

Out-of-School Music Education to Improve Human Resources for Members of the Gunungpati Entertainment Music Community

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Abstract

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Qualitative methods using involved observation, in-depth interviews, and documentation were used by researchers to explore and collect field data for writing research. The data obtained is reduced to present the data presentation. Research results: (1) Increase use value or degree of usefulness in society, (2) Increase exchange value through the ratio of members' music, (3) Have sign value of practicing and learning, (4) Increase symbolic value or degree of trust in society. The conclusion of this research is that the Gunungpati Music Entertainment community is a place for creativity to improve human resources which provides the benefit of increasing insight into musical experience, managing performance management, improving musical skills, and increasing income.

Keywords: Out-of-School Music Education, Human Resources

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A. INTRODUCTION

Humans as social creatures certainly have culture and because humans are social creatures, humans are actually cultural creatures. Culture is an identity for society, so that without culture humans do not have a clear identity. Culture as the basis and foundation in education, especially in arts education. In arts education, one of them is the art of music, the learning of which must instill local culture as an identity.

Ideally, education is able to produce individuals who are more humane, efficient and have influence in society, who can also be responsible for their own lives and those of others, who are of course equipped with noble character and expertise (Idris, Saifullah dan ZA, 2018, p. 97). A cultured human is a human who has personality, sensitivity and awareness as a member of a society.

Art as a means of comprehensive education must be able to answer the needs of society. Containers to meet people's needs for art do not only exist in formal education, but are also often found in society in general, such as studios, music communities, hermitages, fine arts galleries and art tutoring places. This article focuses on discussing the Entertainment Music Gunungpati (EMG) community.

Entertainment Music Gunungpati (EMG) is a music community that was founded in 2017 in Gunungpati. Entertainment Music Gunungpati (EMG) was initiated by a person named Rudy T Pamungkas who lives in Pakintelan, Gunungpati. Rudy works daily as a hairdresser at the King Baber Shop in Banaran, Gunungpati. Another skill he has, with self-taught knowledge, is playing the keyboard, giving him an additional job, namely playing music in a café.

As someone who was born and grew up in Gunungpati, Rudy has many friends who have self-taught music playing skills. This coincided with the fact that he saw that the cafe in Gunungpati was growing rapidly because of the Unnes campus with many students hanging out in the cafe. The simple idea was that this was an opportunity for him and his friends to get a job playing music in cafes in the Gunungpati area. It was from this background that Rudy took the initiative to approach his friends and convey his vision to create an Entertainment Music Gunungpati (EMG) group where in this group one could collaborate and work together to play music in the café.

The journey of the Entertainment Music Gunungpati (EMG) community continues to develop, practicing with available tools, processing together by looking at playing techniques from social media and discussing together. The process of learning activities outside of school is joint

training and then immediately practiced in cafes. This activity continues, apart from increasing skills in playing musical instruments, it also provides economic benefits.

Quality education plays an important role in the economic evolution and social development of a country (Puspita & Andriani, 2021, p. 21). From Puspita and Andriani's statement, it can be explained that good education or quality education is not only education in formal schools, but rather education that can provide economic benefits and can develop Indonesian culture to develop the country. So the role of non-formal education or outside school education is important and can greatly influence the development of the nation.

Non-formal education is a useful definition for recognizing it and explaining how this education is different from formal education. Non-formal education is an understanding that is carried out in an organized manner, but is not required by society (Suharyanto, 2017, p. 7).

This non-formal education is a foreign phenomenon for most Indonesian people, they do not know that there is an education system outside of school that is able to provide skills for someone. PLS offers a broader educational experience, is related to everyday life, and helps individuals to become creative, empowered and accomplished people (Suryana, 2011, p. 5). Education that exists in the midst of society and education that is directly involved in the needs of society.

Out-of-school education is often found in existing communities and one of them is built within the spirit of arts education. According to Soehardjo, in (Kristanto, 2017, p. 123) the essential sense, arts education is a conscious effort to prepare students through guidance, teaching and training activities so that they master artistic abilities in accordance with the role they must play.

Out-of-school education as part of the education system has a very important role in the context of lifelong education services, which are very much needed now and in the future. Out-of-school education is considered as education that is able to provide a way and solve problems in community education services, especially communities that are not served by formal education (Sudarsana, 2008, p. 2). In agreement with Sudarsana, the majority of Entertainment Music Gunungpati (EMG) members are those who do not have the opportunity to pursue higher education, especially higher education in music. On average, members of Entertainment Music Gunungpati (EMG) are high school graduates and equivalent who want to learn more in the field of musical arts.

Seeing what society needs in the field of music is an important point studied together in Entertainment Music Gunungpati (EMG). According to Kartika, (2015, p. 50) Society is a social group that also has enormous potential if it can direct its abilities in developing various competencies that can provide added value to its life. The problem is the role of society, often due to ignorance of the problems of their own lives. Therefore, it is necessary to develop a series of out-of-school education programs that are much more comprehensive in order to build public awareness to be involved in a much more optimal community empowerment process.

Out-of-school education provides expanded access to all levels of society to be able to develop their abilities and creative powers to build a broader framework for improving the quality of their lives. Various reviews, as stated previously, indicate that it is necessary to optimize the role of out-of-school education in community empowerment (Kartika, 2015, pp. 55–56). Through the Entertainment Music Gunungpati (EMG) community you can improve the quality of life through financial income. Members of Entertainment Music Gunungpati (EMG) are helped with economic problems.

Based on the background in the introduction above, there are problems that will be discussed in this article. Problems are explored from out-of-school arts education carried out in the Entertainment Music Gunungpati (EMG) community. The problem is conveyed in the question as follows; How are the musical activities at Entertainment Music Gunungpati (EMG) ?

Jean Baudrillard's thinking, namely the simulacra of the ideological origins of needs, is the theory used to dissect the problem in this article. Jean Baudrillard was a philosopher, cultural critic and sociologist who lived in France and died in 2007 in Paris. Baudrillard was born in Reims, France, January 5 1929, and died in 2007 in Paris. Baudrillard's work is usually associated with postmodernism and poststructuralism (Sunarto, 2014, p. 47).

Jean Baudrillard was a postmodernist thinker who paid great attention to cultural issues in contemporary society. Having a different concept from postmodernist philosophers in general who focus their thinking on metaphysics and epistemology, Baudrillard prefers culture as his field of study. Baudrillard wants to reveal the transformations and shifts that occur in the structure of society in the 21st century, which he calls a society of simulation and hyper reality (Sunarto, 2014, p. 47). Suryajaya, (2016, p. 790) wrote down 4 concepts in the simulacra of the ideological origins of needs, namely use value, exchange value, sign value, and symbolic value, where these 4 concepts are used to dissect the problem in this article.

B. METHOD

The research method in this article is a qualitative method. Qualitative research is a research process based on a methodology that investigates a phenomenon that exists in society and is related to human problems. In this research, researchers create a complex picture, examine words, detailed reports from the views of informants as sources, and conduct studies on the situations experienced. Research methods will also provide basic conditions for approaching a problem with the aim of finding accurate and correct answers (Sofyan & Susetyo, 2017, p. 6).

The accuracy of selecting data sources determines the depth and richness of the information obtained (Sutopo, 2006, p. 54). The data source for writing this article was obtained from primary data sources with sources directly related to the community Entertainment Music Gunungpati (EMG). Secondary data sources are written, namely from the author's writings and interpretations which are used as support for primary data. The data was obtained through data collection using a process of observation, interviews and documentation according to the rules of qualitative data collection written by (Sutopo, 2006, pp. 77–80).

Checking the validity of the data in the article uses source triangulation. Coherent synchronization of research data so that the validity of the data is truly tested. According to Sutopo (2006, p. 93) Source triangulation is checking the validity of data extracted from various data sources. Researchers obtain information from several sources so that it can be compared and draw conclusions.

Data analysis is a systematic process. Data analysis is used to find meaning and understand the whole. Analysis is a reflective stage, meaning it moves the data to the conceptual stage (Sugiyono, 2014, p. 319). Data analysis in this article uses interactive analysis. Every aspect of data obtained from various sources is always interacted with and compared with each other in order to find various things needed to answer the research objectives (Sutopo, 2006, p. 107). The first stage of analysis, namely reduction, is selecting, sorting, organizing and focusing attention on the data that has been collected. The second presentation of qualitative data is narrative text from information that is structured with presentation limitations related to problem formulation and theory. The three conclusions are answers to the problem formulation and research objectives in the form of final information text. Data reduction, data presentation, and drawing conclusions are an interwoven pattern of the writing process from the beginning to the end of the research (Rohidi,

2011, pp. 233–238). An interactive form of data analysis stage scheme is used as an analysis method in this article.

B. DISCUSSION

1. Entertainment Music Gunungpati (EMG) Travel and Activities

Entertainment Music Gunungpati (EMG) was founded with the intention of becoming a forum for café musicians in the Gunungpati area and surrounding areas. The aim is to be able to collaborate with each other in the sense of exchanging information, discussing technical aspects for performances, and sharing knowledge and experience in music in the café. Entertainment Music Gunungpati (EMG) consisting of more than 10 musical groups in it. It is not recorded exactly how many groups there are, but it could be that one person is involved in 2 or more bands in the Entertainment Music Gunungpati (EMG) community.

Entertainment Music Gunungpati (EMG) members have experienced an increase in the number of members from when it was founded in 2017 to 2023. Based on the results of interviews with researchers with the founder of the music activity management community at Entertainment Music Gunungpati (EMG), the Entertainment Music Gunungpati (EMG) WhatsApp group was created in 2019 and In 2023, there will be 58 members of the Entertainment Music Gunungpati (EMG) community in the WhatsApp group . The meaning of 58 members is not the members as a whole, but only representatives of each group, for example in one group 2 to 4 people are represented.



Entertainment Music Gunungpati (EMG) holds member meetings for *jamming sessions* and discussions every Friday, but if this is not possible, discussions will be held every 2 weeks. In the busy months *of events*, it is very difficult to bring members together offline, often discussions are also held online. The things discussed were generally related to technical obstacles in playing music, regular developments at the café, and regular schedules at the café. The following is documentation of the moment when Entertainment Music Gunungpati (EMG) members met.



The gathering place has moved several times. At the start of Entertainment Music Gunungpati (EMG) in 2018, we started gathering at Kopi Jozz Café in Pakintelan, Gunungpati. At Kopi Jozz for approximately 1 year, then moved because the collaboration with Entertainment Music Gunungpati (EMG) had finished. Moved to Santri Café in Muntal, Gunungpati for

approximately 6 months, then moved because Santri Café moved location to Bandungan. Moved to Wangsa Café in Muntal, Gunungpati for approximately 6 months, then moved because Wangsa Café closed. Moved to Snapshot Café in Kandri, Gunungpati for approximately 1 year, then moved because the collaboration with Entertainment Music Gunungpati (EMG) had finished. Moved to Garage 55 which is in Sekaran, Gunungpati for approximately 8 months, then moved because Garage 55 closed. Then from mid-2022 until now the gathering place is at the house of a member named Muhammad Mukhibin, who is in Muntal, Gunungpati.

Entertainment Music Gunungpati (EMG) has simple equipment for practicing, namely 3 sound monitors, 1 8 channel amp, 1 used drum (not suitable for *performance*), and 1 electric bass. Guitar instruments and other musical instruments, personnel who will practice bring their own instruments. These tools are used for group practice. These tools are obtained from joint contributions and to maintain them, Entertainment Music Gunungpati (EMG) has cash or weekly fees of 2 thousand rupiah per member.

2. Management of Entertainment Music Gunungpati (EMG)

Almost every day, musical groups from members of Entertainment Music Gunungpati (EMG) play music in cafes and at other music *events* . In order to manage and monitor activities, Entertainment Music Gunungpati (EMG) has a member leadership structure. The composition of the leadership members of Entertainment Music Gunungpati (EMG) has often changed due to busy schedules and usually because they have moved their residence. In 2023, the following are the member leaders or organizational structure of the Entertainment Music Gunungpati (EMG) community based on the results of the author's interview with Muhammad Zubair as deputy chairman of Entertainment Music Gunungpati (EMG). Entertainment Music Gunungpati (EMG) community advisors Udin and Rudy, chairman Ahmad Afandi, deputy chairman Muhammad Zubair, secretary Nilam and Irfan, treasurer Muhammad Mukhibin, gear Gigih Tri, publicist Felix Dio, media Muhammad Rozikin.

The majority of Entertainment Music Gunungpati (EMG) members do not have a formal arts school background. Members of Entertainment Music Gunungpati (EMG) only had experience learning the art of music formally in high school. In line with what was conveyed Daryanti et al., (2019, p. 219) Arts, Culture and Skills subjects are basically arts education based on local wisdom culture.

The communication network between members and leaders of the Entertainment Music Gunungpati (EMG) organization continues to be implemented for the musical journey. Various benefits were found both scientifically and economically in the course of Entertainment Music Gunungpati (EMG). Benefits will be described and analyzed using Jean Baudrillard's thinking with the simulacra theory of the ideological origins of needs with 4 surgical concepts, namely: use value, exchange value, sign value and symbolic value.

3. Adding Use Value or Degree of Usefulness in Society

Entertainment Music Gunungpati (EMG) as an out-of-school musical arts education community started with people who did not have the opportunity to obtain higher education in the field of music. The author as one of the members indirectly provides material related to simple things in playing music, for example tempo, dynamics, genre, simple block notation, etc. in discussions on joint music practice. In order to provide new insight into the development of out-of-school education as stated, Syamsi, (2010, p. 68) the out-of-school education development system was created in a model that aims to improve and advance non-formal education.

Law no. 25 of 2000 concerning the National Development Program, educational development is not only closely linked to economic development, but also to the challenges of globalization. It is stated here that at the beginning of the 21st century, the world of education in Indonesia faced three major challenges. *First* , as a result of the economic crisis, the world of education is required to maintain the educational development results that have been achieved. *Second* , to anticipate the era of globalization, the world of education is required to prepare competent human resources to be able to compete in the global job market. *Third* , in line with the implementation of regional autonomy, the national education system is required to make changes and adjustments so that it can realize a democratic education process, pay attention to the diversity of regional needs/conditions and students, and encourage increased community participation (Sudarsana, 2008, p. 1).

Out-of-school education in Government Regulation no. 73/1991 aims to serve learning citizens so that they can grow and develop as early as possible and throughout their lives in order to improve the dignity and quality of their education, meeting the economic needs of society that cannot be met through school education. In order for this goal to be achieved, out-of-school education programs are needed that can support this (Saleh et al., 2020, p. 8). In agreement with Saleh, the Entertainment Music Gunungpati (EMG) programs that have been carried out have

produced excellent economic benefits and scientific benefits for the art of music. The following are 3 real examples of Entertainment Music Gunungpati (EMG) members from work outside of music and work in the music field.



The first picture is of Rudy, whose job outside of music is working as a barber at King Babershop in Banaran, Gunungpati. At Entertainment Music Gunungpati (EMG) Rudy plays the keyboard musical instrument which of course adds to his skills for survival, not only shaving his

hair, but being able to play the keyboard too. Next, the second picture is Mukhibin, whose job outside of music is working as a part-time sand worker, joining people who want to do building projects. At Entertainment Music Gunungpati (EMG) Mukhibin plays the Ketipung musical instrument which of course adds to his skills for survival, not only is he a sandman on building projects, but he can play Ketipung too. Next, the third picture is Fandi, whose job outside of music is owning a screen printing business and buying and selling accessories under the name Fenstore id, which is in Muntal, Gunungpati. At Entertainment Music Gunungpati (EMG) Fandi plays the Bass musical instrument which of course adds to his skills for survival, apart from his daily activities of screen printing and selling accessories, he can also play the Bass.

The researcher's observations and interviews with sources , namely members of the Entertainment Music Gunungpati (EMG) community, obtained information about several groups or classes of musical careers. The following is the author of the music career group for members of the Entertainment Music Gunungpati (EMG) community, the researcher presents it in a table.

No	Nama	Kelompok
1.	Rudy, Zubair, Fandi, Bawol, Bayu, Bibin, Egie, Aufa, Fathyo, Fina, Hassan, Chandra, Kidung, Nusa, Nilam, Udin, Rozikin, Septian, Salsa, Taruna, Felix, Endika, dan Fino.	Pemain Musik
2.	Rudy, Taruna, Zubair, Septian, Udin, Hassan, Candra, Septian, Aura, dan Kholil.	<i>YouTuber</i>
3.	Yoman, Gigih, Dodi, Ferry, Adi, Ali, Rahmat, Bagas, Dimas, Dayat, Okta, Ian, Ragha, dan Yudha/	<i>Sound Engineer</i>
4.	Septian, Rudy, Rozikin, Endika, Taruna, Kidung, Kholil, Aura, Syarif, Dodi, Udin, dan Nusa.	Penulis Lagu

The musician in question is a musical instrument player in a performance. They are not always in the same band, but according to the request of the person giving the job of playing music. The needs of each potential service user are different, therefore each person's appearance can be different. As a *YouTuber* , there is content that is personal work, there is also content in the form of *podcasts* , there is also content in the form of *live recordings* of performances. As a *sound engineer*, he works to serve the community's *sound system needs* , which is also assisted by the Entertainment Music Gunungpati (EMG) community to market it. As songwriters, they write songs for themselves as personal works, for bands, or write based on song orders they receive from the customer.

4. Increase the exchange rate through the member music ratio

Exchange rates are closely related to ratios, in this case the ratio is the number of numbers playing music. What this means is the number of *events* received by Entertainment Music Gunungpati (EMG) members from yesterday to now, from before to now. It cannot be denied that the results of practicing diligently and continuing to learn from experience have improved the quality of music playing. Learning through out-of-school education in the Entertainment Music Gunungpati (EMG) community makes each member wiser in playing music.

Education actually has a very important role in the life of the nation and state, namely in the effort to create quality human resources. Education is a basic need for every human being, because through education efforts to improve people's welfare can be realized. Education fully influences the economic growth of a country. This is not only because education will affect productivity, but it will also affect people's abilities. Education can make human resources more quickly understand and ready to face change and development in a country (Sudarsana, 2008, p. 1).

Improving the quality of playing also brings a breath of fresh air to the Entertainment Music Gunungpati (EMG) community. Many cafes ask for video samples of music games and can play in the cafe. The following is an excerpt from the author's interview with Rudy.

"Thank God, the demand for cafes has increased, what we often discuss between music groups at Entertainment Music Gunungpati (EMG), namely the schedule for filling on Saturdays, because there are quite a lot of requests for playing music on Saturdays."

The increasing playing ratio proves that Entertainment Music Gunungpati (EMG) as an out-of-school arts education is successful in developing the creative economy in society. According to Dewey, the function of education is to form ideal social communities as part of the transformation process of a child's maturation. Education here is seen as a process of investing capital in a "human" form because its presence is a process of preparing humans to enter the productive sector (Sudarsana, 2008, p. 7).

Several musical groups at Entertainment Music Gunungpati (EMG) had the opportunity to accompany musical artists such as Hendra Kumbara, Ndarboy Genk, Dhyo Haw, and Jean Audi. This shows that increasing the quality of playing music can also increase market demand and create new experiences, being able to play music with someone who is already famous or with someone who is professional. The activity ratio is increasingly dense, increasing the knowledge and experience of members of the Entertainment Music Gunungpati community to manage

performance management. The point is that they support each other, following the results of the researcher's interview with Zubair as deputy head of the Entertainment Music Gunungpati (EMG) community.

"Between musicians, YouTubers, sound engineers and songwriters in our community, we don't put each other down, instead we help each other and give each other information about each other's musical activities."

Members of the Entertainment Music Gunungpati (EMG) community support each other to increase the ratio of musical activities. As a music player, we communicate with *YouTubers* and *sound engineers*, as a form of collaboration to be able to *record live* and help other members who have *sound system businesses*. As a *YouTuber*, ask for help from a songwriter to create content for the *YouTuber's YouTube account*. As a *sound engineer*, he asked for help from a musician to become a talent in the performance job he got. As a songwriter, he asks for help from *YouTubers*, musicians and *sound engineers* to help him create a digital work. This is a general description of the cooperation pattern between members of the Entertainment Music Gunungpati (EMG) community. In detail and detail, it is a personal cooperative relationship between community members who of course support each other even more in each individual's work.

5. Has the value of learning and practicing

Learning as well as practice brings each member's musical playing skills to an increase. Initially only playing regular music in cafes, it expanded to birthday events, and expanded to weddings and health walks. It is proven that an increase in the value of marks occurs when you continue to be active in organizing learning and practicing activities at Entertainment Music Gunungpati (EMG).

The power within the family becomes an agent for good socialization to convey something (Utomo, 2006, p. 7). The Entertainment Music Gunungpati (EMG) community is like a family, so the learning and practicing process is flexible and can give each other opinions. Sensing the material through electronic media, then "*exploring*" it together becomes a sign value in the learning and practice process of the Entertainment Music Gunungpati (EMG) community.

Sign value here means that a community can provide a sign of distinction from other communities or, in short, has distinctive characteristics. Of course, these different markers are positive markers. Entertainment Music Gunungpati (EMG) is a community that is friendly and willing to learn with anyone. Not only by practicing, but by holding discussions and bringing in

competent people to be speakers. The awareness to continue learning is something that continues to be echoed in the Entertainment Music Gunungpati (EMG) community.

Out-of-school education plays a role in developing human resources in this country. They are people who want to continue learning to try to discover what society needs. A lot of extramural education has been done to empower the community, but this big work never seems to be completed. It is as if this work is like a circle that rotates naturally according to a predetermined pattern (Syamsi, 2010, p. 66). The following is an excerpt from the researcher's interview with Endika, an active member of Entertainment Music Gunungpati (EMG).

"We are aware that we are not from people who have diplomas and knowledge about music, so we want to continue learning from anyone, to broaden our still very shallow knowledge about music"

Entertainment Music Gunungpati (EMG) is not a community for a particular music genre, but various music genres exist in the Entertainment Music Gunungpati (EMG) community. There is no superior genre but they all have their place. Of the groups in the Entertainment Music Gunungpati (EMG) community, there are pop, dangdut, koplo, ska, reggae, metal and groove genres. The forms or formats also vary, starting from solo, acoustic, band and Malay orchestra formats.

Recreation or holidays are also carried out in the Entertainment Music Gunungpati (EMG) community. Recreational activities are carried out in the form of *camps* which aim to bond members of Entertainment Music Gunungpati (EMG). The following is documentation of the Entertainment Music Gunungpati (EMG) *camp* .



Music appreciation is an appreciation that can be obtained from the process of listening, imitating, understanding, interpreting, and/or evaluating or judging. Meanwhile, creation is making something new, which is sometimes a form of appreciation for something that is realized in a new form (Wadiyo & Utomo, 2018, p. 94). The Entertainment Music Gunungpati (EMG) community learns music through a process of appreciating musical works online on *YouTube* and other social media, then creating these musical works through practicing together. Creation is carried out based on composition requirements. The process of learning and practicing to create music improves the musical skills of members of the Entertainment Music Gunungpati (EMG) community.

6. Add symbolic value or degree of trust in society

The symbolic value here is related to the degree of trust in the music groups that are members of Entertainment Music Gunungpati (EMG). It Suryajaya, (2016, p. 790)says the views of people who are connected with it, meaning people's views of the Entertainment Music Gunungpati (EMG) community. Prospective service users will sense, analyze and compare music from groups at Entertainment Music Gunungpati (EMG) with other music groups.

The role of elements of society in determining a civilization is so important, especially regarding art which is part of society's culture (Suharto, 2018, p. 32). Out-of-school education aimed at community groups in order to empower them to be more able to play in community life (Syamsi, 2010, p. 73). Public trust is built based on ethics, manners, skills and management. When these 4 aspects are mastered, it means that the subject is able to play in social life.

The degree of public trust in music groups in the Entertainment Music Gunungpati (EMG) community has increased with evidence that more and more people are using the services of music groups in the Entertainment Music Gunungpati (EMG) community. Then it can also be seen from the value of public appreciation for music groups in the Entertainment Music Gunungpati (EMG) community which is getting better, meaning that the prices given to pay for the services of music groups in the Entertainment Music Gunungpati (EMG) community are getting higher . The following is an excerpt from the researcher's interview with Mukhibin as treasurer and player of Ketipung, one of the music groups in the Entertainment Music Gunungpati (EMG) community.

"We used to struggle to find a stage to just play music, now many people are calling us to need our services to play music. We can now also offer it at the price we set."

The level of trust is not only at music *events* , but also regularly at cafes. Early on, the Entertainment Music Gunungpati (EMG) community started playing in cafés, submitting proposals and cooperation agreements with cafés, and even then only in the Gunungpati area. Currently, music groups in the Entertainment Music Gunungpati (EMG) community are spreading their wings to play regularly in many cafes outside Gunungpati, for example in Ngaliyan, Banyumanik, Ungaran, Semarang City, and Boja. Currently, almost every day, music groups in the Entertainment Music Gunungpati (EMG) community take turns playing music in various cafes. The following are the results of the author's observations and interviews with Fandi, who currently serves as chairman of the Entertainment Music Gunungpati (EMG) community. The author conveys through a table of public trust in band groups in the Entertainment Music Gunungpati (EMG) community.

No	Nama Band	Kelompok
1.	D'Javu, Espresso, Eggie Gates, Momprots, ANUS (Andre Nusa), Tuvus, Every Sunday, Rastafaria	Pengisi Musik di Café
2.	Recoustic, Pro Cinema, Alwi n Friends, D.Panteras, Skatus, Daniswara, Fattan Entertainment, The Prof Music	Pengisi Musik <i>Event</i>

community is also increasingly trusted by the younger generation in the Gunungpati area and surrounding areas. For those who do not have the opportunity to study at university, many are interested in joining the Entertainment Music Gunungpati (EMG) Ajisukmo, (2012, p. 38)community . Out-of-school education for the generation who cannot continue secondary education or the younger generation who cannot continue school with higher education and the generation who need special protection, the majority of generations who come from poor families, have been a concern of the Indonesian government for a long time. It is a breakthrough to increase scientific insight and in particular can provide economic benefits. According to Ajisukmo's statement, economic benefits in the form of increased income are felt by members of the Entertainment Music Gunungpati (EMG) community with the use value and increased public trust in the Entertainment Music Gunungpati (EMG) community.

C. CLOSING

community is an out-of-school education that has the meaning of lifelong education, meaning that if perhaps one day the Entertainment Music Gunungpati (EMG) community disbands, the value of the music arts education that members of the Entertainment Music Gunungpati (EMG) community have received) still exists and even continues to grow. The Entertainment Music Gunungpati

(EMG) community is able to realize the hopes of young people, especially in the Gunungpati area, to learn music, which is also the government's goal regarding out-of-school education to be able to answer the challenges and needs of the community. On the other hand, it is also able to provide benefits to its members. The Entertainment Music Gunungpati (EMG) community adds use value related to the degree of usefulness in society, adds exchange value related to the ratio of performing to playing music, adds value as a sign of having an identity and forming character, adds symbolic value related to increasing the degree of trust of other people. Based on the research results, it can be concluded that the Entertainment Music Gunungpati community is a place for creativity in an effort to increase human resources which has the benefit of increasing insight into musical experience, performance management, improving musical skills and increasing income.

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