

Final Project on Artwork Creation for Master's Program Students

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ABSTRACT

Keywords:

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Developmental research in the Master's program in Arts and Culture Education has unique characteristics. The format of this developmental research differs from that typically used in other master's programs. While other programs typically employ the Four Ds, ADDIE Model, or other approaches, the Master's program in Arts and Culture Education utilizes an intersection of artistic creation methods developed in master's programs in fine arts. This phenomenon can sometimes be confusing for students, who must determine the direction and writing style of their projects. This research is art development research using the approach of creating musical works by Pande Made Sukerta. This approach is used because this research produces a new product in the form of the creation of works of art and an analysis of the response and response of the surrounding community regarding the development carried out to produce authentic data related to the success of this research process, it is hoped that it will be able to provide benefits to the wider community. Along with this stipulation, master's programs, especially in the Cultural Arts Education study program, are allowed to have a final project, not necessarily in the form of a thesis. Actually, the final project that has been made by master's students in Cultural Arts Education has varied, some take a thesis as their final project, but there are also those who take work in this case to make works for educational purposes, for example composing songs for children, making dances, then continuing with making video tutorials, etc.

INTRODUCTION

The S-2 Cultural Arts Education Study Program is one of the master's study programs in the Faculty of Languages and Arts. This study program was established in 2009, now it has graduated many graduates who work as lecturers, teachers and various other professions. The formulation of the scientific vision of the Arts and Culture Education Program is as follows. "To become a Superior Master of Arts Education Study Program Based on Nusantara Culture that prioritizes quality, innovation and strong in science" (Drafting Team, 2022).

Clarity of Scientific Vision

- a) The S-2 Cultural Arts Education Study Program is very clear that it will make the Master's level study program (Strata Two) in accordance with level 8 in KKNi which excels in art education based on the cultural arts of the archipelago,
- b) To develop a superior master's study program, the study program clearly prioritizes the quality of art education based on archipelago cultural values
- c) The study program has clarity by prioritizing the development of educational innovation, which means that it is committed in terms of educational innovation to solve problems in the field of education through research, producing innovative works that are tested by upholding human values and character.

The Study Program is very clearly firmly held in the scientific field of art education as an ontological fact, which is epistemologically developed through innovative research approaches, and axiologically has a basis of human values derived from art.

Development research in the S-2 Cultural Arts Education study program has special characteristics. The form of development research is different from the development research that is usually used for other master's study programs. Usually, development research in other study programs uses Four D, ADDIE Model, or other development research, but in the S-2 Cultural Arts Education study program uses slices with the art creation method that develops in the master study program of fine arts. This phenomenon sometimes confuses students on how to determine the direction and writing that is developed. For this reason, the problems that exist in the S-2 Cultural Arts Education Study Program will be researched and there will be a clear direction of development research for the creation of works of art, whether works of dance, music, theater or fine arts.

Art has value as enjoyment, manifested as an experience by imagining or the existence of an image. The image or idea is poured into a process (Sedyawati, 2000). Happiness and a sense of enjoyment are obtained through the experience of each event or event experienced, which each individual feels differently, so that every work of art produced is a stepping stone to the imagination that is expected.

The new experiences gained from the artist's surroundings give birth to an interesting work of creation either as a spectacle alone or as an interconnected experience between the audience and the performer. The stage of art development based on *the ethnic* environment is contained in five descriptions, namely a) Stage 1: Remote art life in ethnic areas, b) Stage 2: The entry of external influences as foreign elements, the rise of technological development causes many external influences that affect traditional arts. c) Stage 3: Deliberate penetration of tribal boundaries, in this case the penetration of boundaries is intended so that traditional arts can survive in accordance with the current era d) Stage 4: The idea of the development of dance for the national level, meaning that it can be enjoyed by the wider community not only in the scope around the village and e) Stage 5: A new maturity marked by the search for values, in order to explore values in an art, it is very necessary to hold development, (Sedyawati, 2000).

RESEARCH METHOD

This research is art development research using the approach of creating musical works by Pande Made Sukerta. This approach is used because this research produces a new product in the form of the creation of works of art and an analysis of the response and response of the surrounding community regarding the development carried out to produce authentic data related to the success of this research process, it is hoped that it will be able to provide benefits to the wider community. The stages in this study use the theory of creation of musical works by Sukerta (2011), which include: 1) Drafting content ideas, 2) Compiling work ideas, 3) Determining the work and continuing with the creation process (studio work) which in the process uses the theory of creation from Alma Hawkins (1991), namely: 1) Exploration, 2) Improvisation, and 3) Formation.

Creation Procedure

The stages or development steps carried out in this study refer to the stages of the creation of Pande Made Sukerta's musical works. The explanation of each step used is as follows:
Compiling Content Ideas

The first stage in this development is used to determine the idea of content/idea that is used as a foothold in the manufacture of the product to be designed.

Compiling Ideas

The stage of preparing this working idea begins with an analysis process. The analysis carried out is an analysis of the extent of the skills possessed so that it affects the division of tasks and what materials and forms of performance will be used as development material. The explanation of these stages is as follows:

Analysis of art actors

The analysis of the perpetrator aims to observe the characteristics of the perpetrators including competence in mastery of matei, motivation, background of experience and the development of skills both individually and socially Thiagarajan (1974).

Task division analysis

The results of the analysis show the success of the achievement of the work material to be developed, so that it is used as a guide researcher to determine the material and division of tasks of the players according to the development materials that will be offered.

Content Design Stage

Content design is meant by the design of material that is used as development material. This stage includes: Stage of Form Planning and Determining Work. The location of the research was carried out in the S-2 Cultural Arts Education Study Program of *Faculty of Languages* Universitas Negeri Surabaya at the Lidah Wetan Campus Surabaya, namely in Building T2 2nd Floor. The data collection techniques used in this study are: 1). *Foccus Group Discussion* (FGD) 2) Documentation, 3) Recording. The explanation of each data collection technique is as follows:

Foccus Group Discussion (FGD) will be held on June 26, 2024, material: Art Creation for Master's Programs, in this study, documentation data collection techniques are also carried out, namely by utilizing archives or documents owned by the S-2 Cultural Arts Education study program, especially the thesis of students who take development research.

Recording is one of the data collection techniques that will be carried out by recording interview activities, and several other data collection activities. The recording was carried out by the research team assisted by a data collection team of two students from the S-2 Cultural Arts Education study program.

Data analysis is one of the most important stages in research. Data analysis is the process of organizing and sequencing data to obtain results that are in accordance with the needs of the research. The data analysis procedure in this study will be carried out throughout the research and carried out continuously from the beginning to the end of the research. The data analysis technique in this study is distinguished by two things, namely:

The analysis technique uses a qualitative descriptive Stages of Analysis through three stages of flow model from Miles and Huberman (1994), namely: data reduction, data presentation and conclusion drawn.

RESULTS AND DISCUSSION

Art Development

Art has value as enjoyment, manifested as an experience by imagining or the existence of an image. The image or idea is poured into a process (becoming). Happiness and a sense of enjoyment are obtained through the experience of each event or event experienced, which each individual feels differently, so that every work of art produced is a stepping stone to the imagination that is expected.

The new experiences gained from the artist's surroundings give birth to an interesting work of creation either as a spectacle alone or as an interconnected experience between the audience and the performer.

Development means that a business is contained with the aim of improving quality as needed. The traditional arts that are developed have the meaning that must be maintained. Maintaining the context according to the environmental situation, namely that art is rooted in society according to the needs of the community, also requires the attention of Sedyawati (2000).

Creativeness

Creativity is the basis of thinking in the context of the development of traditional arts, starting from stimulating the mind in starting research to the impact of the results of this research. Ideas and ideas are the beginning of the creativity process, so creativity is chosen as a supporting theory in it. The term creative for humans is interpreted as imagination, a fantasy that in its development also compromises morals or ethics (Tabrani, P., 2006). Creativity is very important to always exist and be embedded in every human being, let alone an artist. The development of the times requires the development of artists in creating to revive art, especially traditional art that is in accordance with the morals and ethics of each place.

The stages of creativity in the creative process according to Wallas, G. (1926). has four stages, namely 1) The preparation stage is the stage in investigating the problem to be solved, 2) The incubation stage is the stage of incubation of the problem for a period of time, 3) The illumination stage is the stage of irradiation by giving birth to new ideas that are used as a problem solver, and 4) The verification stage is the stage of testing or developing new ideas, so that they are actually implemented.

The existence of stages in creativity will produce the expected results according to the characteristics in it. As Campbell explains in Mirsal S., Anggawirya, A., & Oskar, D. P. (2023). Creativity is an activity that will bring results has 3 characteristics as follows, namely 1) New (*Novel*) is an innovative trait, which can be interpreted as never-before, feels fresh, interesting, strange, and surprising, 2) Useful is a trait whose results can educate, can solve problems, solve obstacles, overcome difficulties, and bring better or more results, and 3) Understanding is a result that is the same and can be understood or understood.

The research process of the creation of works of art in the S-2 Cultural Arts Education Study Program Faculty of Languages and Arts Universitas Negeri Surabaya

Permendikbudristek No. 53 of 2023 stipulates that students are required to be given final projects in various forms that are more flexible and relevant to their field of

study. Along with this stipulation, master's programs, especially in the Cultural Arts Education study program, are allowed to have a final project, not necessarily in the form of a thesis. Actually, the final project that has been made by master's students in Cultural Arts Education has varied, some take a thesis as their final project, but there are also those who take work in this case to make works for educational purposes, for example composing songs for children, making dances, then continuing with making video tutorials, etc.

With the circulation of the Regulation of the Minister of Education and Culture No. 53 of 2023, it is further emphasized that the final project of students of the Master of Arts and Cultural Education study program is allowed to work. For this reason, some time ago the study program carried out FGD activities by bringing in experts related to this matter, the intersection between the final project of karyanyan, creation and development research was tried to be solved.

The general parameters used to distinguish each level are described as follows. S-1 Level: Students only describe what they see and feel. S-2 Level: Students analyze and synthesize what is observed and found based on data S-3 Level: Students provide new findings, new theories by considering ontology, axiology, and epistemology. Theoretically, the creation of a work can be called the creation of art. One example is Pandu, a Cultural Arts Education student from Trenggalek who developed an ensemble. The artwork produced by students can be categorized into art creation, depending on the theory used, whether it is development theory or creation theory. Production works are another word for the Art Studio course. Both of them guide students to produce works to be performed. Of course, this can be used as a final thesis project because it has been classified as a final project, based on the Permendikbudristek above. Universitas Negeri Surabaya's S-2 Arts and Culture Education program has been allowed to carry out the creation of works. The S-2 level needs to accommodate friends who have a passion for creating works. At that time, research on the creation of works is always directed to the field of Education. The focus does not determine the focus of research on S-2, it needs to be studied further that the work is affirmed not only purely but also brings benefits in schools and in Community Education. It is necessary to keep track of the student's work. We need to map and formulate what form the work that has been produced by students. Further FGDs are needed in the future to answer challenges and questions.

Research by Practice has long been carried out at Semarang State University. One example of the output of Research by Practice is the Dugderan Dance by Agus Cahyono. The Dugderan Dance has been published and has become the property of Bersama, meaning that the public has the authority to create, change, or run the Dugderan Dance in accordance with the rules that have been made. The Dugderan dance at the beginning of its appearance received a lot of criticism from the public, not a few criticized that the dance did not fully represent Semarang. This was not denied by Agus Cahyono, as the creator of the Dugderan Dance because from the beginning of the appearance of the dance, there was no discourse that the dance was a representation of Semarang.

The expected output of the *Focus Group Discussion* is in the form of creation research guidelines that can be used by students. The thesis study of art education does not only focus on formal education, but can also penetrate into non-formal education such as studios and informal education, namely family education. Material objects in art

education in the formal sphere are generally learning and curriculum. The Higher Education Department had previously opened a creation scheme with considerable funds after being protested by a number of art creation researchers. However, the creation scheme did not last long because only a few researchers submitted proposals related to the creation of art, so the scheme was officially closed. The existence of the creation scheme has now been replaced by the applied scheme. The approach in the research has a wide variety of descriptions. The approach is interpreted as a discipline at UNNES. Thesis topics and student dissertations can show their interest in the study, *the research area*, and the object of research. All three must have a suitability so as to show the linearity of a research topic.

One example of the thesis title displayed is "Tanggai Dance Education Anna Kumari Version as a Cultural Expression of the Palembang Community" with the field of study of Education in the Community and the object of study, namely creative dance. It should be emphasized that it is forbidden to write the word "as" in the title of the thesis proposal. This is because the word "as" indicates that the research has been completed and conclusions can be drawn. The use of the word "as" is better when in the form of a journal or article. Art Education has a wide scope, not only limited to the scope of teaching and learning. For example, Education in Society can be studied in terms of economics, religion, and anthropology. The approach used in the art education thesis is an interdisciplinary approach. An interdisciplinary approach is to use two or more approaches to answer questions with the same problem. This approach is done by 1 person using various disciplines. Researchers are required to understand well each discipline used so that problems can be analyzed appropriately.

One example of the phenomenon conveyed by Agus Cahyono, is the lion show. The lion show turns out to be one of the sports branches that also has a community and competitions both nationally and internationally. The performance of barongsai, in addition to being a branch of sports, can also be categorized into art and a ritual so that barongsai can be studied through a scalpel of sports, art, and ritual. To make it easier for researchers to study, the lion can be positioned under a wider umbrella, namely *performance studies*. *Performance studies* are basically actions carried out to get a response from the audience.

Art and Education consist of three important pillars that are interconnected, namely aesthetic works, society (makers/connoisseurs), and actors (makers/connoisseurs). Master's and doctoral students are always faced with ontological, epistemological, and axiological considerations in the research they conduct. This is also an important concern for study program managers to determine the peculiarities of the field of study.

Based on the Regulation of the Minister of Education, Culture, Research, and Technology of the Republic of Indonesia Number 53 of 2023, students' final projects at the Applied Bachelor (D-4) and Bachelor (S-1) levels can be in the form of thesis, prototypes, projects, or other forms of final projects; At the Master's level (S-2) it can be in the form of a thesis, prototype, project, or other form of final project; and at the Doctoral level (S-3) it can be in the form of a dissertation, prototype, project, or other form of final project. The description of each of these final projects can be described

A thesis is a student's scientific work that is prepared in order to meet some of the requirements for completing studies in the Master's program (S-2). The problems studied in the thesis are focused on problems that are theoretical developmental.

Prototypes, Projects, Other Final Projects

A prototype is a model, design, or initial design made for testing the concept or process of a product that is being developed. Prototypes for the D-4 and S-1 levels are the result of theoretical application, for the S-2 level they are the result of theoretical development, while for the S-3 level they are the result of innovation.

A project is a scientific work that is prepared in order to meet some of the requirements for completing studies at the D-4, S-1, S-2, or S-3 levels as a result of observation, work practice, or application of certain knowledge that discusses a process or a problem in the field of applied science (oriented towards the application of scientific knowledge to solve practical problems and develop technology) using the rules applicable to the field of science.

Other forms of final projects referred to in this guideline include: products, evaluations and testing, policy studies, and artworks,

The Master's Program Thesis (S-2) has the following form

- a. A thesis with a quantitative approach is the proof of an idea/idea with certain survey tools, numbers, statistics, or calculations to achieve the basis of analysis ending with the drawing of conclusions from a general state to a specific state.
- b. Thesis with a qualitative approach is a test of ideas/ideas with nonnumerical methods obtained from text-based research, video, audio, interviews, and various other non-numerical data collection methods. Theses with a qualitative approach are commonly used in the humanities.
- c. A research thesis is a type of thesis that is made based on substantial research to maintain

Prototypes for D-4, S-1, S-2, and S-3 levels

Prototypes or technological design works, are scientific products of students in carrying out applications, or improvements of applied and practical science and technology in the form of design/design of products/tools/applications as part of a complex system or design/design of a product or tool with high usability for society, the business world, the industrial world, and the world of work.

A dissertation with a scientific description of the work (design specifications, product advantages, test or application results) and outlined in the form of a final project report.

Prototype Results of the development of the book Research Guide for the Creation of Works of Art master's program in Cultural Arts Universitas Negeri Surabaya

Table 1. Systematics of Writing Performing Arts (Dance)

Pure Dance Works	Educational Dance Works
Purpose: 1. Dance work; 2. Presenting beautiful works; 3. Fulfill orders; 4. Functional (ritual, entertainment, aesthetic presentation); etc.	Purpose: Education (learning dance, learning dance movements, understanding dance, etc.)
Goal: 1. Spectators/connoisseurs 2. Judge, critic (work for competition) 3. Something unreal is usually in ritual dances	Goal: 1. Limited audience (works for elementary, junior high, high school students, college students, dance studio students, etc.) 2. Dancer

- Pure dance works and educational dance works have significant differences.
- The creation research for the S-2 Arts and Culture Education is focused on educational artworks.
- Studying a work of art is included in the group of art studies while creating a work of art on the basis of art research is included in the group of art creation.
- The following is the systematics of the preparation of art creation proposals

Proposal Systematics of Art Creation Proposal

CHAPTER I Introduction	CHAPTER II The Study of Creation	CHAPTER III Method of Creation
1.1 Background 1.2 Focus of the Work 1.3 Definition of Term 1.4 Purpose 1.5 Benefit	2.1 Review of Relevant Works 2.2 Foundations of Creation	3.1 Work Approach 3.2 Design of the work 3.3 Work Process

CONCLUSION

Permendikbudristek No. 53 of 2023 stipulates that students are required to be given final projects in various forms that are more flexible and relevant to their field of study. Along with this stipulation, master’s programs, especially in the Cultural Arts Education study program, are allowed to have a final project, not necessarily in the form of a thesis. Actually, the final project that has been made by master’s students in Cultural Arts Education has varied, some take a thesis as their final project, but there are also those who take work in this case to make works for educational purposes, for example composing songs for children, making dances, then continuing with making video tutorials, etc.

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