

Utilization of Galleries as Educational Spaces for Artistic Creation by Students

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Abstract: The art gallery serves as a space for the exhibition of art objects and creations, intended for appreciation. Typically, art galleries are often perceived as uninteresting and monotonous places, appealing only to a select audience. However, art galleries are not merely exhibition spaces; they can also serve as venues for communication, learning, workshops, discussions, and even artistic creation. Located in Clupak Mojopuro Sumberlawang Sragen, there is a residence that not only serves as a dwelling but also functions as an art gallery known as "Sanggar Rumah Langit Kebun Bumi." This study aims to elucidate the role of the gallery within Sanggar Rumah Langit Kebun Bumi. Employing qualitative research methods, data were collected through observation and interviews, involving on-site visits to garner information both through direct observation and informant insights. Data were analyzed based on Miles & Huberman's theory, involving data collection, data presentation, data reduction, and verification (Miles, 1992). Data collection was conducted through interviews and observations. Data presentation involved organizing the data into tables to facilitate clear analysis. Data reduction simplified the collected data to align with the study's needs, enabling further elaboration and analysis. In the data verification stage, the researcher ensured accuracy and reliability through data triangulation with various sources. The research activities were conducted within Sanggar Rumah Langit Kebun Bumi, revealing numerous endeavors, primarily exhibitions, while also serving as a platform to foster artistic awareness, notably through painting activities. The painting activities were designed to provide students with an opportunity to develop their knowledge, skills, and gain practical experience, referred to as a Residensi sehari bersama pelajar (One-day Residency with Students). This residency initiative offers students the chance to gain experience in the realm of art, particularly in painting.

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INTRODUCTION

Art education aims to shape students into good individuals through the learning of appreciation and creation, honing their sensitivity, creativity, and aesthetic taste in the arts, as well as developing ethics, social awareness, and cultural awareness in social life (Yulianto, 2020). Therefore, art education needs to be provided to students to train them in developing creativity, sensitivity, and initiative. Tabrani states that, in essence, art is closely related to creativity, making it easier to develop creative abilities through artistic activities (Tabrani, 2014). Art education in schools is part of the cultural arts curriculum, particularly in visual arts. In visual arts education, students are expected to express their creative abilities through their works and appreciate visual art. The process of learning visual arts is not limited to schools but can also occur outside, with one educational avenue being art galleries.

An art gallery is a place where objects and artworks are exhibited for appreciation. According to the National Language Center of the Department of National Education (2003), a gallery is a corridor or place that exhibits three-dimensional artworks by an individual or group of artists, or it can be defined as a room or building for displaying objects or artworks. The English-Indonesian Dictionary (1990) defines a gallery as a porch, balcony, hall, or art building. Widanti describes an art gallery as a space, building, or place used to display and showcase paintings and various other artworks, as well as a venue that

facilitates various artistic activities (Widanti, 2021). Another definition by Lintang Suminar et al. describes an art gallery as a venue for exhibiting artworks for public appreciation (Suminar, L. , Setiawan, B., Nugrahandika, 2017). In conclusion, an art gallery is a facility designated for displaying artworks for public enjoyment.

Several definitions of art galleries suggest that the activities within them are predominantly exhibitions. Typically, art galleries are often perceived as uninteresting and monotonous places, appealing only to a select audience. However, art galleries are not merely exhibition spaces; they can also serve as venues for communication, learning, workshops, discussions, and even artistic creation.

In Clupak Mojopuro, Sumberlawang, Sragen, there is an art gallery that differs from conventional galleries. This gallery is a family residence that doubles as an art gallery called Sanggar Rumah Langit Kebun Bumi. Owned by Fadjar Sutardi, this home serves both as a living space for his family and as a public art gallery open to those interested in appreciating art. Numerous artistic activities, particularly exhibitions featuring participants from various regions, are frequently held in this gallery. In addition to exhibitions, Sanggar Rumah Langit Kebun Bumi is also utilized as an art learning space through daily residency programs with students.

This topic is intriguing because the use of galleries as educational spaces for students to create art has not been extensively studied. Eko Sugiarto et al.'s study, *Virtual Gallery as a Simulation Media for Art Appreciation in Art Education*, explored the development of art students using virtual galleries as a digital learning medium (Sugiarto, 2023). Lintang Suminar et al.'s article examined the existence and function of art galleries as public spaces in Yogyakarta (Suminar, L. , Setiawan, B., Nugrahandika, 2017). This study specifically focuses on the role of the gallery at Sanggar Rumah Langit Kebun Bumi as an educational space for students to create art.

METHOD

This research was conducted at Sanggar Rumah Langit Kebun Bumi, Clupak Mojopuro, Sumberlawang, Sragen, in June 2023. It employed a qualitative research methodology with data collection techniques including observation and interviews. Qualitative research is a procedure that produces descriptive data, conducted in natural conditions, with data analysis performed inductively (Creswell, 2014). Observation and interviews were conducted by directly visiting the field and gathering all information obtained from direct observation and sources. Observation involved the systematic recording of visible events related to the research object (Margono, 2003). The observations were directly focused on the research subject (Keraf, 1994). This study involved direct field observation at the Sanggar Langit Kebun Bumi gallery, recording necessary data to observe the daily residency activities with students. The observational data were then corroborated through interviews. Interviews are conversations with a specific purpose conducted between the interviewer and the interviewee (Moleong, 1980). In this study, interviews were conducted by visiting the gallery to gather information about the utilization of the gallery from the gallery owner. Data analysis techniques followed the theory of Miles & Huberman, which includes data collection, data presentation, data reduction, and verification (Miles, 1992). Data collection was conducted through interviews and observations. Data presentation involved organizing the data into tables to facilitate clear analysis. Data reduction simplified the collected data to align with the study's needs, enabling further elaboration and analysis. In the data verification stage, the researcher ensured accuracy and reliability through data triangulation with various sources.

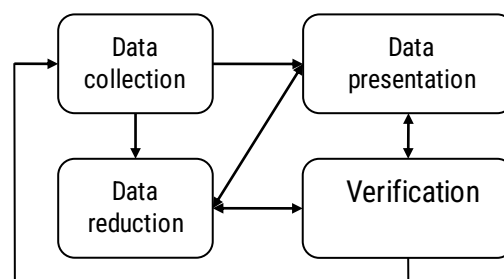


Figure 1. The Qualitative Research Data Analysis Process

The following diagram presents the logical framework shown in figure 2:

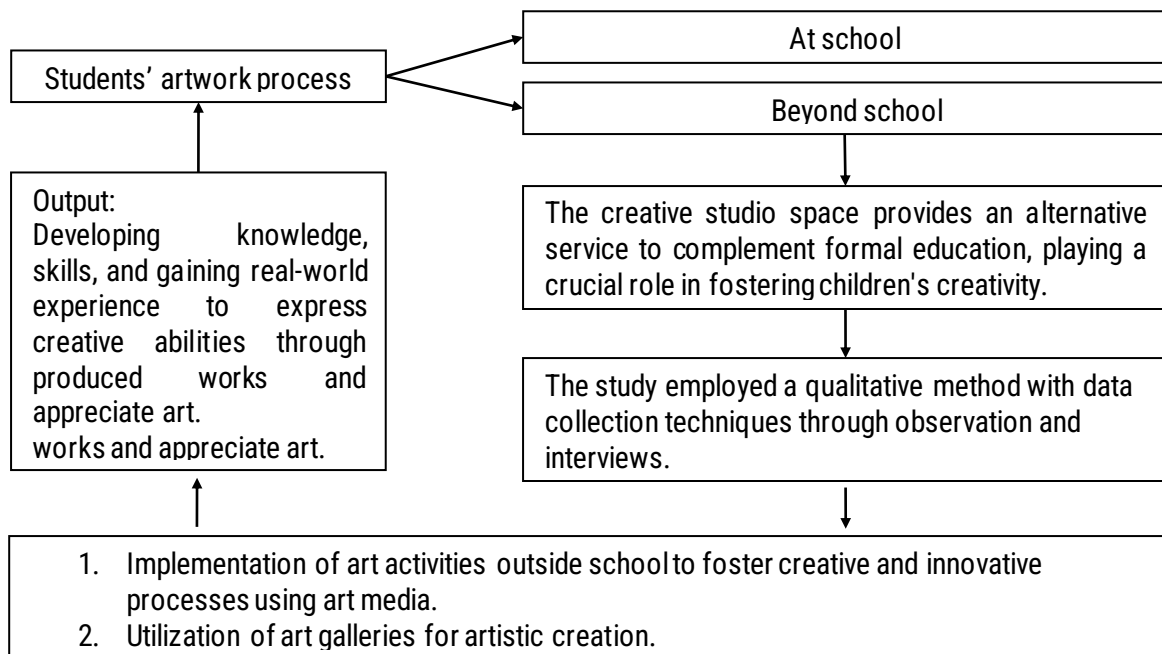


Figure 2. Logical framework

RESULT

In Clupak Mojopuro, Sumberlawang, Sragen, there is a gallery named Sanggar Rumah Langit Kebun Bumi. This gallery is the residence of Fajar Sutardi and is utilized as an art gallery. The utilization of Sanggar Rumah Langit Kebun Bumi as an educational space for artistic creation is evident through various activities held there. The gallery hosts numerous events, primarily exhibitions, but it also serves as a platform to foster artistic awareness, one of which is painting activities. This activity is called "Residency: A Day with Students."

The residency activities consisted of preparation, implementation, and conclusion stages. During preparation, all tools and materials required for painting activities were arranged. In the implementation stage, students were given the opportunity to create paintings at designated locations and times. The final stage involved a conclusion with the sharing of impressions and messages, followed by the distribution of participation certificates. Figure 3 is a leaflet created by the organizers to support the "Residency: A Day with Students" activity.



Figure 3. Leaflet for the "Residency: A Day with Students" activity.

The "Residency: A Day with Students" activity was initiated by the gallery owner, Fadjar Sutardi. The residency was attended by 20 high school students from Gemolong and Sumberlawang, with 10 students from each area. The event took place on Sunday, June 11, 2023, at Sanggar Rumah Langit Kebun Bumi gallery from 08:00 to 16:00 WIB. The residency began with an opening ceremony by the organizing team, followed by the main activity, which was painting. Figure 4 is the process of painting by high school students from Gemolong and Sumberlawang.



Figure 4. Painting Activity Process (Photo by Dardiri, 2023)

The high school students participated enthusiastically in the painting activity. They prepared the tools and materials before starting to paint. The tools used included pencils, brushes, palettes, and canvases. Pencils were used to make sketches if needed. Brushes of various sizes—small, medium, and large—were used to facilitate the painting process, ensuring the artwork could be completed as expected within the allotted time. Palettes were used to hold the paint, and all participants used canvases of the same size. The paint used was oil paint. Each student prepared their tools and materials according to their needs for the painting process. The painting process began with generating ideas based on thoughts or observations. The second step involved selecting a painting technique, such as the watercolor technique (transparent colors) or the poster color technique (thick colors). The third step was sketching, followed by coloring and refining the painting through contouring, shading, highlighting, and adjusting light and dark tones.



Figure 5. Finishing Process of the Painting Activity (Photo by Dardiri, 2023)



Figure 6. Artwork from Group 1 (Left) and Group 2 (Right) Participants (Photo by Dardiri, 2023)

The residency lasted one day, from 08:00 to 16:00 WIB. It provided students the opportunity to develop their knowledge and skills in painting, gaining real-world experience. The "Residency: A Day with Students" at Sanggar Rumah Langit Kebun Bumi ran smoothly, and the participants were quite enthusiastic, as evidenced by the quality of their paintings like shown in figure 5 and figure 6. The themes or sources of inspiration for the students' paintings varied, including natural landscapes, humans, animals, and objects. Each artist processed their source of inspiration with their knowledge and skills, resulting in diverse artworks. Figure 7 are some of the students' paintings, each with its own theme.



Figure 7. Artwork from Residency Participants with Nature Theme (Photo by Dardiri, 2023)

The nature theme dominated the students' paintings, showcasing a variety of color usage. The students demonstrated their ability to create color gradients in several artworks. The colors were appropriately matched to the depicted objects, such as blue skies for daytime and yellow to orange skies for sunsets, green for grass and trees, blue for water, and brown for soil. Some paintings used dark colors to differentiate between light and shadow, giving a three-dimensional appearance to the objects. However, the details in some paintings were still not clearly defined.



Figure 8. Artwork from Residency Participants with Human Theme (Photo by Dardiri, 2023)

In the human theme, primary and tertiary colors were evident. The background was often rendered in dark colors, such as black, making the main object stand out clearly with the dominant use of bright colors.



Figure 9. Artwork from Residency Participants (Photo by Dardiri, 2023)

In other themes, the use of color to distinguish between light and dark areas was also apparent. While a wide range of colors was used, some paintings relied primarily on primary colors.



Figure 10. Residency Participants with Certificates (Photo by Dardiri, 2023)

The "Residency: A Day with Students" at Sanggar Rumah Langit Kebun Bumi concluded with remarks from the gallery owner, a representative of the research team, and a student representative, who shared their impressions and feedback on the painting activity. The final activity was the distribution of participation certificates, with each student receiving a certificate reflecting their identity.

DISCUSSION

Art education is an integral part of general education, holding a strategic position in enhancing students' aesthetic sensitivity and artistic experiences (Sugiarto, 2023). Through art education, students can develop creativity, emotional sensitivity, and initiative, primarily through artistic creation. Soedarsono stated that art is a human creation that conveys inner experiences beautifully and attractively, stimulating similar experiences in others who appreciate the work (Soedarsono, S.p., 2006). Artworks originate from the artist's soul, utilizing various mediums to produce products of creativity. The creative process involves imagination, which is an interaction between memory perception and external perception, resulting in imaginative works (Syair, 2011). Tabrani also emphasized that art is closely related to creativity, making creative abilities more easily developed through artistic activities (Tabrani, 2014). Artistic activities can take place anywhere, not just in schools but also outside of them. Art galleries serve as educational platforms for artistic creation. Similar to the findings of Lintang Suminar's research, the utilization of art galleries as public spaces in Yogyakarta is not only applied in artistic activities but also in events that address socio-cultural issues, including visual art exhibitions,

dance and theater performances, artist residencies, workshops and discussions, public lectures, music performances, and film screenings. (Suminar, L. , Setiawan, B., Nugrahandika, 2017). Art education in galleries can be conducted through creative, innovative, and appreciative learning approaches. Innovative learning is essential for honing students' skills, one method being implementing art education outside of school to foster creative and innovative processes using artistic media.

The gallery Sanggar Rumah Langit Kebun Bumi hosts numerous events, primarily exhibitions, but it also serves as a platform to foster artistic awareness, one of which is painting activities. According to Rofian et al. (2019) in Hardini, the creative space of the gallery provides an alternative service that complements formal education, playing a significant role in children's creative growth through the creative process of painting (Hardini, 2021). These painting activities offer students the opportunity to develop their knowledge and skills and gain real-world experience. This activity is called "Residency: A Day with Students." A residency is a program or activity where an artist stays in a specific area for a limited time with the mission of cultural exchange through artistic work (Sapentri, 2017). In this context, the residency involved high school students engaging in artistic practices within a designated space and time. The residency provides students with firsthand experience in creating art, particularly painting. During the residency, students are given the chance to create art, thereby gaining direct experience that enhances their knowledge and skills. Thus, the residency activity is beneficial for students as a supportive means for artistic exploration. It helps them in conceptualizing their artistic practice and exploring various artistic mediums, which can influence their artistic development and broaden their horizons. This aligns with the findings of Sugiarto et al., which mention that Virtual Galleries using deviantart.com are effective as a medium to simulate the appreciation of foreign paintings, particularly in conditions where gallery space around campus is limited. The improvement includes students' abilities to recognize, understand, analyze, and evaluate artwork (Sugiarto, 2023).

The students' artwork during the residency activity demonstrated artistic abilities, including the capacity to express themselves by conveying their feelings and ideas into paintings with varying themes. As found in the study by Prihadi et al., learning that emphasizes process, focusing more on the development of artistic education values rather than artistic skills, can result in original and creative paintings that are valuable for children's aesthetic education (Prihadi, Rohidi, & Retnowati, 2019). The themes chosen by students for their paintings included human, imaginative, and natural subjects, as well as animals and objects. The theme of nature dominated the students' works, with various uses of color. Students were also able to communicate their ideas, thoughts, and feelings through lines and colors, so that a specific message could be conveyed through the artwork. The paintings displayed the ability to create color gradients in several pieces. The coloring was also accurate to the objects depicted, with some students using dark colors to differentiate light and shadow, thus giving the objects a three-dimensional appearance.

Limitation and Implication

This study had limitations in terms of time and resources, preventing the execution of complex experiments or longitudinal studies on residency activities for creating art. Therefore, future research could involve more complex experiments to obtain more accurate data and deeper data analysis.

CONCLUSION

Sanggar Rumah Langit Kebun Bumi, owned by Fajar Sutardi, serves both as a residence and an art gallery. This gallery hosts numerous activities, primarily exhibitions, and provides a platform for various artistic endeavors to foster artistic awareness, including painting activities. Art education in galleries can be conducted through creative, innovative, and appreciative learning approaches. Innovative learning is essential for honing students' skills, one method being implementing art education outside of school to foster creative and innovative processes using artistic media. The creative space of the gallery provides an alternative service that complements formal education, playing a significant role in children's creative growth through the creative process of painting. The painting activity, named "Residency: A Day with Students," offers students the opportunity to develop their knowledge, skills, and gain real-world experience. The residency activity provides students with valuable experience in creating

art, particularly painting. Students are given the chance to engage in artistic creation, which enhances their knowledge and skills through direct experience. Therefore, the residency program is beneficial for students as a supportive means for artistic exploration. It aids in the conceptualization of artistic practices and the exploration of various mediums, positively influencing their artistic development and broadening their horizons.

Based on the results of the study, the creative studio space provides an alternative service to complement formal education, playing a crucial role in fostering children's creativity through the creative process of painting. Therefore, efforts should be made to improve the research with more complex experiments to obtain more accurate data and deeper data analysis.

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