



Innovation of Evaluation of Plating Dance Learning for High School Students Based on “Find the Match”

Putri Ajeng Wulan Julitasari¹, Agus Cahyono², Syahrul Syah Sinaga³, Wahyu Lestari⁴

Magister Pendidikan Seni, Pascasarjana Universitas Negeri Semarang

Email: Wulanajeng2313@students.unnes.ac.id * aguscahyono@mail.unnes.ac.id sinaga@mail.unnes.ac.id
wahyupyarlestari@mail.unnes.ac.id

Abstract

Evaluation innovation in art learning using digital media is very necessary. In the era of digitalization development, teachers must have skills in designing and using innovative learning media to attract students' interest. Through evaluating learning innovations using the WorldWall "Find The Match" application in SMA in learning plate dance, students' creativity and interest in learning increase as well as cognitive traits. in developing students. The purpose of this study is to create an evaluation tool using the Wordwall application "Find The Match" to meet the needs of students in the digitalization era by learning plate dance. The research method uses qualitative data Research and Development (RnD) research with descriptive percentage analysis. The results of the study using the wordwall application "find the match" in learning plate dance for high school students and art and culture teachers were very effective and practical which was used in the title "West Sumatra Plate Dance". Using learning through the application makes students' interest in learning dance increase as evidenced by the excellent student response and stimulates students' cognitive development.

Keywords: *Dance Learning, Evaluation Innovation, Wordwall "Find The Match", Plate Dance.*

Abstrak

Inovasi evaluasi dalam pembelajaran seni dengan menggunakan media digital sangat diperlukan. Di era perkembangan digitalisasi pengajar harus memiliki ketrampilan dalam merancang dan menggunakan media pembelajaran yang inovasi untuk menarik minat siswa.. Melalui evaluasi inovasi pembelajaran yang menggunakan aplikasi *WorldWall "Find The Match"* di SMA dalam pembelajaran tari piring membuat kreativitas dan minat belajar siswa meningkat serta sifat kognitif pada siswa berkembang. Tujuan penelitian ini membuat alat evaluasi menggunakan aplikasi *Wordwall "Find The Match"* untuk memenuhi kebutuhan siswa di era digitalisasi dengan pembelajaran tari piring. Metode penelitian menggunakan *research kualitatif data Research and Development (RnD)* dengan deskriptif analisis persentase. Hasil penelitian penggunaan aplikasi *wordwall "find the match"* dalam pembelajaran tari piring untuk siswa SMA dan guru seni budaya berhasil sangat efektif dan praktis yang digunakan dalam judul “Tari Piring Sumatera Barat”. Dengan menggunakan pembelajaran melalui aplikasi membuat minat siswa dalam pembelajaran tari meningkat terbukti dari respon siswa yang sangat baik serta menstimulus perkembangan kognitif siswa.

Kata Kunci : Pembelajaran Tari, Inovasi Evaluasi, *Wordwall "Find The Match"*, Tari Piring

Introduction

Explanation of Law no. 20/2003 is that curriculum development and implementation is competency-based. Based on this law, the Directorate General of Higher Education, Ministry of National Education in 2006 formed a development team for the New Paradigm of Higher Arts Education. This New Paradigm is essentially a competency-based curriculum, namely, a content-based curriculum, ethnic traditional knowledge and arts that are separate from modern arts, and graduates as cultural heirs (Alam & Nur Zuama, 2019. p, 2).

Our higher arts education paradigm has so far produced graduates as heirs of modern art culture from the West and heirs of ethnic art culture from each region who master art and science materials separately. And in the practice of artistic life in Indonesia, several artists have emerged who produce works of art that are a blend of ethnic traditional arts and global modern traditions. Their works are not only admired in Indonesia, but also internationally, even though there are various methods in how they combine the two artistic cultures, the results are still a significant breakthrough for the development of world art (Rapi, 2007. p, 1-2).

Improving the quality of education is one of the goals of national education, namely to make the nation's life more intelligent, as contained in paragraph IV of the 1945 Constitution. The essence of educational goals is how we strive to improve the quality of education. The quality of education is closely related to the function and role of the school as an educational institution. Talking about the problem of improving the quality of education, it cannot be separated from the Teaching and Learning Process (PBM) (Seriati et al., 2018. p, 148). The teaching and learning process is an interaction between students and teachers who have the aim of being successful in the teaching and learning process. To find out whether the teaching and learning process is successful or not, one way can be analyzed through the implementation of evaluation or assessment activities. This is made clear by (Mata et al., 2021. p, 10) that in learning that occurs at school or especially in the classroom, the teacher is the party responsible for the results. Thus, teachers

should be equipped with evaluation as knowledge that supports their duties. Namely evaluating student learning outcomes. In this case, the teacher is tasked with measuring whether students have mastered the knowledge learned by students under the teacher's guidance in accordance with the objectives formulated. In the teaching and learning process, evaluation activities have quite an important role. Evaluation aims to measure how students can receive and absorb the material that has been given during the learning process, so that teachers have a reference for improving the way they present the material. Apart from that, evaluation activities can also help in making decisions whether the implemented curriculum is in accordance with the stated objectives or not (Minda Marizana & Iriani, 2013. p, 41-42).

The evaluation characteristics of arts education compared to other fields of study/subjects cannot be the same (Rapi, 2007. p, 80). In some cases provisions can be treated the same as subjects other than arts. However, in more specific cases it cannot be equated. Likewise, in the arts, every field of art, such as fine arts, music and dance, can be the same in some ways. Or in other words, because the three fields of study are all arts fields, they can use the same measurement criteria. Meanwhile, in more specific cases, each branch of art can create or determine its own measurement criteria according to the needs of each field of study. Evaluation in the field of art can be the same in cognitive terms, but in terms of an applicable nature it must be differentiated because the medium of expression for each branch of art is different (Mahsan et al., 2022. p, 132).

Program evaluation is a process to find out whether educational goals have been realized. Meanwhile, according to Suharsimi (1995, p. 299), program evaluation is a series of activities carried out deliberately to see the level of success of the program. From the definitions above, it can be concluded that program evaluation is a process of making program decisions based on real data and information that is in accordance with the evaluation object itself and can then be used to provide recommendations for the continuation of the program (Murti & Haryanto, 2017).

Schools provide Arts and Culture subjects because they are meaningful, unique and useful to meet students' needs. By providing experiences of beauty or aesthetics and also expressing/creating through artistic activities through: "learning with art" or "learning through art" and "learning about art." Therefore, Arts and Culture is able to balance the needs of students' right and left brains. This role cannot be provided by other subjects (Miftah & Lamasitudju, 2022).

Arts and Culture subjects have 2 basic competencies, namely understanding artistic knowledge and creating works of art. The wordwall web application can be used to create learning evaluation tools for educational games such as quizzes, matching, matching, anagrams, random words, word searches, grouping, and so on. Apart from users being able to use it for online learning for daily tests and assignments, this media can also be used for online evaluation (Hikmawati et al., 2012).

Some other advantages of Wordwall are that it is free for basic options with a choice of several templates. This application provides 18 templates that can be accessed for free and users can easily change templates from one activity to another. Apart from that, games that have been created can be sent directly via WhatsApp, Google Classroom, or others via links. How to make it is very easy and playing it is also very easy and fun so students can learn while playing (Mahfud & A, 2016. p, 4).

In the research results of Mahfud and Rohmania Sapt (2016) entitled the development of a history learning evaluation instrument based on the Wordwall web application to improve the learning outcomes of class learning evaluation process. Based on the explanation above, researchers are interested in developing dance learning media entitled "Innovation in evaluating plate dance learning for high school students based on "find the match".

Method

The research method used in this research is research and development (R&D). The qualitative research method uses data validation in the field, instruments are analyzed using descriptive percentages. The instrument will be validated by the expert judgment of course instructors and also stake

holders or user teachers. Using data triangulation or source triangulation. The sample instrument was tested on 37 students and tested on 2 teachers by sharing the link.

<https://wordwall.net/resource/57677428/tari-piring-sumatera-barat>.

Results and Discussion

Innovation in Plate Dance Learning Evaluation "Find The Match" Wordwall Web Application

Information that can be used as material for using the product, in this case the product produced is a word wall web-based learning evaluation instrument. This information collection takes the form of needs analysis and curriculum analysis. The needs analysis of this wordwall-based evaluation instrument was carried out using a needs analysis questionnaire involving teachers and students. The result of the analysis of teacher and student needs is that they require an interesting and fun evaluation instrument. Meanwhile, the curriculum analysis was obtained from the results of observations, namely using the 2013 curriculum and the syllabus and lesson plans were adjusted to the curriculum.

Next is Design. The aim of this stage is to design the product to be developed. The development of an evaluation instrument based on a wordwall web application displays IT-based questions and the type of design used is a quiz type. What is needed in this development is a stable internet connection. The appearance of the website has been determined by the website wordwall, so researchers do not need to make an initial design of the website. Researchers can set themes, time, randomization of questions, and also leaderboards for questions.

The next stage that researchers carried out was Develop. The aim of this stage is to produce a revised evaluation instrument based on input from material experts, design experts and teachers. From the material expert validation test, a score of 100% was obtained in the very good category and no revision was needed. The design expert's assessment was 98% in the very good category and did not need revision. Validation by art teachers is 90% in the very good category and does not need revision. However, revisions are still carried out if there are

input or suggestions to get better results. From the validation assessment, it can be concluded that the expert assessment is appropriate and the research can be carried out to the next stage.

The following are the results of high school students' trials using the "Find The Match" web wordwall.

Figure 1. Screen Shot Results of the Plate Dance Learning Trial Using the "Find The Match" web wordwall

Rank	Name	Score	Time
1st	ALVIN GIOVANNI	10	02:27
2nd	ALVIN GIOVANNI	10	02:27
3rd	ALVIN GIOVANNI	10	02:27
4th	ALVIN GIOVANNI	10	02:27
5th	ALVIN GIOVANNI	10	02:27
6th	ALVIN GIOVANNI	10	02:27
7th	ALVIN GIOVANNI	10	02:27
8th	ALVIN GIOVANNI	10	02:27
9th	ALVIN GIOVANNI	10	02:27
10th	ALVIN GIOVANNI	10	02:27

Sumber: Dokumentasi Peneliti (15 Juni 2023)

Figure 2. Screen Shot Results of the Plate Dance Learning Trial using the "Find The Match" web wordwall.

Rank	Name	Score	Time
1st	ALVIN GIOVANNI	10	02:27
2nd	ALVIN GIOVANNI	10	02:27
3rd	ALVIN GIOVANNI	10	02:27
4th	ALVIN GIOVANNI	10	02:27
5th	ALVIN GIOVANNI	10	02:27
6th	ALVIN GIOVANNI	10	02:27
7th	ALVIN GIOVANNI	10	02:27
8th	ALVIN GIOVANNI	10	02:27
9th	ALVIN GIOVANNI	10	02:27
10th	ALVIN GIOVANNI	10	02:27

Sumber: Dokumentasi Peneliti (15 Juni 2023)

An evaluation innovation instrument based on the wordwall web application "find the match" for high school students and teachers can be developed well and obtain very satisfying results. In this way, the innovation evaluation instrument based on the wordwall web application "find the match" was declared successful in improving students' abilities in plate dance knowledge and increasing students' interest in learning dance.

Use of the Wordwall Web Application "Find The Match" in Piring Dance Learning

The innovation evaluation instrument used has a positive effect on the cognitive learning outcomes of high school students, which is proven by a very good response with a score of 98% (very good) and an increase in student learning outcomes in dance learning. The following are several views of the "find the match" wordwall web application and

examples of questions worked on by students and teachers.

Figure 3. Initial display of the "find the match" wordwall application when students are just starting to work.



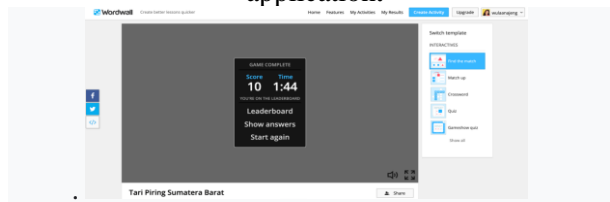
Sumber: Dokumentasi Peneliti (15 Juni 2023)

Figure 4. Display of the "find the match" wordwall application when students have started or clicked "Start". And here is an example of a question regarding learning plate dance.



Sumber: Dokumentasi Peneliti (15 Juni 2023)

Figure 5. Display of the wordwall application "find the match" when students have finished working on the questions in the wordwall application.



Conclusion

Based on the research results, it can be concluded that the use of the wordwall application "find the match" in teaching plate dance for high school students and arts and culture teachers has been very effective and practical, which is used in the title "West Sumatra Plate Dance". By using learning through applications, students' interest in learning dance increases as evidenced by the very good student responses and stimulates students' cognitive development.

Suggestions for further research are more varied in the use of the wordwall web application in creating educational quizzes and games in other subjects and applied in learning. Suggestions for schools to encourage online tools and infrastructure so that teachers can fulfill online learning well

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