

# Preservation of Indonesian Folklores Through Digital Database

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**Abstract**— Folklore is part of the Indonesian culture that grows and develops in line with the social life of the society. In the past, folklore was created and disseminated for various purposes such as the media giving advice, instilling noble values of the nation, and as media to spread religion. Indonesian people's penchant for telling a story made folklore very popular at that time. But over time and the rapid development of information technology resulted in folktales being abandoned by society. Changes in socio-economic life caused by the penetration of information technology indirectly change the pattern of social interaction in society. People interact more often through social media than by speaking directly. It causes the opportunity to tell stories less and over time disappears. The purpose of this study is to recommend solutions for preserving Indonesian folklore. This study uses qualitative methods with literature studies from various sources. The approach used in this study is deductive. The results of this study are recommendations for making digital databases in the form of text, audio, and videos of various folktales in Indonesia.

**Keywords**—: preservation, Indonesian folklores, digital database

## I. INTRODUCTION

Culture is the identity of a nation. Culture can also be an indicator of the progress of a nation. China, Japan, and South Korea are some countries that can develop their culture abroad. From an economic perspective, these countries are also categorized as developed countries. This is in line with [1] who said that a developed nation is a nation that wants to be open to modernity while still holding fast to its own culture.

Indonesia's inability to protect itself from the invasion of foreign cultures has resulted in the loss of Indonesia's native culture. One of them is the disappearance of folklore in various regions. [2] suggested that folklore belonging to a group of traditional arts in Indonesia is indeed going into an extinction phase. The average is caused by public indifference and displaced by modern art.

Folklore filled with moral values and local wisdom can be a means of communication to teach the values of life to children. According to [3], folklore is one part of a story that is defined as a narrative form of the story that is spread orally, inherited from generation to generation in communities that have traditionally been supportive.

Based on the description above, the authors feel the importance of efforts to preserve folklore. One effort is through the literacy movement in increasing reading interest among young people and children, in particular, can be done through reading stories or storytelling activities. Storytelling activities can be an alternative to revive the speech culture that has been embedded in Indonesian culture. Through interactions that occur between parents and children in storytelling activities, the wise messages of parents are channeled, [4]

In addition, it is also necessary to digitize folklore into a more interactive and adaptive container with the times. [5] points that folktales, myths, and legends need to be preserved in this digital age to avoid extinction as an impact of globalization and commercial entertainment. The necessity of folktale preservation does not only pertain to the sustainability of culture and heritage but it goes beyond.

[6] multimedia technology can give a big impression in the fields of communication and education because it can integrate text, graphics, animation, audio, and video. Multimedia can provide easy feedback, between the supervisor and the mentored. By the characteristics of school children who like to learn while playing, interactive digital books display reading that has more visuals and can be played. Therefore, the authors of this study propose a mobile-based application that contains various folklore in Indonesia.

## II. METHOD

Referring to the research focus and final product, this research can be categorized as development research. The basis of the selection of this research design is: (a) product development is an academic activity that requires theoretical studies and concrete actions in the field, both before development and during model experimentation, (b) in designing this product, researchers must base it on a series of gradual concrete actions, both in the laboratory and in the field, so that research and development designs are appropriate to use. This is done to produce a product that can preserve Indonesian culture through digitizing folktales that develop in Indonesian society. The proposed information media can provide educational value to Indonesian children through folktales that are conditional on moral values. The

products produced in this study can also preserve Indonesian folklore from extinction and avoid cultural identity crises among the younger generation, especially children.

All stages in this research can be described as follows: (a) literature study (bibliography research), to find philosophical and theories regarding product development and implementation of web-based folklore and mobile application models, (b) development of web-based folklore prototypes and mobile applications, (c) verify and validate the products produced.

### III. RESULTS AND DISCUSSION

#### A. Overview of The Application

The Android-based Indonesian Folklore application is an application built to help the entire community in finding information about Indonesian Folklore that can be accessed via a smartphone. This application will display a list of stories, detailed stories, and users can share (share) via social media such as Facebook, Twitter, Path, Instagram, etc.

An application that is built consists of one user, namely the visitor Activities that can be carried out by visitors in this application is viewing stories, viewing photo galleries available on the application, and sharing story information (sharing) through social media.

#### B. Application Design

In building an application a design is needed to provide a clearer picture of user needs and to draw a clear design that is used as a guide in application development. The design of the Indonesian Folklore application is illustrated by the use case diagram as shown in the following Figure 1.

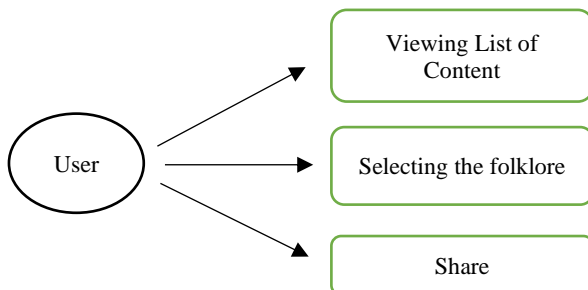


Figure 1. Use case diagram

#### C. Database Design

Database design is an important basic part of the development of this Indonesian Folk Story application. Database design aims to store stored data from applications that have been managed. Some tables are used as databases in the development of this application, namely: category table, story table, Following is the database design of the Indonesian Folk Story application.

- Category table

Table category is used for storing the category data stories that the story has. Table categories in related systems with story tables. The following is a design from the category table.

Table 1. Admin Table

No.	Field Name	Data Type	Status
1.	<u>Story_id</u>	Integer (11)	Primary Key
2.	Category_id	Integer (11)	Foreign Key
3.	Title	Varchar (255)	
4.	Content	text	
5.	Location	Varchar (200)	
6.	Date	Date	
7.	Photo	Varchar (255)	

- Story Table

Story tables are used to save the story to publish at the beginning of the application page. The following is a design from the story table.

Table 2. Story Tables

No.	Field Name	Data Type	Status
1.	<u>Category_id</u>	Integer (11)	Primary Key
2.	Name	Varchar (100)	

#### D. Interface Design

Interface design the application of Indonesian Folklore has 3 types of interfaces, namely the design of the story list page interface, the story detail page, and the story sharing page. The following is a page interface design in the application of Indonesian Folklore.

- Viewing List of Stories

Page interface design

Seeing the list of stories has several important views, namely the story title, category, and picture of the story. The following is a display of the design interface looking at the list of stories.

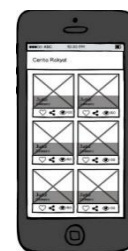


Figure 2. Design of Pages Viewing List of Stories

- See Story Details

The design of the page interface looks at the details of the story has several important views, namely images and descriptions of the story. In addition, there is a share button that functions to share story information through the media social. The following is a display of the design interface looking at the details of the story.



Figure 3. Design of Pages Viewing Detail of Story

- Share a story

Users can share information stories through social media. The following is a display of the story-sharing interface design.



Figure 4. Design of a Share Story Page

### E. Implementation

After drafting the application, then implement the draft. The following is a display of the implementation of the application design for Indonesian Folklore.

- Viewing List of Stories

Implementation of the design page interface sees the list of stories can be seen in the following picture.

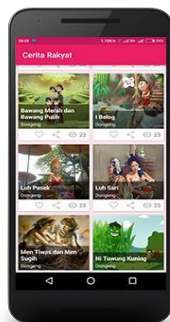


Figure 5. Implementation of Pages Viewing List of Stories

- View Story Details

The implementation of the page interface design looks at the story details can be seen in the following picture.



Figure 6. Implementation of Pages Viewing Story Details

- Share a story

Implementation of the page interface design share stories can be seen in the following figure.



Figure 7. Implementation of Share Story Pages

Various features contained in the design of this application are intended to provide comfort and will ultimately foster interest in reading in children. The features we present are designed as simple as possible so that readers can focus on the content of the story. In addition, we also understand that in the digital age now everyone is connected through social media. Therefore, we present the story-sharing feature to social media so that more people contribute and enliven the reading in the application.

The design of this application is the initial stage of the process of digitizing folklore in Indonesia. The next stage is socialization and absorbing responses from users for improvement in the future.

## IV. CONCLUSION

This study aims to: (1) explore folklore that develops in Indonesian society so that it can be widely introduced; (2) Preserving Indonesian culture through digitizing folklore, (3) Providing educational value to Indonesian children through folktales that are conditional on moral values; (4) Introducing Indonesian folklore to Indonesian children; and (5) avoid folklore in Indonesia from extinction. This system was developed based on the web and mobile to make it easier for

users to access the digitalization system of folklore. Folk stories in this study are divided into 4 categories, namely: myths, religious legends, local legends, and fairy tales.

This application is designed in addition to presenting various folklore via the mobile screen. In addition, we also want readers to get information from areas where this folklore originated and other information. The aim is to foster a love of national culture.

This application has features including, story categories, titles, supporting images, folklore narratives, locations, and shares.

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