

# ABS 122

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# **The Effect of Blended Learning on Students Creativity in Making Tie-Dyed T-Shirts**

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**Abstract:** This study was aimed at describing the effect of Tie-Dye workshop conducted with blended learning on Students Creativity in Making Tie-Dyed T-Shirts. The workshop was given as the community development program activity of Universitas Negeri Jakarta. The study was carried out with quasi-experiment method involving 20 participants who were locals of Untung Jawa Island whose family were greatly financially affected due to COVID-19 Pandemic. Youtube and Zoom were incorporated as the main learning tools. This study revealed that the student creativity in terms of tie-dye technique, pattern, coloring result, and color distribution was satisfying with an average score of 85. Keywords: Blended Learning, Student Creativity, Tie-Dye

## **INTRODUCTION**

Observing the impact of Covid-19 pandemic which has caused millions of people losing their job and many tourism businesses to abruptly shut, Universitas Negeri Jakarta was driven to provide a community development program to one of the impacted district in Jakarta, Untung Jawa Island, Kepulauan Seribu. The program was to train the local people how to make tie-dyed T-shirts which was expected to be later commercialized as one of the local tourism souvenirs, since Untung Jawa Island is one of the most popular tourism sites in Jakarta, well-known for its beaches and marine attractions.

The program was delivered virtually. Zoom meeting application and Youtube tutorial videos were incorporated into the program. The participants of the program were equipped with tools and materials needed to make shibori T-shirts with tie-dyed techniques, and also the model T-shirts.

As the program had a heavy reliance on online learning platforms, it can be regarded that blended learning was employed as the workshop method. Blended learning has been viewed effective as it offers great flexibility in terms of time and place. So, it can encourage better knowledge retention. However there are also some challenges faced by both the instructor and participants of this program during the employment of this method, such as the instructor could not able to observe

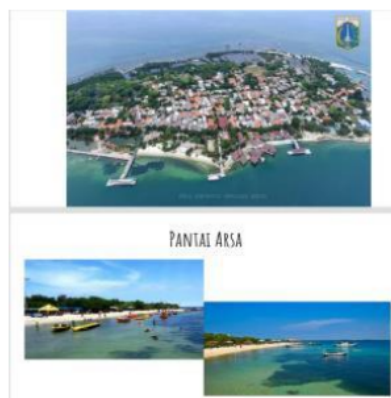
psychological reactions of the participants during workshop, the learning activities could not be closely monitored in detail, examine the end-products in person, and the assessment of the creative values was limited as the instructor could only perform it based on photos and videos. Thus, this virtual program offered great hindrance in terms of learning materials, instructor-participant interaction, and learning environment (Fortune Spielman & Pangelinan 2011) dan Roberts & Mc Innerney, 2007).

### **METHODOLOGY**

This study was an experiment research involving 20 local people of Untung Jawa Island as participants. The participants participated in the workshop which was conducted virtually via Zoom. Youtube and a printed learning book were also utilized as the learning sources. In the end of the workshop, the participants were demanded to apply the procedure of tie-dye in making shibori T-shirts. The creative values, tie-dye technique, and coloring result of the end-products were then assessed.

### **DISCUSSION**

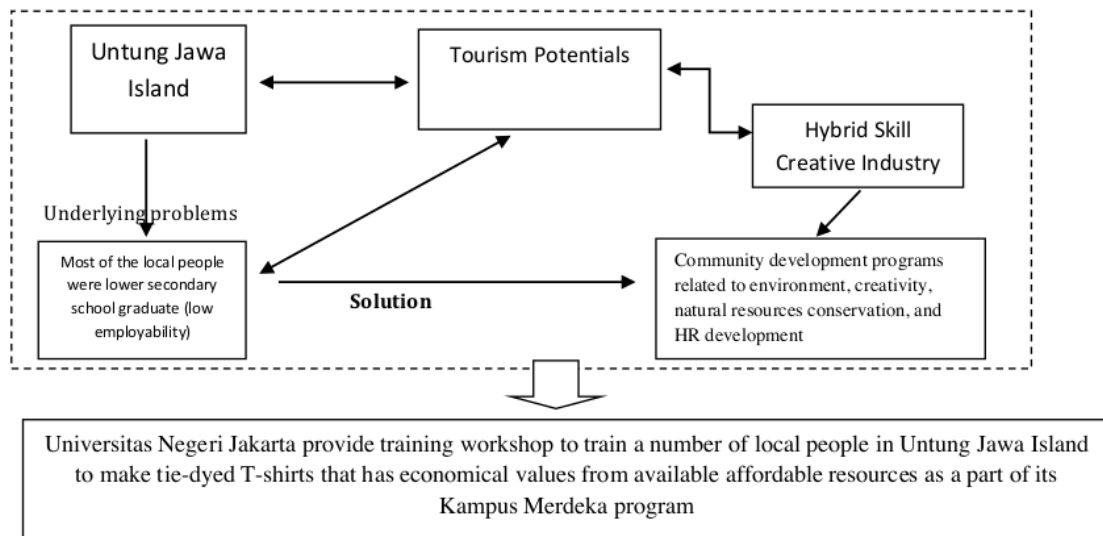
The community development program activity of 2020 was carried out virtually and dedicated to Untung Jawa Island. Untung Jawa Island is 45 km away from Jakarta. Most of the local people were not privileged enough to get access to a higher level of education. Most of them were middle school graduates. With a total area of 1.03 km<sup>2</sup>, it is one of the most promising tourism sites of the province. Therefore, the program activity was adjusted to the needs and conditions of the local people there which were mostly engaged in tourism businesses and creative economics. It is in line with the strategic objectives of University Negeri Jakarta.



**Figure 1.** Untung Jawa Island

The goal of the community development program was to equip the local people with knowledge and skills to produce Shibori T-shirts which has commercial values. The materials and tools used in this workshop were ensured to be affordable and easily found in their neighborhoods such as mango leaves, breadfruit barks, and Bidara leaves. Cotton fiber was used as the main material. It was selected because of its high water absorption rate property.

The following chart shows the background, relations, and importance of the program:



The making process of tie-dyed T-shirts was begun with folding the fiber and tying it up plastic strings. Direct dye was used as the coloring base. It was dissolved in hot water and salt was added into the solution (diffusion process) and stirred. The fiber which now had been tied up was dyed using the solution and let it absorbed (migration). Then, the fiber was placed under direct sunlight to let the dye dry (fixation). After it completely dried, the fiber was washed off (penetration).



**Figure 02.** The steps to make Tie-Dyed T-Shirts

The procedures of the community program were described in the following table:

Steps	Indicators	Instructor Roles
Step 1	Brief explanation on the learning objectives	The instructor explained the learning objectives and the target competence of the workshop
Langkah 2	Lesson delivery	The instructor delivered the lesson
Langkah 3	Group formation	The instructor divided the participants into groups
Langkah 4	Group assistance	The instructor assisted the implementation or experiment process
Langkah 5	Evaluation.	The instructor evaluated the participants' learning achievement and performed assessment



The results of the program activities were displayed in the following figures:



**Figure 03.** Documentation of the Community Program Activities

The participants seemed energized and motivated during the whole workshop activities. The result of the final assessment of the Shibori T-shirts was showing that the average score of the creative values was 85 (very good). The average score of the coloring result was 82 (good), and the average score of the tie-dye technique mastery was 78 (satisfying). Due to the limitation of the workshop method, coloring process, and participant performance in general cannot be assessed and observed. The result of the Shibori T-shirts made by the participants can be found here: [youtu.be/-ORyXHGeVRE](https://youtu.be/-ORyXHGeVRE)

## CONCLUSION

The community development program was carried out well virtually, allowing the participants to produce well-valued tie-dyed T-shirts with the average score of 86 for their creative value, 82 for their coloring result, and 78 for their tie-dye technique mastery.

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