



Innovation in Art Material Services at the FIPP UNY Kinanthinastiti Laboratory

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ABSTRACT

This research aims to analyze innovation in art material services at the Kinanthinastiti Laboratory FIPP UNY. This research uses a descriptive qualitative approach. Starting with conducting secondary data analysis regarding descriptions related to the material and activities that have been carried out at the Kinanthinastiti Laboratory. Data collection techniques were carried out using observation, interviews, and documentation. The research subjects as data sources in this research were students and laboratory assistants at the Kinanthinastiti Laboratory. The art materials that have been applied in the PAUD FIPP UNY laboratory are musical arts, panembromo, wayang anak, new dance creations, traditional dolanan, and innovations in traditional game media.

INTRODUCTION

Yogyakarta State University is one of the state universities in the Special Region of Yogyakarta. Yogyakarta State University has 9 faculties, one of which is the Faculty of Education and Psychology (FIPP). The Faculty of Education and Psychology itself has 8 departments, one of which is the Department of Early Childhood Education. A university is an institution that provides academic services to the community. Universities are required to provide services to support a good academic atmosphere. The best service, especially service, is provided to students as the main stakeholders in a university. One of the services provided to improve the quality of education is laboratory services. The laboratory is a unit that provides a place for students to apply the theory received during the course (Putra & Putri, 2024). Universities have laboratories in each department where students can practice the theory they have learned. One example is the Department of Early Childhood Education, Faculty of Education and Psychology, Yogyakarta State University. One of the applications of student theory in the laboratory at PAUD FIPP UNY is the service of art materials. Apart from art materials, many other materials are applied in the Kinanthinastiti laboratory. The Kinanthinastiti laboratory is one of the facilities that can be utilized by PAUD students.

Early childhood education (PAUD) through playing, singing, drawing, and dancing (movements and songs) is a very basic artistic activity. This activity activates all the senses and helps regulate the brain's nerves to process information in the best way when learning (Khafiyya & Suyadi, 2022). Art activities in general can improve children's creative thinking. Creativity is someone who can create, discover, or even invent to produce a work or innovation. (Rizki & Pamungkas, 2023). The definition of art is a form of expression and expression that never deviates from reality and art imitates nature. According to Ki Hajar Dewantara, the definition of art is the result of beauty so that it can influence the emotions of someone who sees it, and art is a human act that can influence and give rise to beautiful emotions. Studying art is about understanding aesthetics (beauty) and rediscovering aesthetics in a work of art (Nurwita, 2020). Art can provide very broad opportunities for the development and creative potential of children in a free (comfortable) and enjoyable way because there is no indoctrination, or introduction of good and evil, but always in a harmonious situation. In situations like this, children dare to express their thoughts and increase empathy, are aware of their abilities, and are ready to accept the environmental reaction to what is expressed (Aditya, 2015). Art is a form of expression and appearance that is not original and art imitates nature. Art is the result of human work processes and ideas that involve the senses to produce a work that has an impression of beauty (Nurwita, 2020).

Introduction of art materials as one of the laboratory services for FIPP UNY PAUD students. FIPP UNY PAUD Laboratory has spaces for students to express art. The demands for services at the Kinanthinastiti Laboratory are varied, for example, the laboratory is required to generate income to support programs at the university. This requires reviving laboratory services that generate income, for example, providing training by the knowledge of lecturers

in the Department of Early Childhood Education. Apart from that, child services include daycare services for the children of UNY employees and those outside UNY. In this article, the researcher focuses more on services on art materials for early childhood. The Kinanthinastiti Laboratory provides services to early childhood education students to express the art material that has been provided in the course and apply it directly. Public service is an activity that serves the needs of people or communities with an interest in an organization based on the basic rules and procedures that have been established (Ardhianisca et al., 2023). Service quality refers to everything that focuses on efforts to fulfill consumer needs and desires, as well as the accuracy of communication in such a way that it meets consumer expectations in a balanced manner (Syukhri, 2018).

The laboratory does not only serve students or lecturers. The need for services for the implementation and development of service materials for students, teachers, and the public. Kinanthinastiti Laboratory provides various services for students, lecturers, teachers, and the general public. Student services include providing facilities and infrastructure to support the lecture process. Services for lecturers provide a place for lecturers to apply knowledge to be disseminated widely to the community through research and training activities. Services for teachers, namely providing training services for early childhood teachers according to themes and materials according to the field of knowledge of PAUD lecturers. Finally, services to the community, namely the Kinanthinastiti laboratory, provide childcare facilities for both residents of Yogyakarta State University and communities outside UNY.

The demand for innovation in the arts as a forum and goal of competence for laboratory users. The field of art is closely related to children's learning while playing activities. In this case, laboratory users, especially students and lecturers, are required to innovate works of art that can be applied to early childhood. The laboratory provides facilities for students and lecturers to develop innovations in the field of art. Students can use the laboratory according to their needs. Students can be creative in creating works in the field of art. The laboratory is a learning resource for students that can be used to develop knowledge and skills and innovate according to their field of expertise. Innovations in laboratory services for FIPP UNY PAUD students vary greatly, especially in art materials. Students can express all art theories in early childhood in the PAUD FIPP UNY laboratory.

LITERATURE REVIEW

Improving the quality of education takes place by the development and needs of quality graduates in each department. A laboratory is an educational support that educational institutions must have. Higher education is a level of education that produces agents of change for educational development. We must always improve the education system to create the desired quality of education (Aryati, 2018). The laboratory is an academic support for educational institutions that are systematically directed at testing, adjustment, and production activities on a limited scale using equipment and materials based on certain knowledge, in the context of implementing education, research, and community service (Zulpadrianto & Muhammad Zalnur, 2019). A laboratory is a place for the

development of knowledge which is facilitated by the use of various materials and tools in conducting research or experimental processes (Syahputra et al., 2023). The laboratory is also a learning resource that is specifically designed to organize learning. It provides various types of learning resources such as books, magazines, teaching aids, journals, research tools, and other documents. It was deliberately prepared to facilitate students in developing their knowledge and knowledge (S. Nuryanto, 2018). From the definitions above, it can be concluded that a laboratory is a place where scientific experiments, research, testing, and technological development are carried out. Typically, laboratories are equipped with special equipment and facilities designed to enable scientists, researchers, and technicians to perform various types of experiments and analyses. Laboratories can be found in a variety of fields, including natural sciences, medical sciences, engineering, chemistry, biology, physics, and many more.

Innovation is a new tool, object, or idea that has never existed before, and by creating this new object it is hoped that it can produce something interesting and useful. It can be said that people who are always innovative are innovative, these innovations are called innovators (Batoebara, 2021). Innovation is an idea, an idea implemented in the curriculum and learning that is considered new to solve educational problems. Apart from that, he also revealed that teaching is not only delivering learning material but also providing assistance to children in the form of using learning media (Budiyono, 2020). Artistic ability is a human work process and ideas which include fine motor and gross motor physical abilities, skill, creativity, sensory sensitivity, heart sensitivity, and thinking to produce a work that has an impression of beauty that has artistic value (Yasmin & Mayar, 2023). Art education from an early age can be a place where children can freely explore and show the emotions that arise within them. Art is one aspect that needs to be paid attention to according to Minister of Education and Culture Regulation No. 137 of 2014 concerning Early Childhood Education Standards. Article 10 stated that aspects of art include the ability to explore and express oneself, to imagine with movement, music, drama, and various other fields of art (painting, fine arts, and crafts), as well as able to appreciate works of art, movement, and dance, as well as drama (Sandra Devindriati Kusuma et al., 2022). Early childhood art is an approach to education that emphasizes the development of creativity, self-expression, and artistic abilities in children at an early age, usually from preschool age to the early years of elementary school. This approach recognizes the importance of providing opportunities for children to explore, create, and interact with various types of art, such as painting, drawing, crafts, music, dance, drama, and theater.

Karawitan is a traditional art that is very famous in Javanese and Indonesian society as an artistic and cultural heritage that is rich in historical and philosophical values. Gamelan itself is an inseparable part of Javanese society from the past to the present (Sidik et al., 2019). Karawitan is a form of human culture in terms of the purpose of making it to fulfill the human need for a sense of beauty and as a medium for conveying meaning or noble values to society in a subtle way (Sularso, 2017). From the definitions above, it can be concluded that karawitan is a traditional Javanese musical art which includes various forms such

as gamelan, wayang kulit, and tembang. Karawitan has deep roots in Javanese culture and has been an integral part of Javanese life for centuries. Karawitan music is usually played using various types of percussion instruments and musical instruments such as gongs, metallophones, rebabs (traditional Javanese violins), flutes, and others. Panembromo is a Javanese culture that contains many noble values of life but its existence has almost disappeared in Javanese society itself. Panembromo is no longer of interest to the younger generation who currently prefer pop culture as an influence from outside culture. Panembromo is a practice of singing Javanese songs (nenmbang) accompanied by meanings. Songs for panembromo are chosen that have noble values in life. Nembeng training can be accompanied by gamelan such as gender, slenthem, and gambang, or it can also be accompanied by no gamelan (Jumanto, 2018).

Panembromo practices (gladhén) in singing Javanese songs with the right tone and with an understanding of the meaning. This panembromo is carried out in the village meeting hall by young people (kaneman) and is led by community leaders who understand the arts, especially Javanese songs. Panembromo is an exercise (gladhén) in singing Javanese songs with the right notes accompanied by an understanding of the meaning, accompanied by or without Javanese gamelan instruments. This Javanese song-singing practice must be led by a teacher who understands the art of Javanese music (karawitan). Usually, panembromo teachers are gamelan musicians (niyogo) or puppeteers. Ministry of National Education. From the definitions above, Panembromo is a type of chant or gending in Javanese gamelan music. This term comes from Javanese, where "panembromo" literally means "to praise" or "respect". Panembromo is usually played in the context of traditional or religious ceremonies in Java. Panembromo gendings generally have a solemn and meaningful character, with melodies that flow slowly and rich harmonies. Panembromo music is often used in various religious ceremonies such as salvation ceremonies, wedding ceremonies, or other religious events in Javanese society.

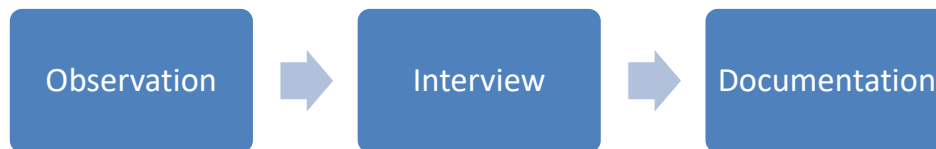
According to Soedarsono, dance is the expression of human feelings about "something" which is channeled through rhythmic and beautiful movements. Children like music and dance (Minarti et al., 2023). Creative dance is a dance that has undergone development from pre-existing dance forms. Creative dance is a new movement that has the freedom to express movement. Creative dance is a type of dance whose choreographer still departs from traditional dance or develops an existing form (Delia & Yeni, 2020). Creative dance is a dance that has experienced development from pre-existing dance patterns. New creative dance is a new creation that has the freedom to express a movement (Minarti et al., 2023). From several definitions regarding creative dance and new creative dance, it can be concluded that a new creative dance is a dance created with new movements that have freedom in expressing movements. New creative dance is a form of dance that combines traditional elements with contemporary innovation. It is an artistic expression that combines traditional dance techniques with new ideas, modern movements, and contemporary concepts. New dance creations often emerge from collaborations

between dancers, choreographers, musicians, and other artists who want to create something fresh and different.

METHODOLOGY

This research uses a descriptive qualitative method, which describes in depth a case study by collecting data through various sources of information to obtain data. According to Sugiyono, qualitative research is a research method based on the philosophy of postpositivism, used to research the condition of natural objects, where the author is the key instrument, data collection techniques are triangulation, data analysis is inductive or qualitative, and the results of qualitative research emphasize meaning rather than generalizations. (Sugiyono, 2021). This research focuses on art material service innovation activities at the Early Childhood Education Laboratory, Faculty of Education and Psychology, Yogyakarta State University.

The data collection techniques used in this research are interviews, observation, and documentation. The data analysis techniques used are data reduction, data presentation, and concluding. This research reached a reasonable conclusion by checking the validity of the data by reviewing the data using data triangulation techniques. This can be seen in the data triangulation technique schematic diagram in Figure 1



RESEARCH RESULT AND DISCUSSION

A laboratory is a form of service in educational institutions that functions as observation, experimentation, and activities to support learning and teaching activities in developing knowledge (Arini et al., 2023). A laboratory is a place for conducting experiments, research, and so on related to physics, chemistry biology, or other fields of science. The laboratory is a learning resource for students that can be used to develop knowledge and skills according to their scientific field (S. Nuryanto, 2018). An educational laboratory (especially at universities) is one of the academic support facilities and infrastructure at a university, which is used to carry out educational, research, and community service activities by scientific methods (Kertiasih, 2016).

The laboratory is one of the supporting facilities that is very important and very strategic in the implementation of the education system, especially in the higher education system (Kertiasih, 2016). The presence of a laboratory as a learning resource has a positive impact on students, for example, increasing scientific knowledge related to their field, facilitating practical work, solving problems, and stimulating scientific thinking. The more comprehensive the learning resource center can meet students' needs, the more students' interest and activity will increase, so that their learning outcomes will be more efficient and effective (S. Nuryanto, 2018). The laboratory is also a learning resource that is specifically designed to organize learning. It provides various types of learning

resources such as books, magazines, teaching aids, journals, research tools, and other documents. Deliberately prepared to facilitate students in developing their knowledge and skills. Innovation is something or an idea that is new and this idea has never existed before. It is hoped that the creation of this idea can become an interesting and useful idea for the environment. Stephen Robbins defines innovation as a new idea applied to improve a product (Batoebara, 2021). Innovation is a process of applying new ideas to improve an organization's processes, products, or services. Bessant & Tidd define innovation as the methods used by someone to create new resources or use existing resources by increasing their potential (Ekawati & Soleha, 2017). The innovation in art material services at the Kinanthinastiti PAUD FIPP UNY laboratory for students is very varied.

Karawitan



Figure 1

Karawitan is a traditional Javanese musical art that refers to the playing of gamelan musical instruments. Karawitan comes from the word "rawit" which means soft, and smooth, and has the affix (ka) - an. Karawitan can be interpreted as a work of art that has a subtle nature. Karawitan is said to be complex because it is a combination of various gamelan instruments with non-diatonic tunings which are worked on using a system of notation, sound color, and rhythm to produce a beautiful sound that is pleasant to hear (Sidik et al., 2019). Karawitan is one of the activities carried out by the Kinanthinastiti laboratory for students. The Kinanthinastiti Laboratory has facilities in the form of a set of Javanese gamelan instruments. A set of gamelan is placed in a special room, namely in the Audiovisual room which is on the back of the 1st floor of the building. Students can use these gamelan instruments to practice.

The musical style of gamelan instruments owned by the Kinanthinastiti Laboratory is Jogja style. The musical style is unique and special and is characterized by the physical, aesthetic (musical) characteristics and working system of the musician or musical group or a particular cultural area whose existence is recognized. There are two styles of karawitan in Java, namely the Surakarta style of karawitan and the Yogyakarta style of karawitan. Remember that for a long time, these two areas had palaces that were the center of government and the center of Javanese culture. The Yogyakarta style and Surakarta style karawitan originate from the same culture, namely the Mataram

Kingdom (Sugimin, 2019). The goals or results of musical training for students are to be displayed in PAUD department activities. Students perform the pieces they have been given, the pieces played are usually children's plays. Karawitan is a form of human culture in terms of taste, the purpose of which is to fulfill the human need for a sense of beauty and as a medium for conveying meaning or noble values to society in a subtle way (Sularso, 2017).

Penembromo



Figure 2

Panembromo is a practice of singing Javanese songs (*nembang*) accompanied by understanding the meaning of the song. Panembromo songs are chosen that have noble values in life. Practicing *nembang* is usually accompanied by gamelan such as *gendher*, *slentem*, and *gambang*, or can be accompanied by gamelan as well (Jumanto, 2018). Panembromo is a practice of singing Javanese songs with the right notes with or without gamelan accompaniment. In line with the karawitan activities, this panembromo activity is part of a package with the karawitan activities. Students practice panembromo by musical practice so that when performing musical and panembromo they become one. The pieces that are sung are usually also pieces played by children. This panembromo activity is also displayed during PAUD department activities.

Wayang Bocah



Figure 3

Wayang is a Javanese culture that is firmly held in creating the attitudes, personalities, and behavioral styles of Javanese people to become sympathetic, gentle, polite, and tolerant figures (Pamungkas et al., 2019). Wayang Orang is an art that has noble values in its performance and production. In Wayang orang performances, stories are presented that are full of advice on noble characters and the characters in each story. The art of wayang orang is important for forming character, especially in today's young generation (Sonalitha et al., 2017). Wayang wong or wayang orang is a type of Javanese traditional performing art whose origins can be traced back to the Ancient Javanese period (Puguh, 2023). From some of the definitions of wayang orang above, it can be concluded that wayang orang is a cultural heritage of the Javanese tradition which is realized in the form of performing arts that have advice on the manners and character of wayang figures.

Wayang Anak has the same meaning as the wayang orang above, but the difference is that the actors in this wayang anak are kindergarten-age children. This children's wayang activity is one of the results of collaboration with course lecturers, students create wayang story plays. Students design movement arts through wayang performances with characters played by young children. Then the students train kindergarten children according to the characters in the play. After the children are trained, it is then staged into a children's puppet show. Apart from designing the play, the students also designed dance movements for the characters in the wayang anak play.

New Dance Creations



Figure 3

Creative dance is a dance that has undergone development from pre-existing dance forms. Creative dance is a new movement that has the freedom to express movement. Creative dance is a type of dance whose choreographer still departs from traditional dance or develops an existing form (Delia & Yeni, 2020). Creative dance is a dance that has experienced development from pre-existing dance patterns. New creative dance is a new creation that has the freedom to express a movement (Minarti et al., 2023). From several definitions regarding creative dance and new creative dance, it can be concluded that a new creative dance is a dance created with new movements that have freedom in expressing movements.

This new creative dance activity at the Kinanthinastiti Laboratory also collaborates with dance lecturers. Students have the task of creating a dance aimed at young children. The Kinanthinastiti Laboratory provides facilities for students to express the dance movements they will create. The result of this activity is that students practice new creative dance works that have been made for kindergarten-age children. After students train the children, the results will be presented as a final assignment. The activities above are a service innovation that has been implemented at the FIPP UNY Early Childhood Education Kinanthinastiti Laboratory. One of the Kinanthinastiti laboratory service activities is innovation in art materials. This activity collaborates with art course teachers in early childhood. Students can express art lecture materials by utilizing the facilities available in the Kinanthinastiti laboratory.

CONCLUSIONS AND RECOMMENDATIONS

Based on the research results above, it can be concluded that laboratories do not only serve students or lecturers. The need for services for the implementation and development of materials for students, teachers and the general public. Kinanthinastiti Laboratory provides various services for students, lecturers, teachers and the general public. Student services include providing facilities and infrastructure to support the lecture process. In the laboratory at PAUD FIPP UNY, one of the principles of student theory is the service of art materials. Apart from art materials, there are many other materials that are applied in the Kinanthinastiti laboratory. The kinanthinastiti laboratory is one of the facilities that can be utilized by PAUD students. The art material services at the FIPP UNY Early Childhood Education Kinanthinastiti laboratory include musical activities, panembromo, wayang anak and new dance creations. The activities above are innovation services that have been implemented at the FIPP UNY Early Childhood Education Kinanthinastiti Laboratory. One of the Kinanthinastiti laboratory service activities is innovation in art materials. This activity collaborates with art course teachers in early childhood. Students are able to express art lecture materials by utilizing the facilities in the Kinanthinastiti laboratory.

ADVANCED RESEARCH

In writing this article the researcher realizes that there are still many shortcomings in terms of language, writing, and form of presentation considering the limited knowledge and abilities of the researchers themselves. Therefore, for the perfection of the article, the researcher expects constructive criticism and suggestions from various parties.

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