

Sijamuwangi: A Utilization Of Virtual Treasures As A Resource For Learning History

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ABSTRACT

The purpose of this study is to know the historical heritage collection at the Blambangan Museum, Banyuwangi Regency through Sijamuwangi application media and its utilization for a history learning source. While the problems studied in this study are: (1) what items from the collection of historical heritage in the Blambangan Museum are available to be accessed by using Sijamuwangi application? (2) how to use Sijamuwangi application as a source of history learning?. The research method applied in this study is literature method where the research material/research data needed are obtained from the library source in forms of books, documents, journals, encyclopaedias, articles and other source related to this study. According to the research results, the Blambangan Museum that integrated to the Sijamuwangi application collects a large amount of historical relics which can be utilized as a source of historical learning to learn about development of the social life, government, and culture during the period of Hindu-Buddha kingdoms in Indonesia.

Keywords: Blambangan Museum, Sijamuwangi, History Learning

A. INTRODUCTION

A digital era is marked by the widespread usage of technology devices which at present are currently developing in rapid rate. From digital era development perspective, Indonesia has just reached the stage of 4.0 industrial revolution era. Achievement of the 4.0 industrial revolution in Indonesia not only be pursued in the industry sector, but also commences in the field of education (Anis et al., 2022; Purnasari & Sadewo, 2021). Education which influenced by industrial revolution 4.0 elicits a series of learning activities with a flexible pattern that is not limited by space and time (Anis & Mardiani, 2022). Therefore, educators are required to have skills in designing appropriate learning patterns in actualizing learning in the digital era, and not only that, educators must have creativity and self-reliant attitude for paving their way to enter new patterns of life the era of industrial revolution 4.0.

In the era of industrial revolution 4.0, a digital-based learning will be more entertaining without boredom. Digital-based history learning must be carried out to shift the paradigm that considers history lesson as a boring lesson (Fairuzabadi et al., 2022; Robin & Andi, 2022). Therefore, in learning history, a suitable learning media is required to attract or make students' interest higher in learning history, one of which is put in the form of an application or web that can be accessed using the internet, moreover, further explained, the use of digital media like the internet would be beneficial when it is used as a learning resource (Kusumadewi et al., 2022; Rezkia & Hastuti, 2022). Learning resource can be associated with everything that enable students gaining experience in their learning activity (Rosidi & Fitroh, 2020; Sustianingsih, 2020).

A learning resource not only present in the form of books, but it can come from anywhere and any form related to learning material. Learning resource can be objects, data, facts, ideas, people and others. In learning history, one significant learning resource is museums (Putra & Basri, 2023). Museums are places found in our surrounding environment which have profound function as a learning media (Astuti & Suryadi, 2020) and learning through museums can add insight into various scientific disciplines including history, social sciences, arts and science (Cilli et al., 2023; Herman et al., 2023; Hui et al., 2023). Visiting museums today will not be a boring experience since museums improve their quality through the use of technology to attract visitors in the current digital era (Cesário & Nisi, 2023; Enrique et al., 2020; Meng et al., 2023; Su et al., 2023). An utilization of museums as a source of learning in industrial revolution 4.0 era is highly recommended, especially when supported by a website or application to access the museums. By digital technology access

to museum, it will be very easy and seems to have no restriction for doing anything, anytime, and anywhere (Firdaus et al., 2021).

The existing problem on history lesson is this course considered unimportant by students because they are only contacting to past time through full memorizing numerous facts then make this lesson boring and uninteresting (Absor, 2020; Aslan, 2018; Asmara, 2019; Wibowo, 2016). Whereas learning history should not be boring because it aims to develop students' imaginative and critical thinking abilities (Supriatna, 2019). One solution offered to the history lesson is learning history must be attractive and able to develop students' critical thinking skills through the use of digital media. So, digital learning is a term represents various educational strategies which has been perfected and enhanced by the use of technology (Susanto et al., 2022). One example is a digital-based history lesson by utilizing the Sijamuwangi application.

Previous research findings showed learning through museums integrated with technology can motivate students, able to improve their critical thinking skill and make students easy to understand the process of learning history (Evitasaki et al., 2020; Gennadyevna, 2023; Purnamawanti, 2017). To bring an easier access for museums, a virtual tourism application for museum of West Kalimantan Province was made via the internet (Safriadi & Harianto, 2016). Moreover, the use of virtual museum tours at the Indonesian National Museum can increase the students' understanding in history lesson (Robin & Andi, 2022). Based on this evidence, it can be concluded that using a virtual museum application can improve critical thinking skill, enable students to have fun in learning history and to improve history understanding skill. Since there is no research on the use of Sijamuwangi application as a source of learning history, the author established purpose of this research for finding out the utilization of the Sijamuwangi application for learning history. The expectation result of this study is the Sijamuwangi application will facilitate the process of learning history by using the virtual museum resources.

B. RESEARCH METHOD

This research uses a library method. A literature study is a data collection technique by conducting a review study of books, literature, records, and reports which are related to the problem being solved (Rondiyah et al., 2017). A literature study carried out by examining library sources from several national or international journals such as from Google Scholar, Garuda, DOAJ, Scopus Indexers and others to obtain the research data (Amboro, 2020; Zahrah, 2023). This study put limit on its activity only to journal collection materials which

had been collected without the need to conduct field research, thus, data generated in this study constituted a series of activities related to methods of collecting library data, reading and recording also processing research materials. The obtained data taken from previous research time from the last 10 years (2013 to 2023) then later been developed and linked to current research related to the use of Sijamuwangi application as a resource of learning history.

C. RESULT AND DISCUSSION

1. Sijamuwangi: Historical Information and Blambangan Museum

Blambangan Museum is a History Museum located at A.Yani Street No.78 in Banyuwangi Regency of East Java Province. It was founded on December 25, 1977 and was inaugurated by the Governor of East Java at that time, Mr. Soenandar Prijosoedarmo. The name of Blambangan comes from the Blambangan Kingdom which once existed during the reign of Majapahit Kingdom. The Blambangan Museum is a public museum that collects various historical relics where most of which are found in Banyuwangi Regency and originate from prehistoric times to the present time. The collection presented in Blambangan Museum are divided into eight (8) types of division/pounds: a) archaeology section (primitive statues, square axes and relief bricks), b) history section (attire of Banyuwangi regent and batik clothes), c) philology section (ancient texts and ejection), d) fine art section (paju gandrung miniature and angklung instrument miniature), and e) numismatic (ancient coins and banknotes) (Mursidi, 2010).

In its development, Blambangan Museum innovates its pace by using a website called Sijamuwangi. The Sijamuwangi information system innovation was made by Banyuwangi Regency Government as a form of cultural advancement in accordance with Law Number 5 of 2017 that regulates the culture advancement, discusses various forms of cultural development innovation originating from various sectors to be published, maintained, rescued, studied and packaged into an Integrated Cultural Data Collection System (Sistem Pendataan Kebudayaan Terpadu or abbreviated as SPKT) (Sandra, 2023).

Sijamuwangi is an educational feature integrated to software that can be accessed by scanning a barcode and able to be downloaded via play store. In the Sijamuwangi application feature, each collection item is given a barcode which can be scanned to obtain complete information about the collection in the form of a photo, collection name, and description in writing and audio format (audio visual). The system not only provides information services about regional museums in Banyuwangi (Blambangan Museum), but also on the Geoparks

(Iconic tourist attraction in Banyuwangi), historical sites and remnants, as well as festival like Banyuwangi Tempo Doeloe via a barcode that can be scanned to make the requested information appeared in the form of description/explanation through text, audio and visual formats.

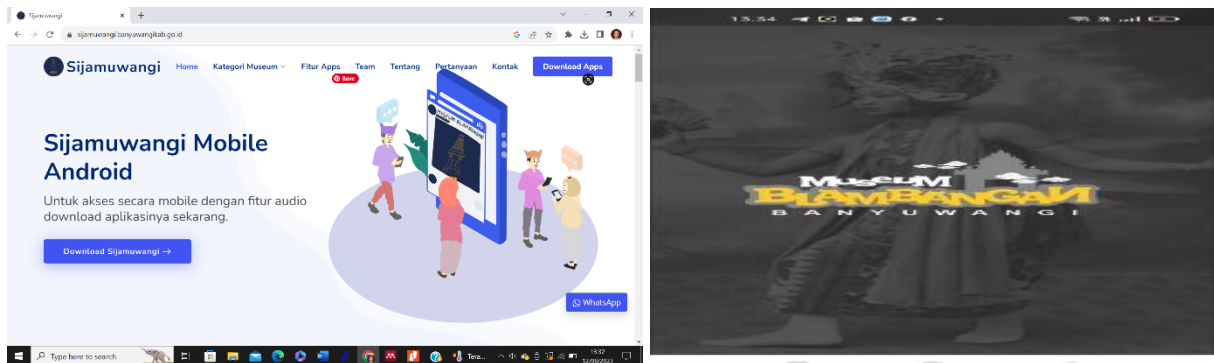


Figure 1. Display of Sijamuwangi Application

Source: Captured by the researchers at <https://sijamuwangi.banyuwangikab.go.id/museum>, 2023

There is a menu option in the Sijamuwangi application display for visiting museum directly through visit booking item option and the Sijamuwangi website. For convenience, when you wish to access the museum collection in Banyuwangi, then, you just choose the Sijamuwangi web item since this website provides several options that falls into the museum category as shown in figure 2.

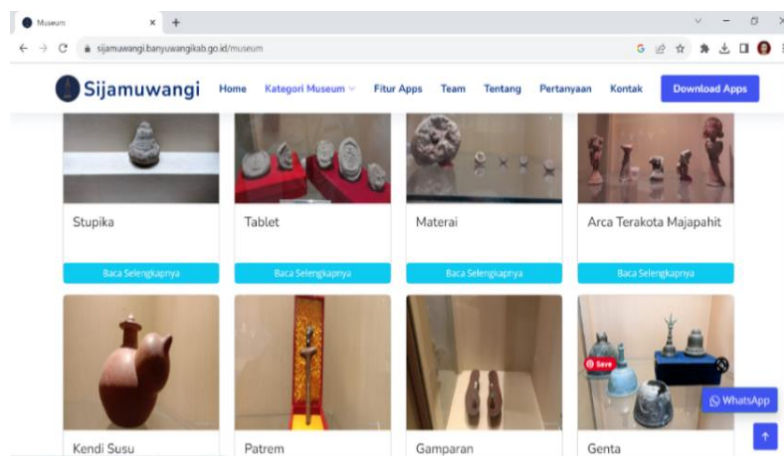


Figure 2. The Museum Collection

Source: Captured by the researchers at <https://sijamuwangi.banyuwangikab.go.id/museum>, 2023

Figure 2 is presenting not only the object displays, but also information needed about the object displayed, and this information can also be accessed through the Sijamuwangi application. Information about the historical items is provided in text and audio formats, such as the following figure as the example of information displayed in figure 3.

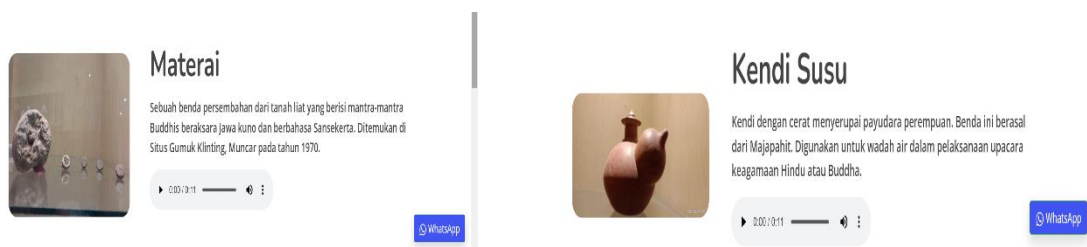


Figure 3. The Information of Museum's Historical Collection

Source: Captured by the researchers at <https://sijamuwangi.banyuwangikab.go.id/museum>, 2023

Through actual information provided about the museum collection objects, it will make the learning activity for students be easier when they have to learn about history. So far, studying history through museums is still using a direct visit method and this statement is strengthened by the report of Irani et al., (2018) in the use of tsunami museum as a learning resource which still using a visit method. Therefore, it becomes one underlying reason to integrate a technological method into learning activity in the era of Industrial Revolution 4.0.

2. Utilization of Sijamuwangi Application for History Learning

In a context of learning history, students will learn about historical event occurred in the past through relics found (Firdaus et al., 2021). Students are invited to examine the interrelationship of life experienced by themselves, society and their nation, to make them grow into young people who have historical awareness. To nurture the historical awareness within, students also get inspiration or wisdom from national hero stories also national tragedies which later can awakening their nationalism spirit. Therefore, history study subject is a crucial subject to be studied since history lesson has underlying element of forming the identity of a nation. Mr.Sukarno, the former president of Indonesia once created an expression term of “Jasmerah or *Jangan Sekali-kali Meninggalkan Sejarah*” means don't you ever, even once, forget your national history' which has elaborated meaning into 'do not let the history of a nation be forgotten because if it is forgotten then the consequences

will be fatal'. It means, in the future, history lesson must be a mandatory study subject and be accepted by all students (Wulandari & Riyadi, 2022).

In fostering the spirit of nationalism and to strengthen our national identity through learning history, it requires innovation and creativity of the history teachers. One way to achieve this requirement is using the *Sijamuwangi* application since the Blambangan Museum providing a large collection of historical value objects during the Hindu-Buddhist period that can be observed through *Sijamuwangi* application. It is very relevant in relation to learning history for Senior High School level students, Class X KD 3.6 and 4.6 regarding topic of development of social, government and cultural life during the Hindu-Buddhist kingdoms in Indonesia. In addition, there are some relics from Hindu-Buddhist kingdoms time which available in the Blambangan Museum and able to be accessed via *Sijamuwangi* application.

History learning activities in utilizing the Blambangan museum through *Sijamuwangi* application as a history learning resource must be adjusted to the basic competencies (Kompetensi Dasar or abbreviated as KD) that have been developed into indicators along with determination of the subject matter. Museums as a history learning resource adapted to the basic competencies (KD) to achieve the study purpose which has been designed by teacher in prior time is successful. To enable museum as a source of learning history can be done by installing the *Sijamuwangi* application through the play store. Students are given independent task of obtaining information about prehistoric relics in Blambangan museum by searching and collecting the data from the historical relics. Based on data obtained from *Sijamuwangi* application, students are required to make a report about their findings, then, the finished result reports from students are submitted to the teachers and then distributed randomly to be presented by students. Students must respond and participate actively in learning activities and the class ended with conclusions given by students and reinforced/enriched by the history teacher.

Randomizing the student reports to be presented by other students can foster the readiness in learning of the related students. A readiness in learning is the entire condition from an individual which makes the student ready to respond or answer in a certain way to a situation he/she poses (Napitupulu & Mutiara, 2022; Sari & Trisnawati, 2021; Suviana, 2021). So, a learner can be said 'ready' if he/she has the sufficient preparation to start learning, such as studying material to be studied or to be delivered by the teacher before the class begins.

Readiness to learn is a psychological factor that able to influence the learning outcomes (Sari & Pohan, 2023). The presence of good learning readiness makes the students enable to be actively participate in the learning activities and easy to absorb the lessons. In other words, if you have sufficient preparation/readiness of learning, you will gain focus and concentration easily in learning the studied material. Learning readiness will encourage students to be able to understand the teacher's explanation, to respond every question given by the teacher, and make learning activity becomes a necessity. Therefore, it is very important for students to have learning readiness since it can improve their learning outcomes.

D. CONCLUSION

Sijamuwangi is an application which able to be used as a historical learning resource. It contains historical information related to Blambangan museum which collects many objects in the form of photos, collection names, and descriptions in writing and audio format. The application is very relevant to be used as a media in learning history considering in the Industrial Revolution 4.0 era, learning process is inseparable to technology. Utilization of Sijamuwangi application must be adjusted to the learning material so that the learning objectives can be achieved and students feel contented in their learning activity.

The suitable material for utilizing the Sijamuwangi application is the history material at High School level, Class X KD 3.6 and 4.6 regarding the development of social, government and cultural life in ancient past during the Hindu-Buddha kingdoms in Indonesia. This topic is selected because the historical collection owned by Blambangan museum in Banyuwangi are composed of many relics dated back from the Hindu-Buddha period and through appropriate learning step by utilizing Sijamuwangi application, it can increase the students' learning readiness that later will affect their learning outcomes.

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