

INTISARI

RANCANG BANGUN GO-BLIND (*GAMELAN FOR BLIND*) GAMELAN ELEKTRONIK SEBAGAI MEDIA INKLUSIF PEMBELAJARAN BAGI TUNANETRA

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Gamelan adalah salah satu musik tradisional Indonesia yang sudah diakui oleh UNESCO sejak 2014. Belajar gamelan dimulai dengan teknik telinga ke mata (Supanggih, 2007). Sehingga dengan keadaan ini penyandang tunanetra seringkali mengalami kesulitan belajar notasi karena terhambat stimulus visual. Hal ini berimplikasi pada sulitnya penyandang tunanetra menentukan presisi yang tepat antara pemukul dan gamelan. Penelitian awal dilakukan di YAKETUNIS (Yayasan Kesejahteraan Tunanetra Islam) yang sebagian besar tunanetra memiliki ketertarikan untuk bermain gamelan, namun mereka sulit memainkannya. Permasalahan ini diperlukan solusi penyelesaian menciptakan karsa cipta gamelan yang mudah digunakan oleh tunanetra. Go-Blind adalah inovasi gamelan elektronik untuk tunanetra. Go-Blind dikemas dengan mengedepankan pembelajaran berbasis inklusif.

Metode pelaksanaan Go-Blind adalah perancangan *hardware*, *software*, dan pengujian. Go-Blind menggunakan *switching* dengan 2 cara kerja yaitu *interface* dan konvensional. Pengujian Go-Blind dilakukan di Yaketunis dengan 10 orang partisipan. Pengujian dilakukan dengan Pre-study, *focus group discussion*, *assessment*.

Dari hasil pengujian menunjukkan (1) penilaian kenyamanan penggunaan finger touch, 50% menyatakan nyaman dan 50% menyatakan ragu-ragu (2) 100% partisipan menyatakan memahami cara kerja Go-Blind (3) semua partisipan mampu membunyikan nada ji, ro, lu, pat, mo, nem, dan tu dan lagu “*gundul-gundul pacul*”. Kesimpulannya bahwa Go-Blind merupakan elektronik gamelan yang mudah dimainkan oleh tunanetra.

Kata Kunci: *Elektronik gamelan, Tunanetra, Switch, Pendidikan inklusif*

ABSTRACT

DESIGN OF GO-BLIND (GAMELAN FOR BLIND) ELECTRONIC GAMELAN AS AN INCLUSIVE LEARNING MEDIA FOR BLIND

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Gamelan is one of Indonesian traditional musik that has been recognized by UNESCO since 2014. Learning gamelan begins with ear to eye techniques (Supanggih, 2007) this technique is useful for introducing kepatihan notation. Therefore, blind people have difficulty learning notation because they are hampered by visual stimulus. In addition, blind people have difficulty playing gamelan because it is difficult to determine the exact precision between a bat and a gamelan blade. The initial research was carried out in YAKETUNIS (*Yayasan Kesejahteraan Tunanetra Islam*), which most blind people have an interest in playing gamelan but they have difficulty playing it. This problem requires a solution to create an innovation that is easy to use for the blind. Go-Blind is an electronic gamelan innovation for the visually impaired.

The Go-Blind implementation method is hardware, software, and testing design. The working of Go-Blind is use switching sensors and has two types of work namely interface and conventional. Go-Blind testing was conducted in Yaketunis with 10 participants in each test. Testing is done by pre-study, focus group discussion, and assessment.

The result from the assessment shows (1) the assessment of the convenience of using finger touch, 50% said they were comfortable and 50% expressed doubt (2) 100% of participants stated that they understood how Go-Blind works (3) all participants are able to sound the tone of *ji, ro, lu, pat, mo, nem, tu*, and song "*gundul-gundul pacul*". The conclusion of this project is the Go-Blind as an electronic gamelan that can be easily played by the blind.

Keyword: *Electronic Gamelan, Blind, Switch, Inclusive Education*