IMPLEMENTATION OF EDUCATIONAL VALUES IN GARUDAYA COMICS BY IS YUNIARTO

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ABSTRACT

Comics are one of the educational media that is favored by children. Previously, comics were made with the aim of being a medium of entertainment, but now this goal is increasingly developing into the realm of education. Garudayana is a comic that aims to introduce Indonesian culture through the theme of wayang purwa. As a discourse and entertainment media, there are educational values contained in Garudayana comics that can be applied in real life. This study uses a qualitative method that is descriptive. The main data source used is the Garudayana comic by Is Yuniarto volumes 1-6. The data collection techniques used were reading, observing, taking notes and purposive sampling. The results of this study found that there are four educational values, namely religious values, moral values, social values and cultural values.

Keywords: educational values; comic; Garudayana

ABSTRAK

Komik menjadi salah satu media pendidikan yang digemari oleh kalangan anak-anak. Sebelumnya komik dibuat dengan tujuan sebagai media hiburan, namun tujuan tersebut kini semakin berkembang ke ranah pendidikan. Garudayana merupakan salah satu komik yang bertujuan untuk mengenalkan kebudayaan bangsa Indonesia melalui pengambilan tema wayang purwa. Sebagai wacana dan media hiburan, terdapat nilai-nilai pendidikan yang terkandung dalam komik Garudayana yang dapat diterapkan dalam kehidupan nyata. Metode yang digunakan dalam penelitian ini adalah kualitatif yang bersifat deskriptif. Sumber data utama yang digunakan adalah komik Garudayana karya Is Yuniarto jilid 1-6. Teknik pengumpulan data yang digunakan yaitu teknik baca, simak, catat dan *purposive sampling*. Hasil penelitian ini ditemukan adanya empat nilai pendidikan yaitu nilai religious, nilai moral, nilai sosial dan nilai budaya.

Kata-Kata Kunci: nilai-nilai pendidikan; komik; Garudayana

INTRODUCTION

Education becomes a true guardian and human rights (Munir Yusuf 2018). The process of getting a good education cannot only be done in one place such as school, but children can explore getting education through various media without any time or place restrictions. One of the media that can be used as a transmission of educational knowledge is through things that children like, such as comics.

Comics are a form of art that uses motionless images, and are arranged in such a way as to form a storyline that is complemented by text. Images and text in comics aim to convey and communicate the contents of the story. Comics as a medium of speech or media used to

tell stories (Eisner 1985). As a visualization of a comic story, it is a communication medium that is easily understood and appreciated by readers.

Wright (1979) argued that comics have a close relationship with the lives of children and adolescents. The facts of this research show that students like comics and comics have potential motivational value (Mahendra 2021). Interesting pictures in comics are one of the main attractions for a child. Using comic strips as an alternative text structure for reading changes children's view of traditional text structures such as narrative text (storybooks), non-narrative texts (non-fiction), and poetry. In addition, children who have difficulty reading often report that they do not read for pleasure. This can be attributed to the difficulties they experience when they approach a reading assignment. Using comics, which are cute, visual, and limited in text, can reduce negative views of reading for some children (McVicker 2018). The presence of comics in the midst of society provides an idea or thought for comic artists to take advantage of the beauty of images in comics as an alternative means of conveying learning, therefore now making comics is starting to be used as a means of education for children.

In contrast to the way of thinking of people in the past who were reluctant and balked at the presence of comics, today's society has a more open mind. Until the end of the 2000s, people began to understand that the presence of comics was not only intended as a medium of entertainment, but also as a medium of communication in conveying good messages to readers. This is certainly influenced by the increasing level of public education (Kementerian Pendidikan dan Kebudayaan 2020). This is evidenced by the many parents who are fond of buying comics as their children's reading books.

The results of a survey by the Association of Indonesian Internet Service Providers (APJII) noted that the majority of adolescents aged 13-18 years have accessed the internet in 2021-2022. The percentage of internet usage reaches 88.99% (Bayu 2022). The data shows that there are quite a large number of teenage users and are now starting to be followed by increasing number of children. This interest is because smartphones have various types of games that are interesting for children. On the other hand, smartphones also have an impact that is not good for a child, such as emotional disturbance, being an individual, and moral. Because of that, the presence of comics is expected to be a medicine to overcome various problems that occur due to smartphones. With attractive visuals and good story ideas, it can attract children's sympathy to read. Indirectly, the habit of reading comics is expected to instill a love of reading in children.

Garudayana is a comic that aims to introduce Indonesian culture. The Garudayana comic was created by Is Yuniarto, a comic artist from Surabaya. This comic carries the theme of wayang purwa, namely wayang originally from Indonesia, although Is Yuniarto tries not to be bound by conventions. This difference can be seen through the differences in storylines and the addition of the characters Kinara and Garu in the story. Apart from an interesting storyline, this comic also has educational values that can be taught to children. These values are contained in the story pieces in each comic volume. This reason underlies the writer to dissect what values are contained in the Garudayana comic.

LITERATURE REVIEW
1. Comic
Comics come from the English "comic" which means everything that is funny and entertaining (Salam, Prasetyo, and Susilo 2018). The Dictionary of Foreign Absorbent Words

in Indonesian, explains comics as stories that are depicted with pictures and under the pictures the story is written according to what appears in the picture (Ikhsan and Wahab 2019). Whereas in the general Indonesian dictionary where the word comic is generally interpreted as pictorial reading or pictorial stories (in magazines, newspapers, or in book form) "Sequential Art" (sequential art) (Eisner 1985). The types of comics that are widely circulated are as follows:

a. Comic Strips
b. Comic book
c. Graphic Novel or graphic novel
d. Webcomic
e. Instructional comic

2. Educational Values

Values are all things related to human behavior regarding good or bad as measured by religion, tradition, ethics, morals, and culture that apply in society (Zakiyah and Rusdiana 2014). Values in education aim as a limitation in educating humans towards maturity which is good or bad, so that it can benefit their lives and shape them into individual, social, religious and cultured beings. The value of education can be obtained from various things, including life experience, school, social media, and so on. Described in educational values include (Aditia, Restu; Ramadhanil Qudsi 2022) :

a. Religious values

Religion is an awareness that manifests deeply in the depths of the human heart as human nature. Religion is not only related to life outwardly but also to the Oneness of God. Religious values aim to educate people to be good individuals according to religious guidance and always remember God.

b. Moral values

Moral values are a person's way of distinguishing good and bad. The moral values contained in works of art aim to educate people to recognize ethical values.

c. Social values

A person's attitude towards events that occur around him and relate to other people, ways of thinking, and social relations between individuals. The value of social education will make people aware of the importance of group life in family ties between one individual and another.

d. Culture value

A value that is considered good and valuable by a community or ethnic group is not necessarily seen as good by other community groups or ethnic groups because cultural values limit and characterize a society and its culture. Cultural values are the most abstract level of custom, live and rooted in people's minds, and are difficult to replace with other cultural values in a short time.

METHOD

The method used in this research is descriptive qualitative. The data collected is in the form of narrative words that describe a certain situation. In this case, the researcher describes in a systematic, detailed, thorough, and accurate manner the embodiment of educational values. The main data source used is the Garudayana comic by Is Yuniarto volumes 1-6. Data collection techniques in this study were reading, observing, taking notes, and purposive

sampling. The purposive sampling technique is used to take several samples to suit the ideas and goals to be achieved by researchers.

RESULTS AND DISCUSSION

Garudayana is the result of the impact of popular culture on the works of the nation's children which are built through mass culture. The visual depiction of comics takes a manga style by following market demand which tends to be less accepting of local comics. The Garudayana comic was successful and popular thanks to the dissemination of information through a community of comic creators on online media, and spread to other communities such as communities of wayang lovers, manga, anime, cosplay and other social networking media.

Created by Is Yuniarto, a Surabaya comic artist. Since childhood, Is Yuniarto has loved comics and is familiar with wayang comics, such as S. Ardisoma's Wayang Purwa. The comic had exciting battle stories and weapons names that had great potential to appeal to children or youth at that time. His interest in wayang comics did not disappear until Is grew up. Is Yuniarto wanted to share with comic fans about his childhood experiences with wayang comics. The purpose of making this comic is to share the excitement of old wayang comics and introduce wayang to teenagers. Based on this background, Is Yuniarto created an initial concept for wayang comic stories with contemporary delivery. Is Yuniarto believes that in this way he is closer to today's teenagers.

This comic uses the background story of wayang purwa before the Bharatayudha incident, but is packaged with a new perspective. The creation of the Garudayana comic title was inspired by Ramayana, which means the story of Rama. Meanwhile, the word Garudayana itself comes from the words garuda and yana, which mean The Tale of Garuda or Hikayat Garuda. The choice of Garuda is because in Indonesian folklore Garuda is a mythological bird that symbolizes valor, knight, truth and ruler of the sky (IRM 2016).

In the Garudayana comic, Kinara's character as a treasure hunter finds an eagle's egg in the batara valley. The egg is the target of the Ashuras who want to eat the Garuda in order to gain eternal strength and power. After hatching the egg is described as a small and weak creature. But actually the little garuda is a powerful being and can transform into a very strong being.

Educational Value in Garudayana Comics

Values education will make students grow into individuals who understand manners, have a taste for art, literature, and beauty in general, and are able to respect themselves and others. The inculcation of these values does not only take place in formal education but also in non-formal and informal education so that by exemplary and education the values of life towards Indonesian people who are dignified and cultured will be realized. As a discourse and media for public entertainment, there are educational values contained in the contents of the Garudayana comic story. Namely values that can be taught and applied to society. The following are the educational values in Garudayana comics:

1. Religious Value

Pancasila as the basis of the Republic of Indonesia with the first principle which reads Belief in One Almighty God proves that religious values are an important part of people's lives in Indonesia. Religious values in Garudayana comics can be seen in several pieces of the story, for example teaching to believe that the greatest power is in God Almighty and every bad

and evil behavior will get a reward from God and vice versa. A peaceful, advanced, peaceful and prosperous nation needs leaders who are trustworthy and care about their people, not just concerned with power. Because we can see for ourselves that until now many leaders in our country have started to deviate from their duties, the power has blinded their eyes so they cannot see the truth. Even fraudulent behavior like that done by Dhuryudhana to Yudhistira happened in real life.

2. Moral Values

Hero comics always elevate the fight between good and evil characters. The selection of this character is based on the fact that in life there must be people who have good and bad traits. Likewise, the Garudayana comic introduces good and evil figures such as Kinara and Antareja. In addition, other characters also show various moral values such as Yudhistira's responsibility when he loses in a dice game and receives exile, and values of courage, enthusiasm, and devotion to the story when three Punakawan rescue Kinara and Garu from Ashura.

3. Social Value

The Garudayana comic teaches friendship, which is depicted in a fragment of the story about Garu, Kinara, Gatotkaca, Arjuna, Punakawan, and Semar looking after each other, helping, protecting, and sharing sorrows and joys. Togetherness will make it easier for people to live life and achieve goals. Humans are created as social beings and are interdependent with each other, therefore maintaining relationships in society is very important. The culture of people living in harmony in a village is also depicted in the Garudayana comic, a small settlement arrangement in a village far from the crowds. A culture like this is part of the portrait of today's people who live far from urban areas but still live in safety, happiness, and prosperity.

4. Cultural Values

According to the initial concept, the Garudayana comic was created to reintroduce the wayang culture which had begun to fade among teenagers. The introduction of wayang in this comic begins with the use of the names of the characters in the story, such as Pandhawa 5, Trio Punakawan, Gatotkaca, Semar, and so on. Through the use of these names, it is hoped that today's youth will become more familiar with the various characters in wayang stories. Other manifestations of cultural values can be seen in the themes, visuals, and story content. This comic uses the title and main character from name Garuda as a form of national strength. The Garuda bird was chosen because it is the symbol of the Indonesian state which shows valor, strength, and truth in the hope that Indonesia can become a strong country that is not easily divided, is gallant and respected by other countries, and is guided by truth (IRM 2016). Therefore, the Garudayana Is Yuniarto comic, not only preserves wayang stories as a national identity but also re-asserting the importance of the Indonesian state symbol. Cultural values from a visual perspective can be seen in the style of clothing of the comic characters who use various Indonesian attributes such as sarongs, using, batik motifs, carvings, sandals, and kemben. Several characters in comics adopt the form of shadow puppets, for example, Gatotkaca. Both comics and wayang both use the same clothes and accessories, such as Kotang Anakusumo, Kuncan, Jamang 3 stacks, Garuda Mungkur, Ulur-ulur Necklace, Praba, Kelat Bahu Naga Rangsang, Bracelet Kana Calumpringan, Uncal Kencanda and Wasta, and Overlapping Padakacarma (Latifah and Kristiana 2021) .

In the contents of the story Is Yuniarto always inserts various Indonesian cultures, for example in volume 2 when Kinara and Garu try to get the seal of the monkey king on the cliff of Jasad Sanda Nuai. Sanda Nuai is a cliff used for burial of corpses, this place was inspired by ancient burial sites in the Londa area, Toraja, South Sulawesi. The site consists of naturally created cliffs and caverns used to store remains. Meanwhile, the stone statues around the Sanda Nuai cliffs were inspired by the shape of megalithic statues from prehistoric Austronesian times in the Bada valley, Lore Lindu area, Central Sulawesi.

ancient cemetery in Londa, Toraja, South Sulawesi

megalithic statues in the Bada Valley
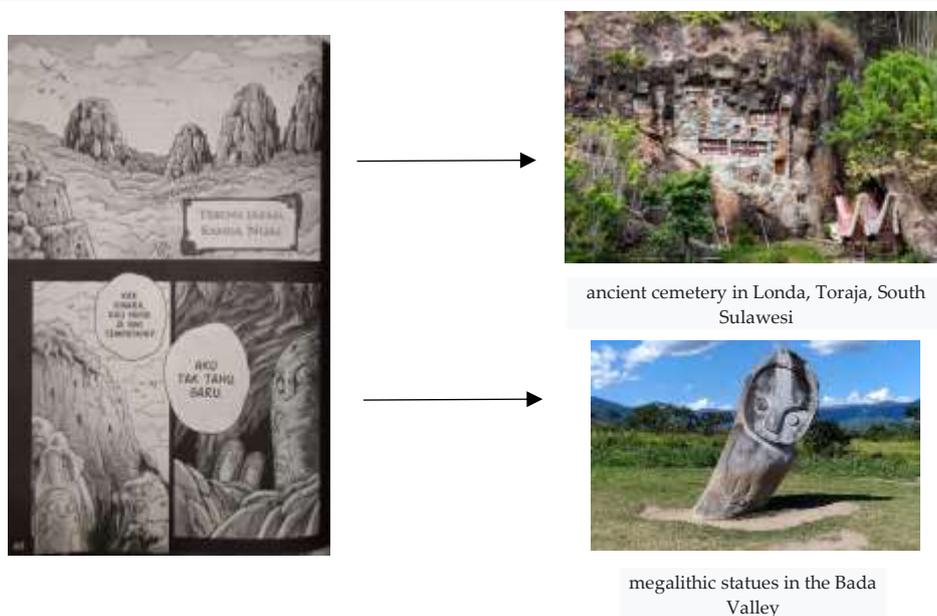
These two sites are Indonesian assets that are well-known throughout the world, especially for archaeologists and explorers. However, not many Indonesian people know about these two places. There are many reasons why our people are not familiar with their own country, but through this comic, it is hoped that many teenagers will become more familiar with the culture of their country.

CONCLUSION

Education is a learning process activity that can be obtained from various media. Comic media is one of the options for transmitting educational values to children. The Garudayana comic is a point for the public to get to know the heritage of the Indonesian nation which should not be forgotten. Stories and presentations of classical wayang art are considered less

attractive to today's society, especially young people. Through visual representations and comic stories, Garudayana is able to captivate and be well received without having to leave the character identity of the wayang characters.

In addition to the idea of presenting a new story, this comic has educational values contained in the story. Educational values include moral, social, and cultural. Moral values prohibit good and bad behavior which are embodied in the characters of Antareja and Kinara. Social values describe the socialization between friends and society, which is found in real life. Cultural values are recorded in the themes, visuals and comic stories. Through this comic book it is hoped that readers will be able to get a positive influence to be used as learning as well as applied in real life.

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