

CHAPTER V

CLOSURE

5.1 Conclusion

Based on the results of this final project design, it can be concluded that the process of designing a comic as a medium for introducing the historical figure of the Duke of Surabaya, Raden Sawunggaling, has provided in-depth insight into the importance of visual communication strategies in conveying historical values to teenagers aged 17–21 years. The creative journey undertaken not only emphasizes the aesthetic and narrative aspects in the presentation of the comic, but also involves in-depth research into the historical setting, character traits, and relevant socio-cultural contexts.

Interactions and discussions with various parties, from historians and academics to the target audience, enriched the design process and provided a broader perspective on the need for targeted communication. Cross-disciplinary collaboration and the ability to distill historical information into engaging yet accurate visuals presented both challenges and important learning experiences in this process.

Thus, the design of this comic not only produces an educational and informative visual work, but also confirms that comics can be an effective tool for reviving forgotten local stories. This project demonstrates that a contextual and communicative visual approach can build an emotional connection between the younger generation and their nation's history, as well as foster a sense of awareness and pride in local cultural identity.

5.2. Suggestions

Based on the process and results of designing this comic, several suggestions can be considered for future development. First, to effectively convey historical values through comics, more intensive collaboration with local historians, cultural figures, and communities directly connected to the characters is recommended. This approach is crucial to ensure narrative accuracy and enrich the visual details that represent the cultural context in its entirety.

Second, given the development of digital technology and the media consumption habits of today's youth, adapting comics into interactive digital formats such as webtoons or mobile apps could be a strategic alternative for expanding audience reach and engagement. Innovations in presentation formats can also increase appeal and enable a more immersive reading experience.

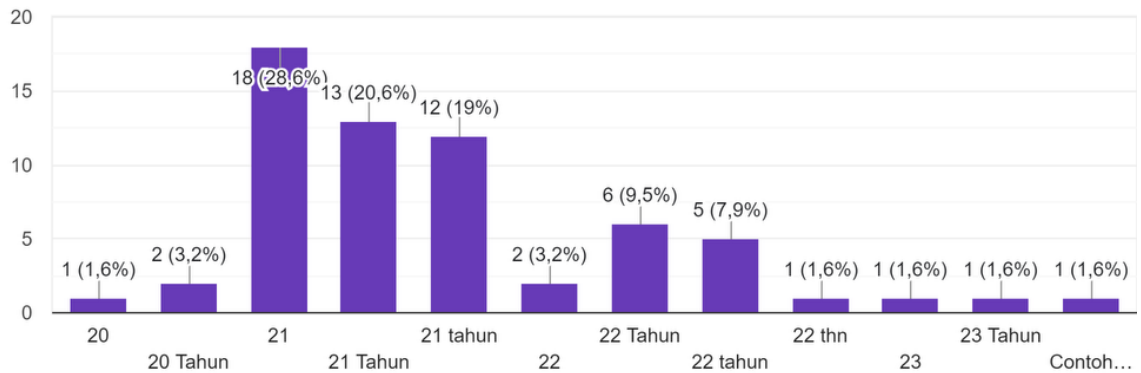
Third, it's also important to conduct pilot testing with a wider target audience to gain direct feedback on the storyline, visual style, and level of understanding of the intended

message. This ongoing evaluation will be invaluable in refining the design and developing similar projects in the future.

By considering these things, it is hoped that comic media can continue to be developed as a means of historical education that is interesting, relevant, and able to raise awareness among the younger generation regarding the importance of knowing and appreciating local figures who have contributed to the journey of the nation's history.

Usia (Contoh : 21 Tahun)

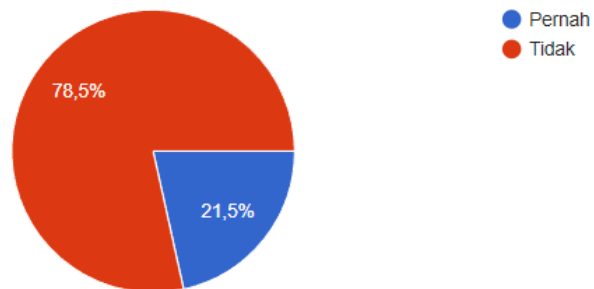
63 jawaban



Apakah kamu tahu atau pernah mendengar cerita tentang Raden Sawunggaling?

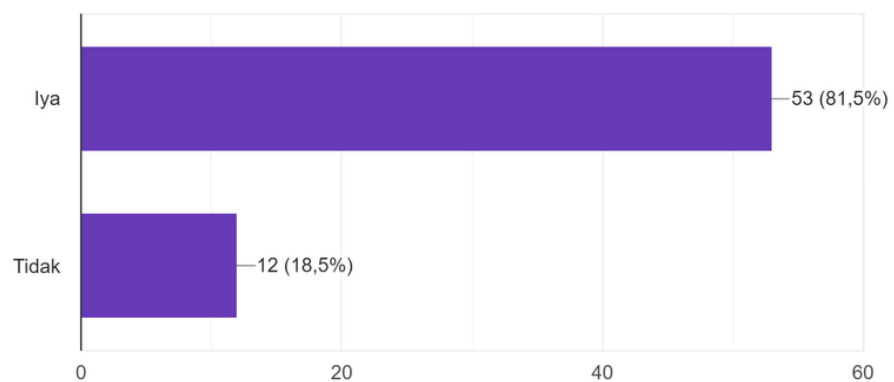
[Salin diagram](#)

65 jawaban



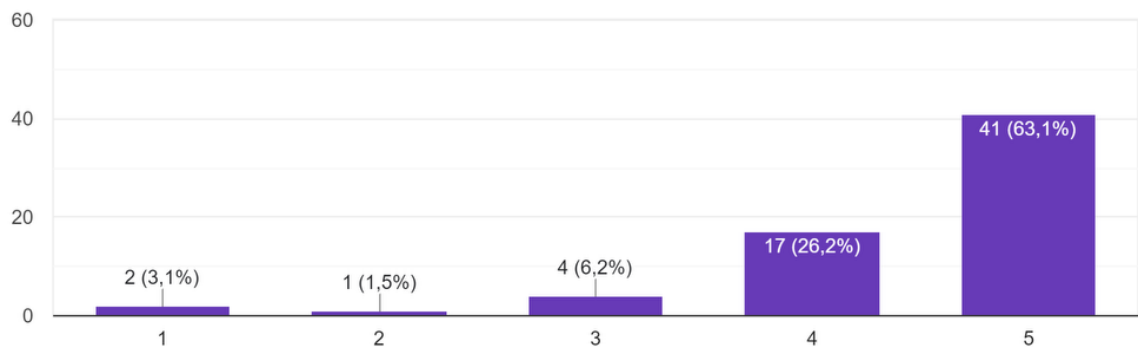
Apakah kamu berasal dari Surabaya atau sekitarnya?

65 jawaban



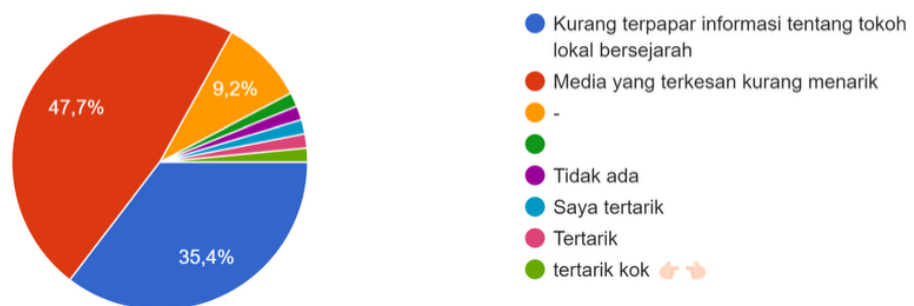
Menurutmu seberapa penting bagi kita untuk mengenal tokoh bersejarah terutama tokoh lokal?

65 jawaban



Apabila jawabanmu dari pertanyaan diatas adalah tidak paham dan tidak tertarik, menurutmu apa penyebabnya?

65 jawaban



Apabila tokoh bersejarah di daerahmu dikenal oleh banyak orang termasuk dari orang luar daerahmu apakah itu akan menumbuhkan rasa bangga di hatimu?

65 jawaban

