ABSTRACT

Gamelan digitization is one of the efforts to introduce and preserve traditional Indonesian musical instruments not to become extinct. The focus of digitization in research is only on one type of saron musical instrument because the saron instrument is the main melody in a gamelan instrument that can be played individually and is more harmonious when played in collaboration. The most important thing in playing gamelan instruments is playing several types of musical instruments at the same time, especially the saron instrument. In using the saron instrument itself must be played collaboratively according to the tempo. For this reason, to make the interaction design model, the Call and Response System method is used, which has a "your turn" indicator and the Rhythmic Emphasis Weighting method connected to the "Techno Rhythm Monitor". The application of the two methods above, the interaction design modeling design uses the Design Thinking method. The research testing using the System Usability Scale (SUS) because the results have a high level of validity for a study. The test results from research using the Call and Response System and Rhythmic Emphasis Weighting methods resulted in an interaction design model playing the saron musical instrument that can collaborate according to the tempo. For the test results using SUS, which obtained a final result of 85%, it is at level B is excellent and means that the interaction design model that has been designed is acceptable because it has met the user's goals (proper).

Keywords: call and response system, design thinking, interaction design, rhythmic emphasis weighting, saron, system usability scale