

Web-Based Sasak Encyclopedia Application as an Effort to Preserve the Sasak Language

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Abstract - The Sasak tribe is an indigenous tribe that inhabits the island of Lombok which has a rich cultural history. In a sociolinguistic approach, the Sasak language has a 3-level pyramid variation which represents low, medium and high. The status identities of speakers who use it are you (low), aside (middle), pelinggih (high). Basically the speech level of the Sasak language resembles the speech level of the Javanese language which is in the form of a pyramid of 3 levels: Full, Middle, Krama. At the highest level, Krama uses Soft Sasak Language (Base Alus). Based on observations, researchers feel a lack of understanding of the community in using the Sasak language, especially Basis Alus, often hearing Sasak sentences mixed with other languages emphasizes the decline in awareness and cultural literacy of the Sasak people. In this case, the researchers focused on analyzing the Sasak language by preparing instruments to developing an android-based Sasak Encyclopedia website & application which became a place of reference in learning and developing the Sasak language. The researcher's ultimate goal is to create a new movement to jointly protect and care for Sasak culture. Because cultured people will like culture.

Keywords: Website, Sasak Tribe, Encyclopedia, Android

1. INTRODUCTION

Sasak Lombok is one of the tribes that inhabit the territory of Indonesia. Based on the 2010 population census, the number of Sasak tribes is 3,173,127 or 1.3% of the 155 ethnic groups spread across Indonesia (BPS, 2010). As a typical tribe that inhabits the island of Lombok, the Sasak tribe has a variety of cultures and history inherited from the days of the kingdoms that once stood on the land of Gumi Sasak. One of the characteristics of indigenous culture is language, language as a symbol and means of communication between communities. In terms of language, Sasak has a close relationship with 2 neighboring islands, namely Sumbawa & Bali [1]-[2].

Sociology of language is complex, there are 3 levels of pyramid variations in Socio-Linguistic Sasak. There are you (low), side (middle), pelinggih (high) pyramid. In the Book of Babat Tanah Sasak, it is written that the Sasak language has a variety of vocabularies, each of which represents a particular region and area as well as the relationship between communicants at the level of politeness and politeness [3]. So to be able to understand and understand the use of words in sentences, the Sasak language must also be based on an understanding of the history and identity of the language used. On the social side, the Sasak people who use the Sasak language are divided into two groups, namely the nobility and the community groups [4].

Starting from a lack of cultural literacy and limited access to information about literature, assets and other historical heritage of Sasak that are not properly inventoried. So, it is necessary to make a digital application that can be used participatively by the Sasak people in building and reviving the Sasak cultural identity as a hallmark of Lombok Island.

2. RESEARCH METHOD

In designing and implementing the Sasak Encyclopedia Platform, researchers used the Agile Development method. Agile Development is a group of software development methodologies based on the same principles or short-term system development that requires developers to quickly adapt to any changes. The agile development method is one of the software development methodologies used in software development [5]-[8]-[11].

2.1. *Analysis problem*

There are not a few applications or other digital products that discuss and develop Sasak Culture as content in the application. Some of them have been mentioned in related studies which researchers can use as references. In this research, Design Crowdsourcing Framework Based on Crowds Wisdom for Online Sasak Language. Who designed a mass collaboration system to achieve the wisdom of the masses with the aim of producing artifacts in the form of an online Sasak language dictionary framework, using a design science framework in information systems research [7]-[9]. Similar efforts in digitizing the Sasak language have also been carried out by the surrounding community. who released the kbbs.sasak.go.id website which provides Sasak language vocabulary online but unfortunately after the researchers checked again the website was no longer active. There are also quite a few mobile-based applications that have been released through the Playstore that adopt the Sasak language as their content. Through the observations of researchers, it is rare or even almost none of the researchers find applications and websites that provide a special Sasak dictionary for the Current Sasak language and are equipped with the available dialect categories [12]-[14].

2.2. *Analysis system*

The main objective of the design and development of this system. First, as a reference & learning media for teachers, elementary to junior high school students in learning local content. Second, it serves as a guideline for tourism actors in conveying and introducing Sasak Culture historically, culture, language, diversity and all other interesting local heritage to foreign tourists in particular. For researchers, the development of this system will not stop until this research is completed, but instead becomes a big target for researchers so that the benefits of the Sasak Encyclopedia Application can be felt. felt.

The targets for using this system are teachers who support local content subjects, school students to high school students, tour guides or tourism actors, tourists and religious and community leaders who care about their culture. For this reason, researchers conducted an analysis of the use of this system based on the user's role & contribution.[13],[10] In 2018 it reached 2,812,379 (NTB Tourism Office Statistical Data, 2018) and this indicates that tourist interest in Gumi Sasak Lombok is very large. However, not all Sasak people are aware of the cultural potential and natural wealth they have, so that gradually the decline in cultural literacy in Gumi Sasak is judged by the low use of the Sasak language, the lack of cultural interest, and the rarity. learning media about culture. At present there have been efforts to digitize the Sasak language by providing online sites such as kbs.sasak.org as well as other research that utilizes community participatory pathways to contribute to enriching the Sasak Baha dictionary [6]-[7].

Departing from the basic cultural issues, on the other hand, researchers are concerned with the limited access to information about Sasak literature, assets and other historical heritage that are not properly inventoried. Therefore, the researcher proposes an Android-Based Integrative Sasak Web Design and Encyclopedia as an academic research for researchers to be able to produce a product in the form of a digital application that can be used participatively by the Sasak people in building and reviving Sasak cultural identity as a hallmark of Lombok Island [15]-[16].

a. Contributor

The type of user who can use and add words to the Application without going through the login page.

b. Admin

The admin consists of related agencies, cultural figures, community leaders and academics who have expertise in culture who play a role in cross-checking existing vocabulary and moderating vocabulary input by contributors through the application.

c. Super Admin

Super Admin is the highest access holder in the system who can completely change, manage and manage users, vocabulary and initial settings on the application.

For the Sasak Encyclopedia website, researchers do not provide complete features on the application but only design the main features and prioritize the use of the Sasak Encyclopedia Application itself. The features in question are word searches, dialect information and Sasak vocabulary infographics that are included and added.

2.3. System Design Analysis

After analyzing the system, the next step is to design or design the system. In building this application several designs were made, namely use case diagrams, activity diagrams, entity relationship diagrams, database design interface designs.

2.3.1. Use Case Diagrams

The diagram used to describe from the user's perspective. Which is more precise to describe the relationship between actors (stakeholders) and use cases (activities). Through use case diagrams, the roles and potential uses of the entire system can be comprehensively understood.

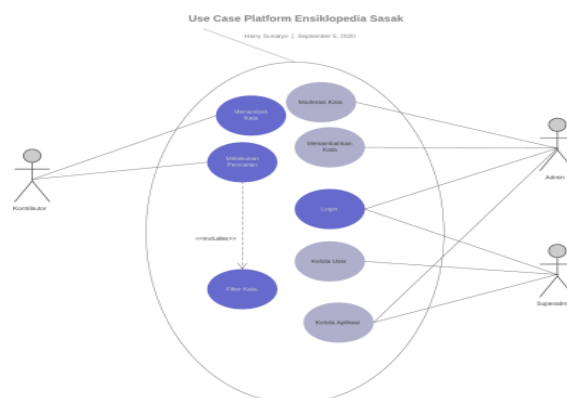


Figure 1. Sasak Encyclopedia Use Case

The use case diagram above illustrates the relationship between actors who are connected in a boundary system with the name Sasak Encyclopedia. There are 3 connected actors.

2.3.2. Designing Activity Diagrams

Activity diagram basically describes the various flow of activities that will be designed in a system. This activity diagram is made based on a use case or several use cases in a use case diagram. The following is an Activity Diagram of the Sasak Encyclopedia System that the Researcher has designed.

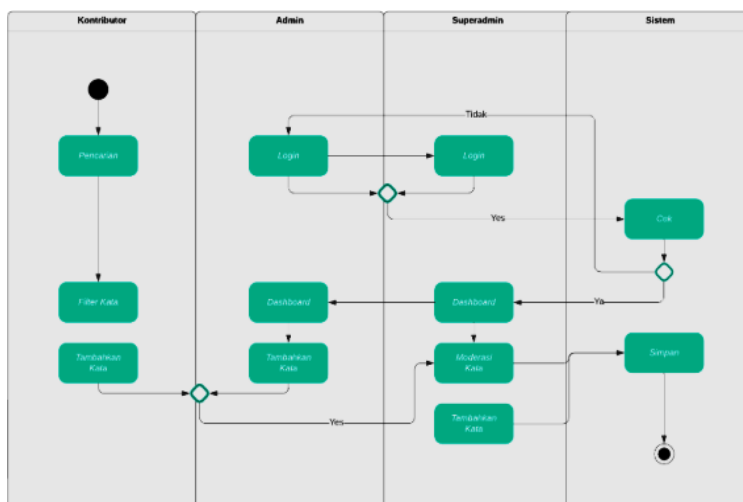


Figure 2. Sasak Encyclopedia Activity Diagram

In general, the researcher made an activity diagram for the Sasak Encyclopedia Platform in outline. By connecting the four main elements in the system starting from the Contributor which is the initial state where the end-user (end user) performs a search then the system checks for the word being searched then if it is found then it is returned in text/string format as search information.

2.3.3. Entity Relationship Diagram Design

Entity Relationship Diagram (ERD) is a model for compiling a database so that it can describe and illustrate data that has a relationship between one another.

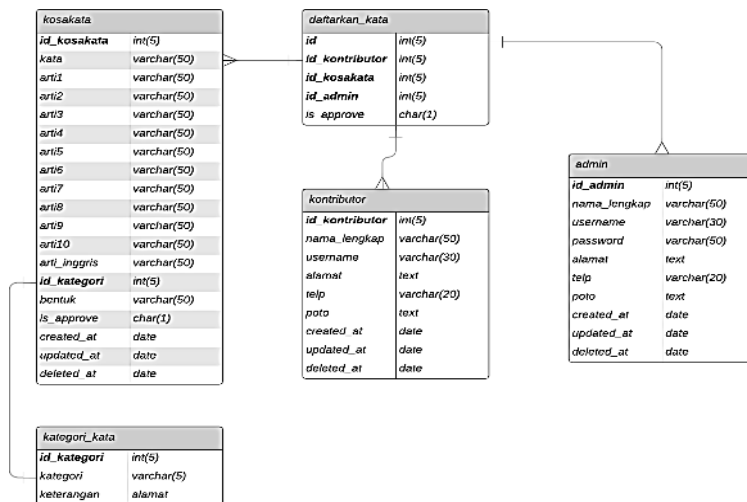


Figure 3. Sasak Encyclopedia ERD

3. RESULTS AND DISCUSSION

The application is built in several stages. Where the stages - these stages provide a result which is the purpose of the research conducted. The stages - the stages that researchers describe.

3.1. Database Creation

In the previous discussion about the Entity Relationship Diagram, there are 4 tables which are part of the database itself. The table is placed in a database named "u614985963_sasak" along with App and Web Design.

3.2. WEB Application Design

a. Intro Page

This intro display is the initial display when the application is first opened after installation, this display will only appear once.

Figure 4. Intro Page



b. Dashboard Page

This page is a page to contain information and main features in the Sasak Encyclopedia Application. This page is linked to other menus and navigation which allows users to access all features through this page.

Figure 5. Dashboard Page



c. Page word search

Pages that provide a quick word search feature. Users can search for words by typing the letters or spelling of the word you want to search for and the application will automatically filter the existing words.

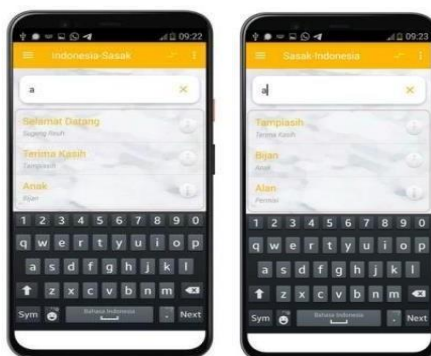


Figure 6. Word Search Page

d. Word List Page

This page lists all the vocabulary entered and stored in the App. Pages make it easier for the user to view the entire word list. List of words that appear from Indonesian to Sasak.



Figure 7. Glossary page

e. Web Dashboard

Website page as an infographic about most of the main features in the Sasak Encyclopedia Application.

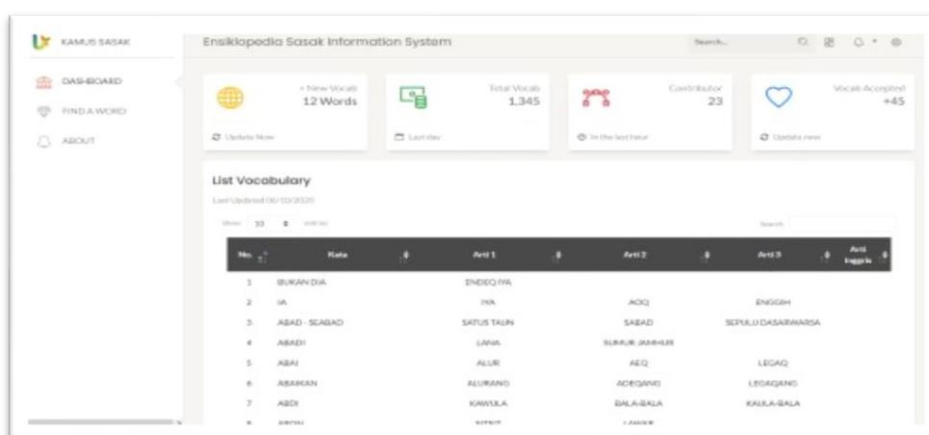


Figure 8. Sasak Encyclopedia Website

4. CONCLUSION

Based on the results of the research and discussion that has been carried out, it can be concluded that the Integrative Sasak Encyclopedia Platform in the form of Web and Applications has been successfully developed by updating the previous version, namely the Sasak fluent dictionary where the application can display Sasak language dictionary information properly, this can be done because users and managers can add words through the page that has been provided. It can also be used as a reference for researchers of the Sasak language with a dictionary that has more than a thousand words.

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