Karawo Template Applications Based On Motif Classification In Accordance With Character And Culture Of Gorontalo

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Abstract

The general objective of this research is to develop an application that can be used to design patterns and motifs karawo based on motif classification consistent with the character and culture from the people of Gorontalo. This study uses incremental system development, which is a combination of a waterfall development model and iterative models. Results from this study is an application template design patterns and motifs karawo. Resulting a template motifs that the attract people to buy and use traditional fabrics karawo.

Key Words : template, pattern, motif, karawo

Introduction

Karawo is embroidered cloth typical of the region that is born of craft and perseverance Gorontalo people since the 17th century in embroidering form patterns and motifs, which have become identity and cultural values of Gorontalo. Currently embroidery karawo become the leading commodity in Gorontalo province, so that various development programs karawo embroidery craft that has now obtained a patent from the Government of Indonesia, increasingly empowered to populist economic development while maintaining and preserving the cultural heritage of Gorontalo.

The main problem encountered in the development of embroidery industry karawo is (Provincial Gorontalo, 2012): (1) has not been able to produce in bulk to meet the demand of large scale in a short time; (2) the number of craftsmen who still lacking due to various factors; (3) the number of designer pattern / motif is still lacking; (4) cheapness of bargaining power of the craftsmen karawo. Create a pattern and motif karawo with a variety of interesting and has a high artistic value, embroidered fabric comfortable to wear and follow the trend of today has become a necessity to increase the level of purchases of society to needlepoint karawo, as well as efforts to build a bulwark karawo as cultural identity of Gorontalo.

Based on these problems it is necessary to do a study for design an application template pattern and motif embroidery karawo with previously identified patterns and motifs embroidered karawo which has been developed in various crafts industry karawo and more specifically, to identify patterns and motifs karawo that have resulted from research Mulyanto et al, (2013) which is adapted to the nature according Eneagram of karawo users . Furthermore, this study also is an extension of previous research (Koniyo et al, 2015) which resulted in a recommendation karawo motif that suits the character of users and types of custom events Gorontalo area that will be followed. With special applications that are used to design the pattern and motif embroidery karawo is expected that industrial society crafts embroidery karawo most of whom live scattered in various villages can use this application to design your own pattern and motif embroidery without hoping to get a copy of the pattern written on the paper chart of the designers, which are still very minimal.

Method

Methods in the development of the system in this study, using the incremental models. The main data required are the data resulting adjustment Eneagram character with the philosophy karawo motif in art and culture Gorontalo and 25 design motifs karawo (Mulyanto, et al. 2013). These data will be processed and used as the primary data source in designing and creating applications karawo template based classification motif that suits the character and culture of Gorontalo. Necessary data obtained from a previous study conducted by Mulyanto, et al (2013), Koniyo, et al (2015) and a group discussion forum Gorontalo cultural experts.

Stages of this research in the development of the system is the identification system, planning, modeling system, design system, testing and implementation system.

1. Identification System
   At this stage, identification implemented associated with the process of production karawo embroidery in Gorontalo province. Observations were made on the process of manual pattern making, drawing motif first on graph paper. The identification phase is very important, as an illustration in the development of application template design patterns and motifs karawo.
2. Planning
   In the planning stage it will do a needs analysis to define the functional and non functional requirements. The researcher also did an analysis of the software needed to solve problems.
3. Modeling System
   modeling System divided into four parts : data modeling, architectural modeling, modeling interface and procedural modeling. Indicator of the success of this phase is the creation of a model that will be used as reference to develop system.
4. Design System
   This stage converts source code into an application. Indicator of the success of this phase is the construction of an application template design patterns and motifs karawo based on classification consist with the character and culture of Gorontalo
5. Testing and Implementation System
   The testing phase is implemented internally and externally, to detect errors in both the design and implementation on the implementation requirements. Indicator of the success of this phase is an application template design patterns and motifs karawo that has been tested internally and externally by users
6. Implementation System
   At this stage, the software has been completely developed will be applied to the user. Indicators of the success of this phase is the implementation of the application template design patterns and motifs karawo for the craftsmen

Result and Discussion

The results of this study in the form of application template design patterns and motifs karawo to classify motives karawo that suits with the character of the user and the type of event that will be followed. application template design patterns and motifs karawo provides a variety of symbols motif characterized by culture of Gorontalo, the philosophical value such motive nut trees which is "honest, straight and protector"; Wamilo arms motif which means "gentle and happy", and other motifs. The advantages of this karawo template application is the ability to dynamically add a motif that has been available outside the collection.

One important step before implement an application template design patterns and motifs karawo is the process of design motifs in the form of pixels. Presentation of motifs in the form of pixels will be easier for karawo craftsmen in embroidering. Figure 1 shows some examples from karawo design motif that has been designed in the form of pixels.
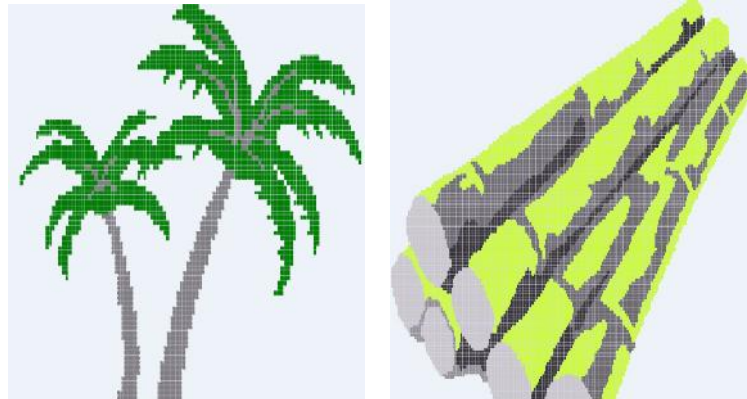

Figure 1. Karawo design motifs in the form of pixels

In the home page of application, users can access some information about the definition and history of karawo, while users can identify the characters in using karawo. To identify the characters, users can select one or more an eneagram characters that suits him and then processed by the system to get the recommendation of motifs.
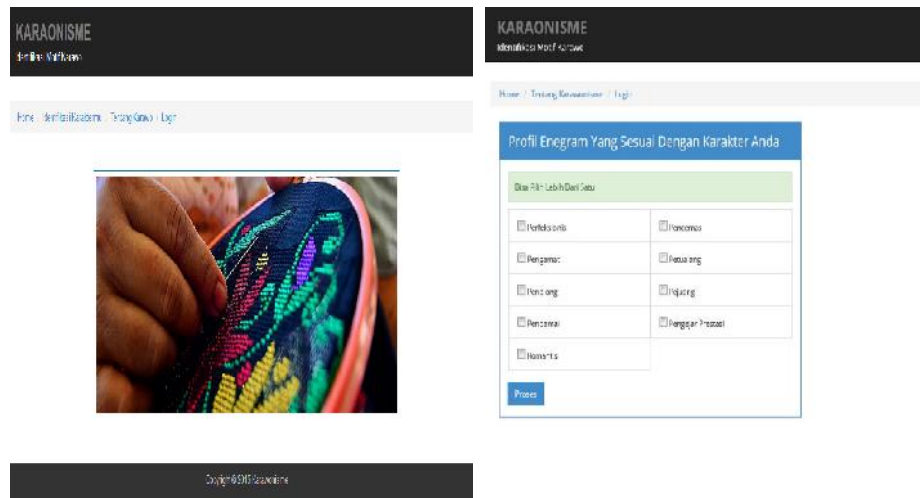

Figure 2. The home page of application and Identification of User Character

Furthermore, after the user selects a character and then processed it will display the results of the classification motif recommended by the system based on user eneagram character. In motif recommendation contained information about the philosophical values of the motifs also the information about traditional event that can be followed by users.
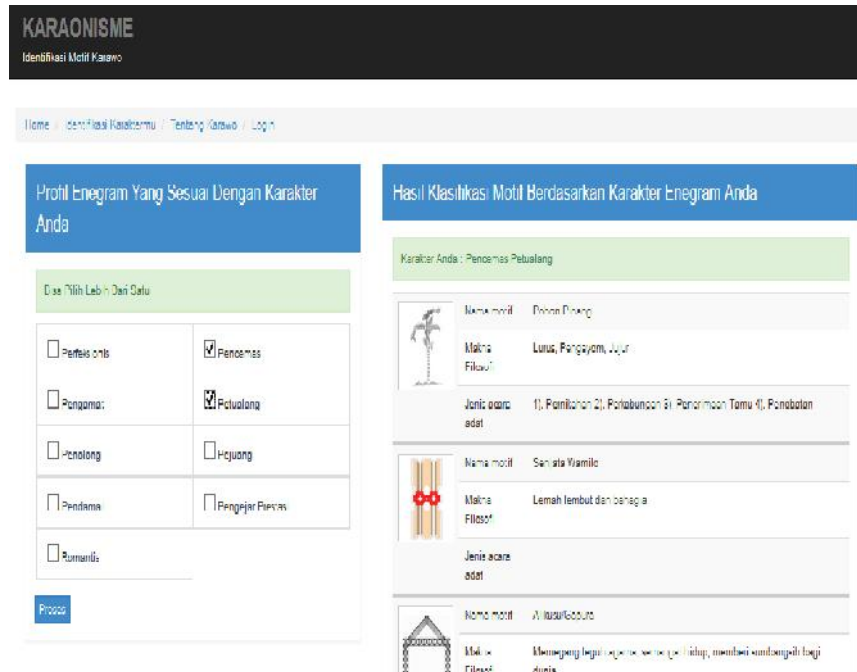
Figure 3. Select motifs based on the user character

Once users get a motif that suits with the character and then will be display the page to select a motif with various modifications or variations of the basic motif. The modification or variation of the karawo motif dynamically and flexibly can be added to the application as desired.
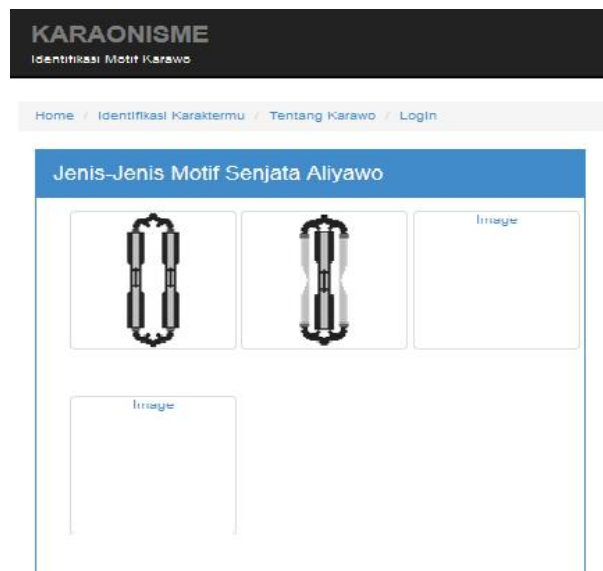

Figure 4. Select the karawo motifs that has been modified

Furthermore, in the applications of karawo design templates users can select models of the shirt that will be used, there are two models, long sleeves and short sleeves (figure 5). After selecting the shirt model, user can select color of the shirt from the 10 colors available in the application (figure 6). With this condition, users can try a variety of combinations, both the model and color of the shirt.

The last stage of use of this application is to embed motif on shirts. Motifs have been subsequently pinned on the shirt to be adjusted according to the size and location of the position motifs (figure 7).

Figure 5. Select model of the shirts
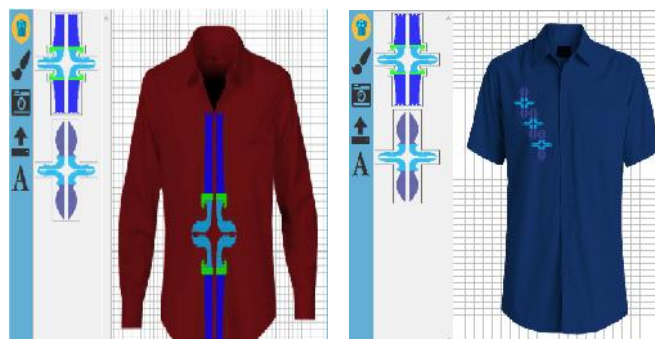

Figure 6. Select color of the shirts

Figure 7. Embedding motif on the shirts

Conclusion

application template design patterns and motifs karawo provide many references karawo motifs that can be used by users and craftsmen that suits with the character and the type of event, which has a philosophical meaning contained within each motif.

application template design patterns and motifs karawo capabilities that can dynamically add new motifs beyond the references provided, thus increasing the interesting and creativity of craftsmen to produce design motif that is interest to use.

Reference

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