

## Development of Animation Based on Blora Folk Tales to Improve Elementary School Students' Writing Skills

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**Abstract--**The problem in elementary schools in Blora is the lack of children's learning media in animation based on Blora folklore, namely the Arya Penangsang folklore. This certainly results in low student writing skills. This study aims to develop animation media based on folklore in Blora to improve the writing skills of elementary school students in Blora. The research method used is the R&D (Research and Development) type. The development procedure in this study uses ADDIE (Analyze, Design, Development, Implementation, Evaluation). The research sample was conducted on students in several elementary schools in Blora. The data collection technique used a questionnaire of media experts, material experts, and the results of students' writing skills. The results of the analysis on the media expert questionnaire were 92%, on the material expert questionnaire were 91%, while the results of students' writing skills in SPSS data processing were 0.000, which means a significant increase because it is less than  $<0,005$ , it can be concluded that the results of the Blora folklore-based animation development research are very feasible to use and students' writing skills have increased significantly.

**Keywords:** Animation, Blora Folklore, Writing

### Introduction

Education is where students learn to gain knowledge and identify previously unknown knowledge, explore students' interests and talents, and accommodate students' curiosity to prepare them for the future (Parabang et al., 2022). Of course, education is also helpful in improving students' human resources because, with knowledge, human civilization will advance and facilitate and provide benefits for all humanity in the world (Setiartin et al., 2024).

The problem found in several elementary schools in Blora is the absence of animated story media that tell folk tales, which declines students' writing ability (Simbolon et al., 2025). Students' not well-understood knowledge of Blora folk tales will make them forget the history of folk tales in Blora; this will have a harmful impact if students' knowledge of their folk tales is unknown. So, there is a need for media with new and interesting ideas to be shown to students in elementary schools in Blora (Suryadi et al., 2022).

Learning media is a means of conveying a message or something in learning that will be easier for students to understand. With the existence of learning media, the message conveyed will look more real because there are clear visuals compared to only oral delivery or theory (Nursalim, 2022). With the existence of learning media, students can practice learning directly, so students will understand and understand more about learning (Noraisyah et al., 2023). With the

existence of learning media, students will undoubtedly be more proficient and can become more professional after completing the learning (Drani et al., 2021).

Animation is an interesting story show for children, where many great animators from other countries, such as Japan whose animated works can go global; in Japan, animated shows are usually called anime animation, and many raise their local culture and combine it with technology (Pratama et al., 2022). This is undoubtedly a special attraction for the audience; from this, of course, the researcher wants to make an animation with the theme of Blora folklore, namely the story of Arya Penangsang (Septiaseh et al., 2024); of course, this will be enjoyable learning for students, mainly it can introduce Blora folklore, where this can also improve students' writing skills (Evandri, 2024).

Blora folklore is a story about the identity of Blora residents, where sometimes stories from the region are forgotten if not retold (Saidah & Damariswara, 2021). In this case, the researcher took a story entitled Arya Penangsang, a figure in the early formation of the kingdom in Blora; this story is made in the form of animation so that the story is more interesting and easy for students to understand (Tineh et al., 2023). The story of Arya Penangsang was taken because it provides many good messages so that it can be a motivation and good experience for students; with the existence of this Blora folklore, of course, it can preserve the arts and culture of Blora and will make students more proud of their region (Prasarn, 2025).

Writing is one of the things that students must master; writing will certainly increase creativity for students; the ability to write is less influenced by several factors, namely weak motor skills, weak memory skills, and lack of interest in learning; (Yulianeta et al., 2022) this can undoubtedly be spurred by the existence of a good learning model or method, and can also be with the development of interesting media, so that students are enthusiastic in the process of learning to write (Annisa & Prasetyawati, 2023). As a spur, the need for various kinds of comic books, with the existence of comic books, children's interest in reading will be better, so from the beginning of good reading, students' interest in writing will be something fun for elementary school students (Ruslan et al., 2022).

The solution to the problems found in elementary schools in Blora, regarding low writing skills and lack of knowledge of local stories, is the need to develop animated media, which of course, will be more in demand and liked by students; this animation is made using a Blora folk tale entitled Arya Penangsang (Masie et al., 2025), which then the character images are made using CorelDraw software, then for filling in the voice dubbing and movement in the image using the Kinemaster video editing application, after the process is complete, the animation can be played and then can be shown to students using an LCD projector, so that the animated video can be seen clearly by students (Antika, 2024).

The learning process begins with a prayer, and then the teacher/researcher asks about the student's condition and provides bait for folk tales in Blora (Fadia Nabila et al., 2024). After that, the teacher/researcher shows an animated video of the Blora folk tale Arya Penangsang, and the students listen; after that, they ask the students who the characters are in the story and what their nature and character are, as well as the message contained in the story (Pierda et al., 2023). Then, the students are asked to rewrite the story that has been delivered with each student's version; this will certainly improve students' writing skills to be better than before because of the animation based on the local folk tales (Hamdiyah & Puspitasari, 2023).

## Research methods

This study uses R & D (Research and Development) data, which is commonly referred to as development, where research data is created to find something new in the form of a product or learning method in compiling the R & D (Research and Development) method, namely starting from the discovery of a problem which is then sought for a solution to the problem, to conduct the research which helps find what product ideas will then be made to overcome a problem in the object to be researched. The application procedure in developing the R & D (Research and Development) research method uses the ADDIE application (Analysis, Design, Development, Implementation, and Evaluation). Its application has five phases or stages, which can be explained as follows (Branch, 2024).

## Results and Discussion

### Results

The results obtained in this study are in the form of an animated product based on Blora folklore, namely Arya Penangsang; making this animated product requires several stages to create an animation suitable for elementary school students. The stages in making this animation go through five phases, namely ADDIE (Analyze, Design, Development, Implementation, Evaluation), which requires problem studies and research, which can be further explained in the discussion.

### Discussion

#### Analysis Stage

At this stage, the researcher seeks data related to the problems in elementary schools in Blora; from the results of the problem data, solutions and innovations are sought to overcome a problem, as well as research related to what products will be made. The results of the analysis formed an idea to develop an animation product based on the Blora folklore, Arya Penangsang, which is expected to be able to overcome the problems in elementary schools in Blora, and this animation product can then be used again in other schools in Blora.

#### Design Phase

The design stage in developing this animated media product is to write again about Blora folklore, Arya Penangsang. Then, draw the characters, background, and place using CorelDraw software. After the drawing process is complete, the next stage is the voice dubbing and image movement process using the video editing application Kinemaster. After the animated product is finished, validation by media and material experts is needed to get the feasibility results for us to test on elementary school students in Blora.

#### Development Stage

We describe several phases of this development stage related to explaining the creation of an animated media product based on the Blora folk tale Arya Penangsang.

First, the rewriting phase of the Arya Penangsang story; although there is already a story in articles, websites, and books, we as researchers try to write the story of Kembali Arya Penangsang. The purpose is to clarify the story and make it easier for elementary school students to understand

later. Besides that, of course, it is also easier for us as researchers to create images using CorelDraw software.

Second, the phase of depicting the characters, personality, nature, and setting of the place in the Blora folklore animation, Arya Penangsang; at this stage, the depiction process uses CorelDraw Software; this software was chosen because it considers several factors related to the professionalism of the depiction, because there are so many image illustrators who use this software, especially for filmmakers in America, many of their film poster works are designed using CorelDraw software, the process of depicting the characters can be seen in Figure 1 below.



Figure 1. CorelDraw

Third, the next phase is voice dubbing; after the story script is available, voice dubbing is needed to fill the voice in the animated product; the dubbing process is expected to use a microphone that can capture sound well and can round out the sound so that later when heard by students, it can be captured well and heard. This voice recording process is expected to be carried out in a quiet place or a soundproof place so that no other sounds enter the voice dubbing process that will be carried out. When the voice dubbing process is calm, it also needs to be done so that there is no repetition in the voice recording because continuous repetition of the sound will cause fatigue to oneself and others.

Fourth, in this phase, namely the process of combining several stages that have been carried out from the depiction, voice dubbing, and image movement processes, which are then edited in the video editing application Kinemaster. This editing process requires good accuracy because it must match the sound and characters, as well as the image movement process. The video editing process in making animation can be seen in Figure 2 below.



Figure 2. Kinemaster Application as a Merging Process

Fifth, the final result of the process of making an animated product based on the Blora folk tale, Arya Penangsang; this animation is in the form of an animated video that can be sent and played directly and can be displayed on an LCD screen which can then be displayed publicly, to be used as a learning medium for elementary school students in Blora, this animated video can be accessed on the researcher's YouTube channel, access to the link can be seen in Figure 3 below.



Figure 3. Animation of the Blora Folk Tale Arya Penangsang

Animation on the Blora folklore Arya Penangsang can be accessed on the Galih Cahya Pratama YouTube channel. Elementary school students in Blora can play the animation directly and watch it together. All groups can watch it for free. The link for this animation is [https://youtu.be/5q-oHW2Ci\\_8?si=YZ1HlchFChNvd0\\_w](https://youtu.be/5q-oHW2Ci_8?si=YZ1HlchFChNvd0_w).

### Implementation Stage

At this stage, namely, the collection of validation data by media experts and material experts related to the animated product based on the Blora folk tale, Arya Penangsang, the validation process is also carried out by people who are truly experts in the field because to test the feasibility that will later be broadcast by students as research material related to the development of animated media and improving the writing skills of elementary school students at SDN Wonosemi 2.

This media expert validation was compiled using a questionnaire related to the animated product based on Blora folklore, Arya Penangsang. This questionnaire has five scoring criteria: Very Good, Good, Enough, Less, and Very Less. The results of this media expert validation can be seen in Table 1 below.

Table 1.

### Media Expert Validation

No	Assessment Aspects	Score	Ideal Score	Percentage %
1	Product Design	22	25	88%
2	Product Usage	24	25	96%
3	Product Contribution	23	25	92%
Amount				276 %
Average				92%

In Table 1, related to media expert validation, there are several assessment aspects, namely Product Design, which has a score of 22, an Ideal Score of 25, and a percentage of 88%. Product Usage has a score of 24, an ideal score of 25, and a percentage of 96%. Product Contribution has



a score of 23, with an ideal score of 25, with a Percentage of 92%. A total percentage of 276%, with an average result of 92%, indicates that the media expert validation related to the Blora folklore-based animation product, Arya Penangsang, is very worthy of use.

This material expert validation was compiled using a questionnaire that discussed several materials related to the language aspects contained in the animated media product of the Blora folk tale, Arya Penangsang. The questionnaire had five scoring criteria: Very Good, Good, Sufficient, Less, and Very Less. The results of this material expert validation can be seen in Table 2 below.

Table 2.

### Subject Matter Expert Validation

No	Assessment Aspects	Score	Ideal Score	Percentage %
1	Conformity Indicators	14	15	93%
2	Product Eligibility Indicators	18	20	90%
3	Presentation Indicators	9	10	90%
4	Competency Indicators	18	20	90%
Amount				363 %
Average				91%

In Table 2, the results of the validation of material experts are in the aspect of the Suitability Indicator assessment, which has a score of 14, with an ideal score of 15, a percentage of 93%. The Product Feasibility Indicator assessment has a score of 18, with an ideal score of 20, a percentage of 90%. The aspect of the Presentation Indicator assessment, which has a score of 9, with an ideal score of 10, a percentage of 90%. The Competency Indicator assessment has a score of 18, with an ideal score of 20, a percentage of 90%. The number of assessment aspects is 363%, averaging 91% in the Very Good category. These results indicate that the animated product of the Blora folk tale, Arya Penangsang, in terms of validation by material experts, is very suitable for use by elementary school students in Blora.

The next stage is the trial of animation media in several schools in Blora to improve the writing skills of elementary school students. The study's results on 116 students in Blora obtained data in the form of pre-tests and post-tests, which were then processed using the SPSS Paired Sample T-Test. Statistical data on this first output can be seen in Table 3 below.

Table 3. Output First

### Paired Samples Statistics

		Mean	N	Std. Deviation	Std. Error Mean
Pair 1	PRE	66,8276	116	3.01092	,27956
	POST	79,5776	116	1.92986	,17918

Table 3 is the first output of SPSS processing with the results of Mean, namely the average in the pre-test of 66.8276 and post-test 79.5776, while in N, the number of students as many as 116, in

Std. Deviation, namely the standard deviation in the pre-test of 3.01092 and post-test of 1.92986, then Std. Error Mean in the pre-test, 27956, and post-test, 17918. This is the first output in the paired sample t-test because a second output will be explained in Table 4 below.

**Table 4.** Output Second

Paired Samples Correlations

		N	Correlation	Significance	
Pair 1	PRE - POST	116	,813	<,000	<,000

Table 4 is the second output of paired samples correlations; the table above shows the relationship between the two data or the relationship between pre-test and post-test data; the data in the table above shows a correlation data of 0.813 with a significance value of 0.000, because the significance value of  $0.000 < 0.05$ , then it can be said that there is a relationship, even so this is not the final stage of the SPSS paired sample t-test results, because there is still a third or final stage which can be seen in the following table 5.

**Table 5.** Third / Last Output

Paired Sample T-test

		95% Confidence Interval of the Difference				
		Mean	Std. Deviation	Std. Error Mean	Lower	Upper
Pair 1	PRE - POST	-12,75000	1.82673	,16961	-13,08596	-12,41404
				Significance		
		T	Df	2 - Tailed		
Pair 1	PRE - POST	-75,173	115	<,000		

Table 5 shows the decision results related to the writing skills results of elementary school students in Blora. There are explanatory guidelines for determining the Decision in the results of the paired sample t-test, which can be explained as follows.

If the Sig. (2-Tailed) value  $< 0.05$ , then  $H_0$  is rejected, and  $H_a$  is accepted.

On the other hand, if the Sig. (2 tailed) value  $> 0.05$ , then  $H_0$  is accepted, and  $H_a$  is rejected.

The table above shows that the results of 2-Tailed are  $0.000 < 0.05$ , so it can be concluded that  $H_0$  is rejected.  $H_a$  is accepted so that it can be concluded that there is a difference between before and after treatment. The results of the SPSS paired sample T-test data processing have increased significantly.

#### Evaluation Stage

The last stage in ADDIE research is evaluation, where at this stage, there is a need for sustainability in this research so that it can develop well. Of course, we know that in every research, there will be shortcomings and advantages. Of course, so that we can maximize it, evaluation is needed. We maintain the good things and then fix the bad things. This is done so that research like this can be carried out optimally, helping the learning process improve.

#### Conclusion

The results of the research on the development of animation based on Blora folklore, Arya Penangsang, to improve elementary school students writing are very feasible to use; this can be proven from the results of the validation of media experts by 92% and material experts by 91%, while to improve writing skills, there was also a significant increase from before being given treatment to after being given treatment, this can be seen from the data from the SPSS Paired Sample T-Test processing of  $< .000$  which means less than  $< .005$ , this proves that the data has experienced a significant increase.

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