

Abstract

One of Indonesia's cultural diversity that needs to be preserved is a traditional dance. Regeneration needs to be done on Indonesian teenagers to strengthen Indonesian cultural identity and continue to preserve Indonesian culture. By contributing to learning traditional dance with dance teachers are one of the efforts to preserve culture. Some dance students choose to learn by self-education due to lack of time flexibility. However, the disadvantage of self-taught learning is that no one can correct the mistakes made during the exercise movement. So, we need a media that can help dance students when doing traditional self-taught dance exercises. Microsoft Kinect is a sensor that can detect motion. This device is used to detect dance movements and correct dance movements. It is known that the user has a purpose when doing the learning to be achieved, therefore in this research, the Goal-Directed Design method is used. Then the research testing is done by using SUS because SUS covers aspects of system usability that are appropriate in this study. The results of this study are a User-Interface model in the application of traditional Balinese dance learning. The test results that have been carried out using SUS are in Grade B.

Keywords—Balinese Traditional Dance, Goals - Directed Design, Indonesian Traditional Culture, Microsoft Kinect, SUS, User Interface.