media appropriately is a driving factor and maintenance of productive, effective and efficient student learning activities.

Karangturi National School as an international standard formal education institution in Semarang has a proud achievement in both intra and extra-curricular activities. The field of art as one of the contributors to the achievement of the school, in the learning of cultural arts ethnic and cultural diversity in this school requires the creativity of art and culture teachers in gathering and managing learning in the classroom. The thing that attracts researchers is that in the millennial era with the rapid progress and development of

technology and industry, cultural arts subjects at this school still provide material about Semarang gambang music which is a product of hybrid art forms [1] in the learning process as strengthening the art of national culture.

Gambang Semarang music is one of the traditional arts in the city of Semarang. The ups and downs of its existence as a multicultural art product are still being encouraged to be used as a cultural identity of Semarang through studies and research on history, the art forms of music, dance, drama, legal products, and its existence in the Semarang community [1]–[8].

From previous studies on studies, learning included learning media, and gambang semarang music, no one has examined and studied the use of gambang Semarang music, which is used as a medium for learning cultural arts in general and music art in particular, for which researchers will examine how the use of gambang Semarang music as a learning media for music art in the Karangturi National Middle School Semarang.

II. METHOD

This research was conducted with a qualitative approach, namely a research method based on the philosophy of postpositivism, used to examine natural object conditions, where researchers are key instruments, data collection techniques carried out in triangulation (combined), inductive data analysis, and research results qualitative is more pressing than the generalization [9] in the process of retrieval and collection of research data, carried out by observation, literature study, document studies, and interviews [10].

Observations were carried out in the room and outside the Karang Turi National Middle School Semarang class. Literature studies were conducted to study the writings relating to the research objectives, study documents were excavated from the school in the form of articles, photos, pictures and the like. In-depth interviews were specifically addressed to selected informants (key informants) based on the assessment of the prospective informants who were most aware of the symptoms studied, wanted to understand, and actions taken by the research subjects, as well as matters relating to the object of research. The informants of this study were principals, teachers, music art teachers, and students. Data analysis was carried out by an interactive model analysis, namely the analysis that took place during the research process together with data collection, which

was carried out by reducing, presenting data, verifying, and drawing conclusions as an interactive system [11].

III. RESULTS AND DISCUSSION

A *Learning Media*

Learning contains two activities and involves two parties, the activity in question is learning and learning. Learning is the process of changing behavior as a result of interaction with the environment to achieve goals. Students are the party that becomes the focus as the learner, while the teacher is the party that becomes the focus to create the situation until the learning process occurs in students.

Learning and teaching are two concepts that cannot be separated from each other. Learning refers to what a person must do as a subject who receives subject matter. Both concepts will be integrated in one activity when there is interaction between teacher and students, students with students and students with a learning environment. Learning is done by students not only memorizing, not just remembering, learning is a process that is characterized by a change in behavior in a person. Changes in behavior as learning outcomes can be addressed in various forms such as changes in knowledge, understanding, attitudes and behaviors, skills, abilities and abilities, reaction power, acceptance power and others that involve all aspects of students. Thus learning is a process of activity, demanding student activity, learning requires achieving goals through various experiences [12].

The learning process basically requires the teacher's ability to control student learning activities. Although not every student learning activity depends on the presence of the teacher, there is a causal relationship between teacher teaching and student learning. Therefore, one of the responsibilities of the teacher in the learning process is to design and implement the learning process in such a way that the students can achieve the set goals [13]

One of the factors that influence the success of a learning process is the accuracy of the teacher in choosing and determining learning media as part of learning resources. Learning media is useful to complement, maintain and even improve the quality and ongoing learning process, the use of media in learning will improve learning outcomes, increase student activity, increase learning motivation students [14]. Gambang Semarang music as an ensemble music performance has complete musical elements if it is used as a medium for learning music art in schools, because it contains elements of rhythm, melody, harmony, form, and expression which are the main elements in learning music art.

B *Musik Gambang Semarang As Learning Media.*

The implementation of music art learning at the Karangturi National Middle School in Semarang is carried out in the music laboratory room, the availability of facilities and infrastructure to support learning in the music laboratory is very helpful for the teacher in carrying out the learning process both theory and practice. In accordance with the opinion of Utomo [15] the availability of adequate facilities, media, and learning resources is needed in

learning music art. Based on the statement of the music arts teacher that learning the art of music cannot only be done theoretically in front of the class, but must be accompanied by the practice of playing musical instruments, which is why laboratory use as a music classroom is very important. A set of band equipment (guitars, pianos, basses, keyboards, drums, and audio devices for microphones) and a set of gambang Semarang musical instruments.

The demands of the music art learning curriculum in schools at this time are through learning appreciation, expression, and music creation, learning the art of music in schools (junior / high school / vocational) aims to develop students' attitudes, aesthetics and creativity through various musical mediums in various contexts culture [16]. In connection with this, the junior high school music arts teacher at the Karangturi school uses one of the local cultures of Semarang, namely gambang Semarang music as a medium or media for learning music.

Gambang Semarang music is one part of the gambang Semarang art performance, in the form of an ensemble, using musical instruments in the form of peking, kecrek, demung, saron, gong, tehyan, kongahyan, and Gambang, which in the presentation play the slendro barrel of Chinese. The term barrel in western music is called the scale. Xylophone instruments with 1 (do), 2 (re), 3 (mi), 5 (sol), 6 (la) tones with 18 blades or 3.5 octaves. However, in subsequent developments, the arrangement uses whole diatonic scales, with the arrangement of 1 (do), 2 (re), 3 (mi), 4 (fa), 5 (sol), 6 (la), 7 (si). This is done so that it can adjust to the addition of western music equipment and accommodate the human voice area [2]

1. *Appreciation Learning*

The class VIII junior high school cultural arts curriculum, there is a competency standard for appreciating musical artworks, namely the cultivation of an attitude of awareness and appreciation and high assessment of musical art (Musik & 2013, n.d.). Its basic competency is to display an appreciative attitude towards the uniqueness of the archipelago song with indicators that will be discussed about identifying musical elements, namely rhythm, tempo, tone, tone, and dynamics in the song of the archipelago and its application. The use of gambang Semarang music as an apresisasi learning media carried out by teachers of cultural arts is by showing gambang Semarang music performances in both Semarang xylophone music which is incorporated in the Semarang gambang art and gambang music as a dance accompaniment,

The expected results are that students can appreciate and give a good assessment of the uniqueness that is contained in the gambang Semarang music performance as one of the archipelago's culture both from the musical element and aesthetic value. In accordance with the SK table, the KD of Junior High School Music as follows

Table 1. SK, KD Seni Musik SMP

Competency standards	Basic competencies
Appreciate local music works	1. Identify the type of local song 2. Showing appreciation

for the uniqueness of
the local songs

2. Learning Expressions and Creations

Reference to learning expressions and creations of music art for junior high school students is the basic competence of expressing themselves through musical art, this is in accordance with the table of competency standards, basic competencies in the music learning curriculum in junior high schools as in the following table;

Table 2. SK, KD Seni Musik SMP

Competency standards	Basic competencies
Express yourself through local musical works	1. Arranging in simple local songs 2. Display the results of the arrangement of local songs

The implementation of learning to express themselves through the work of local songs performed by teachers of cultural arts is to utilize the diversity of the contents of the musical elements that exist in the gambang Semarang musical equipment as a learning medium. First is the rhythmic element, almost all the musical instruments of gambang semarang such as gambang, saron, gong, kecrek, and even drum can be used as rhythmic learning media. Both melodic elements, except the drum, all gambang Semarang musical instruments can be used as melodic learning media because equipment such as, gambang, saron, and gong are pitched musical instruments which are 5 tones as the barrel or better known as pentatonic.

IV. CONCLUTION

Learning music arts in junior high school is essentially learning to appreciate, express, and be creative. As stated in the competency standards and basic competencies of art and curriculum culture 2013. Gambang Semarang music as a product of local culture by junior high school music arts teachers can be used as a medium for learning music art both theoretically and practically.

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