

Introduction to the Ha'a Luha Ritual of the Kemak Tribe from Belu Regency Based on Multimedia

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Abstract

The Ha'a luha ritual is a ritual that is very attached to the Kemak Mi bei community. They think this tradition is very sacred and is carried out yearly because of certain beliefs that convince the assembly of the ha'a luha traditional ceremony. Therefore, many tourists still need to learn about this ritual due to the lack of multimedia-based information media that can provide complete information. Based on this problem, an idea emerged to build a multimedia-based information system to make it easier for everyone to learn about this ritual. The data collection stage in this study used the Multimedia Development Lyfe Cycle (MDLC) method. The MDLC process is a Luther version of the multimedia development method. The steps of the MDLC plan consist of Concept, Design, Material Collecting, Assembly, Testing, and Distribution. This information system was built using Adobe Animate CC2019, an action script programming language, and HTML5. The design of this system uses data flowcharts, Interface Design, Storyboards, Menu views, and table structures. This system was tested using the black box method, where each test ran as expected. In this article, the researcher tries to build an application system that has never been studied by previous researchers so that it can be known by the whole community and learned by future generations so that it is easy to practice when the tribal chiefs are gone.

Keywords: ritual ha'a luha, mdlc, and black box testing



1. Introduction

Ha'a Luha is a tradition passed down from generation to generation as a sign of honor by the Weutu people to remember those who have died by giving offerings or feeding their ancestors[1]. But many still need to learn about this ha'a luha tradition[2]. Apart from that, the ha'a luha tradition holds fast to the ties between fellow tribesmen (traditional houses) and others[3]. The ha'a luha tradition is born at the beginning of each year with various activities such as; the opening night (tebe and likurai together) and the peak event on the five January[4]. Regarding the traditions (customs) of the Kemak tribe, especially the Mi bei traditional house, which has a ritual known as Ha'a Luha and has become a hereditary tradition. This ritual is usually performed at the Mi bei traditional house[5]. However, over time, coupled with changes in civilization from the Kemak tribe, especially the Mi bei traditional house, resulted in the mobilization of the population and this ceremonial ritual being carried out in their respective places or at the homes of the elders who have aged as an alternative to carrying out the ha'a luha formal ritual[6]. Based on a study of the potential of the ha'a luha tradition of the Kemak tribe, the author will conduct research with the title "Introduction to the Ha'a Luha Ritual of the Kemak Tribe from Belu Regency Based on Multimedia." The aspect being analyzed is how to publish the ha'a luha ritual of the Mi bei traditional house from the Belu Regency based on multimedia, both at the national and international levels[7].

The problem that often occurs in this ritual is that every year the mi bei traditional house always holds a ha'a luha ritual event[8]. Still, there is a mistake with the procedures carried out by the younger generation, and they need to be better known by the tourists visiting the place[9]. Therefore, the author tries to describe the Ha'a Luha ritual using multimedia assistance so that at any time, the elders of the tribe or house do not have the younger generation able to continue this ritual[10].

Previous similar research was entitled "Ha'a Luha Culture as a means of social cohesion of the Kemak tribe in Sadi Village-Belu Regency" by Felix Naibuti in 2022. As well as a reference to the title "Hybrid 2D Animation Nature Tourism in Multimedia-Based Malacca District" by Yanuaris Manek (2017 thesis) uses the Adobe Animate cc 2019 application with the action script 3.0 programming language[11]. However, this research is still done manually or in writing without interactive multimedia. The difference in this research from the previous one is that it uses an interactive multimedia application in which some features will display the procedures for the ha'a luha ritual so that the whole community can easily use it[12].

This research's benefit is making it easy for the public or visitors from national and international levels to know and recognize the ha'a luha ritual of the Mi bei traditional house from Belu Regency based on multimedia[13].

2. Research Method

The method used in this study is a data collection method including observation and literature study. In contrast, the development method uses the Multimedia development life cycle method, which includes concept, design, material collecting, assembly, testing, and distribution.

2.1 Data collection

Data collection is carried out to obtain information that has been running so far by getting it directly from sources and bringing it through existing sources such as books and journals.

2.2 Design

At this stage, the application design uses a menu structure that aims to describe the menus contained in the application and use storyboards to describe a series of stories or descriptions of each scene and include all multimedia objects and links to other locations.

2.3 Collecting Materials

At this stage is gathering materials from the needs to be made. In engineering the Multimedia-Based Introduction to the Ha'a Luha Ritual of the Kemak Tribe from Belu Regency, the authors collected data such as material, images, audio, and video, which will become material for system design. The tools used to collect these materials consist of valuable documents for analysis, writing instruments (pens), and cameras to record or take pictures.

2.4 Assembly

Assembly is the stage of making objects or multimedia menus and creating applications based on the flow that has been made on the flowchart. At the manufacturing stage, the Introduction to the Ha'a Luha Ritual of the Kemak Tribe from Belu Regency Based on Multimedia uses several supporting software to assist in the manufacturing process. Here are some supporting software, namely Adobe Animate CC 2019, Corel Draw X7, Adobe Photoshop, and Adobe Premiere.

2.5 Testing

System testing is the stage of testing the system made in the previous step. The method used is the Blackbox Testing method. Trying the Blackbox Testing method is a functional test on applications in software such as interface displays, processes that occur in the system, and suitability of system flow designed previously at the system analysis and design stage.

2.6 Distribution

At the distribution stage, the author distributes this application using the Google Drive link and carries out marketing activities to make delivering this product to the general public easier.

The guide to using the Google Drive link is as follows:

- a. First, log in to your Google account, then click the new menu to add files.
- b. Select the file you want to share from explorer and click the file; it will automatically go to Google Drive.
- c. After the file is entered, you can click on the file with the right click on the mouse. After that, several menus will appear, then click the get link menu.
- d. In the new tab that comes out, an option will appear restricted, and anyone with the link to share publicly.
- e. If you press finish, the file can be opened by anyone.

3. Results and Discussion

3.1 Concept

The concept stage is carried out by processing and analyzing data by determining objectives and exploring the theme or topic of this application. The conceptualization carried out in the application of the Introduction to the Ha'a Luha Ritual of the Kemak Tribe from Belu Regency Based on Multimedia can be seen in table 3.1.

Table 3.1 Application Concept Table

Title	Introduction to the Ha'a Luha Ritual of the Kemak Tribe from Belu Regency Based on Multimedia.
Purpose of Making Applications	To complete the needs of users and users.
User	General public who want to know the ha'a luha ritual from Belu Regency.

3.2 The design

The design is the next stage after the concept[14]. The design is related to the creation of structural, flow, and navigation schemes regarding the design of an Introduction to the Ha'a Luha Ritual of the Kemak Tribe from Belu Regency Based on Multimedia[15]. This design uses detailed application specifications in an application design where the manufacturer is adjusted based on the menu structure, flowcharts, application storyboards, and video storyboards.

3.3 Application Menu Structure

The application menu structure is the sequence of information flow from a multimedia application[16]. Each flow will explain the application information about the Introduction to the Ha'a Luha Ritual from Belu Regency[17]. The menu structure is shown in Figure 3.1 below:

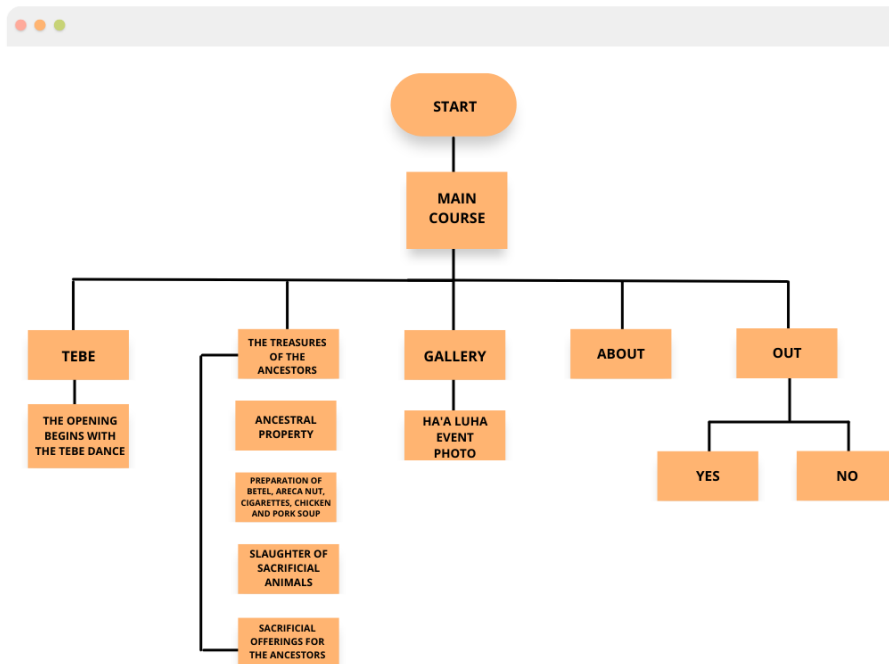


Figure 3.1 Application Menu Structure

3.4 Flowchart

The multimedia-based flowchart of introducing the ha'a luha ritual of the Kemak tribe from Belu Regency is as follows:

- Flowchart Tebe
Figure 3.2 explains how the flow of the system is when the user chooses to see the TEBE menu. There is 1 button that contains Tebe writing. When the user clicks on the button, they will automatically be redirected to the Tebe menu which contains photos and explanatory material.

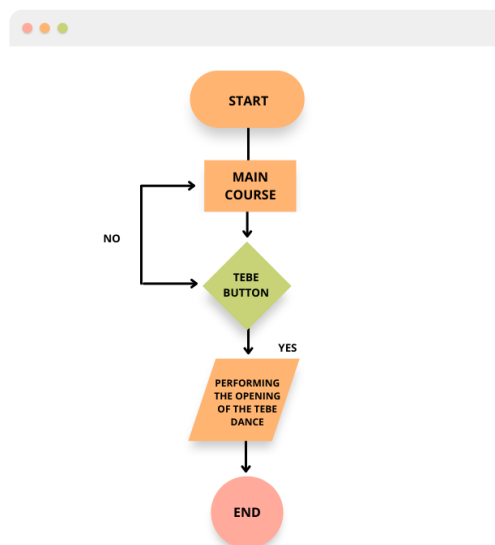


Figure 3.2 Tebe Flowchart

- **Flowchart of Treasures of the Ancestors**

Figure 3.3 shows the plot of the Ancestral Treasure Scene. When the user selects the ancestral treasure scene, it will display a selection of ancestral treasures to be seen.

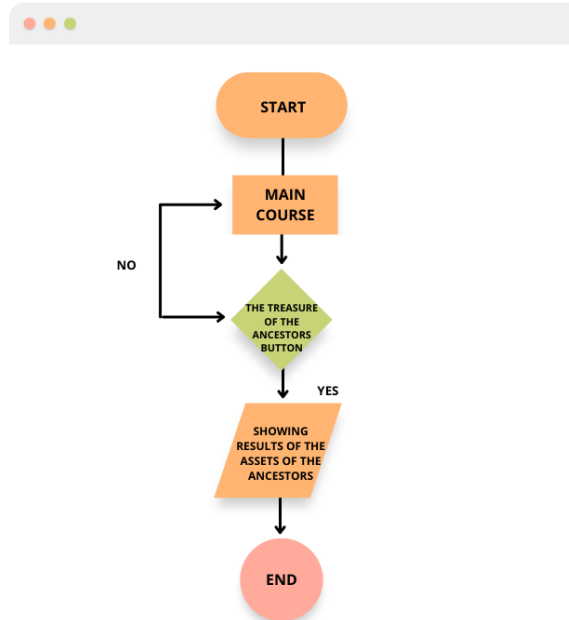


Figure 3.3 Flowchart of Ancestral Treasures

- **Flowchart Gallery**

Figure 3.4 shows the flow of the Scene Gallery. When the user selects a gallery scene, 2 options will appear, namely: the video and photo buttons.

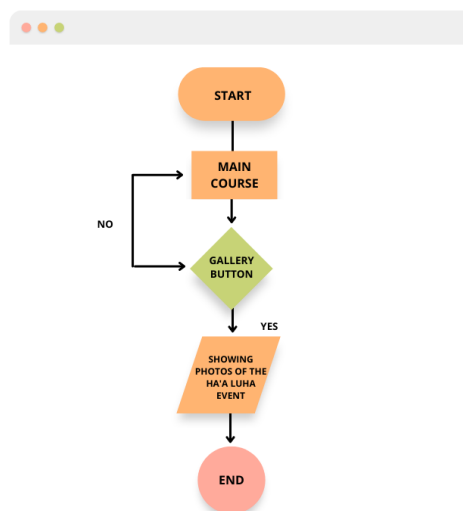


Figure 3.4 Gallery Flowchart

- **Flowchart About**

Figure 3.5 shows the flow of Scene About. When the user selects the About scene, it will display the profiles of the Author and Advisor in the form of photos and biodata.

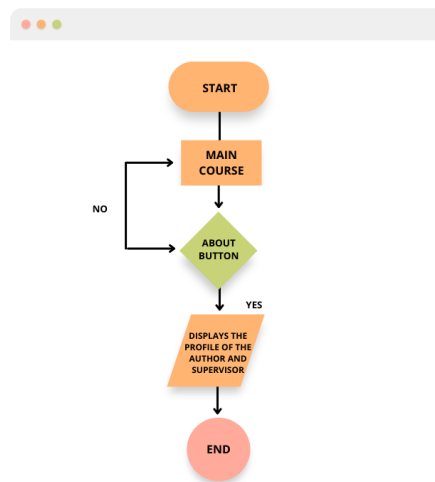


Figure 3.5 Flowchart About

3.5 Desain Interface

- Desain Interface Splash Screen
The Splash Screen page is the first page that appears when the application is run. This page contains the ITB STIKOM BALI logo. Splash Screen interface can be seen in Figure 3.6.

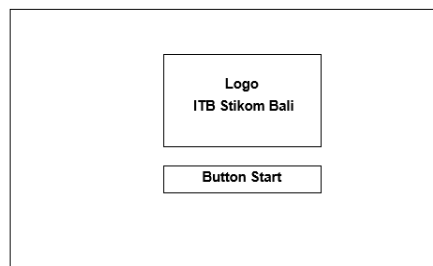


Figure 3.6 Splash Screen Interface Design

- Main Menu Interface Design
The Main Menu is a page that contains several menu options such as: Tebe, Treasures of the Ancestors, Gallery, About, and Exit. Main Menu Interface Design can be seen in Figure 3.7

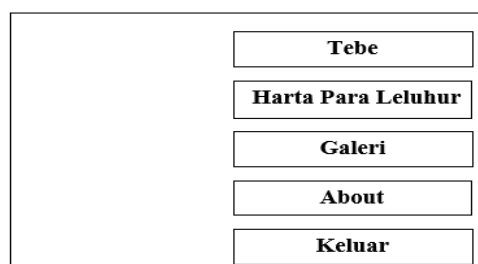


Figure 3.7 Tebe Dance Interface Design

- Tebe Dance Interface Design
In this scene, we will explain the meaning of the Tebe dance. When the user selects the Tebe Dance scene, there is a sound button and home button to return to the main menu. The tebe dance interface design can be seen in Figure 3.8



Figure 3.8 Tebe Dance Interface Design

- About Interface Design
The about scene shows several stages of preparation such as: the Preparation of Ancestral Objects, the Slaughter of Sacrificial Animals, the Giving Thanksgiving Stage, the Food Distribution Stage, and the Blessing Stage. There is also a home button to return to the main menu[18]. The About Interface Display Design can be seen in Figure 3.9

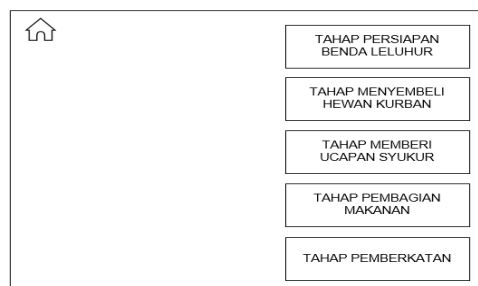


Figure 3.9 About Interface Design

- Gallery Interface Design
The gallery contains pictures and videos that explain the Ha'a Luha Ritual at the Mi bei Traditional House[19]. In the gallery the home button functions to return to the Main Menu and the music button[20]. Gallery Interface Design can be seen in Figure 3.10

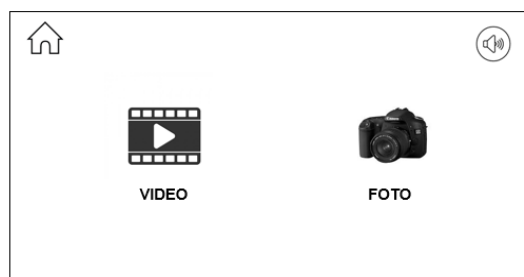


Figure 3.10 Gallery Interface Design

3.6 Presentation of the Introduction to the Ha'a Luha Ritual of the Kemak Tribe from Belu District Based on Multimedia

- **Display Splash Screen**

The Splash Screen display is the initial appearance of the application at the start of the run. This page contains the ITB STIKOM BALI logo and the Start button. The Splash Screen page display can be seen in Figure 3.12



Figure 3.12 Splash Screen

- **Main Menu Display**

On the main menu display there is the title of the application, and there are several buttons for namely: backsound button, exit button, and a button to go to several other menus. Main Menu display can be seen in Figure 3.13

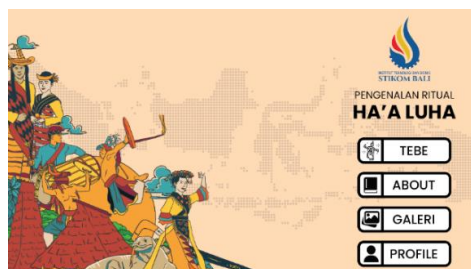


Figure 3.13 Main Menu Display

- **Tebe Display**

The Tebe display is a discussion of the tebe event. In this menu there is also a back button to return to the main menu. Tebe display can be seen in Figure 3.14



Figure 3.14 Tebe Display

- **About view**

The about display is a discussion of the stages of the ha'a luha ritual in the Mibei traditional house. As for the back button to return to the main menu and several stage buttons that function to view ritual images. Display about can be seen in Figure 3.15



Figure 3.15 Display About

- **Display Gallery Menu**

The gallery menu is a display that contains pictures about the ha'a luha ritual. Menu back serves to return to the main menu. Gallery display can be seen in Figure 3.16



Figure 3.16 Display Gallery Menu

3.7 System Testing

System testing is the stage for finding errors and deficiencies in the system being built so that it can be seen whether the system meets the criteria according to the objectives or not. In this study, black box testing was carried out which focused on the functional requirements of the software to find out whether the function was as expected or not.

- **Black Box Testing On Splash Screen**

The following table 3.2 is a display of the testing table for the splash screen display page. This is done by opening the application and selecting the start button to enter the main menu.

Table 3.2 Testing on the Splash Screen

No	Test Scenario	Test Case	Expected results	Test result	Information
1	Description User Selects Start Button	Click Screen	Displays the Main Menu	The application displays the main page	in accordance

- **Blackbox testing on tebe menu**

The following table 3.3 is a table display for testing this initial display page, done by opening the application and selecting the available buttons on the main menu page[21]. Where these buttons will run the commands to the next page with the commands executed by the user[22].

Table 3.3 Tests on the Tebe Menu

No	Test Scenario	Test Case	Expected results	Test result	Information
1	The user selects the tebe button. Click the tebe button	Click the tebe button	Shows the tebe display	The application displays tebe	in accordance
2	The user selects the about button	Click the about button	Displays the about view	The application displays about	in accordance
3	The user selects the gallery button	User selects gallery button Click gallery button	Displays the gallery view	The application displays a gallery	in accordance
4	The user selects the profile button	Click the profile button	Displays the profile view	The application displays a profile	in accordance
5	The user selects the back button	Click back button	Displays the back view	The application displays the back view	in accordance

- **Black Box testing on the about menu**

The following table 3.4 is a display of the about page testing table to display the steps in the about menu so that it can be executed by the user[23][24].

Table 3.4 Testing on the About Menu

No	Test Scenario	Test Case	Expected results	Test result	Information
1	The user selects the about button	Click the about button	Displays the about view	The application displays about	In accordance
2	The user selects the ancestral treasure preparation stage	Click the ancestral treasure button	Displays the ancestral treasure view	The application displays ancestral treasures	In accordance
3	The user selects the Stages of slaughtering sacrificial animals	Click the button to slaughter the sacrificial animal	Displays the view of buying sacrificial animals	The application displays the slaughter of sacrificial animals	In accordance
4	The user selects the stages of thanksgiving	Click the thanks button	Shows the stages of thanksgiving	The application displays a thanksgiving page	In accordance
5	The user selects the stages of food distribution	Click the division stage button	Displays the sharing page	The application displays the distribution of food	In accordance
6	The user selects the stages of the blessing	Click the blessing stage button	Displays the blessing page	The application displays the blessing page	In accordance
7	The user selects the back button	Click back button	Displays the back view	The application displays the back page	In accordance

- **Blackbox testing on the gallery menu**

The following table 3.5 is a test view of the gallery page and there is a back button to go to the main page[25].

Table 3.5 Testing on the Gallery Menu

No	Test Scenario	Test Case	Expected results	Test result	Information
1	The user selects the gallery button	Click the gallery button	Displays the gallery view	The application displays a gallery page	In accordance
2	The user selects the back button	Click back button	Displays the back view	The application displays the back page	In accordance

4. Conclusion

A. Based on the results of the research that has been done, it can be concluded that the multimedia-based introduction to the ha'a luha ritual of the Kemak tribe from Belu district is as follows.

1. An Introduction to the Ha'a Luha Ritual of the Kemak Tribe from Belu Regency Based on Multimedia using the Adobe Animate application with the Action Script 3.0 programming language.
2. Multimedia-based application for introducing the ha'a luha ritual of the Kemak tribe from Belu district was built to make it easier for all people who want to know about this ritual so that it is easy to learn.
3. Based on the results of the Blackbox testing that has been done, it can be concluded that every feature in the application has run smoothly and as expected.
4. A multimedia application that aims to introduce the ha'a luha ritual tradition of the Kemak tribe in Belu district to the general public.

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