Application Local Wisdom of Minangkabau Culture in Interactive E-Book of Procedure Text

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ABSTRACT

The objectives of this research are: (1) interactive e-book of procedure text through audiovisual media and (2) interactive e-book of procedure text through visual media. This type of research is qualitative using descriptive method. The research procedure is preparation, implementation, and conclusion. Based on the research that has been done, the results show that (1) audiovisual media can be applied in an interactive E-Book of procedure text based on Minangkabau local wisdom, (2) visual media can be applied in an interactive E-Book of procedure text based on Minangkabau local wisdom.

Keywords: Application, Local Wisdom, E-book, Procedure Text

1. INTRODUCTION

In the current era of globalization, of course, foreign cultures will easily enter and grow and develop in Indonesia. One way to overcome this is to provide student learning resources based on local wisdom. Learning resources based on local wisdom can make local culture more attention and can re-exist in the midst of the entry of foreign cultures in the era of globalization [1]. Indonesian language lessons are very good when combined with local wisdom [2]. One of the Indonesian language lessons is procedure text. One of the texts that is of great concern in the 2013 curriculum is procedure text [3]. Procedure text is a text that contains stages or steps that must be taken in order to get the final goal [4]. Complex procedures are steps or stages that must be taken to achieve goals [5]. For that learning procedure text is very important [6].

To assist students in understanding the procedure text, an interesting learning resource is needed for students. According to the Association for Educational Communications and Technology, learning resources are anything or resources that can be utilized by teachers, either separately or in combination, for the benefit of teaching and learning with the aim of increasing the effectiveness and efficiency of learning objectives [7]. Learning resources can be used by students in the learning process to obtain information and knowledge [8]. Learning resources can be in the form of print or electronic. This is in accordance with Permendikbud number 65 of 2013 which states the types of learning resources that can be used in learning include print media such as books, magazines, articles and currently developing various modern electronic media [9].

Rapid technological advances and an increasingly modern word make students tend to like learning to use electronic media. Educators must always develop their understanding and skills in designing interesting learning, one of which is electronic teaching materials [10]. One sat u media electronic which can be used as a source of learning for students is E-Book [11]. E-Books are books in electronic format containing information in the form of text, images, videos and animations [12]. In general, recently E-Book that was developed in the world of education combines elements of sound and motion in the presentation of the material, thus making it attractive and easy for learners in considering the concept of material submitted by educators to utilize the E-Book [13]. Interactive E-Book can be used as a learning resource for students to increase student motivation and provide a better learning outcomes [14]. Many Studies have stated that the use of interactive e-books is very helpful for students and teachers in the teaching and learning process. E-book can save save paper usage so they are more enviromentally friendly[15]. Interactive e-book help develop concepts more realistically[16]. Interactive e-book are quite effective in growing students’ critical thinking skills[17]. Interactive E-Book
there are content include content, images, audio and video that can support the students in learning [18]. The use of E-Book can interactively allows students and teachers in implementation of learning [19], with interactive features, students and teachers can directly interact in the E-Book. For this reason, researchers want to apply local wisdom of Minangkabau culture in an interactive E-Book of procedure text.

Based on the background described above, the formulation of the problem in this paper is “how the application local wisdom of Minangkabau culture in an interactive E-Book of the procedure text through audiovisual media? And how the application local wisdom of Minangkabau culture in an interactive E-Book of the procedure text through visual media?”

2. METHOD

This type of research is qualitative using descriptive method. This method is used in accordance with the purpose yaitu state of the object under study reported in accordance with what a danya, which describe the E-Book I nterakti f text of procedures through the media au diovisual and visual media. The instrument in this research is the human instrument. Researchers become the main data collection tool as well as analyze the data that has been collected. The research procedure is in the form of preparation for looking for references, implementation is analyzing archives, and the completion stage is conclusion. The sources and data in this study are Minangkabau culture local wisdom in the interactive E-Book of procedure text through audiovisual and visual media.

3. DISCUSSION

3.1. Local Wisdom

Globalization with modernization has actually eroded and even killed the values of local wisdom of a region [20]. One way to overcome this is by applying local wisdom in student learning resources. Local wisdom is all forms of wisdom based on local values that are maintained for a long period of time (from generation to generation) by a group of people who are in a certain area where they live [21]. So, local wisdom is something that has been embedded since ancient times in a certain area which is the root of hereditary culture for the people of that area.

Local wisdom is a product of past cultures that should be kept menerut hold onto life [22]. Local culture has a very close relationship with the community in an environment with all natural conditions in the environment [23]. In addition, local wisdom can develop student character, help students have a wise and wise attitude in viewing local wisdom possessed by their region, as part of developing character education as a provision in social life [24]. Character education and national culture need to be developed based on local wisdom [25].

3.2. Interactive E-Book

E-Book is a book that contains information in the form of text and images in electronic form [26]. E-Book is an electronic book developed from traditional books by using digital features that help readers. The digital features are in the form of video, animation and sound [27].

The E-Book is a digital version of a book that consist of a collection of paper containing text or images. E-Book it easier for people especially students read hundreds of pages of reading material provided in one file, at anytime and anywhere as E-Book can be accessed via mobile device or laptops [28].

As the development of technology there is also the development of E-Book be interactive or also known as E-Book interactive by using interactive multimedia. Multimedia is designed to provide feedback by displaying learning outcomes. Similar to interactive multimedia, interactive e-book media is combination of several media controlled by a computer to convey material.

In this interactive E-Book, there is a collaboration between the material text and various media, both visual media and audiovisual media. Using interactive E-Book this will make to student-centered learning, so that students can understand the content displayed better.

3.3. Application of Local Wisdom in Procedure Text

Procedure text is a text that contains goals and systematic steps in order to achieve something desired. The structure of the procedure text consists of five, namely the title, purpose, tools or materials, steps or methods of making, and closing [29]. The application of local wisdom in procedure texts is presented by including examples of procedure texts related to the students’ daily environment. Local wisdom is presented through visual and audiovisual media.
3.3.1 Local Wisdom Procedure Text through Audiovisual Media

The application of local wisdom in interactive e-book text procedure can be applied through the audiovisual media. Audiovisual media are divided into two types, namely silent and motion audiovisual. First, still audiovisuals are media that display sound and still images, such as sound frame films, soundtrack films, and sound prints. Second, motion audiovisuals are media that can display elements of sound and moving images, such as sound films and video cassettes [30].

Local wisdom in procedural texts through audiovisual media is presented by showing videos that are close to students' daily lives, such as how to make "Kopi Hitam Angek", Padang specialty Sarabi, adaptation of new habits for market traders, how to make "Aia Aka typical Padang", "preservation of Padang culture", how to make "Aia Sampayang is typical of Padang, West Sumatra".

Here is a picture list of the names of the video based on local wisdom in interactive procedure text through audiovisual media.

![Figure 1](image1.png)

**Figure 1** Videos Based on Local Wisdom in Interactive Procedure Text through Audiovisual Media

The application of local wisdom of Minangkabau culture in this interactive e-book is adapted to the Basic Competence contained in the procedure text.

3.3.1.1 How to Make Angek Black Coffee

How to make "Kopi Hitam Angek" to fulfil Basic Competence 3.1, namely constructing information in the form of general statements and stages in procedure text. These competencies have indicators of achievement: (1) finding information in the form of general questions contained in the procedure text and (2) observing the stages or steps contained in the procedure text. The following is a picture of the application of local wisdom of Minangkabau culture in E-Book 1 interactively through audiovisual media based on basic competence 3.1

![Figure 2](image2.png)

**Figure 2** The Application of Local Wisdom of Minangkabau Culture in E-Book 1 interactively through audiovisual media based on basic competence 3.1

In Basic Competence 3.1 learning, students are asked to show general statements in an activity by observing audiovisual media in the form of videos. The video contains the steps in carrying out the activity. The activity is making “Kopi Hitam Angek”. After the students watched the video, the students were asked to answer the questions given regarding the audiovisual media provided. These problems can be answered directly by students in the Interactive e-book of teh procedure text. The wisdom shown in video 1.1 is Kopi Hitam Angek typical of West Sumatra.
3.3.1.2. How to Make Aia Aka

How to make "Aia Aka" to fulfill Basic Competence 4.1, namely to design general statements and stages in procedure texts with proper organization orally and in writing. These competencies have indicators of achievement: (1) determining a statement or topic to make a procedure text and (2) arranging the stages or steps for making a procedure text. The following is a picture of the application of local wisdom of Minangkabau in interactive E-Book through audiovisual media based on Basic Competence 4.1

Video 1.4 is the typical drink of West Sumatra, namely Aia Aka

3.3.1.3 Preservation of Padang Culture

“Padang Cultural Conservation” to fulfill Basic Competence 3.2, namely analyzing the structure and language of the procedure text. These competencies have achievement indicators: (1) examine the structure of the procedure text and (2) determine the language of the procedure text. The following is a picture of the application of local wisdom of Minangkabau culture in an interactive E-Book through audiovisual media based on Basic Competence 3.2

Video 1.5 shows the natural beauty of Minangkabau filled with voices that provide a way to preserve Padang culture. The local wisdom conveyed in
the video is the natural beauty of Minangkabau and how to preserve Minangkabau culture

3.3.1.4 How to make Aia Sampayang Typical Padang West Sumatra

How to create a "Aia Sampayang" to meet the

4.2 Basic competence develop procedures by looking at the text on the analysis of the content, its structure and language. These competencies have indicators of achievement: (1) writing text of the procedure having regard to the results of an analysis of the content and (2) writing text of the procedure having regard to the structure and linguistic. The following is a picture of the application of local wisdom of Minangkabau culture in an interactive E-Book through based on Basic Competence 4.2

![Figure 5 The Application Of Local Wisdom Of Minangkabau Culture In An Interactive E-Book Through Based on Basic Competence 4.2](image1)

The local wisdom shown in video 1.6 is a typical drink from West Sumatra. The typical drink is Aia Sampayang, typical of Padang, West Sumatra, which has a variety of benefits.

3.3.2. Local Wisdom Procedure Text through Visual Media

In addition to using audiovisual media, the application of local wisdom can also be done using visual media. Using visual media in the learning process will support students' ability to come up with ideas, ideas, feelings, and be able to express their ideas in written form.

Of course, the students' ability to describe the visual media that is displayed is based on what they have seen. If you only display pictures without the students having seen them, the students will have difficulty expressing their ideas. For this reason, visual media is displayed using local wisdom so that students can easily understand learning. We can see the application of local wisdom media in the interactive E-Book Procedure.

This e-book uses visual media with local wisdom with the aim of making it easier for students to understand the material provided and to preserve local culture.

![Figure 6 List of Picture in E-Book](image2)
The application of visual media with local wisdom of Minangkabau culture in an interactive E-Book adapted to the Basic Competence contained in the procedure text.

3.3.2.1. Mie Abuih Padeh

How to create a “Mie Abuih Padeh” to fulfill basic competence 4.1, name designing general statements and stages in procedure text with proper organization orally and in writing. This competency has Achievement Indicators: (1) determining a statement or topic to make a procedure text and (2) arranging the stages or steps for making a procedure text. The following is a picture of the application of local wisdom of Minangkabau culture in an interactive E-Book to “How to Make Mie Abuih Padeh”

![Image of Mie Abuih Padeh]

In Basic Competence 4.1 students are asked to collect general questions and stages by first observing examples in making mie abuih padeh. The example is accompanied by a picture of mie abuih and the steps in making it. After observing the example students were asked to work on the problems given in the e-book. Students can directly answer problems directly in the e-book.

Local wisdom in interactive e-book procedure text through visual media is applied in the form of images. In Figure 7 there is a display of mie abuih padeh and the stages in making it. Mie abuih itself does not come from West Sumatra, but mie abuih is an instant noodle that is already well-known in Indonesian society, but in making mie abuih each region is certainly different. They have their own specialty when making mie abuih. Like in Minangkabau which adds chili in Mie Abuih which creates a spicy taste. The spicy taste itself is a hallmark of Minang cuisine. Minang cuisine is famous for its spicy taste in every dish.

3.3.2.2. How to Make Talua Tea

How to make “Teh Talua” to fulfill Basic Competence 3.2, namely analyzing the structure and language of the procedure text. This competency has achievement indicators: (1) examining the structure of the procedural text and (2) determining the language of the procedure text. The following is a picture of the application of local wisdom of Minangkabau culture in an interactive e-book to “How to Make Teh Talua”.

![Image of Teh Talua]

In Basic Competence 3.2 students are asked to collect general questions and stages by first observing examples in making mie abuih padeh. The example is accompanied by a picture of mie abuih and the steps in making it. After observing the example students were asked to work on the problems given in the e-book. Students can directly answer problems directly in the e-book.

Local wisdom in interactive e-book procedure text through visual media is applied in the form of images. In Figure 7 there is a display of mie abuih padeh and the stages in making it. Mie abuih itself does not come from West Sumatra, but mie abuih is an instant noodle that is already well-known in Indonesian society, but in making mie abuih each region is certainly different. They have their own specialty when making mie abuih. Like in Minangkabau which adds chili in Mie Abuih which creates a spicy taste. The spicy taste itself is a hallmark of Minang cuisine. Minang cuisine is famous for its spicy taste in every dish.
Basic Competence 3.2 students are asked to express the linguistic elements of the procedure text. The e-book provides a detailed explanation of the linguistic elements in the procedure text. After that, the students were asked to observe the visual media in the form of an image of teh talua/egg tea accompanied by the steps to make the egg tea and answer questions regarding the linguistic elements in the procedure text.

In figure 8 there is a picture of teh talua and the stages in making it. The Teh Talua is a typical drink from West Sumatera which is used as an energy drink. Local wisdom conveyed through visual media is a typical Minangkabau drink that has existed since forced cultivation until now.

3.3.2.3. Es Tabu

"Es Tabu" to fulfil basic competence 4.2, namely developing a procedure text by paying attention to the results of the analysis of the content, structure, and language. This competency has achievement indicators: (1) writing procedure text by paying attention to the results of the analysis of the content and (2) writing procedure text by paying attention to structure and language. The following is a picture of the application of local wisdom of Minangkabau culture in an interactive E-Book to “How to Make Es Tabu”.

Basic Competence 4.2 students are asked to develop a procedure text by paying attention to the structure and linguistic elements. After students were asked to observe the visual media provided, then students were asked to develop a procedure text based on the visual media provided. Of course, by paying attention to the structure and linguistic elements of the procedure text. In developing the procedure text, students are given problems that provide direction to students to develop the procedure text. Local wisdom displayed through visual media in the form of images is ice cane typical of West Sumatra.

4. CONCLUSION

This paper presents how the application of Minangkabau culture of local wisdom in interactive E-Book text procedure. Implementation of Minangkabau
culture of local wisdom in interactive E-Book can help students more easily understand the text as local wisdom is very close to the students. Procedure text is the type of text chosen in this study, because procedure text is a text that is suitable to be combined with local wisdom. The local wisdom of Minangkabau culture is applied based on the basic competence of students' procedural texts through visual and audio-visual media.

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