

INTRODUCING THE CHARACTERS OF WAYANG

USING ANDROID MOBILE APPLICATION



FINAL PROJECT REPORT

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Universitas Muhammadiyah Surakarta

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APPROVAL

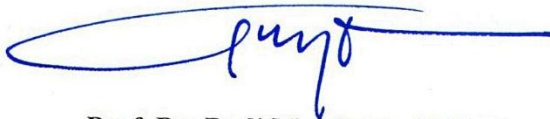
INTRODUCING THE CHARACTERS OF WAYANG USING ANDROID MOBILE APPLICATION

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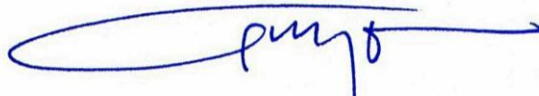
INTRODUCING THE CHARACTERS OF *WAYANG* USING ANDROID MOBILE APPLICATION

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The author herewith assert that there are no work had been submitted to obtain bachelor degree in any University in this final project report and as far as the author concern no work or opinion had been written or published by another person except the written references which are referred in this report and mentioned in the bibliography.

Here the author would like to convey the contributions list in the preparation of the final project:

1. The author designed the application with the help of books and internet itself.
2. The author used a laptop with specs Intel i5-460M Processor 2.53 GHz, 2 GB RAM, and a 500GB hard-disk.
3. Application program that the author used for programming is Eclipse Indigo Android, Android Development Tools (ADT), and Java Development Kit (JDK).
4. The application program the author used to edit images is Coreldraw X5 and Adobe Photoshop 7.
5. Application program that the author used to edit the sound is Audacity 1.3 Beta.
6. The application program the author used to edit video is Windows Movie Maker and Any Video Converter.
7. Sound of *wayang* filled by Ki Dalang Totok Sugiarto, S.Kar
8. Gamelan sound taken from STSI Surakarta.

9. Image of *wayang* taken from <http://www.pitoyo.com/>

10. Video *wayang* taken from <http://www.youtube.com/>

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MOTTO AND DEDICATION

MOTTO:

*“It’s fine to celebrate success
but it is more important to heed the lessons of failure ”*

(Bill Gates)

“And the only way to do great work is to love what you do.... Don't settle”

(Steve Jobs)

DEDICATION:

As gratitude and thanks the author dedicates my work to:

1. My loving parents that always give love care and educate and continually pray for my happiness with full sincerity.
2. My beloved Septiawan Bagus Prambudi, who always give love, passion, and be my motivation for better life.
3. For Mr. Khudrin and Mrs. Sartini who received me well in their family.
4. Prabu Arya P. Thanks for support.
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6. As well as all my friends, especially A class A thank you very much for the support and advice.

INTRODUCTION

Thank God, we pray gratitude to Allah SWT has bestowed His grace and guidance so the author can finish this final project with title "Introducing The Characters of *Wayang* Using Android Mobile Application".

This final project is structured to fill the curriculum in Department of Informatics Engineering Universitas Muhammadiyah Surakarta, as a student in order to complete the obligations of the degree program.

The author realizes that this final project is still far from perfection, therefore criticism constructive feedback from various stakeholders author hoped for improvements in the future.

The realization of this thesis cannot be separated from the support of various parties. Therefore, in this occasion the author would like to thank profusely to:

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Surakarta, March 2013

Authors,

TABLE OF CONTENTS

TITLE.....	i
APPROVAL	ii
ACCEPTANCE	iii
CONTRIBUTION LIST	iv
MOTTO AND DEDICATION	vi
INTRODUCTION	vii
TABLE OF CONTENT	ix
LIST OF TABLE	xiii
LIST OF FIGURE	xiv
ABSTRACT	xvi
CHAPTER I: INTRODUCTION	1
1.1. Background of the Study	1
1.2. Problem Statement.....	2
1.3. Limitation of the Study.....	2
1.4. Objective of the Study	3
1.5. Benefit of the Study.....	3
1.6. Writing Systematical.....	4
CHAPTER II: OBSERVATION	6
2.1. Pre Elementary Research	6
2.2. Basic Theory	8
2.2.1 Education	8

2.2.2 <i>Wayang</i>	8
2.2.3 Android	9
2.2.4 Eclipse.....	9
2.2.5 Android Development Tools (ADT).....	10
2.2.6 JDK (Java Development Kit)	10
CHAPTER III: RESEARCH METHOD	11
3.1. Time and Plan of Research.....	12
3.2. Equipment and Materials Research	13
3.2.1 Main Equipment	13
3.2.1.1 Hardware	13
3.2.1.2 Software.....	13
3.2.2 Support Equipment	13
3.2.2.1 Hardware	13
3.2.2.2 Software.....	13
3.3. Research Plot.....	14
3.3.1 Requirement Analysis	15
3.3.1.1 Information Requirement	15
3.3.1.2 Software Requirement.....	15
3.3.1.3 Hardware Requirement	16
3.3.2 Designing	16
3.3.2.1 UML Designing (Unified Modeling Language).....	16
3.3.2.2 Developing Application Design.....	18
3.3.2.3 Flowchart Application.....	22

3.3.3 System Testing.....	25
3.3.3.1 Questionnaires	25
3.3.3.2 System.....	26
3.3.4 Results Analysis.....	26
3.3.5 Maintenance	26
CHAPTER IV: RESULTS AND DISCUSSION	27
4.1. Research Results.....	27
4.1.1 Splash Screen Page.....	27
4.1.2 Main Menu Page.....	28
4.1.3 <i>Wayang</i> Page	28
4.1.4 <i>Pengertian Wayang</i> Page	29
4.1.5 <i>Sejarah Wayang</i> Page	29
4.1.6 Mahabharata Page.....	30
4.1.7 <i>Pagelaran Wayang</i> Page	31
4.1.8 <i>Atribut Wayang</i> Page.....	31
4.1.9 <i>Tokoh Wayang</i> Page	32
4.1.10 <i>Latihan Soal</i> Page.....	33
4.2. Discussion	35
4.3 Questionnaire Analysis	36
4.4 Analysis System	44
CHAPTER V: CONCLUSION AND SUGGESTION	50
5.1. Conclusions.....	50
5.2. Suggestions	50

BIBLIOGRAPHY	52
APPENDIX	53

LIST OF TABLE

Table 3.1 Actor Definition.....	18
Table 3.2 Use Case Definition.....	18
Table 4.1 List of Questionnaire	37
Table 4.2 Questionnaire	39

LIST OF FIGURE

Figure 3.1 Flowchart SDLC	11
Figure 3.2 Research Flowchart.....	14
Figure 3.3 Use Case Diagram.....	17
Figure 3.4 Splash Screen Page	19
Figure 3.5 Main Menu Page	20
Figure 3.6 Sub-Menu Page of <i>Pengertian Wayang</i>	20
Figure 3.7 Sub-Menu Page of <i>Sejarah Wayang</i>	21
Figure 3.8 Sub-Menu Page of <i>Tokoh Wayang</i>	21
Figure 3.9 <i>Tokoh Wayang</i> Information Page	22
Figure 3.10 <i>Latihan Soal</i> Page	22
Figure 3.11 Menu Page Flowchart.....	23
Figure 3.12 <i>Tokoh Wayang</i> Menu Flowchart.....	24
Figure 3.13 <i>Latihan Soal</i> Flowchart	25
Figure 4.1 Display of Splash Screen.....	28
Figure 4.2 Display of Main Menu	28
Figure 4.3 Display of Menu <i>Wayang</i>	29
Figure 4.4 Display of Menu <i>Pengertian Wayang</i>	29
Figure 4.5 Display of Menu <i>Sejarah Wayang</i>	30
Figure 4.6 Display of Menu Mahabharata	30
Figure 4.7 Display of Menu <i>Pagelaran Wayang</i>	31
Figure 4.8 Display of Menu <i>Atribut Wayang</i>	31

Figure 4.9 Display of Menu <i>Tokoh Wayang</i>	32
Figure 4.10 Display of Menu Abiyasa Information.....	32
Figure 4.11 Display of Menu Figure Abiyasa	33
Figure 4.12 Display of Menu <i>Latihan soal</i>	33
Figure 4.13 Display of Menu Wrong Answer Choice.....	34
Figure 4.14 Display of Menu Correct Answer Choice	34
Figure 4.15 <i>Sinau Wayang</i> Icon.....	35
Figure 4.16 Install Button	36
Figure 4.17 Installation Process.....	36
Figure 4.18 Questionnaire Graphic.....	41
Figure 4.19 Display of Applications on Cross A 18 Mobile Phone.....	44
Figure 4.20 Display of Applications on Samsung Galaxy Mini 2 Mobile Phone .	44
Figure 4.21 Display of Applications on Samsung Galaxy Wonder Mobile Phone	45
Figure 4.22 Display of Applications on Samsung Galaxy Ace Mobile Phone	45
Figure 4.23 Display of Applications on Xperia Miro Mobile Phone.....	45
Figure 4.24 Display of Applications on Xperia E Mobile Phone.....	46
Figure 4.25 Display of Applications on Xperia Sola Mobile Phone	46
Figure 4.26 Display of Applications on Smartfren Andromax-i Mobile Phone....	46
Figure 4.27 Display of Applications on Advan 5” Mobile Phone	47
Figure 4.28 Display of Applications on Samsung Galaxy Young Mobile Phone..	47
Figure 4.29 Display of Applications on Samsung Galaxy Mini Mobile Phone	48

ABSTRACT

Wayang according Indonesian Dictionary means something that played a *Dalang* or someone who played *wayang*, this thing is a carved image from animal skins which symbolizes the human nature. This research takes the issue of “How to design and build a *wayang* recognition applications based on Android mobile”. The purpose of this research is to create an Android-based mobile application that has educational elements, easy to learned and understood by the public that can provide information about the *wayang* characters.

Program development method using SDLC (System Development Life Cycle) is a method that describes the system development life cycle in the design and development of information systems. This build applications using Eclipse Indigo program to design, Corel Draw X5 and Adobe Photoshop7 for image editing and Audacity 1.3 Beta for audio editing.

The result of the design is introducing the characters of *wayang* using android mobile application that have read-only characteristics and contains the notion of *wayang*, *wayang* history, understanding the Mahabharata, equipment *wayang* show, *Wayang* Mahabharata information and exercises that help the user in identifying and introducing *wayang* culture of Indonesia especially the *wayang* to the community and the world. The results of the application trial for user can be concluded that this application for the best resolution use mobile phone with size of 3.2 to 5 inches requires 28MB of memory and a minimum of Android Operating System Frozen Yogurt (Froyo) 2.2.

Keywords: *android mobile, application, wayang.*