

IMPLEMENTATION OF PASSWORD SENDING VIA SEMAPHORE FLAG TO COMMUNICATE MEMBERS SCOUT

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ABSTRACT

The type of research used in this research is qualitative research. The data collection techniques used in this research are as follows: (1) Observation (Observation, documentation and triangulation. Research results. In terms of communication, in the maritime or scouting sector, communication techniques using the Semaphore language are still used. flag. The flag semaphore is a system for sending information over long distances in the form of visual signals using a small flag, stick, or hand. The information is then interpreted in the position of the flag. Seeing the flag semaphore which is still used today, language training hardware was created Flag semaphore is deemed necessary to help train learning of the codes used in the flag semaphore language.

KEYWORDS

Flag, Semaphore
Communication

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INTRODUCTION

However, in terms of communication, in the maritime or scouting sector, communication techniques using flag semaphore language are still used. A flag semaphore is a system for sending information over long distances in the form of visual signals using a small flag, stick, or hand. The information is then interpreted in terms of the flag position. Seeing that flag Semaphore is

still used today, it is deemed necessary to create flag Semaphore language training hardware to help train the learning of the codes used in the flag Semaphore language.

Semaphore is a way to send and receive news using flags, paddles, rods, bare hands or gloves. The information obtained is read through the position of the flag or hand. However, what is generally used now is a flag, which is called a semaphore flag. Sending passwords via semaphore flags uses two flags, each of which measures 45 cm x 45 cm. The square shape of the flag is a combination of two isosceles triangles of different colors. The colors used can actually vary, but the ones commonly used are red and yellow, where the red color is always near the flag stem (Sunardi, 2013). Semaphores are used in marine communications. Semaphore is a form of signal using a flag that was commonly used during the civil war in the United States. At that time the flag used was white and orange and only consisted of one flag. The person assigned to carry out this flag signal usually stands on a high place or on the floor which is about 2-3 meters high from the ground.

Scout extracurriculars are one of the right tools to use for building character to students. The educational process in scouting occurs when scout members enjoy engaging in interesting, fun, recreational and challenging activities. At that time, in between the scouting code of honor, the scoutmaster provided guidance and character development to the students. A number of activities contained in scout extracurricular activities are expected to be a means of cultivating character, one of which is the character of responsibility. Scouting can be used as a forum for instilling national character values, this is because scouts adhere to the values contained in the Tri Satya and the moral provisions called the Scout Darma.

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Scouting education is broadly defined as a continuous development process for students, both as individuals and as members of society, whose ultimate goal is to make them independent,

caring, responsible human beings who adhere firmly to the values and norms of society, nation and state.

Communication is one of the most important and complex aspects of human life. Humans are greatly influenced by the communication they do with other humans, both those they already know and those they don't know at all. Communication has a very vital role in human life, therefore we must pay careful attention to communication

Semaphore Inventor Claude Chappe (25 December 1763 – 23 January 1805) was a French inventor who in 1792 demonstrated a practical semaphore system that eventually spanned all of France. This was the first practical telecommunications system of the industrial age, making Chappe the first telecommunications mogul with a "mechanical internet."

RESEARCH METHODS

The type of research used in this research is qualitative research. Qualitative research is research that intends to understand phenomena about what research subjects experience, for example behavior, perceptions, actions holistically and in a descriptive manner (Moleong, 2007:6). Qualitative research is not merely about seeking the truth, but rather about the subject's understanding of the world around him. This research uses a qualitative approach because it is deep.

Data sources in research are subjects from which data can be obtained. According to Moleong, it is stated that the source of qualitative data is words or actions, the rest is additional such as documents, other data sources. The data sources for this research are: (1) Primary data sources. Primary data sources were obtained by researchers through structured interviews and field observations with respondents. (2) Secondary data sources. From this secondary data, it is hoped that it can add broader insight and knowledge to researchers. The data collection techniques carried out in this research are as follows: (1) Observation.

The data analysis method in this research was carried out using qualitative analysis by carrying out data interactions, namely: (1) Data display. This means searching for and collecting the necessary data and researchers recording all data objectively and as is according to the results, observations and interviews in the field. Analysis during data collection was carried out using multiple sources of evidence. Classify with the informant about the rough draft of the research report. (2) Data reduction. The research process focuses on simplifying, abstracting, transforming rough data that emerges from written notes in the field (Milles, 2007: 16). Data reduction is a

form of analysis that sharpens, categorizes, directs and discards what is not needed and organizes secondary data in such a way that it can be retrieved and verified. (3) Presentation of data. Presenting a collection of structured information that provides the possibility of drawing conclusions in taking action (Milles, 2007: 17). Data presentation is an analysis of designing rows and columns in a matrix for qualitative data and determining the type and form of data intended in the matrix boxes. (4) Drawing conclusions (data verification). Drawing conclusions by re-action of notes in the field or conclusion is a re-action of notes in the field or conclusions can be reviewed as arising from data which must be tested for truth, robustness and suitability which constitutes its validity. Drawing conclusions must be based on data reduction and data presentation which is the answer to the problems raised in the research (Milles, 2007:19).

RESULTS AND DISCUSSION

RESULT

In scouting education, there is a pledge or sacred promise that is deeply rooted in every member of the scout and the scout's extended family. This pledge is known as the Basic Principles of Scouting. Scout dharma as referred to in paragraph 6 of Law Number 12 of 2010 concerning the Scout Movement includes 10 values, namely: a) piety to God Almighty, b) love of nature and compassion for fellow human beings, c) polite and chivalrous patriot, d) obedient and likes deliberation, e) willing to help and steadfast; f. diligent, skilled, and happy.

The values of scouting education are achieving the values of faith and devotion to God Almighty, love of nature and fellow human beings, love of the homeland and nation, discipline, courage and loyalty, mutual help, responsibility and trustworthiness, clarity in think, say, and do, thrifty, careful, and modest, and diligent and skillful.

According to Bakhtiar (2011: 13) said that in scout activities or scout education there are positive character values for students, including: religious, honest, tolerant, disciplined, hard work, creative, independent, democratic, curiosity, national spirit, love of the homeland, respect for achievements, friendship/communication, love of peace, love of reading, care for the environment, social care, and responsibility. Extracurricular activities bridge the different developmental needs of scout members: such as differences in sense of moral values and attitudes, abilities and creativity. Through participation in extracurricular activities, scout members can learn and develop communication skills, work together with other people, and discover and develop their potential. Extracurricular activities also provide great social

benefits Scout activities are an example of extracurricular activities that can be used for Communication is a process of sending messages or symbols that contain meaning from a communicator to a communicant with a specific purpose. So in communication there is a process in which each process contains meaning which depends on the understanding and perception of the communicant. Therefore, communication will be effective and communication goals will be achieved if each actor involved in it has the same perception of symbols. According to Agus M. Hardjana (2016: 15) "Communication is an activity where someone conveys a message via certain media to another person and after receiving the message then provides a response to the sender of the message." Deddy Mulyana (2015: 11) "Communication is the process of sharing meaning through verbal and non-verbal behavior carried out by two or more people." Andrew E. Sikula (2017: 145) "Communication is the process of transferring information, meaning and comprehension from someone, a place or something to another thing, place or person." Based on the description above, the researcher concludes that communication is a process in which the communicator conveys messages in the form of ideas, notions, thoughts to the communicant through certain efficient media to provide the same understanding or meaning to the communicant 7 8 so that the communicant gains influence and experiences appropriate changes in behavior. with the communicator

DISCUSSION

Semaphore in general is a way to send and receive information in the form of code using a flag, paddle, stick, or hand. However, the correct term to describe this method is flag semaphore or flag semaphore. This is because the term Semaphore is used for several ways of sending information, not only limited to the use of flags, but the term Semaphore is also used in programming, signals on railway lines, and Semaphore lines. The Semaphore flag system uses two short sticks with a square flag, where the person doing the Semaphore sends and receives messages in the form of letters or numbers. One hand each holds a flag, then stretches it in eight directions. The flag used measures 45cm x 45cm which is attached to a short stick. The colors of the flag are differentiated based on where the signal is sent (sea or land). At sea, the flag is

red and yellow, while on land, the flag is colored white and blue.

Figure 1 Flag Semaphore Code

Source:www.braingle.com

To create a number code, before starting the code you must start with the "Numbers" code, and if you want to return to creating a letter code, you must create a "Letters" code (see Figure 1). Indonesia usually applies semaphores as one of the skills that must be possessed in scout activities. Usually this semaphore activity is taught to scout raisers. The following are the symbols in semaphore which are interpreted as letters.

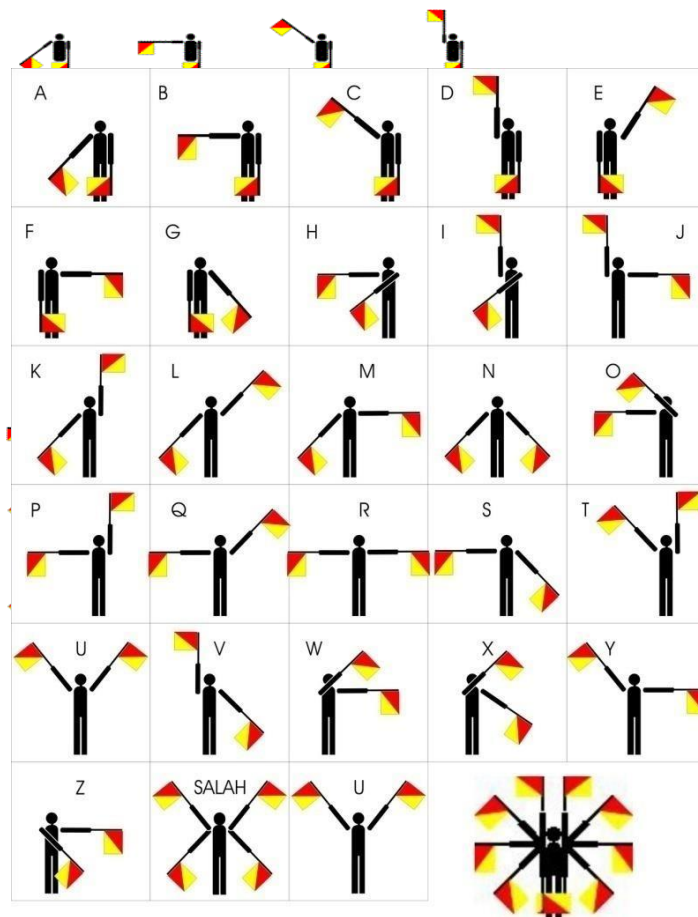


Figure 2. Semaphore code letter symbol

Morse code

Morse Code or 'Morse Code' is a system of representing letters, numbers, punctuation marks and signals using a code of dots and lines arranged to represent certain characters in the alphabet or certain signals (signs) whose use is agreed throughout the world. Morse Code was created by Samuel FB Morse and Alfred Vail in 1835 (Sunardi, 2013).

Morse code first became widely used after radio and telegraphy technology developed rapidly in the late 19th century. In its early days, Morse code was used to send messages between two places that were far apart using CW (constant wave) or fixed wave radio technology before the discovery of radio communication with sound. This is because radio in its early days still used low waves, which were unable to transmit sound waves, but could transmit simple sounds such as long-short sounds from Morse code.

The duration of Morse code transmission is measured in Words Per Minute (abbreviated as WPM), and ranges between 8-50 WPM in general use over radio networks or other media. Morse code is also used and studied in the world of scouting or scouting. In the world of scouting Morse code is conveyed using a flashlight or scout whistle. Morse code is conveyed by blowing a short whistle to represent dots and blowing a long whistle to represent lines. To memorize this code, a method is used that groups letters based on how these letters are represented by their Morse code. These groupings include the Alphabet with Morse code which is the opposite of dots and lines, for example the letter K which is represented by -.- is the opposite of the letter R which is represented by .-. and the alphabet with Morse code opposite. For example, the letter A is represented by .- and the letter N is represented by The ability to receive and send Morse code is one of the skills that can receive a Special Proficiency Mark. Morse code is also used as a key in cracking the Grass Code.

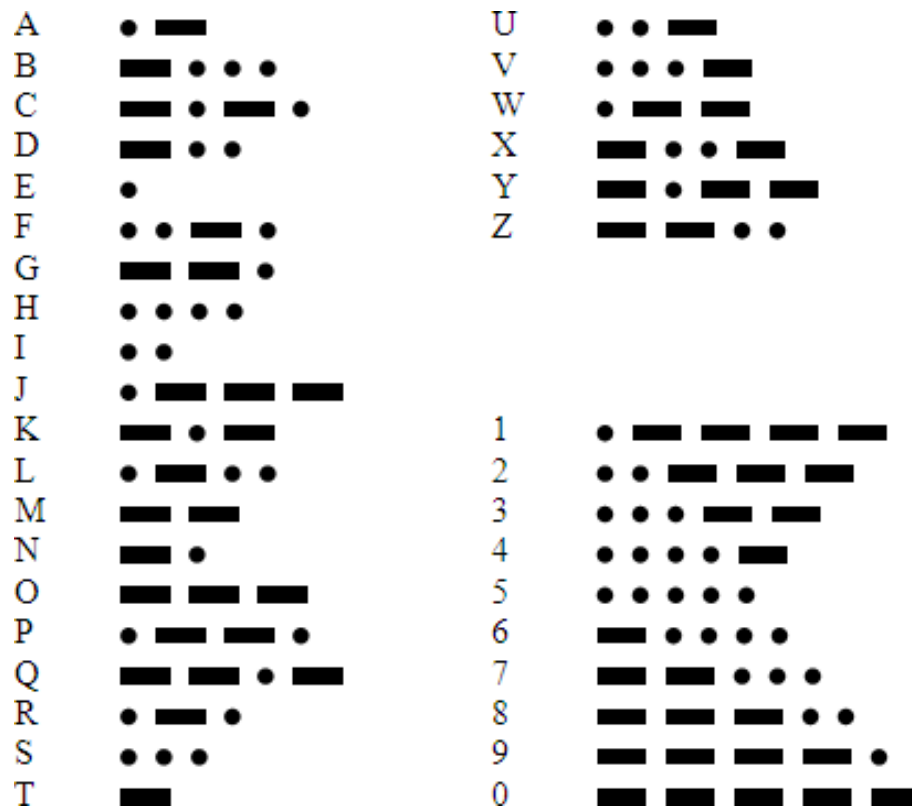


Figure 2.2 Morse code letter symbols

CONCLUSION

However, in terms of communication, in the maritime or scouting sector, communication techniques using flag semaphore language are still used. A flag semaphore is a system for sending information over long distances in the form of visual signals using a small flag, stick, or hand. The information is then interpreted in terms of the flag position. Seeing that flag Semaphore is still used today, it is deemed necessary to create flag Semaphore language training hardware to help train the learning of the codes used in the flag Semaphore language.

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