

DESIGN A LEADERSHIP LEARNING MEDIA SABDA PANDITA RATU USE VISUAL CONCEPT THE YOGYAKARTA PUPPET FOR YOUNG GENERATION

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Abstract: *The term Sabda Pandhita Ratu less well known by the people of Indonesia. In fact, this one of Java's philosophy has noble values to hold on the people of this country for the creation of the nation's progress. The number of cases of corruption in this country being debated separately for the Indonesian people. It caused the assumptions that people did not trust the leaders of this country. Therefore the aim of this design is to form the character and nature of which firmly holds the promise of the young generation as the next generation of this nation. The research for support this design using a qualitative approach. The research was conducted in Kekayon Puppet Museum of Yogyakarta, Ngayogyakarta Hadiningrat kingdom and junior high school of state 1 Yogyakarta. Value of Sabda Pandhita Ratu still held closely among Yogyakarta Kingdom seen from the values of the nobility of the Javanese cultural heritage still cling of governance in Yogyakarta Kingdom. Moreover, the value of the Sabda Pandhita Ratu also found in the stories of puppet of Purwa. From these stories can be used as visual materials for the learning media attractive to the young generation. So that eventually the media made on this design in the form of illustrations book. The book contains content about the values of Sabda Pandhita Ratu, exemplary stories about the constancy hold the promise and the knowledge of a good leader. With this book will assist in the formation of character and the good character of the young generation and ready to be a leader.*

Keywords: *Sabda pandhita ratu, leader, leadership, learning, Yogyakarta puppet*