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PROCEEDING



INTERNATIONAL CONFERENCE ADRI - 5

Scientific Publications Toward Global Competitive Higher Education

Ballroom Theater - Pinisi Tower 3rd Floor
Universitas Negeri Makassar
21- 22 January 2017



INTERNATIONAL CONFERENCE ADRI - 5
"Scientific Publications toward Global Competitive Higher Education"

PROCEEDING

INTERNATIONAL CONFERENCE ADRI - 5
"Scientific Publications toward Global Competitive Higher Education"

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FOREWORD

The theme of international conference ADRI – 5 is Scientific Publications toward Global Competitive Higher Education. This conference is an annual academic event that holds as a part of events series of inauguration to DPD ADRI SULSEL period 2017 - 2021. This proceeding consists of all accepted and supplementary paper. They are also presented in the conference. All papers are contributed by researchers who are not only academic member of ADRI but also those who come from many area disciplines such as teachers, practitioners, and students. It is hoped that this proceeding will be used well as academic references to share knowledge in produce quality scientific publication to build competitiveness of the higher education in the globalization era.

Makassar, 22 January 2017

Editor



INTERNATIONAL CONFERENCE ADRI - 5

"Scientific Publications toward Global Competitive Higher Education"

THE SCHEDULE OF INTERNATIONAL CONFERENCE ADRI - 5

Theater Room - 3rd Floor Pinisi Tower UNM, 21 January 2017

TIME	ACTIVITY	PRESENTER	PIC
08.00 – 09.00	Registration		Committee
09.00 – 09.05	Opening ceremony	<i>Master of Ceremony (MC)</i>	
09.05 – 09.10	Singing Indonesia Raya	Dirigent	
09.10 – 09.30	Inauguration of DPD ADRI Sulsel	Dr. Achmad Fathoni Rodli, M.Pd.	MC
09.30 – 09.40	Organizing Report	Chairman Committee Dr. Faizal Amir, M.Pd.	MC
09.40 – 09.50	Speech as Chairman of DPP ADRI Sulsel	Prof. Dr. Husain Syam, M.TP.	MC
09.50 – 10.00	Speech as Chairman of DPP ADRI	Dr. Achmad Fathoni Rodli, M.Pd.	MC
10.00 – 10.10	Speech of Ministry	Dr. Ir. Agus Puji Prasetyono, M.Eng. (Expert Staff of Ministry of Research, Technology and Higher Education)	MC
10.10 – 10.20	Speech of Vice Governor of South Sulawesi	Ir. Agus Arifin Nu'mang, M.Si.	MC
10.20 – 10.40	Cultural Action	Traditional Dance	MC
10.40 – 10.50	Souvenir Gift	Given by Chairman of DPD ADRI SULSEL	MC
10.50 – 11.00	Coffee Break		
11.00 – 12.00	Speech of Keynote Speaker (Expert Staff of Ministry of Research, Technology and Higher Education)	Dr. Ir. Agus Puji Prasetyono, M.Eng.	<u>Moderator:</u> Widya Karmila Sari
12.00 – 13.00	Lunch Break		Committee
13.00 – 15.00	Speech of Invited Speaker (Panel Session)	1. Prof. Dr. Ruzairi Abdul Rahim (UTHM Malaysia) 2. Dr. Ir. Gatot Hari Priowirjanto, M.Sc. (Director SEAMEO, Bangkok) 3. Dr. Achmad Fathoni Rodli (DPD ADRI Pusat) 4. Dr. Anton Muhibuddin (JSPS - Japan)	<u>Moderator:</u> Widya Karmila Sari, S.Pd., M.Pd.
15.00 – 17.30	Parallel Session Ballroom Lantai 2, Room 1	National & International Presenter	Moderator: Dr. Syafruddin Side
15.00 – 17.30	Parallel Session Ballroom Lantai 2, Room 2	National & International Presenter	Moderator: Dr. Hendrajaya
15.00 – 17.30	Parallel Session Ballroom Lantai 2, Room 3	National & International Presenter	Moderator: Dr. Wahira
15.00 – 17.30	Parallel Session P3G Lantai 3, Room 1	National & International Presenter	Moderator: Zaenal Abidin, M.Si.
15.00 – 17.30	Parallel Session P3G Lantai 3, Room 2	National & International Presenter	Moderator: Faisal Najamuddin, M.Eng.



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**THE SCHEDULE OF INTERNATIONAL CONFERENCE
- PARALLEL SESSION -**

Ruang : Ball Room I Lt.2
Moderator : Dr. Syafruddin Side, M.Si.

Time	SPEAKERS	INSTITUTION	PAPER
15.00 – 15.30	Nurlita Pertiwi	Universitas Negeri Makassar	Environmental Value Of River Bank
	Faizal Suyuthi	Fakultas Teknik Universitas Pejuang R.I	Correlational Study Of Environmental Science And Education Levels With Concern For Environment
	Muhammad Amin Syam ¹ , Andi Ilham Samanlangi ² , La Ode Muh. Yazid Amsah ³	¹²³ Jurusan Teknik Pertambangan Fakultas Teknik Univrsitas Pejuang Republik Indonesia	Groundwater Modelling To Predict Flow And Negative Impacts Of Groundwater Abstraction
	Ritnawati ¹ , Enny Tri Mahyuni ² , Andi Amrullah ³	¹ Jurusan Teknik Pertambangan Fakultas Teknik Univrsitas Pejuang Republik Indonesia	Acid Mine Treatment Method Bioremediation Coal Mine Using Bacteria And Thiobacillus Thiobacillus Ferrooxidans Thiooxidans
15.30 – 16.00	Nur Asia Umar ¹), Sri Mulyani ²), Ida Suryani ³), and Muh.Hatta ⁴)	¹ Faculty Fishery Cokroaminoto Makassar University, ² Faculty Fishery Bosowa University ³ Faculty Agronomy Cokroaminoto Makassar University, ⁴ Faculty Marine Science and Fishery Hasanuddin University	Model And Simulation Of Relationship Tropodinamik Waters Of Lake Tempe, Wajo Disctrit.
	Slamet Widodo ¹ , Saifuddin Sirajudin ²	¹ Universitas Negeri Makassar ² Hasanuddin University	Effect Long Drying On The Quality Of Flour Fish Mujahir (<i>Oreochromis Mossambicus</i>) And Fish Sardenilla (<i>Sardinella Aurita</i>)
	Maimuna Nontji		Potential Analysis of Methane Gas Reduction by <i>Methanotrophs</i> Bacteria from Rice Field
	Muhammad Wiharto ¹ , Herlinda Haruna ² , Fatma Hiola ³ , Muhammad Wijaya ⁴ , Hamka L ⁵	Universitas Negeri Makassar	Analysis Of Vegetation Saplings Used In Mixed Forest Burnt Bawakaraeng Mountain
16.00 – 16.30	Yiyin Klistafani	Politeknik Negeri Ujung Pandang	Experimental And Numerical Study Of Turbulent Flow Characteristic In Asymmetric Diffuser
	Adriyani Adam ¹ , Sukardi ² , Hasir ³ , Agus Erwin Ashari ⁴	¹ Health Polytechnic of Mamuju ² BKKBN of West Sulawesi Province	Factors Related To Early Age Marriage At Mamuju District
	Lilies Anggarwati Astuti	Universitas Muslim Indonesia	An Effect Of Centrifugation Speed, Centrifugation Duration, And The Use Of Anticoagulants (Edta And Citrate Acid 3.8%) Of The Quantity



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Time	SPEAKERS	INSTITUTION	PAPER
			Of Platelet Rich Plasma (PRP)
	Rukli	Universitas Muhammadiyah Makassar	Characteristics Analysis Of Math Items Type On Data Trend In International Mathematics And Science Study
16.30 – 17.00	Amal Said	Faculty of Agriculture Makassar Islamic University	Mastery Rights Of Agricultural Land Management In South Sulawesi
	Harapin H. A ¹ , Napirah ² , and S. Wanci ³	Faculty of Animal Science, Universitas Halu Oleo	Body Weight And Carcass Percentage Of Male And Female Local Pigeon (<i>Columbia Livia</i>) In Kendari City
	Nurnaeni	Academy of Midwifery (AKBID) Gunung Sari Makassar	Analysis Of Effect Of Motivation Nurse Nursing Documentation Of Filling The Medical Record Files
	Nilawati Uly ¹ , Ratnasari Iskandar ² , and Ririn Eka Puspitasari S. ³	¹²³ STIKES Mega Buana Palopo	Factors That Related With The Elderly Activeness In The Utilization Of The Elderly Posyandu
17.00 – 17.30	Musbir ¹ , Sudirman ² , and Ridwan Bohari ³	Department of Fisheries, Faculty of Marine Science and Fisheries, Hasanuddin University.	The Resources Of Spiny Lobster (<i>Panulirus</i> spp) In Southern Coastal Waters Of Bulukumba Regency
	Riza Sativani Hayati	Biology Education Department, Mumammadiyah Makassar University	Potential Leaf Extract <i>Orthosiphon Aristatus</i> As Growth Inhibitor Of <i>Candida Albicans</i>
	Nurfaizah AP.	Faculty of Education University Negeri Makassar	The Implementation Of Problem Based Learning (PBL) Model To Improve Critical Thinking Ability In Civics Learning To Fifth-Grade Students In SD Inpres 10/73 Bajoe Eastern Tanete Riattang District Of Bone
	Ambo Dalle	Universitas Negeri Makassar	The Effectiveness Of Cooperative Learning Model Concept Mapping In Learning Writing Skill In German Language



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THE SCHEDULE OF INTERNATIONAL CONFERENCE - PARALLEL SESSION -

Ruang : Ball Room 2 Lt.2
Moderator : DR. Wahira, M.Hum

TIME	SPEAKERS	INSTITUTION	PAPER
15.00 – 15.30	Hardianto Djanggih ¹ and Aan Aswari ²	¹ Law Faculty Universitas Tompotika Luwuk ² Law Faculty Universitas Muslim Indonesia	Information Technology Crimes Against Children As Victims
	Lu'mu	Fakultas Teknik , Universitas Negeri Makassar	Media Card For Anticorruption Learning On The Subject PkN (Pendidikan Kewarganegaraan) In Junior High School
	Kamri Ahmad ¹ and Andi Arjuni K. Petta Lolo ²	Indonesia Muslim University, Makassar, Indonesia	The Influence Of Political System On Corruption
	Rusdiana Junaid ¹ , Rustan Santaria ²	¹ Universitas Cokroaminoto Palopo	An Excursion As A Great Medium Of Writing Process
15.30 – 16.00	Ahmad	Universitas Negeri Makassar	Urgency Of Spiritual Therapy In Developing Quality Of Soul And Character Of Students At SMAN Makassar
	Umar	STISIP Muhammadiyah Sinjai	The Determinant Factors Toward The Effectiveness Of Supervision Function Of Local Parliament (DPRD) In Sinjai Regency
	Hariratul Jannah ¹ , and Muammar Hasbullah ²	Faculty of Letters, Universitas Muslim Indonesia	“Aru” As Traditional Poetry In Makassar The Study Of Stylistic
	Mahmudah	Universitas Negeri Makassar	Scientifics Markers In Academic Text
16.00 – 16.30	Fatoni ¹ , Cahyo Yuwono ² , Mohamad Annas ³	¹²³ Faculty of Sport Science, Semarang State University	Understanding Soccer Players Of The Laws Of The Game 2010/2011
	Syamsuddin Maldun	Universitas Bosowa	Prospects For Public Private Partnership Infrastructure In South Sulawesi Province
	H. Joko Tri Brata ¹ , La Ode Bariun ² , and Asri Djauhar ³	Sulawesi Tenggara University	Model Poverty Based Collaboration
	Najmi Kamariah ¹ , Maryati Ismaili ² ,	¹ Sekolah Tinggi Ilmu Administrasi Negara (STIA LAN)	An Integration of Servqual Method and Quality Function



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TIME	SPEAKERS	INSTITUTION	PAPER
	Abd. Rahman Kadir ² , and Noer Bahri Noer ²	Makassar ² Universitas Hasanuddin	
16.30 – 17.00	Muhammad Jufri	Psychologi Faculty, Universitas Negeri Makassar	Talent Management: Toward Optimal Quality Of Human Resources
	Yusriadi Hala	STIE – YPUP	The Effectiveness of The Intensification and Extensification Strategy To Increase The Revenue Of Makassar City
	Sunardi	Universitas Negeri Makassar	Environmental Conservation Through Waste Management Of Car Repair Shop In Makassar City
	Moh. Ahsan S. Mandra	Universitas Negeri Makassar	Analysis Of Learning Assessment In Physics At Automotive Engineering Education Study Program State University Of Makassar



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THE SCHEDULE OF INTERNATIONAL CONFERENCE - PARALLEL SESSION -

Ruang : Ball Room 3 Lt.2
Moderator : Dr. Hendra Jaya, M.T

TIME	SPEAKERS	INSTITUTION	PAPER
15.00 – 15.30	Risa Bernadip Umar ¹ , Munawar ² , Natsir Thamrin ³	Fakultas Teknik Universitas Pejuang Republik Indonesia	Effect Of Heat Treatment On The Mechanical Properties Of Steel S45c Welding Process With Smaw (Shielded Metal Arc Welding)
	Andi Ilham Samanlangii ¹) Adi Tonggih ²) and Moh.Khairid Noor ³)	^{1,3}) Mining Engineering Department, Universitas Pejuang Republik Indonesia (UPRI) ² Geologi Department, Universitas Hasanuddin	Prospecting Iron Ore In Sabussalam Region Calendar In City Subulussalam, Aceh
	Heri Suryaman ¹), Kusnan ²), Suparji ³), and Supari Muslim ⁴)	^{1,2,3}) Civil engineering, faculty of technique, surabaya state of university ⁴) Electrical Engineering, faculty of technique, surabaya state of university	Developing KKNi Based Teaching Administration And The Problem Solving In Order To Increase The Learning Outcomes Of Students In Beam Structure-I Class, Civil Engineering, State University Of Surabaya
	Kusnan ¹), and Agus Wiyono ²)	Civil engineering, faculty of technique, surabaya state of university	Development Of Flood Countermeasures Model In Campus Of Ketintang UNESA Surabaya
15.30 – 16.00	Agus Budi Santosa	Electrical Department, of State University of Surabaya	The Development Of Learning Media To Improve The Results Of The Study Of Data Communication In Industrial Electronics Engineering Department At SMKN 1 Jetis Mojokerto
	Syamsidah	Faculty of Engineering, Universitas Negeri Makassar	Employer Relationship Patterns And Housemaids
	Hasanah ¹ ; Muh. Nasir Malik ² ; Elfira Makmur ³ ;	Faculty of Engineering , Universitas Negeri Makassar	Model Integration Of Discovery Learning With Contextual Teaching And Learning (DI-CTL MODEL) To Improve The Quality Of Learning In Vocational High School
	Sapto Haryoko ¹ , Hendra Jaya ²	Universitas Negeri Makassar	Alignment of Supply and Demand workforce Vocational School Graduates On Industry
16.00 – 16.30	Yasser A. Djawad ¹ , Sutarsi Suhaeb ²	Universitas Negeri Makassar	Role of Information Technology in Health Sector in Improving Health Care
	Muhammad Yahya	Universitas Negeri Makassar	Empowerment Of Dropout Students School By Training Of Servicing Motorcycle



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TIME	SPEAKERS	INSTITUTION	PAPER
	Muliaty	Creative Media State Polytechnic Makassar	The Design Of Tour Guide Application Based On Android
	Abdul Muis Mappalotteng ¹ , Fathahillah ² , Pattasang ³	Technology and Vocational Education, Postgraduate, State University of Makassar	The Effectiveness Of Using Plc Trainer Panel System In The Practice Learning Of Operating Electromagnetic Control System In Vocational High School
16.30 – 17.00	Umami Rahmah	Universitas Negeri Makassar	Theatrical Mini Development Character Early Age Child at TK Melati UNM
	Muhammad Saleh ¹ and Mayong Maman ²	Universitas Negeri Makassar	Politeness Strategy Of Students' Speaking Skill In Learning Interaction
	Muhammad Basri D ¹ , Andi Tenri Ampa ² , and Sitti Halijah ³	¹ Department of English, Faculty of Letters, UMI Makassar, ² Department of English Education, Faculty of Teachers Training and Education, Unismuh Makassar, ³ Department of English Education, Faculty of Letters, UMI Makassar,	The Specified Patterns Of Noun Phrases Used By The Fourth Semester Students In Their Paragraphs
	Mahmud Mustafa	Universitas Negeri Makassar	Material Development Teaches Digital Electronic Gets Multimedia's Basis At Tech Education Majors Unm's Electronics



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**THE SCHEDULE OF INTERNATIONAL CONFERENCE
- PARALLEL SESSION -**

Ruang : P3G Ruang I Lt.3
Moderator : Zainal Abidin, SE., M.Si.

TIME	SPEAKERS	INSTITUTION	PAPER
15.00 – 15.30	Purnamawati ¹ , Hasanah ² , Nuridayanti ³	Fakultas Teknik, Universitas Negeri Makassar	The Implementation Of Problem Posing Learning Model Of Subject Electrical Engineering
	Muhammad Ilham Bakhtiar ¹ , Sinta Nurul Oktaviana K. ²	1STKIP Andi Matappa.Pangkep	Cognitive Restructuring Application Techniques To Reduce Student Behavior In Academic Procrastination
	St. Asriati AM.	Fakultas Keguruan dan Ilmu Pendidikan, Universitas Muhammadiyah Makassar	The Use Of Predict-Explain-Observe-Explain In Improving The Students’ Speaking Ability At The Eleventh Year Of SMA Batara Gowa (An Experimental)
	Musripah ¹ , Ismet Basuki ² , Euis Ismayati ³ , and Supari Muslim ⁴	¹)SMKN 2 Boyolangu Tulungagung ^{2),3)} and ⁴⁾ Postgraduate Program of State University of Surabaya	The Effect Of Learning Styles And Learning Model Of Students Competence Subject Basic Design At State Vocational High School 2 Boyolangu
15.30 – 16.00	Mubasir ¹ , Muchlas Samani ² , Mochamad Cholik ³ , and Supari Muslim ⁴	¹)SMK Al- Huda Kediri ^{2) 3) and 4)} Postgraduate Program of State University of Surabaya	The Development Of Motorcycle Trainer Starting System Learning Media To Improve Students’ Learning Outcomes In Starting System Repairment Competence
	Jahja Nawawi ¹ , Muclas Samani ² , Ekohariadi ³ , and Fendi Achmad ⁴	¹)SMK PGRI 4 Kediri ^{2),3) and 4)} Postgraduate Program of State University of Surabaya	The Effect Of Cooperative Learning Model Jigsaw Ii Toward The Students Learning Outcome Electric Light Vehicle Maintenance At State Vocational High School PGRI 4 Kediri
	Hendro ¹ , Muchklas Samani ² , Wayan Susila ³ , and Fandi Achmad ⁴	¹)SMK Al Huda Kediri ^{2) 3) and 4)} Postgraduate Program of State University of Surabaya	The Development Trainer Media Car Audio Systems To Improve Learning Outcomes Audio System Maintains Competency Skills In State Vocational High School Al Huda Kediri
	Sutikno ¹ , Supari Muslim ² Bambang Suprianto ³	¹)SMK Kediri ^{2) and 3)} Postgraduate Program of State University of Surabaya	The Relationships Among Map Concept Learning Strategies, Lathe Practicum Learning Facilities, Teaching Skills, And Student Learning Outcome Of Grade XI Mechanical Engineering Of All Vocational Senior High Schools Kediri
16.00 – 16.30	Joko Sukariono ¹ , Supari Muslim ² , and Munoto ³	¹) SMK Al Huda Kediri ^{2) and 3)} Postgraduate Program of State University of Surabaya	The Effect Of Intellegent Quotient Level And Learning Media Of Automatic Transmission Service Subject Outcome Of Student At Xii Motorcycle Engineering Smk Al Huda Kediri
	Munirah ¹ and Rahmah A. ²	Prodi Magister Pendidikan Bahasa dan Sastra Indonesia	The Real Things Media In Writing Description Learning Of Student Grade X ₁ MAN Pangkep



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TIME	SPEAKERS	INSTITUTION	PAPER
	Muhammad Yusri Bachtiar ^{1*} , Muhammad Akil Musi ² , Syamsuardi ³	^{1,2,3} Prodi PG-PAUD Fakultas Ilmu Pendidikan Universitas Negeri Makassar	Developing Project Based Learning Method Using Media Recycling Waste At Group B Islamic Integrated Kindergarten Wihdatul Ummah Makassar
	Misykat Malik Ibrahim ¹ , Muhammad Amri ²	Tarbiyah and Teaching Faculty (FTK), Alauddin State Islamic University	The Evaluation Of Biology Education Study Program Of Tarbiyah And Teaching Faculty Of UIN Alauddin Makassar
16.30 – 17.00	Elidasari	STEI Triandra	The Effect Of Inquiry Learning Model To Student Having Field Independent Cognitive Style Toward Writing Skill Of Business Letter
	Ridwan ¹ , Yansar ² , and Dedi Kusnadi ³	Faculty of Teacher Training and Education, Borneo Tarakan University	The Analysis Of Curriculum 2013 Textbooks For The Fourth Grade Students Viewed From The Aspect Of Content Feasibility
	Hikmawati Usman	Fakultas Ilmu Pendidikan Universitas Negeri Makassar	The Effect Of Using Audio Visual Media To Learning Outcomes Of Art, Culture And Skills Of Grade IV SD Negeri Mannuruki Tamalate District, Makassar City
	Ramly	Fakultas Bahasa dan Sastra Universitas Negeri Makassar	The Discrepancy Between Teaching Plan And Its Implementation
17.00 – 17.30	Riana T. Mangesa ¹⁾ , and Anas Arfandi ²⁾	^{1,2)} Faculty of Engineering - Universitas Negeri Makassar	Review Of Implementation Values Of Character In The Subject On Vocational Education
	Muhammad Guntur	Study Program of Public Administration, Faculty of Social Sciences, State University of Makassar, South Sulawesi, Indonesia	Implementation Of Good Governance Principles On Transparency, Accountability And Participation Community In Indonesia



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**THE SCHEDULE OF INTERNATIONAL CONFERENCE
- PARALLEL SESSION -**

Ruang : P3G Ruang 2 Lt. 2
Moderator : Faisal Najamuddin, S.Pd., M.Eng.

TIME	SPEAKERS	INSTITUTION	PAPER
15.00 – 15.30	Andi Paida	Program Studi Pendidikan Bahasa dan Sastra Indonesia	Effectiveness Of Application Technique Sentence Stock Exchange In Lesson Setting Paragraph Narrative Class X SMK Gunung Sari 1 Makassar
	Nahindi Putra Gitama ¹⁾ , LuhWinaSadevi ²⁾ , Supari Muslim ³⁾ , and BambangSuprianto ⁴⁾	^{1,2)} Magister of Engineering and Vocational Education, Post Graduate State University of Surabaya, ^{3,4)} Professor of Engineering and Vocational Education, Post Graduate University of Surabaya,	Comparison Of The Learning Outcomes Of Courslab 2.4 And Power Point Media In PLC Course
	Syamsiarna Nappu ¹⁾ , and Evi Angraeni ²⁾	Universitas Muhammadiyah Makassar	Improving Students' Vocabulary Through Jigsaw Technique
	Herman H ¹⁾ , and Hasruddin ²⁾	Faculty of Sport Science, Universitas Negeri Makassar	Analysis Of Motivation Of Students Exercise Basketball SMAN 2 Polongbangkeng North District Takalar
15.30 – 16.00	Endang Ayu Patrianingsih ¹⁾ , Ernawati S K ²⁾ , and Nurhayati B ³⁾	^{1,2,3)} Post Graduate State University Of Makassar	The Influence Of Discovery Learning Model Toward The Comprehension Of Biology Concept And Scientific Attitude Of Students At SMAN 3 Takalar
	Joko	Faculty of Engineering Unesa Surabaya	Development Learning Tool Problem Based Learning Model Direct Current Machines Lesson
	Wahyu Prima Agus ¹⁾ , Achmad Munandar ²⁾ , Bambang Supriatno ³⁾	Universitas Pendidikan Indonesia	Reasoning Analysis Of Junior High School Students Around The Settlement Of Indigenous Baduy In Response Environmental Issues
	Muhammad Khalifah Mustami	Biology Education Department, Teaching and Science Faculty, State Islamic University of Alauddin Makassar	Information Reception And Attitude Of Environmental Awareness On Secondary School Students
16.00 – 16.30	Ratna Dewi ¹⁾ , Erwin Udding ²⁾	^{1, 2)} Muhammadiyah University of Makassar	University Students' Errors In Using Elliptical Constructions



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TIME	SPEAKERS	INSTITUTION	PAPER
	Akbar Iskandar ¹ , Muhammad Rizal ²	¹ STMIK AKBA	Item Quality Analysis Instrument In The College Entrance Test In The View Of The Expert Validator
	Mislia	UPRI	An Implementation Of Character Education In Scout Extracurricular Activity At SMPN 1 Maros
	Darlan Sidik	Universitas Negeri Makassar	Application Of ICT For Distance Learning In Cooperation Program Of State University Of Makassar
16.30 – 17.00	Farida Aryani ¹ , Abdullah Sinring ² , Muh. Rais ³	Universitas Negeri Makassar	Conseling Guidance Services Using SIMPESA (Sistem Aplikasi Peminatan Siswa)
	Muhammad Jafar	Universitas Negeri Makassar	Professional Competence Development Of English Teachers In Indonesian Junior High School
	Bakharani Rauf	Universitas Negeri Makassar	Analisis Of Motivation And Interest Of Secondary High School Students To Continue The Study In Vocational High School
	Abd. Halim	Universitas Negeri Makassar	A Motivational Study On Learning English In The Extended Learning Program
17.00 – 17.30	Syamsiah D.	Universitas Negeri Makassar	Integrated Cooperative Model Application Reading Composition (CIRC) To Improve Understanding Learning Outcomes Of Reading Class V SD Negeri Sudirman II Makassar
	Umi Farida	Universitas Negeri Makassar	The Challenges Of Higher Education In Asean Economic Community (Aec)
	Eko Wagiyanto	Universitas Negeri Makassar	Policy Analysis On Prevention Of Child Dropout Of School Case Study: Movement Back To School In Mamuju
	Amirullah Abduh ¹⁾ and Rosmaladewi ²⁾	¹⁾ Universitas Negeri Makassar, Indonesia ²⁾ Politeknik Pertanian Negeri Pangkep, Indonesia	English Language Teaching In An Indonesian Primary School: Teachers' Perspectives

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MEDIA CARD FOR ANTICORRUPTION LEARNING ON THE SUBJECT PKn (Pendidikan Kewarganegaraan) IN JUNIOR HIGH SCHOOL

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ABSTRACT

Purpose of this research is to know how to design anti-corruption Based Learning Media Card for Instilling Values Honesty Since Early IN Civics Lesson in Junior's eyes. Research is a research development KIND singer. Software Development Models using Form Learning The Game Cards for review provides understanding shown to Students About Learning corruption singer performed WITH engineering approach where the stages are: analysis, design, implementation, and evaluation. Operating Data Used hearts singer research is qualitative data and quantitative data. Qualitative data TIN From Needs analysis instruments, while quantitative data TIN From the findings Needs analysis sheet, sheet material experts, media and experts. The development of anti-corruption Media Card Media as a Learning through Three Stages BETWEEN lie: a) analysis WITH analyze Supplies, analysis of the characteristics, material analysis, as well as objective analysis. b) designing ie design a concept, designing development tools, MAKE Product Design, and Product revision and validation. c) That the development of producing products until finishing. Learning design models using anti-corruption as Instructional Media Card plus cellular WITH Based Applications Supporting Card Games. Software designed WITH purpose to facilitate a review of the game. Looking for your answer key using WITH Easily Without Having Handbook hearts Shapes hardcopy. Based on the findings mean SCORING ASSESSMENT RATING TIN Good Very valid By Expert Media and Content Experts.

Keywords: *Anti-Corruption, Value Honesty, Media Card*

INTRODUCTION

The development of attitudes, moral, and personality learners can not be developed in a short time because they development of attitudes, moral as well as a person's personality comes from a long process and continuing with the habit that often do. So the need for education model anti-corruption continuing where early childhood is the most important in instilling attitudes, morale and a positive personality and certainly instill anti-corruption starting from early childhood or past (SMP) for this period is a period of development of gold which operates purely on the subconscious mind and will absorb the information 100% without any filtering of the information and will form the belief or the confidence to be embedded in the subconscious mind of the child. When a belief has been embedded in the unconscious child, then the belief is

very difficult to change (Gunawan, 2008). For children of junior high school age belief-belief planting anti-corruption education is very effective if through a fun educational games. One model of educational games for children, namely the method of a card game. Based on the description that background, the research was conducted to find out how the learning-Based Anti-Corruption Media Card can Instilling Values Honesty Since Early In junior high school students.

Instructional Media

Media comes from the Latin "medius" which literally means an intermediary or introduction. Media is "an intermediary or an introductory message from the sender to the receiver of the message (Sadiman Arief, 2003). Aside from being a messenger, the media is also a tool in the learning process that can

arouse students' interest and motivation. Oemar Hamalik found "an educational media tools, methods and techniques that can streamline communication and interaction in the process of education and teaching in schools" (Oemar Hamalik, 1994).

According Munadi, instructional media are "learning resources other than the teacher called the dealer or connecting instructional messages are held and / or created by teachers or educators (Sadiman Arief, 2005). Many limits suggested by experts on the media. And Communications Technology Association Education in America restrict media "as all forms and channels people use to distribute messages and information. Based on the above opinion, it can be concluded that all forms of learning media is used to process the information in learning to give motivation and innovation in learning that can occur on the student learning process effectively and efficiently. In this case the effective means providing high effectiveness in terms of the message and the interests of students who are learning. While efficient means to have power in order in terms of how it is used, the time and place. A media said to be efficient if its use is easy, in a short time can achieve extensive content and where required is not too broad. Media also must be "communicative, meaning the media is easy to understand his point, in other words what is displayed through the media is easy to understand students (Sardiman, 2004)".

The use of creative media can enable students to learn better and improve student performance in accordance with the objectives to be achieved. So the media in all forms of learning is a communication tool that can be used to convey information from the source to the students that aims to stimulate thoughts, feelings, and the willingness of students in participating in learning activities. Media is also used to deliver learning as a whole

can also be used to convey a certain part of the learning activities, and provide motivational coaching.

Card Games in Learning

What is called the game (games) are each contest between the players interact with each other by following certain rules to achieve certain goals anyway. Every game should have four main components: a) the player; b) the environment in which the players interact; c) the rules of the game, and d) the existence of certain objectives to be achieved.

As a medium of learning, the game allows the active participation of students to learn. The game has the ability to engage students in active learning process. The game is a fun thing to do, something entertaining, as well as card games. Media Game has several advantages as follows: a) the game is a fun thing to do; b) the game allows the active participation of students to learn; c) the game can provide immediate feedback; d) game allows the application of concepts or roles to the actual situation and role in society; e) the game is flexible; f) the game can be easily created and propagated. The weakness of the media game, among others: a) flexible nature so as to make students too busy playing so that the learning objectives are not achieved; b) the effectiveness of learning depends on the materials chosen specifically; c) sometimes it takes a considerable cost; d) require a long time.

RESEARCH METHODS

Types of research

The first phase of the study, entitled "Anti-corruption learning model based Media Card To Instill Values Honesty Since Early In Junior High School Students" is a type of research development. Software development such as learning model that uses a card game to provide insight to students about learning

this corruption carried out by engineering approach where the stages are: analysis, design, implementation, and evaluation. Having produced an instructional model Anticorruption Based Media Card, the study continued to conduct tests on products developed for the students of SMP Negeri 27 Makassar. Experimental research was conducted in the second year.

Development style

The planned study is a research and development in education (educational research and development) adoption of a model Borg & Gall. In accordance with the understanding that this research aims to produce products. The next development of learning tools via a card game.

Procedure Development

The procedure of research and development models Borg and Gall (1983: 772-774) basically consists of two main objectives, namely: (1) develop products, (2) to test the effectiveness of the product to achieve goals. The first goal leads to the development of a product and the second aim is to lead to validation.

Data types

Data used in this study is qualitative data and quantitative data. The qualitative data obtained from the instrument needs analysis, while quantitative data obtained from the results of the needs analysis sheet, sheet materials experts. Techniques used in the collection of data / information from the models developed observation, interviews and questionnaires. Furthermore questionnaire, used to collect data on response validator on learning Model-Based Anti-Corruption Media Card To Instill Values Honesty Since Early In Junior high school students developed.

Data analysis technique

At every stage of research and development will be analyzed in accordance with the intent and purpose of

these stages. In general, the analysis used in this research is descriptive analysis that will describe the results of development, the response of the validator. Analysis of the software and hardware is done by considering the minimum specifications, with reference to the development of learning tools for instructional media, namely efficiency and effectiveness, reliability, maintainabilitas, reusability, application selection accuracy, compatibility, packaging, documentation and reusability.

RESULTS AND DISCUSSION

Results

In this analysis, information gathering done by conducting interviews with teachers in high school Civics First the anti-corruption learning materials in the classroom. From the analysis of the interview, it could be concluded as follows:

- a. The learning approach used in the process of learning is learning-oriented approach or a student-centered (Student Centered Approach).
- b. Learning strategies used in the learning process is deductive. In deductive learning strategies messages to be delivered starting from the general to the particular, from the abstract to the real thing, from abstract concepts to concrete examples.
- c. The learning method is usually done using a model of lecture, discussion and recitation (assignment). Lecture method is lighting and narrative orally to clarify the description. Discussion method is a method of learning that exposes students to a problem. The main goal of this method is to solve a problem, answer questions, add and understand the knowledge of students, as well as to make a decision.

- d. Media used was limited to teaching board.
- e. Learning media card game very interesting to help the learning process on anti-corruption, with the hope media card game created by interactive involving students directly in the learning process with the media, the material contained in the medium of learning to use language that is easily understandable and understood the students, easy to play, media expected a simple and facilitate students to see the desired material as well as responsive or unresponsive to commands students, the media is expected to be displayed in the form of the many popular and loved by the students, the multimedia are expected to provide a learning experience becomes easier to understand a material's anti-corruption SMP.

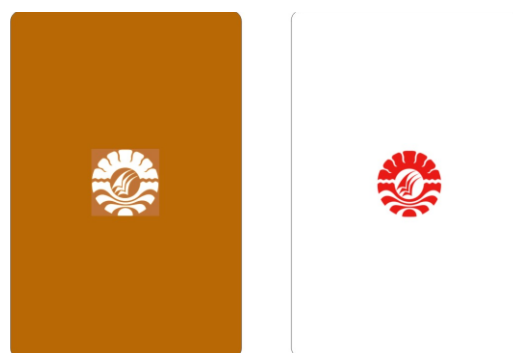
and matter, the game cards are also grouped according to the type of answer choices so that a homogeneous choice according to the identity of the card. Identity alphabetic letters written by the antecedents to the sequence of digits ranging from 1-50. card shape is a rectangle with a portrait models to be easily held, besides the player cards containing material questions and answers. there is also an additional element in the form of caricature image affixed wise words, as an addition to accents and dynamic elements and aesthetics for character education. Caricature is a simple black and white picture that is often and commonly found as a symbol - a symbol in a particular message. The size of the player's card is 11 cm wide and 7.5 cm. This size is the size of the international standard card game of poker.

Development

The development phase is an advanced stage of the design phase, since the design phase of a reference during the development stage. The development stage is divided again into a small stage that is making multimedia interface, coding or coding, testing movie, publishing, packaging, validation expert and multimedia revision. The development stage is the stage production of the card there are some production processes in the manufacture of this enterpoker card media as supporters and completeness of the product. Each phase is described as follows:

a) Production Card Players

Process development activities undertaken is the product manufacturing process in this case the creation of all instruments and products needed. The first step is the manufacture of playing cards totaling 30 cards each different numbering



Gambar 5.5 Play Card.

b) Production Punishment card and Reward

The next stage is to produce punishment cards and reward cards, this card is made with the card functions as a marker, that players who play it can be answered correctly or incorrectly. This card also as a reference for who will win the game. These cards are numbered each 6 pieces with a characteristic picture of a child holding a trophy to reward card. As for punishment card is a picture of someone who was carrying a balance. The size of this card is smaller that 1/6 of the game card and master card.

c) Production Handbook

The guidebooks are produced in accordance with the number of cards enterpoker to be made. Because this book is a guide, then as the name of matter or the contents of the book is, the general idea of the card enterpoker and supporting instruments such as the description of the types of cards, functions and benefits, procedures for use in the card game, as well as to the evaluation of the use of the card the. So everything about cards enterpoker, already represented by an explanation on the content in the guide books. This book is made with brown cover and the A5 size or half the size of A4 HVS. With a thickness of 21 pages.

d) Production Packaging

Packaging does give an important role in outdoor display, the manufacturing process can only be done with manual finishing. After printing a new entry in the digital printing finishing stages by folding and bending parts are made nets that image. Then we just gluing and folding and pasting the nets so that berbentuk wake up three dimensions of the rectangular beam.

e) Equipment and Materials

The tools used in the manufacture of the card is a tool stationery such as paper HVS to sketch, pencils and computers as graphic design programming. As for the material itself are all made from ivory paper menggunakan

260 grams, with prints of digital printing laminated with hubcaps.



Gambar 5.6 Game Board

Determining the feasibility of anti-corruption card is measured based on the assessment of the experts are subject matter experts and media expert data obtained show the feasibility of the validity of the card as a learning resource. Recommendations contained in the instruments used as consideration for further improvements card. Here are the results of testing of each validator.

1) Expert Content

Subject matter experts provide advice on the material contained in the questionnaire and the media as well as guidebooks on enterpoker card media. Once the material expert assessment, it is known the things that have to be revised. Identification of high and low propensity score set at ideal criteria based on the score Likert scale research data with the data range 1 to 4.

Results Table 5.3 Assessment of Learning Materials

NO	STATEMENT	mean Score
1.	Concept material On the media card this already corresponding.	3
2.	Matter on media Card this corresponding or relevant with competence basic.	3
3.	Matter y a ng presented complete corresponding with standard competence and competence basic.	3
4.	Question in card disajik a n corresponding with material, correct, no impose will, and conflict with fact that appear.	4
5.	Matter in card this be adapted an den g development technology and appropriate with development cards game in the market.	4
6.	Matter d a lam card this easy be understood and interesting interest read.	4
7.	Matter in per t anyaan and statement and selection answer already complete.	3
8.	Matter that presented in card this could develop ability participant learners to think in right in solve problem.	4
9.	Matter that presented in expression taken from material from module.	4
10.	Matter in media Card this presented with businesslike and easy be understood and cultivate curiosity.	4
11.	election answer by material that there is in module and including in ingredients teaching.	4
12.	answer only there is 1 selection answer correct from question that presented. No there is pengulan g's and duplication.	2
13.	Use picture as value aesthetics but no dominate percentage from material.	2
14.	Picture that be used in card this taken from caricature that spiked motivational phrases as value added.	4
15.	Application Standard Competence and Competence basic on grain question already corresponding and balanced.	3
16.	Each grain question and j a Waban on card have level distress that balanced and weighted.	3
	Average Overall Score	3,375

In Table 5.3 the results obtained Aspects ratings Matter Learning with a mean score of 3.37 or by category Eligible.

2) Media Expert

Media experts give advice on the material contained in the anti-corruption card. After a media expert assessment, it is known the things that have to be revised. Identification of high and low

propensity score set at ideal criteria data with the data range 1 to 4.
 based on the score Likert scale research

Table 5.7. Aspects election Media learning

NO	PERNYATAAN	Rerata Skor
1.	Forms of physical appearance, content uniquely presented.	4
2.	This card can be taken anywhere and uncomplicated.	4
3.	These cards correspond to the learning objectives.	4
4.	This card is adapted to the conditions of learners.	3
5.	This card can be used as a medium of learning.	4
6.	This card can be applied in a variety of learning strategies.	3
7.	This card can hone acting speed and smoothness say the	4
8.	Models and designs as well as materials such as anti-corruption card modern commercially sold in the market.	4
9.	Sentence grow buying imaginary power.	4
	Rerata Skor Keseluruhan	3,77

In Table 5.7 the results obtained Aspects votes Election Media Education with a mean score of 3.77 or with good category.

DISCUSSION

Instructional media are very diverse and have diverse criteria anyway. Therefore in determining the medium of learning there are a few things to note include: learning objectives, ketepatan, the condition of students, availability of devices and the availability of cost (Asnawir and Usman, 2002: 15). Selected media should support the learning objectives to be achieved. The media must also comply with the material that will be taught. Conformity media with the material will greatly affect learning outcomes. Selection of media also should pay attention to the condition of students, such as age, intelligence, cultural and educational backgrounds. Selecting media also pay attention to the media availability. The media should indeed available or allows teachers to design the media is balanced with the results achieved.

Cards are usually made of paper which is hard and thick that contain words, pictures, phrases or sentences (Rosyidi,

2009: 69). Anti-corruption card is teaching aids in teaching civics in the form of cards containing pictures and words. Card contents varied and tailored to the needs of learning in this case anti-corruption learning. Cards used in learning to maximize learning objectives so that the anti-corruption learning objectives can be achieved.

Stahl (2008) quotes in his article “Social studies teaching and learning are powerful when they are meaningful” “Civics good that learning will be created if meaningful. This is relevant to the theory of David Ausubel meaningful learning. Dahar (1996) outlines that have meaningful learning prerequisites, namely: (1) the material studied potential to be significant; and (2) the child is going to learn should have the readiness and intention meaningful learning. Related to the above, in the model ANKOP BERMEKAR (Anti-Corruption-Based Media Card) the significance of learning gained from the integration of learning materials with anti-corruption values. This is because corruption is a problem that is ingrained in society and have not found the solution thoroughly. Therefore, through the model ANKOP BERMEKAR students are directed to behave anti-corruption early

by planting anti-corruption values in learning. The application of the model ANKOP BERMEKAR make students understand the reasons for the importance of learning civics. When the model ANKOP BERMEKAR can be a source of materials, approaches and motivations it will create meaningful learning for students.

Learning corruption will not succeed if students are not able to find a link between the values of anticorruption concepts Civics material to be mastered. Burner inquiry learning theory stressed the importance of understanding the structure of the key importance of understanding the structure of matter from a knowledge learned, the need for active learning, and the value of thinking inductive learning (Trianto, 2007: 33). Related to this theory, the model ANKOP BERMEKAR directing how learners understand the substance of the material he had learned through the media card. Teachers encourage students to active learning by bringing up the problem to be solved by the students through discovery. The values of anti-corruption be the topic of problems that encourage students find learning concept in anti-corruption around then connects with the concept of the material being studied.

BERMEKAR ANKOP model development has gone through several stages, preliminary, early product development, validation, and field trials. Nieveen (1999) suggests three criteria that must be met by a product research and development, namely: (1) valid or invalid; (2) practicality; (3) effectiveness. Aspects kevalitan and practicality in terms of the assessment of experts or practitioners as a validator whether the model developed already rational theoretical and has internal consistency so that it can be applied. BERMEKAR ANKOP model development to final product produced under criticism and suggestions from the

validator to repair and enhance product ANKOP BERMEKAR models. After the revision, the validator states that the product is feasible to be implemented or tested. Effectiveness side, at the stage of field trials also obtained various inputs and disadvantages that must be addressed related to the practice in the classroom. Tests on the test results show the model ANKOP BERMEKAR models have met the criteria valid and effective.

CONCLUSIONS

A. Conclusion

Based on data from the research and discussion that has been described, it can be concluded that:

1. The development of anti-corruption media cards as a medium of learning through three stages include: a) analysis by analyzing the needs, characteristics analysis, material analysis, as well as objective analysis. b) design that is designing the concept, designing development tools, making the design of products, and revision and validation of the product. c) development of producing products until finishing.
2. Design of anti-corruption learning models using the card as a medium of learning coupled with a mobile based application that supports a card game. The software is designed with the aim to facilitate the game. Searching for the answer key easily without having to use a manual in hardcopy form.
3. Based on the assessment results obtained mean score very valid votes either by Expert Media and Content Expert.

B. Suggestions

Suggestion of this research include:

1. In accordance with the results of the research, that this anti-corruption card is media that is based on an advanced testing kelaayakan then the media is feasible for use in the learning process of learning about the corruption in the junior high school students.
2. Expected further research on the effectiveness of the use of media learning, towards the card so that it can improve students understanding of the anti-corruption learning.

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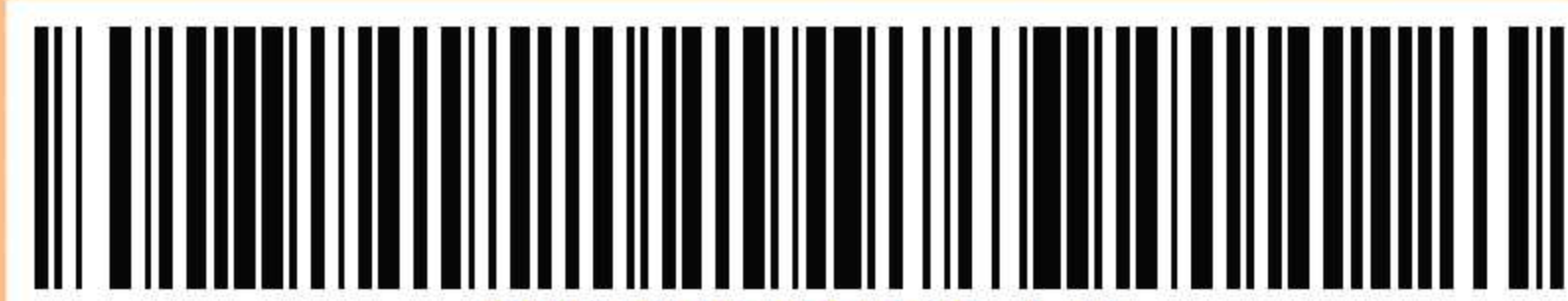
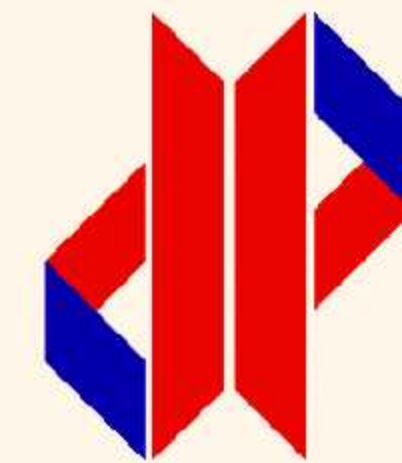
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