

## **CHAPTER V**

### **COVER**

#### **5.1 Conclusion**

From the discussion in this introduction, it can be concluded that nationalism and love for the homeland are important values that need to be instilled in the younger generation, especially in the midst of the increasingly strong currents of globalization. Adolescents, as a group that is in the search for identity, are greatly influenced by the social environment and media they consume. Therefore, to maintain the sustainability of local culture, it is important to introduce cultural values through media that suits their interests, one of which is digital comics. The legend of Sarip Tambak Oso, which contains the values of courage, justice, and solidarity, has great potential to introduce young people to local cultural heritage, while building awareness of the importance of maintaining and preserving the nation's identity. Digital media such as Webtoon, which is popular with teenagers, is an ideal choice to tell this story in an engaging and accessible way.

Based on the results of the questionnaire which shows that there are still many teenagers who do not know or only understand a little about the legend of Sarip Tambak Oso, the creation of digital comics that present the story of this legend in a more complete and interesting way is expected to increase their knowledge about local history and culture. In addition, these comics can strengthen the nationalism of teenagers and help them identify with the culture and history of the nation.

#### **5.2. Suggestions**

To better introduce the local culture to teens, it's important to utilize media that is interactive and tailored to their interests, such as digital comics, animations, or short videos. Given the high use of digital media among teenagers, platforms such as Webtoon, YouTube, or other applications can be an effective means to spread legendary stories that are loaded with local moral and cultural values. In addition, collaborations with local creators who are experienced in comic creation will improve the quality and appeal of the story, making it more authentic and relevant to the needs of young audiences.

In designing comics, it is necessary to pay attention to dynamic visual and narrative aspects to attract more attention to teenagers. Illustrations that combine modern and traditional

elements can make it easier for them to accept the story. For this reason, it is better to adjust to the characteristics and needs of teenagers who like entertainment but still want to get educational value from what they consume. In addition, in addition to comics, digital media-based educational programs can also be an effective alternative to introduce Indonesian history and culture to teenagers, with a fun and easy-to-understand approach.