The Development of Practice and Learning System of Khon

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Abstract
The purposes of this study were 1. To analyze the content of skill practice of actors. 2. To develop a learning system and practice skills of Khon performance to promote self-learning for learners. This research is an experimental research with one group pretest posttest design. The findings were presented as follows: 1. The content of skill practice of actors begins with basic Khon postures practice, followed by a separated skill practice of basic postures and basic postures practice. When the learners have better skills, they can start practicing a story dance as follows: 1) a prelude dance 2) an instrumental dance 3) a gesture dance 2. The development of learning systems and skill practice of Khon performance to promote self-learning for learners through a web application on the website. The learners must sign in the system to identify themselves. The details of learning systems are as follows: 1) Handout 2) Teaching clips 3) Submitting of learners' assignment and the interaction between instructors and learners in evaluating learning outcomes of 17 students. The results revealed that the average score before learning through a learning system was 21.12. However, the average score after learning through a learning system and cooperative learning was 31.68. When Comparing the scores, it was found that learning outcomes with cooperative learning was higher than the scores before learning at 0.05 significant differences. In addition, in terms of the results of quality evaluation and satisfaction of learning, both aspects in an overall picture were in the excellent level.

Keywords: Khon Performance, Posture Practice, Learning Systems

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Introduction

Khon performance is national culture's art that should be preserved and promoted in educational institutions, in order to instill in children and youths to love and cherish of the nation's art. At present, there are many educational institutions that need to preserve this national culture's art. Teaching Khon is a way of continuation of the Khon performance, most institutions in higher education. The researcher analyzed the teaching and learning process on Khon, which had a limited of time in only 1 semester, which could be classified into 16 weeks. The teaching content consisted of both theory and practice.

Theoretical content consists of the subjects used in the show. The origin and evolution of Khon, which has 5 forms, as Thapanee Sangsitthiwong, Pharit Suphasetsiri, Suraphon Wirunrak and Wirun Tangcharoen (2013) can be concluded that the evolution of Khon can be divided. 1) Khon Klang Plaeng presumably existed since the Ayutthaya period which was popular to play on the field audiences and can watch the show from 4 sides, popularly showing the Ramayana story (the battle scene) 2) Khon Rong Nok or Khon Nung Rao has evolved from a Khon Klang Plaeng that started on stage which using a wooden rail across the middle of the stage and the main characters sitting on a wooden cylinder rail. (There is a for the performers to walk around that rail.) 3) Khon Na Chor has evolved from the Nang Yai show by using a khon alternating dance with a big puppet, known as "Nong with a Khon" 4) Khon Rong Nai evolved from the Lakhon nai performance in it appeared for the first time during the reign of King Chulalongkorn. The manner in the performance of the song leads to Dance style from Lakhon nai mixed with traditional Khon. 5) Khon Chak was a scene to accompany the Khon performance on stage.

Content of key practical skills is about practicing acting skills which requires preliminary training in order to prepare for the practice of dancing completely and dances specific to the characters that identify the queen, the giant and the monkey.

The problems of students in the Dance and Performing Arts, Songkhla Rajabhat University are not time enough. No time to review when performing a single dance, lack of practice, unable to remember the dance moves. Instructors must re-teach, thus causing insufficient study time limit. For these reasons, the researcher needs to create an innovative teaching media about Khon performance which is an activity for teaching Khon in practice by using modern technology to create an innovative online media that students can learn anywhere and anytime. You can learn in your own places, wherever and whenever there is the internet. Also, students can download the application and learn. This type of media is also suitable for students, teachers, and other people to study and learn to enhance their skills, knowledge, and understanding and to practice Khon performance skills.

Research Objectives

1. To analyze the content of the practice skills in Khon performance.
2. To develop a learning system and practice the skill of Khon for self-learning.

Methodology

1. Research Design

In this study, the researchers adopted the true-experimental design One Group Pretest Posttest Design as well as using classroom web applications on teaching and learning to enhance students' academic performance.

2. Sampling Method

Based on the true-experimental design and One Group Pretest Posttest Design, the study was implemented on 17 students from the Performing Arts program, the faculty of Fine Arts, Songkhla Rajabhat University.

One Group Pretest Posttest Design is purposively a standard pretest and posttest two-group design. Using the purposive sampling method, a sample of 17 students was selected as shown in Table 1.

Table 1. One Group Pretest Posttest Design

Pre-test	Intervention	Post-test	Number of students
O_1	X	O_2	17

Where: O1 = Pre-test
O2 = Post-test
X = Intervention using Practice and Learning System of Khon

Table 1 illustrates the features of each of Method 1) Select a sample group as an experimental group 2) Test before the experiment 3) Conduct an action or experiment with an experimental group. 4) Conduct a post-test test. 5) Compare the difference between the test results before and after the experiment of the samples.

3. Research Instruments

3.1 Tools

> 3.1.1 Lessons on Khon Practice Skills Training Lesson preparation steps 1) Analyzing the content of Khon practice skills 2) Still images media and graphics 3) Video demonstrations
> 3.1.2 Learning and practicing Khon skills through the internet with the content is divided as follows: learning materials, demonstration video, and the submission of rehearsal video clips; and Assessment form for students' satisfaction towards the learning management system and practicing Khon performance skills.

3.2 Methods for creating and checking the quality of educational instruments

> 3.2.1 Survey of problems in teaching and learning in the practice of learning Khon
> 3.2.2 Study the documents, theories, and research related to the development of teaching and learning to achieve efficiency and high learning achievement, especially the use of media and innovations.

3.2.3 Study on building a learning system in planning and defining the steps for creating a structure of the learning management system and practicing Khon performance on the practice of Khon performance, consisting of Part 1 basic exercises, Part 2 Practicing the unique poses of man, giants, and monkeys, Part 3 Drama chapters, Part 4 the opening act, Part 5 Episodes' dancing.

3.3 System development process

3.3.1 Analysis of the practice of Khon performance skills by using the data from the analysis to prepare learning materials, video clips.
3.3.2 Develop a learning management system and practice, the skill of
Khon as recommended by experts then research and apply the system to conduct experiments with students in the field experimental group.

4. Quality and satisfaction assessment procedures by using the assessment form that the reporter created the characteristics of the assessment were a 5-lvevel valuation scale according to the Likert scale.

4.1 Bring the learning system to 5 experts to verify the correctness and appropriateness and to assess the quality and bring suggestions to improve.

4.2 To assess the satisfaction of the learning system and practice the Khon performance from educational personnel, 150 students.

Data Analysis

1. Data Analysis and Data Processing for Khon Dance Skills Training

1.1 Basic exercises are physical exercises that include hands, arms, elbows, shoulders, neck, as well as legs and feet.

1.2 Practicing the unique poses of the characters, actors, giants, and monkeys, consisting of dance postures, the main important postures, and Mae Tha dance practice.

1.3 Practicing the section dance such as Boek Rong dance, including Chui-chay King-Mai-Ngearn-Thong dance, Khon performance, dubbed dance, negotiating, and Naphat dance, and Rhythm dance is the use of gesture language to tell meanings from singing, poems, and expressions to the character's mood.

2. Manage the learning management system and practice the Khon performance skills.

The researcher has used computer technology to create learning media through the website to create a specific system format, that is, learners can learn by themselves. There is systematic learning management. This is the development of the system as a CMS program (CMS: Content Management System). Web application users who are administrators can add, edit, and delete content by a web browser through the internet and learners can learn through a web browser via internet when the website is opened, the web page will show instructions to learn tools used in the development of the Khon learning system. In the PHP database management system, the DBMS system used to store data is called MySQL which is a

relational database management system (Relational Database Management System) using the SQL language, although MySQL is open-source software.

Details of Khon learning management system which is a system that has managed to learn and activities that allow students to practice their own Khon skills that can be done as follows:

2.1 Logging in - students must be registered to verify their identity and can log into the management system for learning and practicing dance moves at http://ppsthaidance.skru.ac.th

2.2 Self-study - the researcher has produced 2 types of media: Documents to support learning analyzes the content that is concise with illustrations. Instructional clips - the researcher classified Khon exercises and demonstrated them into short instructional clips with lectures and descriptive texts under the pictures.

2.3 Submission of work - the researcher has designed the students to be able to submit video clips. When they have come to learn and practice until they can dance.

3. Assessment of the practice and learning system of Khon performance

3.1 The results of the analysis of learning achievement from learning through the practicing and learning system of the Khon performance classified by the experimental group. The results of the experiment were summarized as follows:

3.1.1 The results of the percentage analysis. Mean and Standard Deviation of learning achievement from learning through learning system and practice of Khon performance. Which compared the scores before and after studying through the system of learning and practicing Khon performance The details are shown in Table 2.

Table 2. The results of the study achievement analysis of the experimental group

achievement	Pre-test			Post-test		
	Mean	S.D.	%	Mean	S.D.	%
Monkey dance practice	4.71	0.77	47.06	7.76	1.05	77.65
Actors dance practice	6.53	0.72	65.29	8.35	1.00	83.53
Giant dance practice	5.12	1.05	51.18	7.82	1.38	78.26
Actress dance practice	4.76	0.75	47.65	7.74	1.16	77.35
Total	**5.28**	**0.82**	**52.80**	**7.92**	**1.15**	**79.20**

3.1.2 Comparison of the learning achievement before and after learning through the Practice and Learning System of Khon which took only 2 months after the achievement test and practice of Khon performance as shown in the analysis results in Table 3.

Table 3. Comparison results of learning achievement before and after using the Practice and Learning System of Khon

Test Instrument	Assessment	N	Mean	S.D.	T	Df	Sig
Practice and Learning System of Khon	Pre-test	17	21.12	2.93	17.60	16	0.00**
	Post-test		31.68	3.20			

The table shows that the pre-test scores for the practice of Khon performance of 17 students had an average score of 21.12. After learning through the learning system and practicing Khon together with post-test the mean score was 31.68. Compared scores, it was found that the learning achievement of Ramayana of students who used *the Practice and Learning System of Khon* together with cooperative learning after school was higher than before at the statistical significance level of 0.05

3.2 The results of an assessment of quality and satisfaction of *the Practice and Learning System of Khon.* In the quality assessment by 5 experts in acting and educational technology and assessing the satisfaction of visitors by a group of educational personnel of 150 people using the period from April 2021 to May 2021, which this assessment Assessors must access the *Practice and Learning System of Khon* from URL: http://ppsthaidance.skru.ac.th/

3.2.1 Summary of the results of the quality assessment of the Practice and Learning System of Khon from 5 experts. The average score appeared in the Deviation of the quality was divided into 2 areas, each of them was at the highest criterion level. Classified as in Table 4.

Table 4. Mean scores and standard deviations of the Practice and Learning System of Khon

Content	Mean	SD	Satisfaction level
1. Assessment of the suitability of the practice and learning system of Khon			
1.1 The links to parts and files are correct.	5	0	Most
1.2 Downloading/Uploading files fast and accurate	4.80	0.45	Most
1.3 Information search fast and accurate	4.80	0.45	Most
1.4 Assigning a user ID and password to protect the database system	5	0	Most
1.5 The overall screen design looks comfortable and inviting to follow.	5	0	Most
1.6 Ease of use of media.	5	0	Most
1.7 Media can be use as self studied.	5	0	Most
1.8 Media can be used as teaching materials.	5	0	Most
Total	4.95	0.22	Most
2. Assessment of content validity in the practice and learning system of Khon			
2.1 The content is comprehensive and complete.	5	0	Most
2.2 Be creative in designing learning manuals.	5	0	Most
2.3 Content analysis is easy to understand.	5	0	Most
2.4 The font style is size, color, clear, easy to read and appropriate.	4.8	0.45	Most
2.5 Graphics are attractive and easy to understand.	4.8	0.45	Most
2.6 The selection of background color is appropriate and harmonious with images and text.	4.8	0.45	Most
2.7 The language used is correct, concise, and clearly conveys the meaning.	5	0	Most
2.8 The order of the content is continuous.	5	0	Most
2.9 Help with knowledge understanding of Khon.	4.8	0.45	Most
2.10 Learning and practice system of Khon is valuable as a teaching tool.	5	0	Most
total	4.92	0.27	Most

3.2.2 The results of the satisfaction assessment of the learning system and the practice of Khon performance from educational personnel and students of 150 persons showed average scores and Standard Deviation. The satisfaction level was divided into 3 areas which was the highest criterion level. Classified as in Table 5

Table 5. Satisfaction of the practice and learning system of Khon

Content	Mean	SD	Satisfaction level
1. Content			
1.1 The system is fast and easy to use.	4.55	0.62	Most
1.2 The content presented is accurate, comprehensive, complete, and suitable for publication.	4.65	0.53	Most
1.3 Analysis of the content of the show is easy to understand.	4.62	0.55	Most
1.4 The language used is correct, concise, and clearly conveys the meaning.	4.64	0.55	Most
1.5 Videos in each episode is clear and easy to understand.	4.61	0.58	Most
1.6 The order of content is continuous.	4.62	0.58	Most
1.7 Help with knowledge better understanding of the practice of Khon.	4.63	0.56	Most
1.8 The practice and learning system of Khon is valuable as a teaching tool.	4.65	0.54	Most
Total	4.62	0.56	Most
2. Design and implementation			
2.1 The links to parts and files are correct.	4.56	0.62	Most
2.2 Downloading/Uploading files fast and accurately.	4.51	0.63	Most
2.3 Searching for information fast and accurately.	4.59	0.54	Most
2.4 Assigning a user ID and password to protect the database system.	4.56	0.61	Most
2.5 The overall screen design looks comfortable and inviting to follow.	4.59	0.57	Most
2.6 Using media easily and conveniently.	4.54	0.64	Most
2.7 Media can be use as self-studied.	4.65	0.56	Most
2.8 Media can be used as teaching materials.	4.70	0.54	Most
Total	4.59	0.59	Most
3. Advantages			
3.1 It is a useful media used in learning Khon.	4.71	0.50	Most
3.2 It is a useful media used in teaching and learning.	4.73	0.51	Most
3.3 Media can be used as self-studied.	4.69	0.53	Most
Total	4.71	0.51	Most

Discussion and Conclusion

A study of Khon, a form of high-class dance performance is a combination of aesthetics in many fields, such as music, dance, literary arts, and visual arts, which is very elaborate. In this research, the researcher has developed practical learning materials to create a system for learning and practicing Khon performance, which can be classified as follows:

1. Analyze the content of the practice of Khon performance skills with the Khon show, there are 4 types of characters: Actors, Actress, giants, and monkeys. Each of the characters has different skills and acting skills. However, Khon training requires a strong body, so learners must have basic exercises or bending postures, which are physical exercises such as hands, arms, elbows, torso, shoulders, neck, as well as legs, and feet. Hand exercises, i.e., knee slap pose, waist pose, foot exercise poses such as pole dance, edge kick pose, specific exercises, and contortion. in accordance with Ekasit Phosai, Suwanna Juithong, Kanruthai Klangphahon and Supachai Chansuwan (2019, 168) studied the components of the development of the teaching and learning model of Thai Dramatic Arts (Khon) by integrating the knowledge of anatomy. To promote the competence of Thai Dramatic Arts (Khon), the College of Dramatic Arts said that key skills in student development are: Knowledge means having knowledge of Thai dramatic arts (khon) and anatomical aspects. Skills in Thai dance consists of (1) introductory exercises in knee slap posture (2) introductory training in waist posture (3) Preliminary practice of pole dancing (4) Basic practice of edge kicking (5) Preliminary practice of splitting legs and (6) Preliminary practice of somersault. Characteristics of Khon learners mean that students must have a physical understanding that is consistent with their knowledge of basic practice skills (Khon) from practical skills with equipment weight

material to enhance the body to be more flexible muscle, strength muscle endurance, and mobility of students to be more efficient.

2. Measuring achievement in teaching and learning, whether learning in the system or outside the system, the important thing is the student's development. In this research, the researcher chose to measure the learning achievement in a manner that focused on the practical skills of the students individually, emphasizing the importance of practicing each Khon dance, i.e., actors, a giant, and a monkey according to the model. This is a practical test that focuses on the performance of the dance moves that have developed from the beginning of the class. In which the researcher will separate the examination according to the content. Every content will be measured into 3 periods, which are the pre-study period, during the study, and the final exam period. The content is consistent with Wirat Wannarat (2015) said that the practice exam is a comprehensive assessment of desirable fundamental competency characteristics. The goal of the exam is divided into 3 phases, namely the pre-study phase. The period between classes and the end of the course in which the exam guideline will have an example to be practiced.

3. To develop a learning and practice system of Khon performance, the researcher's development process was as follows: 1) analyze the content of the Khon performance to be used as a media by exploring the important content of the Khon dance practice from an experienced Khon; 2) Designing the media to be used in the media creating a learning system 3) Lesson Sketching is the process of writing a lesson plan for each lesson that will consist of the content, details of the text, images, sounds, connection of parts in the lesson. 4) Creating the lesson as designed. 5) The system has been tested with the experimental group including assessing the quality and satisfaction of the system to modify until a complete learning system. Considering the researcher's work process in accordance with Thanaphong Chailapho, Eakkalak Sapphaiboon and Prin Sopha (2016) developed an online media lesson titled: Design for Media Production, Interaction, and Multimedia. There are steps for developing online lesson media as follows: 1) Study the principles of design and the use of online lesson media 2) Lesson design consisting of (1) Content analysis (2) Determining the lesson objectives (3) Determining the content and activities (4) Determination of presentation methods both in the overall lesson and in each unit 3) Lesson sketching is the process of writing a lesson plan for each lesson that will comprise the content, details of the text, images, sound, and connection of parts in the lesson. Creation of lessons as designed 5) Trial lessons with learners 6) Verification and assessment of lesson quality will consist of (1) reviewing the effectiveness of the researcher and experts (2) assessing the achievement of lessons from pre-test and post-learning tests (3) surveying learners' satisfaction with online lessons.

4. Consideration of learning system media in the story of Khon, there are not enough teaching materials about Khon. Therefore, the researcher wants to bring the Ramayana story to develop a Khon learning system about Ramayana by learning through technology. Due to the current state-of-the-art technology media, teaching must use these things to create benefits to create media that learners can access at any time. There are also various interesting media inserts to attract learners to reduce boredom. the student's unpreparedness which is consistent with Somkiat Tangkitwanich (1997) discussed the application of the internet in the study that will not be limited by time and place can adapt to the learning ability of each person without compromising their learning ability to get along with people who can learn faster or slower.

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