DEVELOPING AN ANDROID APPLICATION BILINGUAL FOLKLORE OF PROBOLINGO REGENCY

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ABSTRACT

In today's world, despite advancements in technology providing widespread access to information, folklore faces endangerment due to urbanization and modernization. Younger generations are increasingly forgetting or disregarding folktales. Preliminary research indicated that an Android application could be an effective tool to introduce and preserve Probolinggo's folklore. This research utilized the ADDIE model (Analysis, Design, Development, Implementation, and Evaluation) for product development. Data were collected through observations, interviews, and questionnaires, with feedback from the Head of the Culture Department and the public. The study successfully developed a bilingual folklore application, which received a positive average score of 4.25 out of 5. The application is now ready for public use and can be utilized by the Department of Education and Culture of Probolinggo Regency (Dikdaya) to digitally promote local tourism.

Keywords: Android, Bilingual, Culture, Folklore

INTRODUCTION

East Java is famous for its rich cultural heritage, with folklore being a prominent aspect of this living tradition. Folklore in the region encompasses a diverse range of myths, legends, and traditional stories that have been passed down from generation to generation, reflecting the values, beliefs, and historical experiences of its people. These narratives are often brought to life through various cultural practices such as traditional dances, music, and rituals, which help preserve and spread East Java's cultural knowledge. However, as the world rapidly modernizes, the preservation of such folklore faces significant challenges.

In this era of rapid technological advancement, folklore is endangered due to urbanization, modernization, and social change. Over time, the younger generation tends to forget or ignore these

folklores, contributing to their decline. Today's technology, such as smartphones and applications, provides widespread access to information and communication, creating new opportunities for innovation. However, according to Mendoza et al. (2023), these technological advancements, while beneficial, also pose a significant threat to the sustainability of traditional cultural narratives, especially in regions like Probolinggo.

Probolinggo Regency is one of the regions in East Java that has a wealth of folklore. According to website East Java, some Probolinggo folktales are quite famous among the local community, such as the legend of Mount Bromo. However, there are still many folktales that are not widely known by the people of Probolinggo Regency. With its characteristic background, Probolinggo folktales include mountain, sea, and local wisdom themes. Many areas rich in folklore have not been explored, so these interesting stories are not widely known. Recognizing the importance of preserving and sharing these stories, efforts have been made to find innovative ways to keep them alive.

Recognizing this gap, the researcher conducted preliminary research by having a discussion via WhatsApp with Mr. Babun Handoko, Head of the Cultural Sub-division in Probolinggo. The results of the discussion confirmed that providing an Android application could be a potential solution to introduce Probolinggo folklore. An Android-based folklore application has an attractive appearance and can be accessed by all groups, both those who have visited Probolinggo Regency and those who have not. This initiative aims to raise awareness of Probolinggo Regency among local and foreign visitors, especially the younger generation, and it represents a modern approach to cultural preservation.

LITERATURE REVIEW
Folklore

Folklore includes the stories, myths, and history passed down within a culture through generations, as described by Kittila (2020). In some types of folklore, the meaning is embedded in how the stories are told and performed to an audience that expects them. Folklore develops naturally among people and often doesn't have a known author. It's seen as the cultural heritage of a specific region.

Bascom (1965) categorized folklore into three types: myths, legends, and folktales. Folklore helps communities recognize and preserve their cultural values. It also helps children and teenagers understand their society's history positively and give people social skills for interacting in daily life, as noted by Kanzunnudin, (2017). While, according to the LibGuides website, folklore refers to the traditional beliefs, stories, customs, and legends that are passed down orally through generations divided into fairy tales, legends, myths, tall tales, and fables.

Criteria of Good Application

To ensure an application meets standards for excellence, several criteria must be considered, as outlined by Sapto (2024):
1. Easy Installation and Updates

Users prefer applications that simplify tasks. They tend to avoid complex installations or apps that request excessive personal data. User-friendly applications available on platforms like Google Play Store are easy to install and update with just a single click.

2. Attractive Appearance

A user-friendly app features a design that is both simple and appealing. Choosing appropriate colors and designs enhances user comfort and engagement. Avoiding overly contrasting color combinations is advisable. Icons and fonts should be well-matched, and button sizes should be comfortable for users' eyes.

3. Clear Functionality and Interface

Users appreciate apps where functions are easy to understand. Clear feature displays immediately communicate the purpose of each command. Simplicity in feature presentation enhances user comfort, especially when considering diverse user demographics such as elderly users who may require larger font sizes.

4. Efficient Navigation

Simplified navigation is crucial for user satisfaction. Apps with intuitive icons and tools help users easily navigate from the main page to desired features. Complicated or hidden features should be avoided to enhance usability.

5. Consistency

Maintaining consistency across the app is key to retaining user loyalty. Elements such as writing style, colors, application components, and button navigation should follow a cohesive design. Avoiding unfamiliar terms that might confuse users further enhances usability.

Previous research

In recent years, several researchers have explored the development of Android applications aimed at promoting local folklore, each employing distinct methodologies and strategies.

Khasanah, Priyanto, & Verry (2020) focused on creating interactive Indonesian children's folklore application incorporating images, animations, narration, conversations, and puzzle games using Unity and C#. They followed the ADDIE method, emphasizing character education through storytelling.

Ismail (2018) designed the Android-based "*Aplikasi Multimedia Dongeng Nusantara*" using UML and Adobe Flash CS6, catering to kindergarten students with folklore stories presented via images, text, and sound

METHODOLOGY

Research design is an important foundation that guides a researcher in determining the most appropriate research method to use. In this research, the researcher used the Design and Development Research (DDR) method, with the research title "Developing an Android Bilingual Folklore of Probolinggo Regency". According to Richey & Klein (2014), this research methodology involves a complex process that includes analysis, design, development, implementation, and evaluation. This approach is generally used to achieve higher-quality research results. In this

research project, the goal is to develop an "Android Bilingual Folklore of Probolinggo Regency" as a promotional tool to encourage potential tourist to visit Probolinggo. The focus is on redesigning Probolinggo folktales in a modern style and making them accessible to the public, especially Generation Z, through an Android application. The research procedure by Richey and Klein (2014) is illustrated below:
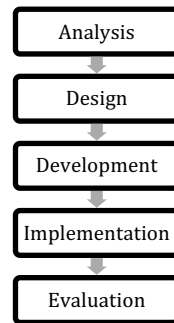

Figure 1 ADDIE method

DEVELOPMENT RESULT AND DISCUSSION

This research developed a bilingual Android application featuring folklore from Probolinggo Regency. The process followed Richey and Klein's (2014) five-step model: analysis, design, development, implementation, and evaluation.

During analysis, information was gathered from the head of culture at the Department of Education and Culture, supplemented by a questionnaire to assess needs. In the design phase, Indonesian and English were chosen as the languages, with texts, images, and audio included, specifically for Android devices.

In development, the stories were paraphrased, translated, and illustrated using Playgound.ai. Recordings were made in both languages, and text and audio files were integrated into Reading App Builder. Two experts validated the final product.

During implementation, 45 respondents provided feedback through a field-testing questionnaire. In the evaluation, 61.63% of respondents found the text clear, and 55.56% were satisfied with the app. Improvements were made based on the feedback.

CONCLUSION

Utilizing the ADDIE framework by Richey & Klein (2014), this research successfully developed and launched a bilingual folklore app for Probolinggo Regency. Compatible with Android Lollipop (5.0) and higher, the app features animated illustrations and audio recordings, and accessible offline. Positive feedback was received during field testing. According to a questionnaire completed by 45 respondents both local and abroad, 61.63% found the text to be very clear, and 55.56% were satisfied with the app. Overall, the app was well-received, meeting the established criteria for readability and user satisfaction. Access the App here: https://bit.ly/Probolinggofolklore_2024_RizkyAulia.

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