

# JAVANESE WRITING SKILLS IMPROVEMENT THROUGH COMPUTER MEDIA

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## **A. Abstract**

Writing is one of the main linguistic competence as well as the competence of listening, reading, and speaking in Javanese language learning. Writing competence in learning the Javanese language is realized in the form of writing skills using Javanese script. The ability to write in Javanese script was a difficulty. Many students are still not able to write using Javanese script. One alternative that can be used to treat the condition is increasing the ability to write in Javanese script through computer media.

Writing in Javanese script using computer media can be done through the following stages: (1) open the official web site: <http://hanacaraka.fateback.com>, (2) download the Javanese script type font (*Hanacaraka*), (3) download Javanese script writing instruction, (4) Install the font on the control panel, fonts, files and install the New Font or copy font type and paste it in Fonts folder, (5) read the instructions carefully, (6) how to use the normal way and change the font type become *hanacaraka*. Utilization of computer media in learning to write Javanese script attempted attract and motivate students to learn so as to achieve predetermined learning objectives.

Keywords: Javanese script, computer media, improving writing skills

## **B. Introduction**

Writing is one of the main linguistic competence as well as the competence of listening, reading, and speaking in Javanese language learning. Writing competence in learning the Javanese language is realized in the form of writing skills using Javanese script. Writing competence using Javanese script is rarely done recently. The golden era of writing various papers using Javanese script occurred in Surakarta kingdom. It can be known by the number of manuscripts that Javanese script born in the golden era of Surakarta. These conditions were far different from now, the current generation have rarely been

able to write using Javanese script. These conditions threaten the existence of Javanese script as a result of Javanese culture. One of the government's efforts to maintain the existence of Javanese language learning includes local content required in kindergarten through high school. The implementation of Javanese language learning as a compulsory local content, one of which teaches writing skills using Javanese script.

Learning writing skills using Javanese script at this time found several problems, namely:

1. The ability of students to write in Javanese script is still low
2. Implementation of learning to write in Javanese script is less varied or monotonous
3. Lack of utilization of various media

One solution that can be used to solve various learning problems, namely perform special study in improving Javanese writing skills through computer media.

### **C. The meaning of Writing**

Writing according to Standard Indonesian Dictionary (2001: 1219) is to make the letters or numbers with a pen. It was also confirmed in <http://www.usniarie.com> that writing is a skill to make letters, numbers, codes, punctuation, or other symbols. According to Tarigan (1996: 64) writes is graph depicting the emblem depicts a language that is understood by someone so that others can read the symbols graph if they understand the language and graphic images. Definition of writing as a skill revealed by Nurjamal (<http://definisi.pengertian.blogspot.com>) that writing is the ability to express ideas in the mind to the other party with written media. The purpose of writing, among others, to invite, inform, persuade, or entertain the reader.

Some of these definitions can be summarized that writing is a skill to pour idea of mind to others through the medium of writing or graphic symbol. Writing skills can be emerged through writing Javanese script.

### **D. Characteristics of Javanese Script**

#### *1. Nglegena Script and Pasangan*

Javanese script is also called *dentawyanjana*. Javanese script consist of twenty basic script, twenty *pasangan* which serves as a consonant *sigeg*, eight characters *murda* and their *pasangan*, five vowel letters, five *rekan* letters and their *pasangan*. Javanese script is also equipped by several *sandhangan* as a

regulator of vocals, some special characters (*r□, l□, panjing, pengkal, chakra*), some punctuation, and some signs of regulatory writing (*pada*).

Javanese script in basic form called *nglegena* script, namely Javanese script that has not received *sandhangan*. If we observed Javanese Script, one character represents one syllable. This is what makes Javanese script is silabik. Javanese script writing done in connection between the characters that one to the next character without any sort of one word with another word. Javanese script writing is done scriptio continuo.

Javanese script is not only in the form *nglegena*, it is also equipped with *pasangan* which shows that Javanese script is consonantal. The *pasangan* has a function as a liaison or a closed syllable ends with a consonant with the next syllable. This was also confirmed in <http://id.wikipedia.org/wiki/Hanacaraka> that Javanese script writing procedures are not familiar with space, so the use of the *pasangan* to clarify the clusters. The description of Javanese script *nglegena* and their *pasangan* are as follows:

Aksara Jawa Nglegena									
ꦲ	ꦩ	ꦕ	ꦫ	ꦏ	ꦢ	ꦠ	ꦱ	ꦮ	ꦭ
ha	na	ca	ra	ka	da	ta	sa	wa	la
ꦥ	ꦢ	ꦗ	ꦪ	ꦚ	ꦩ	ꦒ	ꦧ	ꦠ	ꦤ
pa	dha	ja	ya	nya	ma	ga	ba	tha	nga
Pasangan									
ꦲꦩ	ꦕꦩ	ꦕꦲ	ꦫꦩ	ꦏꦩ	ꦢꦩ	ꦠꦩ	ꦱꦩ	ꦮꦩ	ꦭꦩ
ha	na	ca	ra	ka	da	ta	sa	wa	la
ꦲꦥ	ꦕꦢ	ꦕꦗ	ꦫꦪ	ꦏꦚ	ꦢꦩ	ꦠꦩ	ꦱꦩ	ꦮꦩ	ꦭꦩ
pa	dha	ja	ya	nya	ma	ga	ba	tha	nga
Adapun penggunaan aksara Jawa <i>nglegena</i> dan <i>pasangan</i> -nya dapat dicermati pada contoh berikut:									
ꦲꦩꦮꦠꦸꦱꦩꦁꦤ꧀ꦱꦸꦏꦺꦠꦒꦫꦱꦶ									

*Ana wedhus mangan suket* 'There are goats eat grass'

The use of *pasangan* ma in the example serves to form consonant / s / in *wedhus*; and *pasangan* sa to form consonant / n / in *mangan*.

## 2. Murda Script

*Murda* Javanese Script is script used to write capital letters. *Murda* script is usually used to write the proper name, title names, geographic names, and name of the institution. *Murda* script consists of 8 characters, namely:

𑀓 = Na      𑀕 = Ka      𑀗 = Ta      𑀙 = Sa  
𑀛 = Pa      𑀝 = Nya      𑀟 = Ga      𑀡 = Ba

Writing *murda* scripts in Javanese script writing has a few rules, namely:  
a. *Murda* script can not be used as *sigeg* (closing consonant syllables.)  
b. If *murda* script found to be *sigeg*, the script is written in basic form.  
c. If in one word or one sentence found more than one script *murda*, *murda* then simply write as one script only (Hesti Mulyani, 2009: 6).  
As an example of using *murda* script is as follows:

*Dewi Sinta* 'Dewi Sinta' 𑀓𑀛𑀓𑀛 𑀙𑀛𑀓

*Kutha Nyayogyakarta* 'kota Yogyakarta' 𑀕𑀛𑀓𑀛 𑀛𑀓𑀛𑀓𑀛𑀓𑀛𑀓𑀛𑀓𑀛𑀓

## 3. Rekan Script

*Rekan* script is a script that made to write words or terms in foreign languages, especially Arabic. The use of *rekan* script shows the assimilation of foreign culture into the Javanese culture. The *rekan* script in Javanese scripts writing consist of:

𑀓𑀛 = kha      𑀛𑀓 = dza      𑀛𑀓 = fa      𑀛𑀓 = za      𑀛𑀓 = gha

Berikut ini contoh penggunaan aksara *rekan* dalam kata-kata yang diambil dari kosakata bahasa Arab.

𑀓𑀛𑀓 𑀛𑀓𑀛𑀓 = *khatib*      𑀛𑀓𑀛𑀓 = *dzikir*      𑀛𑀓𑀛𑀓 = *fakir*

𑀛𑀓𑀛𑀓 = *zakat*      𑀛𑀓𑀛𑀓 = *ghaib*

## 4. Aksara Swara

Aksara *swara* sepadan dengan aksara vokal Jawa. Aksara *swara* terdiri atas 5 aksara, yaitu:

𑀛 = a      𑀛 = i      𑀛 = u      𑀛 = e      𑀛 = o

## 4. Swara Script.

*Swara* script in Javanese script writing rule used to write many words absorbed from a foreign language. *Swara* script in Javanese script writing has some rules, namely: *swara* script can not be used as *pasangan* script, and if the *swara* script meet *sigegan* or consonant at the end of the previous syllable, then it must be sillabled by *sigegan pangkon*. Here is an example of using *swara* script:

ꦱꦸꦩꦤ꧀ = Usman      ꦲꦏ꧀ꦠꦺꦤ꧀ = Oktober

### 5. Sandhangan

*Sandhangan* is a device in Javanese script used for the marker sounds in Javanese script writing. This *Sandhangan* sounds inherent in a single syllable or syllabus. The type of *sandhangan* in Javanese script writing can be divided into three groups, namely:

- a. Vocal *Sandangan* (*sandhangan Swara*), consist of *wulu*, *suku*, *taling*, *taling tarung*, and *pepet*. The function and its use can be observed in the following table.

**Tabel 1 Sandangan Bunyi Vokal**

<i>Sandhangan</i>	Fungsi	Contoh
Wulu ..... <sup>◌</sup>	Penanda bunyi /i/	ꦲꦶꦏꦶꦥꦶꦥꦶ = <i>iki pipi</i> 'ini pipi'
Suku .....ꦸ	Penanda bunyi /u/	ꦢꦸꦢꦸꦏꦸꦏꦸ = <i>dudu kuku</i> 'bukan kuku'
Taling ꦲ...	Penanda bunyi /e/	ꦲꦼꦭꦺ = <i>lele</i> 'ikan lele'
Taling tarung ꦲ...ꦠꦺꦴ	Penanda bunyi /o/	ꦲꦺꦴ = <i>loro</i> 'dua'
Pépêt ..... <sup>◌</sup>	Penanda bunyi /ê/	ꦲꦺꦒꦱꦶ = <i>sega</i> 'nasi'

*Sandangan suku* if attached to the *pasangan ka*, *la*, and *ta* then this *pasangan* must be converted into a basic script form and completed with *sandangan suku*. The possible use is as follows.

ꦱꦸꦩꦤ꧀ = Usman      ꦲꦏ꧀ꦠꦺꦤ꧀ = Oktober  
ꦱꦸꦩꦤ꧀ꦠꦶꦏ꧀ = *atik*'.

ꦠꦶꦏ꧀ꦠꦸꦭꦶꦱ꧀ = *bathik tulis* 'batik tulis'.

ꦱꦸꦩꦤ꧀ꦏꦸꦫꦸ = *awak kuru* 'badan (yang) kuru'.

*Sandhangan pepet* is not used in *r* and *l* that do not function as *pasangan*. Writing *r* symbolized by the sign alphabet and *pa cerek x* and *l* represented with 2 characters *nga lelet*.

- b. *Sandhangan* Consonants Ending Syllable (*Sandhangan Panyigeg Wanda*), includes: *pangkon*, *wignyan*, *layar*, and *cacak*. The function and its use can be observed in the following table.

**Tabel 2 Sandhangan Konsonan Penutup Suku Kata**

<i>Sandhangan</i>	<i>Fungsi</i>	<i>Contoh</i>
<i>Pangkon</i> ...	<i>Panyigeg</i> atau menjadikan bunyi konsonan/mati	ꦱꦏꦏꦺꦤ꧀ = <i>salak</i> 'buah salak'
<i>Wignyan</i> ...	Penanda <i>sigêg</i> /h/	ꦮꦶꦁꦤꦺꦤ꧀ = <i>gajah</i> 'gajah'
<i>Layar</i> ...	Penanda <i>sigêg</i> /t/	ꦭꦪꦫꦺꦤ꧀ = <i>kabar</i> 'kabar, berita'
<i>Cécak</i> ...	Penanda <i>sigêg</i> /ng/	ꦕꦺꦕꦏꦺꦤ꧀ = <i>lanang</i> 'laki-laki'

- c. *Sandhangan* gugus consonant (*Sandhangan wyanjana*), include: *cakra*, *Keret*, and *pengkal*. The function and its use can be observed in the following table.

**Tabel 3 Sandhangan Gugus Konsonan**

<i>Sandhangan</i>	<i>Fungsi</i>	<i>Contoh</i>
<i>cakra</i> ...	Penanda <i>panjangan</i> /ra/	ꦕꦫꦏꦫ = <i>krasa</i> 'terasa'
<i>Cakra kĕrĕt</i> ...	Penanda <i>panjangan</i> /rĕ/	ꦕꦫꦏꦫꦺꦫꦺꦠ = <i>prĕlu</i> 'perlu, penting'
<i>Pengkal</i> ...	Penanda <i>panjangan</i> /ya/	ꦕꦺꦕꦏꦫꦪ = <i>kopyah</i> 'peci'

## 6. Javanese Number

Javanese number used to write numbers or number symbol. Javanese number consist of:

1= ꦩ 2= ꦒ 3= ꦗ 4= ꦒ 5= ꦒ 6= ꦒ 7= ꦩ 8= ꦩ 9= ꦩ 0= ꦏ

Javanese number write as the Dutch number, for example: 1945 to 1945

The rule of writing Javanese number in sentences are marked with *pada pangkat*. Use of the *pada pangkat* according to Padmosoekotjo (1992: 44) is intended to provide separators between numbers and Javanese script. As an example of writing numbers in a sentence are as follows.







Font or copy font type and paste it in Fonts folder, (5) read the instructions carefully, (6) how to use the normal way and change the font type to be *Hanacaraka*.

This paper uses truetype model Javanese script fonts developed by Budi Sayoga. As examples of its application are as follows

**Tabel 4 Penulisan dan Pengetikan Aksara Jawa**

Penulisan Aksara Jawa	Pengetikan	Bac aannya
ꦲꦤꦱꦢ	ansd	<i>ana sada</i> 'ada lidi'
ꦠꦸꦏꦸꦧꦸꦏꦸ	tukubuku	<i>tuku buku</i> 'membeli buku'
ꦲꦶꦏꦶꦥꦶꦥꦶ	aikipipi	<i>iki pipi</i> 'ini pipi'
ꦒꦼꦱ	Gels\	<i>gelas</i> 'gelas'
ꦭꦒꦶ	2gi	<i>legi</i> 'manis'
ꦏꦱꦫ	ks/	<i>kasar</i> 'kasar'
ꦏꦼꦱꦱꦶꦱ	kels;5;	<i>kelas 5</i> 'kelas 5'
ꦩꦺꦗ	[mj]	<i>meja</i> 'meja'
ꦢꦮꦶꦧꦱ	fWibas	<i>dwi bahasa</i> 'dwi bahasa'
ꦱꦶꦠꦶꦭꦒꦶꦱꦶꦤꦸ	?sitilgisinau.	<i>Siti lagi sinau</i> 'Siti sedang belajar'

Note: Javanese script correspondence with Latin letters on the keyboard can be downloaded on the rules of Javanese script writing through <http://hanacaraka.fateback.com>

The advantages of using Javanese script in truetype fonts, namely:

- Typing is done in Latin letters keyboard design, so it does not take a long time to memorize the Javanese script.
- Easy to use in a variety of word processor, especially MS Office
- Truetype font is easy to use with all software that supports truetype fonts.
- Print is similar to existing results on the screen.

Javanese script writing through the medium of the computer needs to consider the guidance in writing good Javanese script. It is necessary for the writing produced to meet the spelling in the writing of Javanese script. As an example Javanese script writing through the medium of the computer that is not appropriate as follows.

**Tabel 5 Kesalahan dalam Penulisan Aksara Jawa dengan Media Komputer**

Kesalahan Penulisan	Perbaikan	Bacaannya
		<i>mbatik</i> 'membatik'
		<i>lemah</i> 'tanah'
		<i>rega</i> 'harga'
		<i>krasa</i> 'terasa'
		<i>bagya</i> 'bahagia'
		<i>pitik 3</i> 'ayam 3'

#### F. Efforts to Increase Javanese script Writing Ability through Computer Media

Scarino, Vale, and Clark (in Suwarno, 2002: 28) detailed the principles of language learning, namely: a) learning will be optimal if learning according to the needs of students, b) learning will be optimal if the students are given the opportunity to be active, so they have lots of experience ; c) learning will be optimal if the students are given effective feedback, and d) learning will be optimal if the students are given the opportunity to manage their own learning.

These principles emphasize the fulfillment of student needs, and experience exploration for learning can be optimal.

Some of these principles should be adopted in an effort to increase learning Javanese script writing to succeed. The description of the learning in improving Javanese writing skills through a computer media are as follows.

1. The selection of materials according to the needs of students and in tune with the times.
2. Application of various learning strategies to provide emphasis on experiential learning, among others: inquiri learning strategies, cooperative learning

strategies, problem-based learning strategies, contextual learning strategies, and so forth.

3. Application of various learning methods ,including: problem solving methods, team games tournament method, the method of numbered heads together, and so forth.
4. The use of various computer media and provide students opportunities to practice, among others: crossword puzzles, power point, games, and others.
5. Give feedback at each stage of the achievements of students from the simple to the complex level.

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