



A Digital Encyclopedia “Perjalanan Joko Tole”: Fulfill Recreation Rights for Children in Bangkalan

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Abstract: Problems related to fulfilling children’s rights, including early childhood recreation rights, continue to exist. However, sometimes parents and teachers think children’s right to recreation is less critical because it is only for fun. In contrast, it impacts children’s social-emotional aspects, such as emotional regulation and self-confidence. On the other hand, Bangkalan Regency itself has many local tours. The aims of this study were: (1) to develop a digital encyclopedia containing local tourism and (2) to test the feasibility of a digital encyclopedia in terms of validity and practicality. The researcher involved 39 kindergarten-aged children at TK Kartika IV-89 Bangkalan as the sample. This study was research and development with ADDIE (Analysis, Design, Development, Implementation, and Evaluation) model. Data collection techniques consisted of interviews, questionnaires, observation, and documentation. Research data were analyzed quantitatively and qualitatively to review whether the digital encyclopedia media developed for local tourism met the criteria of validity and practicality.

Keywords: Bangkalan, children, encyclopedia, right, tourism.

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Introduction

As a human, children also have many rights, including the right to recreation. According to the Konvensi Hak Anak (KHA) or Convention on the Rights of the Child ratified in Presidential Decree Number 36 the Year 1997, the right to recreation guarantees that every child has the right to engage in recreational activities. In addition, every child must be involved in choosing the places of recreation they want. Recreation rights as a part of children’s rights should be fulfilled. The aims are not only to make children happy but also to satisfy the children’s needs. It helps to accelerate their development and growth. Therefore, the right to recreation must be given to children so they have many positive impacts.

Kraus (Anggraini, 2005) described a recreation activity as an activity or experience conducted in free time. Places of leisure and recreation in urban areas can be used by the public, such as; parks, gardens, greenways, sports fields, plazas or malls. The selection of recreational areas can be decided based on the age level. Recreational activities can improve children’s knowledge, confidence, independence, and responsibility. They help children to



adapt to the new environment, eliminate boredom, foster togetherness in the family, and maintain family harmony (Suwena & Widyatmaja, 2017). A recreation will also provide a direct experience to children through actual learning. Based on a previous study from (Ece et al., 2022), there was a strong relationship between the recreation awareness level of children and their happiness level. (Lestari & Waluyo, 2021) also stated that through recreation, children obtain many advantages, such as: a) children receive new experiences, b) children become more confident, c) children have more creativity, and d) children will get better endurance. If the children carry out recreation, especially in nature, it will also increase their environmental sustainability awareness (Damayanti et al., n.d.).

However, according to Babic et al. (Lestari & Waluyo, 2021), some children get the right to recreation from school programs because it is often considered less important. Generally, only children with high family income levels participated in recreational activities, according to (Ece et al., 2022), children with low and medium family income levels should be encouraged to participate more in recreational activities. Children's participation in recreational activities is often limited to poorer families, including single mothers, elderly adults, persons with disabilities, indigenous peoples, and immigrants. The other cause was the limitation of family incomes. Due to a lack of financial resources, families must prioritize primary needs and limit children's opportunities to participate in recreational activities that can improve physical, social, and emotional well-being. The reality faced by those living in poverty can reduce one's access to recreational services (Tirone, 2003).

Schools also make a field trip program in early childhood education or kindergarten to facilitate the right to recreation. Besides that, field trips in kindergarten can also escalate children's character, such as religiosity, creativity, honesty, cooperation, discipline, independence, care for the environment and society, and responsibility (Putri & Kurniawan, 2018). Apart from economic conditions, obstacles in fulfilling children's recreation rights are minority problems (Stodolska, 2015). Recreation itself provides benefits for minority children that include facilitating contact between races/groups, creating opportunities for learning and cultural exchange, helping to strengthen bonds with ethnic communities and families, encouraging the preservation of ethnic culture, increasing socio-economic progress, and improving physical and mental health. The obstacles faced by minority children in accessing recreation rights include lack of time, money, excessive work, limited access to the environment and recreation areas, discrimination, lack of information, and constraints related to certain cultures.

Bangkalan is one of the regencies that becomes an example of the regency that protects children's rights. Bangkalan Regency is planned to become a Child-Friendly City. Based on data compiled by Koran Madura (2021), the head of Bangkalan conveyed his readiness regarding local regulations regarding Child-Friendly Cities while other requirements are still being prepared. The local government is preparing a health center with a place for children to play, a breastfeeding room, and consulting institutions for providing childcare services for parents/families. This effort is an effort to fulfil children's rights. Fulfilment of children's rights, especially recreation rights, can be realized with policies for villages/regions by building public play and recreation facilities accessed free of charge by the community (Lestari & Waluyo, 2021). However, children's right to recreation can also be realized by having children's access to tourist attractions that are easy to reach and child-friendly.

The island of Madura, especially Bangkalan Regency, has many tourist objects, including nature, culture, and special interest tourism (Faraby, 2021). However, until now, the availability of information about these tours is still limited, causing the interest of tourists, including child tourists, to be low. As the benefits of tourism include: (a) from an economic

perspective, tourism will generate foreign exchange for the country directly or indirectly will also improve the economy a country; (b) from the cultural perspective, tourism will bring an understanding and understanding intercultural through the interaction of tourists with local people; (c) from a political perspective, tourism can maintain international relations well due to the development of tourism in foreign countries; (d) from an environmental standpoint, tourism can enhance and provide understanding to tourists to participate in caring for and maintaining the environment or areas that are used as tourist attractions; (e) from an social and scientific values, tourism can make friends from various countries so that they can know their habits; (f) from an opportunities and employment opportunities, tourism can create various kinds employment opportunities, as well as establishing various kinds of businesses that can support them tourism object to be better and also attractive.

Information about local tourism in Bangkalan Regency can be provided to early childhood through encyclopedias. So far, encyclopedias have been developed into printed and non-printed forms. However, the existing encyclopedia only includes limited content and materials and this content is also not integrated with local wisdom (Kumala & Setiawan, 2019). Local wisdom is also related to local tourism, so integrating it into the material will make children obtain meaningful and comprehensive learning to be more sensitive and aware of their surroundings. Apart from helping prepare children with multicultural insight and respect their cultural heritage, the development of encyclopedias containing local tourism can also overcome the limitations of money and time for children to be able to visit tourist attractions directly. Given the current developments and technological advances, the local tourism encyclopedia will also be developed digitally or electronically.

Digital encyclopedias are interactive learning media designed to collect information to guide children in learning and contain multimedia or audio-visual media. Based on (A, 2019), there are many benefits of encyclopedias, including a) children can get much information effectively and happily; b) children can get reliable information; c) the flexible users; and d) children can be motivated to learn. Besides the development of digital encyclopedias is also due to the opportunities for today's rapid technological developments. When viewed from the point of view of early childhood users, according to (Zaini & Soenarto, 2019), the use of smartphones, television or gadgets among children is not new. 90% of parents say that gadgets widely used by their children in the 4-6 age range are smartphones. Children's unfamiliarity with this technology can be an opportunity to involve technology, especially learning media in the form of digital encyclopedias, in learning in preschool. Furthermore, apart from being familiar with electronic media in early childhood, the practicality of electronic media is also an advantage. Early childhood can use electronic encyclopedia media anywhere and anytime with the help of gadgets.

Previous studies have also described the benefits of digital encyclopedias. Previous research conducted by (Supriatin, 2018) showed that digital encyclopedias could stimulate the cognitive aspects of children aged 5 to 6 years by collaborating using storytelling, question-and-answer, and discussion methods. Furthermore, (Kumala & Setiawan, 2019) developed an encyclopedia based on local wisdom with animal material for elementary school students, which can increase enthusiasm, meaning, and awareness of the value of local wisdom around them. However, from these previous studies, there is still no development of a digital encyclopedia with local tourism content for early childhood.

Based on the description above, it can be seen that no one has yet discussed the development of a digital encyclopedia containing local tourism for early childhood in fulfilling recreation rights. Therefore, this study aims to develop a digital encyclopedia containing local

early childhood tourism to fulfil recreation rights. The local tourism content design will be adjusted to the existing potential in the Bangkalan Regency.

Method

This study implemented research and development (R & D) methods. This development research used the ADDIE model, which includes five steps: *Analysis, Design, Development, Implementation, and Evaluation*. The analysis step aimed to analyze the problems found, the facilities familiar to children, and the availability of facilities and infrastructure to support children’s learning processes. The research subjects comprised 39 children aged 5-6 years and three teachers at TK Kartika IV-Bangkalan. The instruments used in this study were the questionnaire that assessed the validity of the encyclopedia from the content and media aspects. The instruments grid is displayed in Table 1 and Table 2.

Table 1. The instrument for a media expert

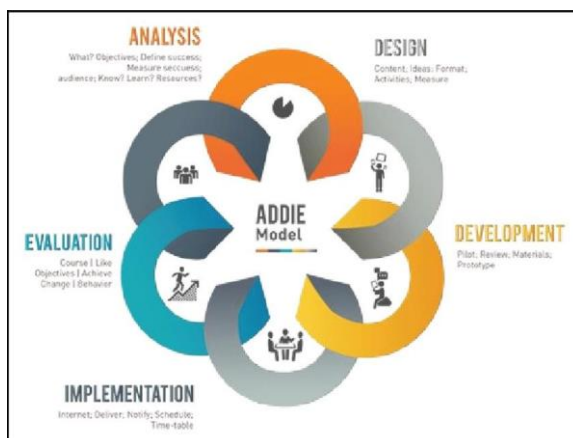
No.	Aspect	Score					Explanation
		1	2	3	4	5	
1.	Suitability between color and picture.						
2.	Suitability between color and the background.						
3.	The color variations are diverse and attractive.						
4.	The picture variation is diverse.						
5.	The clarity of the sentences.						
6.	The suitability of the kind of the fonts						
7.	The suitability of the font color.						
8.	The size of the font is appropriate						
9.	The size of the picture is appropriate.						
10.	The picture location is appropriate.						
11.	Suitability between image and information conveyed.						
12.	Layout suitability.						
13.	The suitability of page size.						
14.	The suitability of page numbering.						

Table 2. The instrument for material expert

No.	Aspect	Score					Explanation
		1	2	3	4	5	
1.	Conformity of information with the level of achievement of early childhood development, especially children aged 5-6 years old.						
2.	The suitability of displaying information with the children’s characteristics						
3.	Information confusion.						
4.	Information correctness						
5.	Information depth.						

6. Conformity between the delivery model with the aims of fulfilling recreation right.
7. Appropriateness of figures with the development of early childhood.
8. Clarity of media instruction.
9. Suitability between language and the children's development.

The design stage aims to design a digital encyclopedia focusing on tourist attractions in Bangkalan, including story narration, references, making outlines, and storyboards. The development stage is carried out by developing a product according to the design discussed previously. After the product is finished, it will be validated by two expert lecturers (materials and media experts), and revisions will be made according to the expert's suggestion. The implementation phase has been developed in a learning process involving 15 children aged 5-6 years in trial 1 and 24 children aged 5-6 years in trial 2 at TK Kartika IV-89 Bangkalan. In this process, an observation sheet will be used regarding the child's response to the media. The evaluation stage results from the expert validation process, teacher response questionnaires, and children's observation sheets obtained from the development-to-implementation process will be used to conclude whether the developed product is valid and practical.



Picture 2. The Steps of the ADDIE method (Branch, 2009)

The product in this study is a digital encyclopedia for Bangkalan tourism, "Perjalanan Joko Tole", involving seven tourist attractions, including (1) Jaddih Hill, Mertajasah Mosque, Sembilangan lighthouse, Blue Beach, Cakraningrat Museum, Paseban Park, and Kamal Harbor. The digital encyclopedia "Perjalanan Joko Tole" was displayed in a pdf format equipped with the location linking with maps in google. The research was conducted at TK Kartika IV-89 Bangkalan with a total sample of 39 children aged 4-5 years.

The research was conducted at TK Kartika IV-89 Bangkalan. As for the based consideration of choosing the research location because it has the potential to be researched because it has students with diverse cultural backgrounds and is one of the favourite kindergartens in Bangkalan Regency.

The sampling technique used saturated sampling techniques, where all population participants were used as research samples. Data were collected with interviews, questionnaires, and observation. Interviews explored the existing problem more openly. Close questionnaires were used for the product validation process by material and media experts. Observations determined the child's response to the product that has been developed.

Data analysis ensured a digital encyclopedia was feasible based on its validity and practicality. Data analysis techniques used descriptive statistics to find validity and practicality. Analysis of validity and practicality data used the criteria from (Widoyoko, 2013), as shown in Table 3

Table 3. Guide for converting quantitative data to qualitative data

No.	Score interval	Classification
1	$\bar{x} > M_i + 1,8 Sb_i$	Very Good
2	$M_i + 0,6 Sb_i < \bar{x} \leq M$	Good
3	$M_i - 0,6 Sb_i < \bar{x} \leq M_i$	Adequate
4	$M_i - 1,8 Sb_i < \bar{x} \leq M_i -$	Inadequate
5	$\bar{x} < M_i - 1,8 Sb_i$	Very poor

Result And Discussion

This study created a product named Ensiklopedia Digital Wisata Bangkalan “Perjalanan Joko Tole. This development research used the ADDIE model.

1. Analyze

At this stage, the researcher conducted a needs analysis to analyze the condition of the field and the children and to collect material references that would be included in the digital encyclopedia. Field analysis activities were conducted by collecting information on learning conditions in TK Kartika IV-89 Bangkalan through observation and interviews. Researchers observed the learning process in the classrooms for three days. Besides that, the interview was conducted with the teachers and the headmaster to explore the children’s rights, especially in recreation rights, learning media that were usually used there, and the methods to introduce local tourism in Bangkalan. The results of this need analysis revealed the following information.

- a. TK Kartika IV-89 Bangkalan has carried out the field trip method, including visiting Paseban Park, Hall and Sembilangan Lighthouse. They usually go to Paseban Park because it is near the kindergarten. Then, other tours have not been visited because they are far away, such as Blue Beach and because they are less safe, such as Kamal Harbor.
- b. TK Kartika IV-89 Bangkalan has many facilities and infrastructures especially for supporting IT-based learning, such as LCD, projector, sound, wifi, and laptops to support the implementation of digital encyclopedias.
- c. There are nine teachers, and teachers in group B are used to accessing gadgets and laptops to support the application of technology-based learning media.

2. Design

The researcher designed a digital encyclopedia at the design stage, including informational text, references/photos, outlines, and storyboards. The information about the places was obtained from the interview process and other resources. The researcher also took many pictures of the areas with many angles to ease the illustrator to illustrate the condition of the places comprehensively. In addition, the researchers also developed instruments for media and material validation, as well as media trial instruments for children and teachers.

The steps in designing the digital encyclopedia were as follows.

- a. Determine the knowledge and attitudes children acquire after using the local Bangkalan tourism digital encyclopedia. Children will better understand the names of Bangkalan

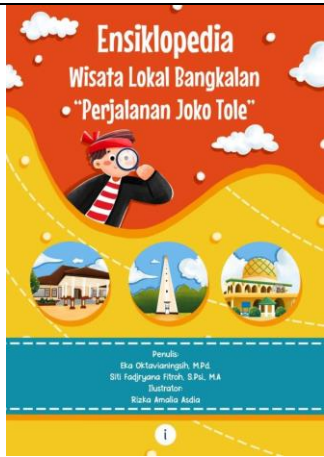


local tourism and the origins of Bangkalan local tourism and be able to love the local culture more.

- b. Storyboarding. A storyboard is a description of learning media to facilitate making a product.
- c. Preparation of instruments validation. The instruments were questionnaires for material experts, media experts, and teachers using a rating scale of 1-5. The instruments were developed by considering media and local tourism theories for children.

3. Development

a. Making Learning Media

Making a digital encyclopedia starts with creating pictures and text information according to the story using a laptop/computer and then saving it in .png or .jpg format. Then all the media elements are assembled into a single digital encyclopedia book using Ms. software—word, following the storyboard. The final product was displayed in .pdf format.

Parts of the media	Description
	Cover
	Preparing process before reading
	One example of content in this encyclopedia



Closing



Back cover

b. Validation of learning media

The validation was conducted in the aspects of materials and media. Regarding the materials, the digital encyclopedia media scored 40 with the criteria of "Very Good", while in terms of media, it obtained a score of 64 with the criteria of "Very Good". The two validators also suggested improving the quality of media, including:

- 1) It needs to add a hyperlink that links with google maps from the location of local tourism in Bangkalan. It will give comprehensive information about the locations.
- 2) The text should be reduced or shortened. The page which contains full text should be split so that the principle of minimum text with maximum visuals can be applied.
- 3) The digital encyclopedia's title not only uses the name of Joko Tole, the tour guide, but the title should also represent the content about local tourism in Bangkalan.

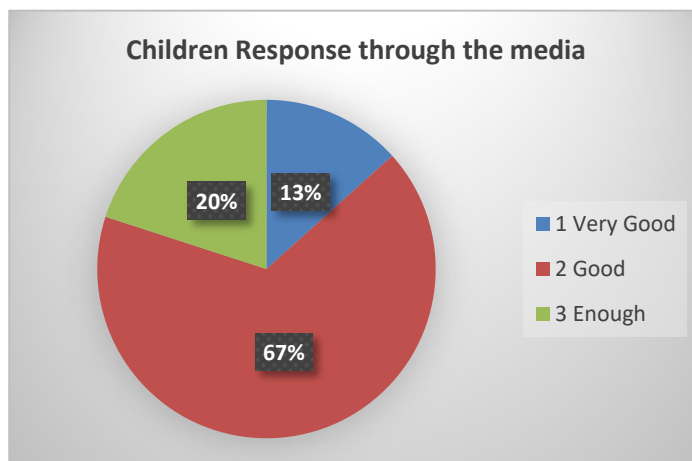
Based on the validation results, it can be concluded that the digital encyclopedia "Perjalanan Joko Tole" in fulfilling recreation rights was considered feasible to be tested on children 5-6 years old.

4. Implementation

At this stage, the implementation or application of the products that have been developed was carried out for children aged 5 to 6 years at TK Kartika IV-89 Bangkalan. The try-out was carried out 2 (two) times. The first try-out was carried out on 15 children in group B2 and the second try-out was carried out on 24 children in Group B1. The delivery of digital encyclopedias is done by using a laptop, LCD, projector, and sound. The aspect evaluated in this trial was the child's response, as observed from the ease and interest of the children in the developed digital encyclopedia. Table 4 presents the results of the first response.

Table 4. The result of the first trial

No	Category	Quantity
1	Very Good	2
2	Good	10
3	Adequate	3
Total		15

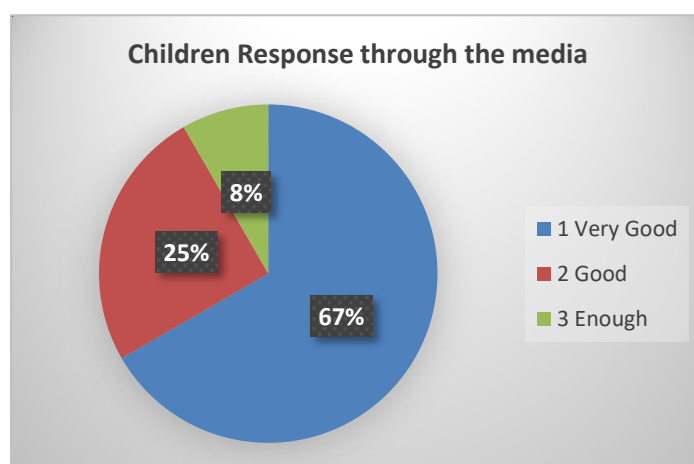


Picture 2. Percentage of Children's Response through the learning media

Based on the first trial's results, the children with good, adequate and very good responses to the developed media were 10, 3, and 2, respectively. The highest percentage (67%) was in the "Good" category. Henceforth, the researcher conducted the second trial. Table 5 shows the second trial results.

Table 5. The result of the second trial

No	Category	Quantity
1	Very Good	16
2	Good	6
3	Adequate	2
Total		24



Picture 3. Percentage of Children's Response through the learning media

Based on the results of the second trial, the children with good, adequate and very good responses to the developed media were 6, 2, and 16, respectively. The highest percentage (67%) was in the “Very Good” category. The teachers also completed a questionnaire regarding practical aspects of using media in learning.

5. Evaluation

At this stage, learning media was evaluated by media experts and material experts. In addition, data analysis related to the results of children’s observations and teacher response questionnaires was carried out. At this stage, the final product of the “Digital Encyclopedia of Bangkalan Tourism” was also obtained.

In the media development stage, researchers conducted a needs analysis regarding the urgency of developing the media. Firstly, tourist attractions, especially in the Bangkalan Regency, have not yet been packaged into information that can attract tourists, especially for early childhood. Even though, Bangkalan, as the gateway to the island of Madura, has great potential in developing tourism. It has adequate natural resources and is supported by Syaikhona Holil’s grave as a reference for religious tourism destinations that bring pilgrims from various regions in Indonesia (Faraby, 2021). Bangkalan is a regency in Madura near Surabaya city, and a Suramadu bridge makes it more accessible. It is supported by a study by (Wulandari, 2020) that Bangkalan has unique local wisdom and a beautiful landscape. If we examine more deeply, tourism in Bangkalan is complete, such as natural, religious, and historical tourism (Farida et al., 2018). Local tourism is the type of tourism whose scope is narrower and limited to a specific place (Suwena & Widyatmaja, 2017).

In Bangkalan regency, there is much local tourism (Farida et al., 2018) as follows:

- a) Natural tourism: Siring Kemuning Beach, Jaddih Hill, Kapur Hill in Arosbaya, Sembilangan Beach, Biru Beach and Rongkang Beach.
- b) Culture tourism: Geger Hill, Pasarean Saichona Cholil, Pasarean Aer Mata Ebu.
- c) Artificial tourism: Sembilangan lighthouse, Cakraningrat Museum, Paseban Garden, and City Garden.
- d) Performance tourism: Sapi Sono Festival, Karapan Sapi, and Bahari Kamal Festival.
- e) Souvenir tourism: Batik Tanjung Bumi and Clurit.
- f) Culinary tourism: ducks and chips.

The potency in the need analysis process showed TK Kartika IV-85 Bangkalan had adequate facilities. Unfortunately, the facilities such as wifi, laptop, sounds, etc., were rarely used by teachers in learning. The facts align with the previous study by (Febrialismanto & Nur, 2020). It reported that many teachers use multimedia in education and have android and social media. However, the use to develop learning in classrooms for early childhood was not appropriately implemented. The result also showed that the teachers in TK Kartika IV-89 Bangkalan could operate the gadget or laptop.

On the other hand, the skill to utilize technology in learning and to make multimedia were still limited. It was in line with the previous study by (Sudarti & Diana, 2021). However, many pre-service teachers in kindergarten who have skills in understanding technology and designing presentations effectively did not have skills in developing learning media for children in early childhood education. The teachers only can use the gadget or multimedia in learning, but the contents of learning usually from YouTube or website. They can’t make the content or media by themselves.

Furthermore, local tourism cannot be introduced optimally in academic units, especially in Early Childhood Education. This is due to limited costs and time if there must be regular visits to these tourist attractions. So far, encyclopedia media, mainly digital, have not combined local wisdom material (Kumala & Setiawan, 2019). Integrating local wisdom into the

learning materials will make children obtain meaningful and comprehensive learning so they can be more sensitive and aware of their surroundings. Apart from helping prepare children with multicultural insight and respect their cultural heritage, the development of encyclopedias containing local tourism can also overcome the limitations of money and time for children to be able to visit tourist attractions directly.

Researchers developed a digital encyclopedia so teachers and parents can introduce Bangkalan tourism to children in early childhood. (Pini, 2020) stated that one of the methods commonly used in Early Childhood Education is the field trip method. Field trips are a way of learning that takes or involves children visiting a place outside the classroom to study and observe an object directly, according to the actual situation. The digital encyclopedia is more able to attract children's interest and attention. It aligns with (Oktavianingsih & Fitroh, 2022)) research stating that electronic and digital media can attract early childhood interest and attention. In addition, it is also supported by previous research from (Fauziah et al., 2018) that the developed encyclopedia can be used as a learning resource and increase children's motivation and interest. The attractiveness of the digital encyclopedia "Perjalanan Joko Tole" demonstrated that it had satisfied the principles of developing learning media for children. The digital encyclopedia "Perjalanan Joko Tole" makes children learn happily and unconsciously.

Using an encyclopedia, children also feel they can visit many local tourist sites without being limited in time and money. They can access the digital encyclopedia anytime. This is also in line with the acceptance of recreational rights, where recreational activities involve children participating voluntarily. The ultimate goal of recreation is to pleasure the children involved (Kumar, 1955). Furthermore, recreation will give many advantages to people, including children (Murphy & Carbone, 2008), such as reducing stress, increasing self-control, escalating patience and relaxation, and upgrading many skills. Besides that, the activity also was beneficial in developing social skills, leadership skills, and cognitive skills. Recreation can support personal growth and self-expression and allow learning and satisfying unmet needs outside of free time (Ministry of Social Development, 2010).

Based on the results of the validation, it shows that the developed Bangkalan Tourism digital encyclopedia obtained "very good" results in terms of material and media so that it is feasible to be tested on children aged 5-6 years. Trials have been carried out on 39 children aged 5-6 years and showed a "very good" response, suitable for children aged 5-6. This study is also appropriate to the previous study from (Handayani, 2016) that the digital encyclopedia has good responses from users/children, it will make children interested in application-based or technology-based media. Children's interests also help them increase their happiness and knowledge about local tourism. Thus, digital encyclopedia media products are feasible and valid.

Conclusion

The digital encyclopedia of Bangkalan local tourism developed by researchers was based on the needs analysis results at TK Kartika IV-89 Bangkalan. Media experts validated the digital encyclopedia product with a score of 64, categorized as "very good" criteria. Material experts assessed the digital encyclopedia with a score of 40, classified as "very good" criteria. It was tested on 39 children aged 5-6 years with "very good" response results. The future recommendation is the need to develop other medias in fulfilling the recreation rights for children.

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