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PKM Mural in Maumere 2 Catholic Elementary School Building

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Abstract: Visual Communication Design is a study program that operates in the creative industry. Students are required to practice and dedicate their knowledge to the surrounding community, so that they can feel the benefits of the knowledge they gain. The lecturers involve students to join in applying knowledge to benefit society. The application of the knowledge gained during college includes basic drawing courses, nirmana dwimatra courses, and basic illustration courses. From the basics of this lecture, the lecturer is finally able to see how students are able to work. It is hoped that the resulting work will be able to have a good impact on the community around Sikka Regency and the wider community in East Nusa Tenggara. SDK Maumere 2 was founded in 1904 on July 28, but the government decree only took effect in 1981 on April 11. This Catholic elementary school area is located close to the St. Yosef Maumere Cathedral area and the school environment is located in the middle of Maumere city center. The buildings at SDK Maumere 2 have undergone several renovations and have begun to change from the original building to a newer building. Utilization of the construction of each building in the SDK Maumere 2 area has maximized the availability of existing locations. The theme of the mural that will be created is the activities of elementary school students, the concept of the galaxy and the ocean. The part of the wall that will be depicted is the outer wall of the school. This mural activity was carried out based on a request from SDK Maumere 2 to create a more aesthetic school environment. It is hoped that this mural will be able to provide new enthusiasm in the school environment.

Keywords: Visual Communication Design, SDK Maumere 2, Mural.

INTRODUCTION

Visual Communication Design is a study program that operates in the creative industry. Students are required to practice and devote their knowledge to the surrounding community, so that the benefits of the knowledge gained can be felt. The lecturers involve students to be able to join in applying knowledge so that it can be useful for the community. The application of knowledge gained during lectures includes basic drawing courses, 2-dimensional nirmana courses, and basic illustration courses. From the basics of these lectures, lecturers are finally

able to see how capable students are in creating works. The work produced is expected to be able to provide a good impact on the community around Sikka Regency and the wider community in East Nusa Tenggara. This is one real effort to be able to find out the understanding ability of students so that they are able to translate their ideas into visual form.

In order to fulfill the Tridharma of lecturers, namely Community Service (PKM), the Visual Communication Design study program, the Ledalero Institute of Philosophy and Creative Technology is conducting a mural activity that will be carried out at SDK Maumere 2 located on Jln.Mgr.Soegiyopranoto, Uneng City, Alok District, Sikka Regency, East Nusa Tenggara Province. Maumere 2 Catholic Elementary School is one of the private Catholic schools located in the Sikka Regency area. SDK Maumere 2 was founded in 1904 on July 28, but the government decree only came into effect in 1981 on April 11. The area of this Catholic elementary school is located close to the St. Joseph Cathedral area of Maumere and the school environment is located in the middle of Maumere city. The building in SDK Maumere 2 has undergone several renovations which have begun to change from the initial building form to a newer building. The renovated school building is a more modern school building, and is a development assistance provided by the government. The utilization of the development of each building in the SDK Maumere 2 area has maximized the availability of existing locations. Through an interview with the principal, Mrs. Jovina Rudolfis Da Saru, S.Pd said that efforts to beautify the school area by making a Maria cave as a place to pray together, planting flowers in the school area and repainting classrooms that are starting to wear out. This effort is expected to be able to create a more beautiful and natural school atmosphere. The principal said that in the past year he has been looking for ways to add aesthetic value to the school environment. Through discussions and cooperation in making this mural, the principal greatly appreciates and supports the activities that will be carried out by lecturers and students of the Visual Communication Design Study Program.

The mural theme that will be created is elementary school student activities, galaxy concept, and ocean. The implementation of this mural activity is based on the request and needs of the school, so that the environment around the school looks more attractive and different from time to time. The mural painting media is the surface of a wall on a building, using indoor or outdoor paint. The part of the wall that will be depicted is the outer wall of the school. This mural activity was carried out based on a request from SDK Maumere 2 to be able to create a more aesthetic school environment. This mural is expected to be able to provide a new nuance to the school environment. This community service activity in the form of a mural will last for 2 days which will involve 3 lecturers and 6 students. Before the mural activity took place, the lecturer as the person in charge conducted initial coordination with the school to be able to discuss the mural concept that would be depicted on the classroom wall of SDK Maumere 2. After the planning process and concept consolidation, the lecturer and students will make a picture on the school wall that has been determined. The principal, Mrs. Jovina Rudolfis Da Saru, said that hopefully with the effort to beautify the school environment, it can provide a different nuance to the school environment and increase the enthusiasm for learning for students of SDK Maumere 2.

METHOD

The location of the Community Service (PKM) mural program is at SDK Maumere 2. The location of SDK Maumere 2 is located on Jln.Mgr.Soegiyopranoto, Uneng City, Alok District, Sikka Regency, East Nusa Tenggara Province. SDK Maumere 2 is located in the city center and is one of the oldest schools in Sikka Regency which is 125 years old. The location of the mural takes a strategic spot/place, namely on the front side of class 6 and the teacher's room.

The Mural Program as Community Service (PKM) aims to:

1. Implementation of the Tri Dharma of Higher Education in the field of Community Service.
2. As a field learning material for students in implementing basic drawing and two-dimensional nirmana courses.
3. Beautify school facilities so that the school environment is more attractive.

Time and Implementation

The implementation of this Community Service (PKM) program is:

Time : October 28 – November 17

Location : SDK Maumere 2

The implementation of this activity starts from the initial survey to the execution stage of making the Mural. The schedule plan from the beginning to reporting can be seen in the following table:

No	Activity	October 2024	November 2024	
		Week IV	Week I	Week II
1	Coordination and team meetings	<input type="checkbox"/>	-	-
2	Licensing	<input type="checkbox"/>	-	-
3	Observation Initial	-	<input type="checkbox"/>	-
4	Program Implementation	-	<input type="checkbox"/>	<input type="checkbox"/>
5	Evaluation and Reporting	-	-	<input type="checkbox"/>

Tools and Materials

1. Painting equipment: brushes, and paint.
2. Chalk for sketching
3. White base coat to make the base of the wall so that it does not absorb excessive paint
4. Glossy paint as the final coat of the mural so that it is not easily peeled off by sunlight and rainwater

The process of making paintings on walls or murals should not be done suddenly, it needs good planning so that it can produce good and attractive mural images. There are several stages of preparation that need to be done to make a mural, namely:

1. Make a preparation schedule
The first step before making a mural is determining the right time to carry out the activity. Determining the activity schedule will help both parties so that it does not collide with other activities that may take place at SDK Maumere 2 and those taking place at the Visual Communication Design Study Program.
2. Prepare All the Equipment Needed
The process of making a mural requires a lot of equipment that must be prepared completely according to needs.
3. Choose the image concept

The concept of the image is something that must be prepared specifically by providing several alternative images to the school, until the process of selecting the concept of the image that will be depicted on the school wall.

4. Make sure the wall is ready for mural

The final process is that lecturers and students ensure that the school walls are ready for mural activities. If the condition of the walls at the location is not supportive, then sanding, patching, and repainting and cleaning the walls must be done. Because the base wall will affect the results of the mural image.

RESULTS AND DISCUSSION

The mural activity at SDK Maumere 2 was held for 2 days from November 16 to November 17, 2024. The activity hours start at 09:00 WITA - 19:00 WITA. All the needs for painting the mural were provided by lecturers and students of the Visual Communication Design study program which were taken from LPPM funds. The implementation of this mural activity was welcomed by the teachers who were present. They gave appreciation in the form of certificates and publications in digital news media. From the process of this mural activity, the Visual Communication Design study program received an MOU of cooperation which will be the first step for all activities that will be planned in the future. This collaboration is also expected to help the accreditation points of SDK Maumere 2 and the Visual Communication Design study program.

The implementation of the mural at SDK Maumere 2 went through several stages, the stages carried out included an initial survey of the school location. Then the lecturer as the person in charge of the activity held a discussion with the principal about the intent and purpose of the activity and the theme of the mural that would be depicted. After an agreement between the two parties, the lecturer and students began to design the concept of the image that would be depicted on 3 classroom walls at SDK Maumere 2. After determining the concept of the image, lecturers and students began to determine the paint material, drawing tools, brushes and color choices that fit the concept. The purchasing process was carried out by lecturers by starting to conduct an initial survey to ensure the availability of tools and materials needed to draw the mural. On November 16, lecturers and students of the Visual Communication Design study program immediately carried out mural activities which were marked by a photo with Mrs. Jovina Rudolfis Da Saru as the principal of SDK Maumere 2.

The process of drawing a mural begins by cleaning the school wall first using a broom and knife so that the texture of the wall is smoother. After cleaning the wall, the base color used is white. After the wall paint is dry, the sketching process will begin using colored chalk so that you can see the details of the object to be depicted. After the object is depicted using chalk, the lecturer and students begin mixing colors according to the needs of the object to be depicted. After finishing drawing on the 3 walls of the classroom, the lecturer and students finish the wall using varnish so that the color created remains durable and the texture of the paint does not fade easily.



Figure 1. Photo of Lecturers, Students with the Principal



Figure 2. Photo of wall preparation and cleaning



Figure 3. Mural Process



Figure 4. Photo of the mural results



Figure 5. Photo of the mural results



Figure 6. Photo of the mural results



Figure 7. Photo of the mural results

CONCLUSION

The implementation of this mural activity is one form of Community Service (PKM) activity to be able to carry out the tri dharma obligations as a lecturer. The design of this mural chooses the theme of elementary school children who have the spirit and fighting values shown from the selection of bright colors on the objects depicted. On the other 2 walls provide a different concept, namely a picture of an astronaut and the shape of an airplane, and on the next wall forms sea animals in the form of sharks, jellyfish and several sea plants. This is an educational step and provides new enthusiasm and motivation for teachers and students of SDK Maumere 2.

The school environment becomes more attractive, creating a more lively and aesthetic atmosphere, even though SDK Maumere 2 is 125 years old. The implementation of mural activities at SDK Maumere 2 went according to plan at the beginning of the design. Budget management was spent on the purchase of goods related to the mural drawing process. Responses from teachers and students represented by the principal, Mrs. Jovina Rudolfis Da Saru S.Pd. said that this mural drawing activity is a positive and new form of activity in the Maumere 2 Elementary School environment. This is a good step in providing new enthusiasm and motivation for teachers and students at SDK Maumere 2. According to Mrs. Jovina through a short chat, she said that she hopes that this initial activity will be a good step to build cooperation and carry out other academic and non-academic activities that will provide new knowledge experiences for both educational institutions. Not only positive responses were received during the mural activities, the school also suggested that the mural creation time be increased so that the mural implementation hours would not be late at night. Some more input from SDK Maumere 2, said that for the next activity, lecturers and students could carry out mentoring and socialization activities related to the use of social media in an effort to promote SDK Maumere 2 as one of the Catholic elementary schools in Sikka Regency.

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