Media Pozel (Poster Puzzel) for Learning Javanese Nglegeno Script in Elementary Schools

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**Article Info**

**Abstract**

This study aims to develop Pozel Media (Poster Puzzel) for Learning Javanese Nglegeno Script in Elementary Schools. This research is a development research at the product development stage. The problems of learning Javanese characters in schools are quite diverse. Seeing the various factors that cause and problems learning Javanese script, it is necessary to take strategic resolution steps. One of the strategic ways in learning Javanese script is by developing learning media to help and make it easier to learn Javanese script. This research produces Pozel Media (Poster Puzzel) for Nglegena Javanese Script Learning in Elementary Schools. Pozel is designed with attention to the elements of good media and the characteristics of elementary school students. Pozel is made with a wooden box design so that it is durable if used repeatedly and makes it easy to store so that Pozel cards are not easily lost.

**Keywords:** Pozel, Poster Puzzle, Javanese Script, Nglegena, Elementary School

**Introduction**

Javanese script is one of the material content in learning Javanese in elementary schools. Teaching Javanese script in elementary schools aims to preserve the nation's culture and teach it to the younger generation. In addition, Javanese script contains philosophy, meaning, and noble values of Indonesian culture which can be taught as a form of implementation of character education in schools. However, learning Javanese language, including Javanese script, has many obstacles in learning in elementary schools. These constraints do not only come from within the students who are less motivated, but are also caused by a form of Javanese script that is difficult to memorize.

One of the basic Javanese characters is called nglegena script. Nglegena script consists of 20 letters and each has its own pair. If students are able to understand and memorize the Nglegena script and their partner's characters, it is certain that it will be very helpful in mastering the ability to read and write Javanese characters. With the various problems above, it is necessary to have a solution so that students can be motivated and at the same time easy to master Javanese characters. One of these solutions is to develop innovative media to help students and teachers in learning Javanese characters. Media is anything that is used to transmit messages from sender to recipient so that it can stimulate thoughts, feelings of attention and student interest in such a way that the learning process occurs (Sadiman, et al., 2014: 7). In addition, media has an important role, benefits, and function in classroom learning (Praheto, et al. 2020). Arsyad (2014) states that the benefits of using teaching media in the teaching and learning process include: 1) Teaching media can clarify the presentation of messages and information, 2) Teaching media can increase and direct children's attention so that it can lead to learning motivation, more direct interaction between students and their environment, and the possibility of students to learn on their own according to their abilities and interests, 3) Teaching media can overcome the limitations of senses, space and time.

Seeing this, Pozel (Poster Puzzle) media was developed which hopefully can help teachers and students learn Javanese script, especially Nglegena Javanese script as the basic material in mastering the ability to read and write Javanese characters. This is also in line with the objectives of learning media conveyed by Sanaky (2009: 4) that the objectives of learning media as learning aids are as follows: (1) facilitate the learning process in the
classroom, (2) increase the efficiency of the learning process, (3) maintain the relevance of the subject matter with the learning objectives, and (4) helping the learner’s concentration in the learning process.

Method

This research is part of the development research at the product design stage. Development research in education is an industry-based development model where the findings of research are used to design learning products, which are then systematically tested in the field, evaluated, and refined until a learning product is produced that meets certain standards, namely effective, efficient, and quality (Borg & Gall, 2003). At this stage a product design is carried out which is then continued with the manufacture of products in the form of Pozel (Poster Puzzle) media for learning Javanese Nglegena script in elementary schools.

Results and Discussion

The product development stage includes the product design stage and the product manufacturing stage. Media Pozel (Poster Puzzle) for learning Nglegena Javanese Script is made in the form of a wooden box. First, at the product design stage, the media front cover design, media back cover, interior poster design, card design, card box design is produced. These designs appear as follows.

Figure 1. Front Cover & Back Cover Media Pozel (Poster Puzzle)

Figure 1 shows the front and back cover designs of Pozel media. You can see on the front cover the design of the Pozel identity name and the name of the developer. Then on the back cover there is a description of Pozel, the name of the developer, and the origin of the development institution. The cover has an important role for a product, this is because the cover will be seen for the first time by the user, so the cover must be made attractive and able to show the identity of the product. In line with this, Widyokusumo (2012) suggests cover functions include attracting attention, telling stories, using attractive colors and letters, and clearly identifying products. In addition, the front cover functions as a wrapper or can be categorized as a package (Gunawan, et al., 2014).

Figure 2. Inner Pozel Design
Figure 2 shows the inner Pozel design. On the inside of the Pozel, there are two parts, namely the top and the bottom. At the top the Javanese script sequence is still designed in sequence, while at the bottom the Javanese script is arranged randomly with the same color. The lower part of the design objective is to find out whether students have memorized the Javanese script or not.

Figure 3 shows the Pozel card design to be used in the Pozel media game (Poster Pazel). This card will be coated with an iron plate so that it can stick to the magnetized board. The use of magnets makes this media safe to use for students.

Figure 4 above shows the card box cover design, there are 4 card box designs that will be used as storage for Pozel cards. The creation of this storage box will make Pozel cards not easily lost and can be stored properly when they are not in use.

Second, the product manufacturing stage. At this stage is the stage of making the product after the product design is made. Product designs from the cover to the card box design are printed and then the products are
made. Pozel media box made of wood and MDV board with a box size of 47x32x4cm. The results of the Pozel media product are as follows.

Figure 5. Front and Back Media Pozel (Poster Puzzle)

Figure 5 shows the front and rear views of the Pozel. Display according to the design that has been made and planned. The front and back designs are printed using sticker paper and then attached to the Pozel box that has been made.

Figure 6. Display in Pozel media

Figure 6 shows an inside view of the Pozel media. When the box is opened, a display will appear as in Figure 6. Figure 6 shows the display of the poster inside the Pozel as the base of the media. On the inside of the poster a magnet has been placed so that the Pozel card can stick to the poster.

Figure 7. Pozel Media Card
Figure 7 shows the display of a Pozel card that was checked using ivory paper with a thickness of 320gr. On the side of the Pozel card, a small and thin iron plate is attached so that the card can be attached to the part of the poster that has been embedded with a magnet. This card can be used as a means of playing for students while learning to memorize Javanese script forms. When several cards are installed on the poster, it will look like in Figure 8 as below.

In Figure 8 you can see the display when the Pozel card is attached to the poster board part of the Pozel media on the inside. In its use, Pozel media can be used in groups or classically. In addition, this media can also be used on tables or hung on the wall so that it looks like a poster but is in the form of a puzzle.

**Conclusion**

Javanese script learning problems in schools are quite diverse. Seeing the various factors that cause and problems learning Javanese script, it is necessary to take strategic resolution steps. One of the strategic ways in learning Javanese script is by developing learning media to help and make it easier to learn Javanese script. This research produces Pozel Media (Poster Puzzel) for Nglegena Javanese Script Learning in Elementary Schools. Pozel is designed with attention to the elements of good media and the characteristics of elementary school students. Pozel is made with a wooden box design so that it is durable if used repeatedly and makes it easy to store so that Pozel cards are not easily lost.

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**References**


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