

KRESNA

SOCIAL SCIENCE AND
HUMANITIES RESEARCH



Committee

Persons in Charge

Prof. Dr. Ir. Achmad Jazidie, M.Eng. (Rector of Universitas Nahdlatul Ulama Surabaya)

Prof. Dato' Ts. Dr. Noor Azizi Bin Ismail (Vice Chancellor of Universiti Malaysia Kelantan)

General Chair

Dr. Ubaidillah Zuhdi (Universitas Nahdlatul Ulama Surabaya)

Vice General Chair

Prof. Madya Dr. Nik Yusri Bin Musa (Universiti Malaysia Kelantan)

Prof. Madya Dr. Yohan Kurniawan (Universiti Malaysia Kelantan)

Secretaries

Evi Ermawati, S.Kep., Ns. (Universitas Nahdlatul Ulama Surabaya)

Dr. Fairuz A'dilah Rusdi (Universiti Malaysia Kelantan)

Treasurers

Edza Aria Wikurendra, S.KL., M.KL. (Universitas Nahdlatul Ulama Surabaya)

Nur Hernani Binti Shamsuddin (Universiti Malaysia Kelantan)

Organizing Committee

Dr. Teguh Herlambang, S.Si., M.Si. (Universitas Nahdlatul Ulama Surabaya)

Muhammad Afwan Romdhoni, S.H.I., M.Ag. (Universitas Nahdlatul Ulama Surabaya)

Fifi Khoirul Fitriyah, S.Pd., M.Pd. (Universitas Nahdlatul Ulama Surabaya)

Rizqi Putri Nourma Budiarti, S.T., M.T. (Universitas Nahdlatul Ulama Surabaya)

Dr. Najihah Mahmud (Universiti Malaysia Kelantan)

Dr. Azman Bin Bidin (Universiti Malaysia Kelantan)

Assoc. Prof. Dr. Ali Salman (Universiti Malaysia Kelantan)

Alia Nadhirah Binti Ahmad Kamal (Universiti Malaysia Kelantan)

Ima Kurniastuti, S.T., M.T. (Universitas Nahdlatul Ulama Surabaya)

Ach. Fauzi, S.Kep., Ns. (Universitas Nahdlatul Ulama Surabaya)

Hendik Eko Saputro, S.Kep., Ns. (Universitas Nahdlatul Ulama Surabaya)

Mohammad Affiq Bin Kamarul Azlan (Universiti Malaysia Kelantan)

Rukayani, S.E. (Universitas Nahdlatul Ulama Surabaya)

Rizki Amalia, S.ST., M.PH. (Universitas Nahdlatul Ulama Surabaya)

Akhwani, S.Pd., M.Pd. (Universitas Nahdlatul Ulama Surabaya)

Tri Atmoko, S.E. (Universitas Nahdlatul Ulama Surabaya)

Abdul Hakim Zakkiy Fasya, S.KM., M.KL. (Universitas Nahdlatul Ulama Surabaya)

Wan Mohd Healmie Bin Wan Jaafar (Universiti Malaysia Kelantan)

Dr. Ista Pratomo, S.T., M.T. (Institut Teknologi Sepuluh Nopember)

Difran Nobel Bistara, S.Kep., Ns., M.Kep. (Universitas Nahdlatul Ulama Surabaya)

Dr. Abdul Muhith, S.Kep., Ns., M.Kes. (Universitas Nahdlatul Ulama Surabaya)
Dwi Handayani, S.KM., M.Epid. (Universitas Nahdlatul Ulama Surabaya)
Rachma Rizqina Mardhotillah, S.T., M.MT. (Universitas Nahdlatul Ulama Surabaya)
Mohammad Abdul Kafi (Universitas Nahdlatul Ulama Surabaya)
Vera Putri Fabiola (Universitas Nahdlatul Ulama Surabaya)
Fina Amru Millati (Universitas Nahdlatul Ulama Surabaya)
Muhammad Chamdani Sukron (Universitas Nahdlatul Ulama Surabaya)
Devaldi Akbar Suryadi (Universitas Nahdlatul Ulama Surabaya)
Rr. Fadila Kusumaning Ayu (Universitas Nahdlatul Ulama Surabaya)

Supported by:



Welcoming Note

It is with great pleasure to announce The International Conference on Ummah: Digital Innovation, Humanities and Economy 2020 or known as ICU: DIHEc 2020. ICU: DIHEc 2020 is organized by Universitas Nahdlatul Ulama Surabaya and Universiti Malaysia Kelantan. The main theme of the conference is "Realizing Society 5.0 for a Better Life." The conference is held on 18-19 August 2020. Due to the global COVID-19 pandemic, the conference is held virtually. Nevertheless, the substance of this conference is still the same, namely to give a great opportunity for academics from all over the world to share and discuss the research ideas and results on the fields of economics & business, engineering & Information and Communication Technology (ICT), education, and humanities.

We are so pleased to see many respected colleagues in this event. We have a total of 98 accepted papers. Moreover, we have the representative affiliations from 5 countries, namely Indonesia, Malaysia, Oman, Philippines, and Poland. This is an excellent opportunity to meet and to come up with great ideas during parallel session. We have four keynote speakers to share their knowledge and experience as well as numerous of papers to be presented.

Let us express our gratitude to all participants who have supported and made the ICU: DIHEc 2020 possible. I send a great acknowledge to all hardworking committee members. Special thanks are delivered to authors from both local and international with the great research topics to be discussed in ICU: DIHEc 2020. We wish you enjoy and have a great experience with this event.

Warm Regards,

General Chair and All ICU: DIHEc 2020 Committees

Table of Contents

(Article navigation can be seen on the left of this document)

Article ID	Title of Abstracts
AR-0009	The Roles of Japanese Industrial Sectors: The Perspective of Input-Output Analysis
AR-0011	The Moderating Role of Personal Profiles On the Relationship between Multicultural Awareness and Self-Regulated Learning
AR-0014	Determinant of Sharia Bank Indonesia Rate with Financing and Deposit in Indonesian Islamic Banking Asset
AR-0015	The Influence of Demographic, Socio-Economic and Environmental On the Preference and Behavior of Middle Class Muslims in Forming the Potential of Halal Hospital (Research in Middle Class Muslim Surabaya)
AR-0016	Garut Mountain Business Tourism Mapping Based On Multidimensional Scaling
AR-0019	Changing Teachers' Roles in Teaching English through Online Learning
AR-0020	Predicting the Rationalization Factor Works in Accounting Fraud at Microfinance Institution
AR-0023	Toward the Resolution of Waste Management Crises of Guntur Traditional Market in Garut District
AR-0024	How Talent Management (Potential and Competencies Test) Result Influences Performance Appraisal in 2019 for Administrator / Manager Position Government Employee West Nusa Tenggara Province
AR-0025	The Current Conditions Of Online Learning in Universitas Nahdlatul Ulama Surabaya
AR-0028	Innovation Techniques Analysis in Macroeconomic On Ratio of Financial Islamic Bank
AR-0031	New Normal Term In Indonesia Society during Covid-19
AR-0033	Designing the Simulation Model to Increase Production Output Using Flexsim Software
AR-0036	VUCA Prime Application in Strategic Planning For the Development Program Based On Needs Assessment
AR-0041	The Impact of Islamic Work Ethic on Workplace Relationships at Nahdlatul Ulama University of Surabaya
AR-0042	An Arab Perspective on the Malay World and Its Society Based on Salih Jawdat's 'Ummat Al-Malayu'
AR-0044	Prawoto, the Authority Center of Demak Kingdom Sultanate
AR-0046	Evaluation of Interview Application Based On Radon System
AR-0048	Sustainability of Digital Marketing for Small Business: Future Business Opportunities
AR-0054	Effect Of Organizational Culture, Employee Competency On Self Efficacy And Employee Engagement In Human Resources Development Agency Ministry Of Law And Human Rights Republic Of Indonesia
AR-0056	Is It Possible To Perform Online Marriage During COVID-19 Outbreak?
AR-0062	Is It Necessary To Improve The Working Capital Financing And Investment By Sharia Banking To MSMes?
AR-0063	Decision Making System Determination of Assistance Home Renovation with Weight Product and Simple Additive Weighting
AR-0065	The Role of Islamic Social Finance Institution to Building Halal Industry
AR-0067	Sales Emails: The Need of a New Paradigm
AR-0068	Common Mistakes in Understanding Simple Present Tense and Present Continuous Tense Sentences: A Case Study at Non-English Department Students
AR-0069	Handbook of Counseling Based Rational-Emotive-Behaviors to Reduce Burnout of Senior High School Students
AR-0070	Strengthening Religious Characters: Efforts to Save Indonesia
AR-0071	Demands on Developing Cultural – Based English Textbook for Tourism Vocational Schools: Teachers' Views

- AR-0072 Audit Lag, Tenure, Age, Size, Profitability and Solvent Resistance to Stock Volatility with Public Accountant Reputation as Moderation
- AR-0073 Use of Ground, Understand, Revise, And Use (GURU) Process to Increase the Self Confidence of SMK Students in Kediri City
- AR-0074 e-Campus Knowledge, Attitudes and Practices during Covid-19 Pandemic A New Norm in UMK
- AR-0076 A Study of Gender: Collaboration between Men and Women in Life
- AR-0078 BADRANAYA: Cultural Innovative Media Breakthrough to Deepen the Justice Character of Prospective Multi-Cultural Counselors
- AR-0079 Does Rural Tourism Really Improve Public Welfare? An Empirical Evidence from Desa Wukirsari
- AR-0080 Self-Management Education Healthy Life Behavior towards Changes in Perception and Knowledge of COVID Transmission 19
- AR-0081 Legitimacy and Authority in Medieval Islamic Historiography
- AR-0083 Financial Distress Determination Factors In Food and Beverages Companies in Indonesia Stock Exchanges
- AR-0084 What Coronavirus Case Affecting The Market Volatility And Exchange Rate In Indonesia?
- AR-0085 Surviving To Aid: Autonomy and Sustainability of the Third Sector Organizations
- AR-0086 Smart Technologies and Financial Performance: The Mediating Effect of Corporate Sustainability
- AR-0087 Role of Ministerial Media Arms During COVID-19 in Malaysia
- AR-0088 LEGIT BOLTAS (Learning Gadget Bola Tata Surya) Based On Augmented Reality in SDI Raden Patah Surabaya.
- AR-0089 Undergraduate Students
- AR-0093 Students' Readiness In Using E-learning Application for English Subjects among Undergraduates in Malaysia
- AR-0094 English Language Problem-based Learning Via User-generated 3D World Roblox Module: Need Analysis
- AR-0095 Analysis of Students Scientific Reasoning Ability towards Integrated Science Classroom on Karapan Sapi Topic in Schoology
- AR-0096 Theory of Planned Behavior Environmental Management towards Environmental Behavior: A Mediating Effect of Islamic Knowledge and a Moderating Effect of Islamic Upbringing
- AR-0099 City Branding In Malaysian Higher Education Institutions: A Conceptual Review
- AR-0101 Ergonomic Exercise Based On Spiritual Care in the Management of Pain Levels Reduction on Elderly with Gouty Arthritis
- AR-0102 Meditation Healing Is Accompanied By Mozart Music in the Management of Stress Levels of DM Patients Type 2
- AR-0103 Willingness to Communicate Among Non-English Major Malaysian Undergraduates
- AR-0105 Spiritual Mindfulness Based On Benson Relaxation in the Management of Stress Levels Reduction on Type 2 Dm Patients
- AR-0106 The Influence of OCB on the Lecturer
- AR-0107 The Belief on the Existence of the Saka in Malay Communities
- AR-0111 Teaching Of Writing Narratives Online Using Storyboard Technique during the Lockdown Period of the Virus Convid-19 Outbreak
- AR-0112 Implementation of Anti-Bullying Module through Child-Friendly Schools in Primary School
- AR-0113 The Use of Metadiscoursal Markers in Malaysian Undergraduate Persuasive Essay Corpus at Universiti Malaysia Kelantan
- AR-0114 Building Ecological Citizenship Students through Transformative Learning in Wonosalam Jombang
- AR-0118 Role of Media and Communication Channels in Creating Panic during Covid-19 Movement Control Order
- AR-0119 Implementation Of Prayer In Congregation As An Effort To Prosper Mosque In The Pandemic Of Covid-19 (Study At Masjid At- Taqwa Dermo Gunungganssir Beji Pasuruan)
- AR-0120 Capital Buffer and Factors Determinant on Conventional Bank in Indonesia
- AR-0121 The Effect of Corporate Governance and Profitability on Islamic Social Reporting: Case Study on Sharia Banks In Indonesia

- AR-0129 Designing the Peacework Model to Enhance Social Harmony in A Super-Diversity Society Of Malaysia
- AR-0132 Using English Minecraft Module to Enhance University Students 'Motivation in Learning English
- AR-0134 Investigating the Plagiarism Awareness among Malaysian Undergraduates in Summative Assessment
- AR-0135 Data Development Running Analysis In The Process Of Synchronizing Patient Reference Services One-Stop Service Oriented
- AR-0136 The Integration of Mobile Learning Framework in English Language Teaching For 21st Century Learners
- AR-0138 Correlation between Occupation, Stress Level and Breast Milk Production during Covid-19 Pandemic In Indonesia
- AR-0140 Psychometric Properties for Well-being: Developing and Validating Happiness Instrument

BADRANAYA: Cultural Innovative Media Breakthrough to Deepen the Justice Character of Prospective Multi-Cultural Counselors

Nora Yuniar Setyaputri¹, Yuanita Dwi Krisphianti², Rosalia Dewi Nawantara³
{setyaputrinora@gmail.com¹, ju.wahyu@gmail.com², rosaliadewi11@gmail.com³}

Universitas Nusantara PGRI Kediri

Abstract. Multicultural counselor competencies are things that need to be possessed in order to become an effective counselor with ideal character. Ideal character can be associated with 12 ideal characters formulated from Semar. One of the characters is justice character. Issues of lack of professionalism counselors in the field can occur starting from lack of justice character. This is evidenced by the results of a preliminary study conducted on undergraduate students at guidance and counseling's department of Nusantara PGRI Kediri University. It is known that prospective counselors still often conduct behaviors that distinguish personalities from one counselee to another, are less neutral when the counselee tells the problem, and the emergence of labeling (stereotype) on their counselee. Therefore, special interventions need to be carried out to improve this justice character so that they can become multicultural counselors who are competent in their fields. Interventions conducted on prospective counselors can use certain media. The chosen media is BADRANAYA (Multi-Cultural Character Counselor Board-game). This research aims to develop a guidance and counseling's media innovation called BADRANAYA that can be accepted theologically and practically so that its products can be used on a large scale. In this article the focus is to discuss the description of BADRANAYA.

Keywords: badranaya, justice character.

Introduction

Multicultural Counselor's competence is something that needs to be possessed in order to become an effective counselor with ideal character (Setyaputri et.al., 2020). The ideal character in question can be related to the values of local wisdom such as the 12 ideal characters formulated from Semar. Where one of these characters is a justice character. One of the ways to increase the effectiveness of guidance and counseling services is to raise the value of local wisdom in its implementation. Where Corey (2009; 2013) states that a counselor who considers cultural influences on the counselee's function is the right way to increase the effectiveness of these counseling services. Based on lack of professionalism Counselors's issues in the field can occur starting from lack of justice character. This issue is characterized by several behaviors such as the prospective counselor who still often discriminates between the personality of the counselee and another, is less neutral when the counselee tells the problem, and the emergence of labeling (stereotype) in their counselee. Therefore, it is necessary to carry out special interventions to improve this justice character so that they can become competent Multicultural Counselors in their fields. Interventions conducted on prospective counselors using a media called BADRANAYA. The name BADRANAYA was chosen because the justice character that will be deepened in the prospective counselor refers to the noble value of Semar. BADRANAYA is another name for Semar. Meanwhile, to measure the level of justice character, researcher use the Justice Character Measurement Scale which is valid and reliable. In this instrument, it can be seen that there are 12 valid items with

a high reliability index of 0.834 (Setyaputri et. Al., 2020). The instrument in the form of a Justice Character Measurement Scale is one of the features of BADRANAYA which is operationally listed in the BADRANAYA Game Guide Book section. For more about what BADRANAYA is, a detailed explanation of this media can be seen in the discussion section.

Discussion

BADRANAYA is an acronym for the Multicultural Character Board-game. BADRANAYA is developed in the form of a board game where in the game there is material that will be discussed in the guidance process. BADRANAYA was designed as a knight's journey in search of the "Semar treasure". The treasure is at the end of the journey. The meaning of "Semar's treasure" itself is actually a complete figure of the Counselor who has a justice character. To get that, the player who is likened to a Knight must go through a journey where on the trip there are materials related to justice character. Where in studying the material, players must complete tasks whose theme is adapted to the material.

Theoretically, Setyanugrah & Setyadi (2017) suggest that board games are a type of visual media. Arsyad (2011) states that visual media plays a very important role in the learning process. Prameswara & Siswanto (2016) added that this board game can be packaged in the form of games. This opinion is supported by Yunita and Wirawan (2017) who state that a board game is a type of game where tools or parts are placed, moved, or moved on a surface that has been marked or divided according to a set of rules.

The name BADRANAYA was chosen because the justice character that would be deepened by prospective counselors refers to the noble values of Semar. Where there are 3 indicators of this justice character, namely: 1) not discriminating (equally), 2) neutral, and 3) not labeling (formulated from the explanation of Setyaputri (2017)). The materials that are packaged in "the search for Semar's treasure" are compiled based on the three indicators of justice character.

The guidance strategy chosen in the BADRANAYA game process is group guidance because group guidance has a role that tend to prevention and development. Group guidance is an activity that refers to group activities that focus on providing information or experiences through planned and organized group activities (Gibson & Mitchell, 2008). In line with Delucia-Waack (2006) who argues that what is striking about group guidance is the focus on developing skills to prevent problems. In addition, the group guidance strategy is chosen so that it is in line with the characteristics of the game itself, where in the playing process it is also necessary to pay attention to the dynamics in the playing group. This group dynamic is closely related to group guidance.

Corey et al (2014) stated that group guidance focuses on developing cognitive, affective and behavioral skills of its members through a series of structured procedures in group meetings. There are five stages of implementing group guidance according to Corey (2014). The five stages are: 1) Pre-group (Group Formation Stage); 2) Initial Stage; 3) Transition Stage; 4) Working Stage; and 5) Final Stage.

The technique that is considered suitable for use is gamification because the BADRANAYA that will be developed as a medium is transformed into a game. According to Jusuf (2016) gamification is a technique that uses game mechanic elements to provide practical solutions by building interest in certain groups. In addition, gamification is a concept that uses game-based mechanics, aesthetics and thinking games to bind people, motivate action, promote learning and solve problems. Gamification techniques or gamification with BADRANAYA media will be used at the work stage in the group guidance.

There are various kinds of equipment available in BADRANAYA, such as: 1) board

games or board games; 2) BADRANAYA manual; 3) pawns. The equipment is described in the following points.

1. A board game or board-game

This board game is a type of visual media which visually is a board game in the form of Semar posture or in BADRANAYA this board is called "Semar Island". This game board recapitulates all material based on local wisdom which will be detailed in the guidebook. Game board size 100 cm x 100 cm. The rules of the game BADRANAYA are designed as a knight's journey / journey in search of the "Semar treasure". What is meant by the Knights here are guidance and counseling students or prospective multicultural counselors who are players in this game. The treasure is at the end of the journey. What is meant by "Semar treasure" itself is actually a figure of a counselor who has a justice character). To get that, the player who is likened to a Knight must go through a journey where in the trip there are materials related to justice character indicators. These materials are packaged in cards that are placed on the pawns.

In one game, 1-4 teams can play it. Where each team consists of 3-6 people. However, only one person who runs a "pawn" or pawn in the form of a semar is considered the team leader. This team was formed with the aim of taking advantage of the group dynamics in the game to complete the task in the material presented in each column which is considered the Knight's journey / journey. Punishment and reward are set in each column containing tasks that are tailored to the material. The two teams compete to race which team will get the Semar treasure faster at the end of the journey.

2. User Guide Book BADRANAYA

The BADRANAYA guide is compiled as a reference for users who later act as group leaders in order to use the BADRANAYA game. In addition, this guide is prepared to help group leaders understand the purpose and objectives of developing BADRANAYA, how the basic concepts of this media are, how the rules of the game and how to play them, how to take group guidance steps using BADRANAYA and how to evaluate during the game process and evaluate the results. after playing the game.

3. Task Card

The 9 task cards contain 9 tasks that are adjusted to 3 indicators of justice character. Each indicator is represented by 3 task cards. This assignment card must be completed by the prospective multicultural counselor so that the journey which is likened to the "search for the Semar treasure" can be passed to the end.

4. Semar Pawn

This Semar-shaped pawn is a representative form of the group which will later mark the extent of his journey through the board game.

Conclusion

BADRANAYA is one example of interactive media that is transformed in the form of a game. The uniqueness of this media is that in its operational process it is associated with local wisdom values in Indonesia. The students are undergraduate counselors who are prospective counselors who are expected to become professional multicultural counselors.

With the creation of BADRANAYA, it is advisable for the world of education (especially for the Guidance and Counseling Study Program) to integrate this media into the Merdeka Belajar curriculum, especially in the Counselor Personal Development course. Whereas for guidance and counseling's undergraduate students by playing the BADRANAYA game, they can deepen their justice character as multicultural counselors so that they can work professionally in the field. For academics and practitioners in the field of Guidance and

Counseling, they can use this media as a means of increasing the justice character of prospective multicultural counselors and can adopt BADRANAYA in further research with other dependent variables that have been adjusted to the results of observations or existing field conditions.

References

- Arsyad, A. (2011). *Media Pembelajaran*. Jakarta: PT Raja Grafindo Persada.
- Corey, G. (2009) *Theory and Practice of Counseling & Psychotherapy, Eight Edition*. Belmont, CA: Brooks/Cole.
- Corey, G. (2013) *Theory and Practice of Counseling & Psychotherapy, Ninth Edition*. Belmont, CA: Brooks/Cole.
- Corey, M.; Corey, G; dan. Corey, C. (2014). *Groups: Process and practice.9th Ed*. Belmont, CA: Brooks/Cole.
- DeLucia-Waack, J.L. (2006) *Leading Psychoeducational Groups*. California: Sage Publications, Inc.
- Gibson, R.L. & Mitchell, M.H. (2008). *Bimbingan dan Konseling*. Terjemahan Yudi Santoso (2011) Yogyakarta: Pustaka Pelajar.
- Jusuf, H. (2016). Penggunaan Gamifikasi dalam Proses Pembelajaran. *Jurnal TICOM*.
- Prameswara, A., & Siswanto, R. (2016). Perancangan Board Game Edukasi sebagai Media Pembelajaran untuk Menumbuhkan Minat Baca Anak Jalanan di Bekasi. *E-Proceeding of Art & Design*, Vol 3(3): 423-430.
- Setyanugrah, F., & Setyadi, D.I. (2017). Perancangan Board Game sebagai Media Pembelajaran Mitigasi Kebakaran untuk Anak Sekolah Dasar Usia 8-12 di Surabaya. *Jurnal Sains dan Seni ITS*, Vol 6(1): 62-68. doi: <https://doi.org/10.12962/j23373520.v6i1.22949>
- Setyaputri, N.Y. (2017). Karakter Ideal Konselor Multibudaya Berdasarkan Nilai Luhur Semar. *Jurnal Kajian Bimbingan dan Konseling*, Vol 2(2): 58-65. doi: <https://doi.org/10.17977/um001v2i22017p058>
- Setyaputri, N.Y., Krisphianti, Y.D., & Nawantara, R.D. (2020). *BADRANAYA (Media Inovatif Kultural untuk Memperdalam Karakter Adil Calon Konselor Multibudaya*. Jawa Tengah: CV. Sarnu Untung.
- Setyaputri, N.Y., Krisphianti, Y.D., & Nawantara, R.D. (2020). Skala Pengukuran Karakter Adil: Salah Satu Instrumen sebagai Piranti BADRANAYA (*Board-game* Karakter Konselor Multibudaya). *Efektor*, Vol. 7(1): 90-97. doi: <https://doi.org/10.29407/e.v7i1.14463>
- Yunita, I., & Wiarawan, A.R. (2017). Perancangan Media Board Game Menggunakan Pendekatan Edutainment untuk Meningkatkan Minat Belajar Dasar Akuntansi pada Sekolah Menengah Atas Jurusan Sosial. *Jurnal AKUNTANSI DAN Teknologi Informasi (JATI)*, Vol 11:114. doi: <https://doi.org/10.24123/jati.v11i1.326>