

CHAPTER V

CONCLUSION

5.1. CONCLUSION

The design of a pre-photography comic book in the Indonesian context is based on the limited literature on photography's role in Indonesian history. This is due to the limited availability of literature in Indonesian, with most of it being in foreign languages. Furthermore, there is no visual medium like comics that presents the role of photography in Indonesian history. Therefore, it is necessary to design a comic book as an introduction to photography's role in Indonesian history.

Through visual media like comics, the literature on photography's role in Indonesian history can be repackaged with a new story combining fiction and history. The author has adopted the theme of "time travel" in the comic's storytelling. Using a manga style, the message is conveyed more effectively through the vivid depiction of characters, settings, and scenes. This introduction to photography's role in Indonesian history becomes easier to understand and provides a more engaging entertainment aspect for readers.

Methodologically, this study employed a qualitative approach with descriptive analysis. Primary data collection was conducted through observation, interviews, and questionnaires. Secondary data was collected through literature studies, including books and journals. The author obtained primary and secondary data from this research, which served as the basis for writing the story, character designs, locations, and themes incorporated into the comic.

This research resulted in a comic book entitled "Obscura: Saving Indonesian History," with the primary message of conveying the role of photography in Indonesian history. The author hopes that this research and comic will benefit the community and serve as a bridge for more in-depth research in the future.

5.2. SUGGESTIONS

For further development, this work can be developed into Intellectual Property (IP) which can be adapted into various other media forms such as animation, games, films and other visual media. Research on the role of photography in Indonesian history is still limited and there are still many objects that can be packaged into comic visual media. There are many Indonesian historical documentations that are not yet widely known and stored in archives outside Indonesia such as KITLV which stores many historical documentations in the past, especially in the form of photos. Further research is expected to raise more about historical documentation such as objects, events, historical figures that the author has not had time to include in comics or this research.