



## Learning Gurindam Dua Belas Based on Role Playing with Audio Visual to Strengthen Social Sensitivity Value of Students

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**Abstract.** Gurindam Dua Belas is a local wisdom of the Riau Community which is full of character values, let alone taught to students through a targeted learning model. This study aimed to describe the strengthening of student's character through learning Gurindam Dua Belas based on Role Playing with Audio Visual. The research method carried out with Research and Development by Borg and Gall by looking at one of the character values, namely social sensitivity. Researchers conducted pre-test and post-test to find out whether Gurindam Dua Belas learning based on Role Playing with Audio Visual can improve care value in students. The sample in this study were students of the Maritime University of Raja Ali Haji Tanjungpinang from several faculties with a total sample of 174 people. The result is an increase in social sensitivity value in students after implementing the model.

**Keywords:** Gurindam Dua Belas, Role Playing, audio visual, social sensitivity

**INTRODUCTION** ~ In this modern era, students are required to have adequate knowledge and skill competencies and strong character. Students who have strong knowledge, skills and character are needed and described in the Regulations formulated by the Government (Taufik, 2002). To achieve this goal, educators, learning tools, and schools must be prepared to produce various innovations and strategies (Tianto, 2010). Meaningful learning can build student character (Center for Curriculum and Bookkeeping, 2011). Fun and innovative learning is needed so that the role of educators is optimal. Professional educators will prepare learning that is not only in the realm of student knowledge but is able to make students character in life activities. Class activities that are developed through fun and innovative learning will leave a mark in the hearts of students and will be

implemented in student behavior. For this reason, models, media, methods, strategies applied in learning must be prepared professionally and renewably according to the times. One learning model that can accommodate the study of values and characters is role playing with audio visuals.

### Problem Formulation

The problem formulation in this study are:

1. Can learning the Gurindam Dua Belas based on Role Playing with Audio Visual strengthen students' care?
2. What character values are found in learning the Gurindam Dua Belas based on Role Playing with Audio Visual?



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**METHOD**

The method used in this research was the Research and Development (R&D) method by Borg and Gall with 10 (ten) stages which were modified by Sukmadinata into 3 (three) stages. The stages of research and development modified by Sukmadinata et al (2011, p. 184), are: preliminary studies, model development, and model testing. The learning of local wisdom, Gurindam Dua Belas, is one of the materials available in the lectures on Tamadun and Tunjuk Ajar Melayu which is taught to all students at the Maritime University of Raja Ali Haji Tanjung Pinang. The research design used in this study was an experimental design with one group pre-test post-test. In this study there were two types of data used, namely qualitative data and quantitative data, where quantitative data used exploratory method (Creswell, 2108, p.561). As for the qualitative data, the results were in form of descriptive data about the experiences of respondents who played role playing which was recorded and the participation of other students as audiences when role playing took place that referred to changes in behavior. The quantitative data in the form of measurement of statistical results from Gurindam Dua Belas based on Role Playing with Audio Visual as an effort to strengthen the character of students with 174 respondents from Maritime University of Raja Ali Haji Tanjungpinang. Research Object of this study are Learning local wisdom, Gurindam Dua Belas, based on Role

Playing with Audio Visual can increase social sensitivity. Research Benefit from this study is Students can apply Gurindam Dua Belas values in all aspects of life.

**RESULTS AND DISCUSSION**

Learning Gurindam Dua Belas based on Role Playing with audio visual is a learning model designed from the Tunjuk Ajar Melayu material in Gurindam Dua Belas combined with a Role Playing learning model with audio visual which has the hope that students not only know about the Gurindam Dua Belas material theoretically but can identify the value character values in the Gurindam Dua Belas are obtained with Role Playing, while the Role Playing model itself is one of the social learning models. Komara (2014, p. 58) stated that: "social learning models build learning communities. When working together we will produce a collective energy called synergy". The audio visual is a multimedia with technology that supports learning, the audio visual in this study is video. Video is a digital media that shows the arrangement or sequence of moving images and can provide illusions/fantasies (Munir, 2012).

Before implementing Character Education Learning Model based on Role Playing with local wisdom to increase the character value of care to students in this study, researchers measured the care value of students at the Maritime University of Raja Ali Haji Tanjung Pinang in accordance with the determined sample. The measurement was performed in the form of pre-test. As



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for the care aspect, it has 30 indicators. The score before implementing the character education learning model based on role playing to increase the character value of care with 30 indicators of 17563 with an average of 67.2, where the lowest score is on indicator of maintain distance with classmates by 42, 7% and the highest score is on the indicator of respecting friends in opinion of 78.8%.

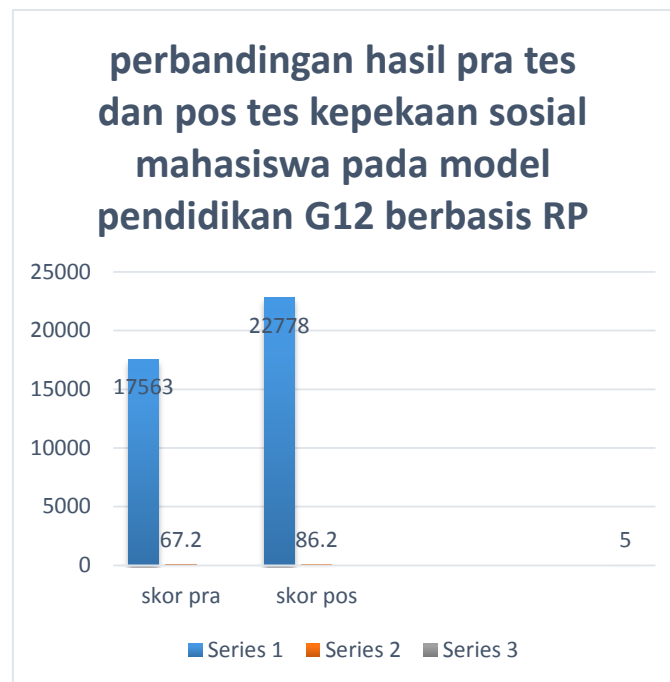
After implementing Character Education Learning Model based on Role Playing with local wisdom to increase the care value of students in this study, researchers measured the social sensitivity values of students at the Maritime University of Raja Ali Haji Tanjungpinang according to a predetermined sample where the scores

after the application of the model Character Education Learning based on Role Playing with local wisdom to increase care in 30 indicators that of 22778 with an average of 86.2 where the lowest score was found on indicator of not interrupting friends who are talking by 82.7% and the highest score was in the indicator of always pray for the goodness of teachers and friends by 90.9%.

Based on the results of a descriptive analysis of Character Education Learning Model based on Role Playing with local wisdom to improve the value of care in students of the Maritime University of Raja Ali Haji Tanjungpinang can be shown the recapitulation of the results of pre-test and post-test are along with the diagram is as follows:

**Table 4.15** Recapitulation of the results of PreTest and Posttest

No	Descript ion	Score before imple mentatio n	Score after implem entatio n	% befor e imple ment ation	% after imple ment ation
1	30 indicato rs of care	17563	22778	67.2	86.2



The table and diagram above show that there is an increase in the value of social sensitivity of students after implementing Character Education Learning Model based on Role Playing with local wisdom by 19% from 67.2% to 86.2% with an increase in score of 5215.

## CONCLUSION

Learning Gurindam Dua Belas based on Role Playing with audio visual can increase the value of care in students, this is shown from the results of the post-test of 30 indicators of social sensitivity value. Students are eager to follow the learning given.

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