

VIRTUAL'S CULTURE BASED INFORMATION TECHNOLOGY

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Abstract

A diversity cultural of a nation is the art heritage of ancestral culture of a nation that needs to protected and preserved the existence. Therefore need a method that can be used to preserve the culture. With virtual method based Information and Communication technologies that can support the preservation and inventory of the cultural wealth of a nation. This virtual method is not limited by space and time, this method can be used to introduce the younger generation about their culture of nation.

Virtual culture system can be used for: Inventory and publication of digital art and culture of art, generation Facilitate easy even public are able to learn or access the culture even can witness the culture through a virtual system, promoting the widespread culture without being limited by space and time.

In this research did by taking a case study of Toraja culture, stages of research as follows:

1. Determine System Requirements: resource inventory of various cultural heritage and natural history of Toraja.
2. System Requirements Analysis: from the identification of user needs and then determined the functions or activities in the system.
3. Creating a model system: access and interaction model on the system.
4. Design of the system architecture and infrastructure of virtual culture: the draft content and access mechanisms of interaction between users.

Key Word: virtual, culture, toraja, preservation, promotion.

I. INTRODUCTION

1.1. Background

Often indigenous culture of a people claimed by other nations led to serious disputes between the two nations. This is caused by the unavailability of the methods used to preserve the culture of a nation. One reason is because of the unclear provisions governing the protection and preservation of traditional cultural products. In addition to poor inventory and publication of art and culture of a nation, who should be registered in the international institutions that deal with cultural property rights.

With ethnic diversity and richness of tradition as a nation and should receive attention and preserved by the various parties in an integrated and sustainable, which in turn can be used as the nation's resilience and strength. With strong resistance strength of the nation, it can prevent any form of exploitation or utilization of foreign parties against the nation's culture that is born of the nation itself.

The impact of globalization and the economic crisis plays onset of symptoms and the lack of national identity disintegration symptoms that hit in some areas. Therefore, the role of government in the field of development of national culture emphasizes how to build the character of the nation (nation and character building) and how every citizen denied access to each other in order to know the different cultures can coexist peacefully.

1.2. Problem Formulation

Based on the above it can be formulated with the following issues:

1. Existence of a culture of a nation that claimed by other nations and many cultures of a nation that has not been recorded properly and systematically.
2. The number of natural cultural resources of a nation that has not been recognized by the people themselves.
3. Generations to come will no longer find his ancestral culture, it can be estimated that the nation's culture will change even the culture will be lost and replaced with another culture.
4. There was a shift in the original cultural values of a nation.

1.3. Special Purpose

Specific objectives to be achieved from this research is the creation of a virtual system based Toraja Culture Information and Communication Technology as a strategy of cultural preservation and promotion of Toraja.

1.4. Urgency (primacy) Research

The virtue of this study is how the application of information and communication technologies in promoting and preserving the culture of Toraja. With this system the younger generation can learn the cultures of Indonesia independently and are not limited by space, time, and place and can be continuously, as well as easy to access the

culture. Availability of facilities to the development, deepening of the national culture and art performances. And documentation of digital culture.

1.5. Findings / innovation targeted

The findings of this research or innovation is the creation of a Virtual System Culture of Toraja, Toraja's culture is a portal that can be used to preserve the culture of Toraja, as a model of cultural learning for young people and the promotion of Toraja's culture to all over the world whenever and preservation the culture of Toraja. And can also be used to learn the cultural values of a nation especially Toraja's culture.

CHAPTER II. METHODS

Flow Chart of Research.

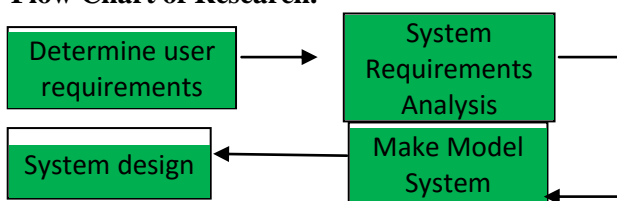


Figure. 1 Flowchart of the research

The first phase of this study began by determining the needs of users is done through the Inventory of Cultural of Toraja's heritage. Phase 2, from the identification of user needs and then analyzed to determine the functions or activities that will be implemented in the system. Phase 3 makes a model system, access to model and user interaction can be determined, the process of complete design's software system using UML (an election program packages that are suitable for the analysis of the feasibility of building a system). 4th stage of the system design, the design of mechanisms to do the access to content and interaction between users can be determined by using Swishmax software.

CHAPTER III. RESULTS AND DISCUSSION

Based on research conducted phases obtained results achieved from each stage are as follows:

The first stage in this research is the Inventory of Cultural Heritage and Natural History of Toraja. Broadly speaking, the Toraja cultural heritage inventory can be divided into 5 (five) sections as follows:

1. Cultures
2. Cultural of Artifacts (work outcomes)
3. Cultural of Arts
4. Culture of Language
5. Natural History of Toraja.

Phase 2, From the results above, the identification of user requirements specified functions or activities will be implemented in the system.

Before designing the system, the user needs to be determined that includes the capabilities and technical specifications that must be owned by the system. The user requirements are as follows:

1. Provide information Toraja's Cultural and Natural History of Toraja.
2. Providing video Toraja's Culture and Natural History of Toraja.
3. The system is user friendly
4. system is easily expandable to new functions
5. Road in multimedia standard PC.

Phase 3, the system model, and model the interaction of user access can be established, the process of designing a complete software system using UML (an election program packages that are suitable for the analysis of the feasibility of building a system).

Phase 4, system design, conduct design mechanisms to access content and interaction between users can be assigned Graphic User Interface (GUI) using Swishmax software as follows:

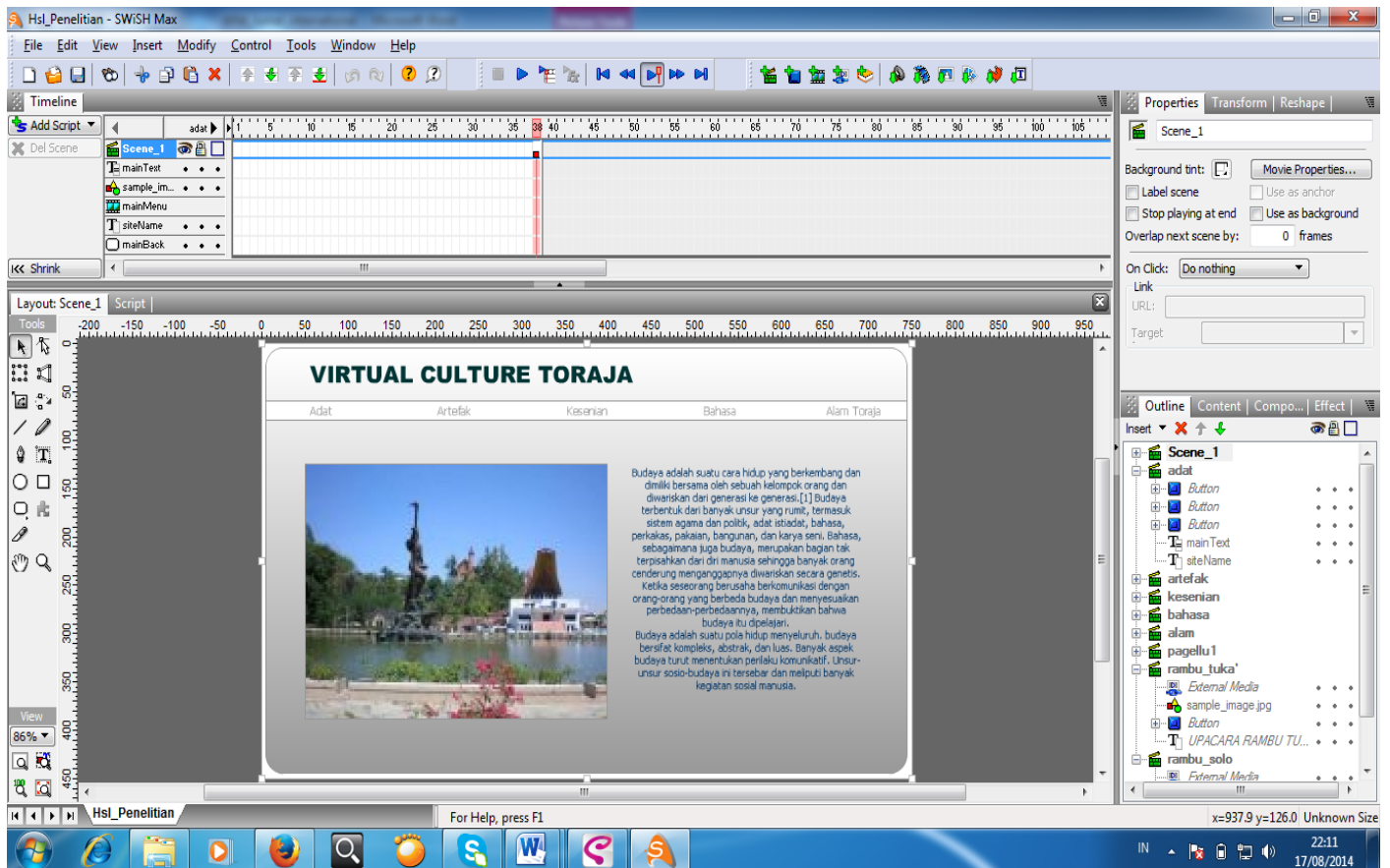


Figure 10 Layer 1

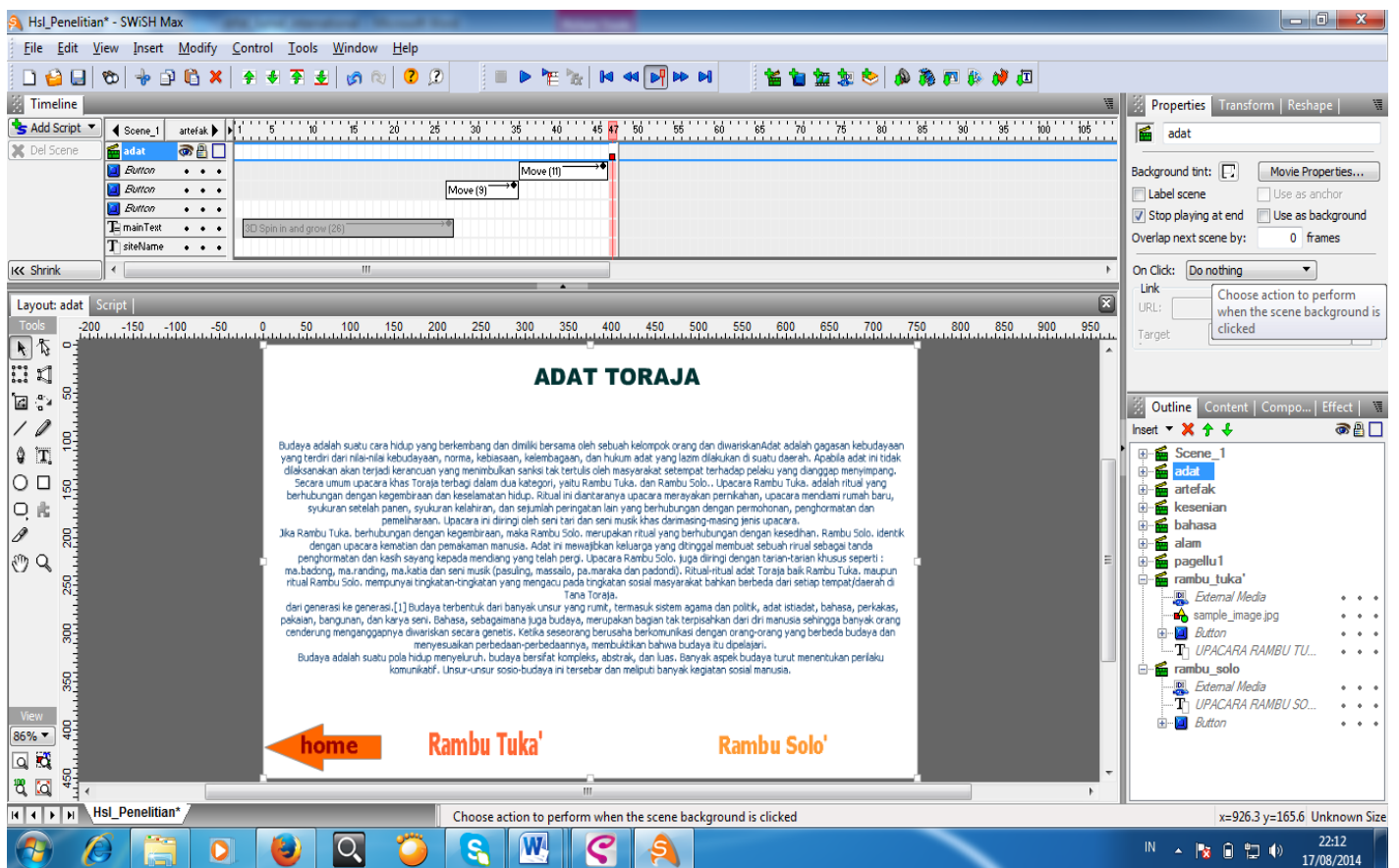


Figure 11 Layer 2

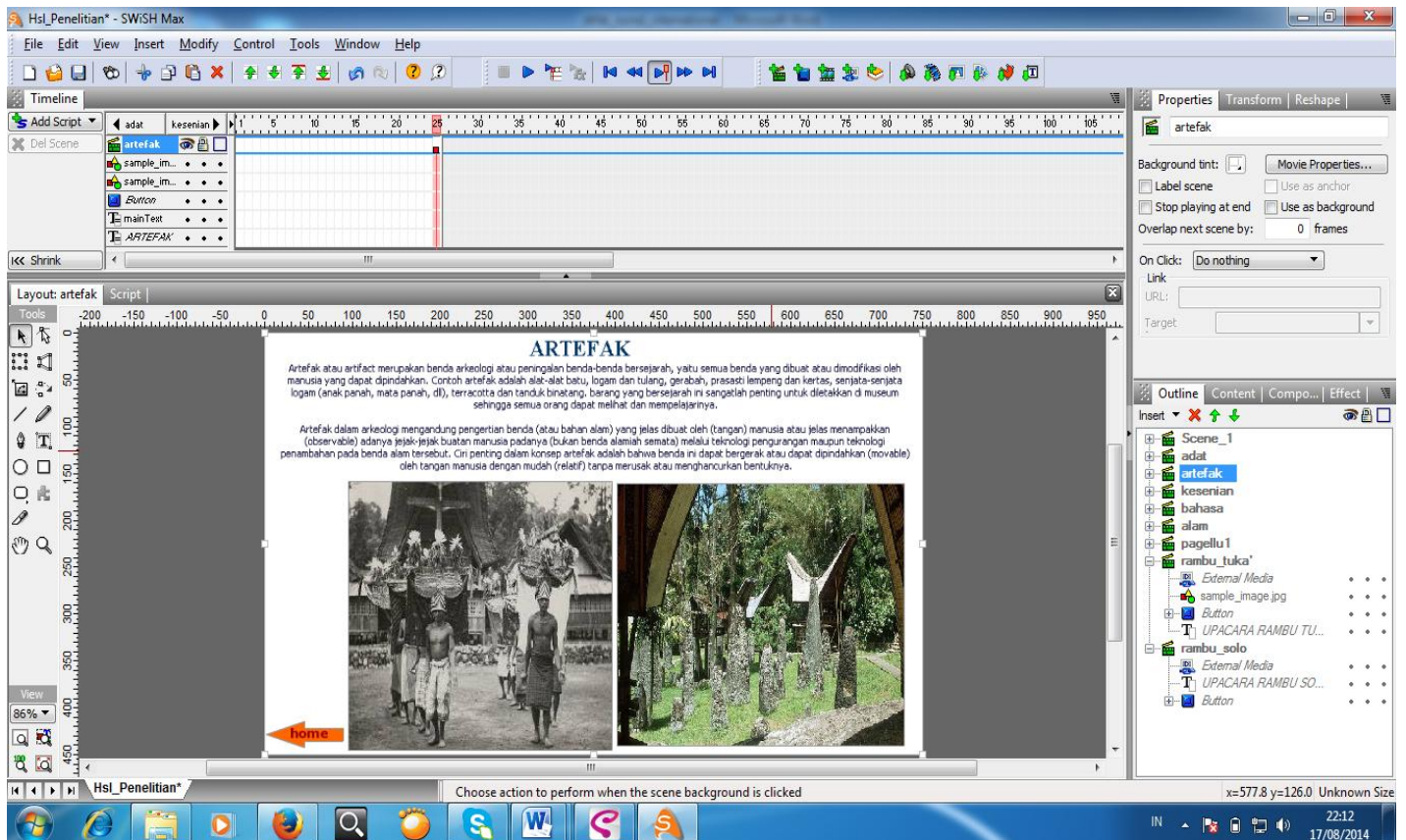


Figure 12 Layer 3

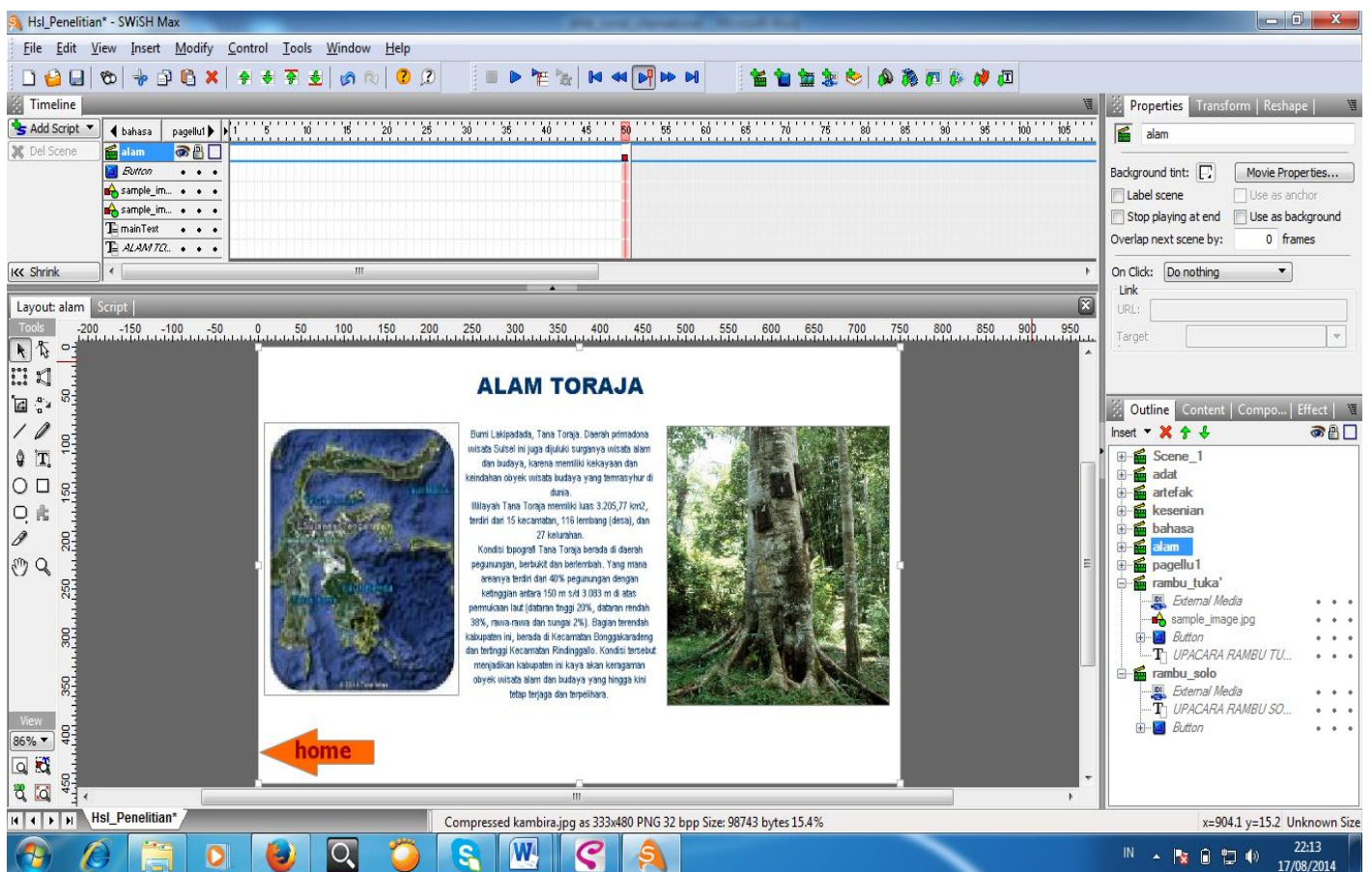


Figure 13 Layer 4

CHAPTER .VI. LITERATURE REVIEW

4.1 Preservation of Culture

Preservation of historical and traditional values can be done through researches's field studies and history of traditional values, the inventory of intangible heritage, cultural dialogue, festivals, performances, competitions, socialization, visit cultural / historical, discussions and workshops, monitoring and evaluation.

At this time many researchers who study about the culture of Toraja including Sandarupa Stanislaus, who wrote a book called Life and Death in Toraja (Hasanuddin University, 2000). The creation was a valuable capital for young people who want to learn the culture of Toraja. During the Toraja's culture based on oral tradition was almost extinct because it only understood by a handful of people who were old. Similarly, the ritual Signs Solo. Aluk version Todolo remember adherents continues to shrink from year to year.

However, research conducted by the Stanislaus Sandarupa still verbal and documented in written form that led the research if want to be accessed by the public is very limited because it is limited by space and time.

One of the forms of public's culture information is delivering all cultural products that have been documented by both government and the private sector through a museum or offices that keep the Objects of Cultural's preservation (OCP), which is owned by certain areas. Government and certain private parties have an obligation to provide information about the existence of the OCP to the public. Without involving the public especially the younger generation then maybe kontinuitas sustainability and cultural preservation will not be able to run continuously.

4.2. Information Communication Technology (ICT) and Culture

It is inevitable that with the development of information and communication technology today is so rapid that makes both human's life this time is the illusion world or virtual world. Active involvement in cyberculture as a workplace culture that involves the use of and reliance on computer networks for communication, entertainment, business work, and have many members of the community this time. Research has shown that the behavior and personality of the individual who takes in cyberspace could overflow and affect their behavior in the workplace.

In this moment, UNESCO is formulating a certificate and guidelines for digital preservation of cultural heritage. Digital heritage is all digital content that is valuable and meaningful lasting. New strategies need to be developed to ensure that the legacy can be passed down to children and grandchildren. Digital's heritage can be born digital is no other form in addition to the original digital form or forms that are created through the transfer of existing materials in any language and in the field of knowledge and arts whatsoever. Digital's heritage includes both linear text, baseline images still and moving images, audio, and graphics, as well as related software both online and offline sourced from various parts of the world. The preamble of the certificate's states that the centers of the nation's

intellectual and cultural all in digital form threatened because of its temporary nature. Certificate's culture then specify the need of digital preservation principles and strategies that will ensure study by anyone and everytime in the future.

CHAPTER V. PROPOSED DESIGN

5.1. purpose

The purpose of this research is to design a virtual culture system that can be used for:

1. Inventory of Toraja's culture and art publications digitally
2. Facilitate easy even for the generation of the community at large to be able to learn the culture of Toraja's culture can even watch it on line.
3. Promote Toraja culture at large.
4. Every citizen was given access to getting to know different cultures in order to coexist peacefully.

5.2 Benefits of Research

The benefits of this research are to:

1. Preserving Toraja's culture
2. As Toraja's culture medium of learning for young people

CHAPTER VI. CONCLUSIONS and SUGGESTIONS

6.1. CONCLUSIONS

Based on the results of the research conducted, it can be concluded:

1. Toraja's culture is still unique and second to none in this world, therefore it is very necessary preservation and passed on to younger generations.
2. Method of Virtual's Culture can be accessed without being limited by space and time.

6.2. Suggestions

1. Conten of this system to continue fitted to the other Toraja's culture.
2. Virtual's culture methods should continue to be to be more easily accessible via smart phone.

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BIOGRAPHIES

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