

FINAL PROJECT

WEB-COMIC DESIGN OF MAJOR GENERAL SUNKONO, COMMANDER OF THE SURABAYA ARMY AS AN INTRODUCTION TO HISTORY FOR TEENAGERS AGED 17-21 YEARS

To fulfill the requirements to obtain a bachelor's degree (S1)



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FACULTY OF ARCHITECTURE AND DESIGN
NATIONAL VETERAN DEVELOPMENT UNIVERSITY OF EAST JAVA
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I hereby declare that in this Final Project scientific document there are no parts of other scientific works that have been submitted to obtain an academic degree at a Higher Education institution, and there are also no works or opinions that have been written or published by other people/institutions, except those that are cited in writing in this document and stated in full in the bibliography.

I declare that this scientific document is free from plagiarism. If any indication of plagiarism is discovered in this thesis at a later date, I am prepared to accept sanctions in accordance with applicable laws and regulations.

Thus, I have made this statement truly without any coercion from anyone and to be used as it should.

Surabaya, December 3, 2025

Who make a statement



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ABSTRACT

Globalization has brought about significant changes in the mindset and behavior of the younger generation, resulting in a decline in nationalism among 17–21-year-olds. Many of them lack a thorough understanding of the nation's history and national heroes, including Major General Sungkono, who played a key role in the Battle of Surabaya on November 10, 1945. This situation highlights the need for educational media capable of reinstilling the values of struggle in a way that is more relevant to the lives of today's youth.

Through this research and design, a historical-themed web comic was developed, highlighting the story and exemplary character of Major General Sungkono. Data collection methods included observation, interviews, and questionnaires. The SWOT analysis method was used. *consumer Insight And consumer journey*.

The comic design process uses the Ki-Sho-Ten-Ketsu narrative approach to present the storyline in an engaging and easy-to-follow manner. The visual appearance is created in a webtoon format popular among teenagers, combined with the designer's distinctive illustration style to provide a strong visual identity. The language used is a combination of Indonesian with elements of informal Surabaya Javanese to create emotional and cultural closeness. In addition, the selection of warm colors is applied to strengthen the heroic atmosphere, courage, and the spirit of defending the country in each scene.

The final result of this design is expected to not only be a means of entertainment, but also as an effective alternative media in re-instilling historical awareness, strengthening nationalistic values, and fostering a spirit of love for the homeland among Indonesian youth in the current digital era.

Keywords: Web comic, Major General Sungkono, nationalism, history, National defense

PREFACE

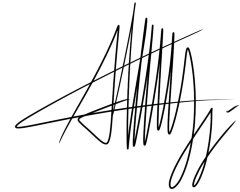
The author would like to express his gratitude to Allah SWT for the abundance of His grace, guidance, and guidance so that the author can complete the Final Assignment entitled "Web-comic Design of Major General Sungkono, Commander of the Surabaya Armed Forces as an Introduction to History for Teenagers Aged 17-21 Years" on time. The preparation of this work is one of the requirements to complete studies in the Visual Communication Design Study Program, Faculty of Architecture and Design, National Development University "Veteran" East Java.

In the process of compiling this final assignment, the author received support, direction, and assistance from various parties. Therefore, the author expresses his gratitude. as much as possible to:

1. Allah SWT, for all the blessings, ease and health during the work process.
2. To both parents and family who have helped materially to complete this final assignment.
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9. And all parties who cannot be mentioned one by one, but have provided support, assistance and encouragement during this design process.

The author realizes that this final project still has shortcomings. Therefore, he greatly appreciates constructive criticism and suggestions for the future improvement of this work. Hopefully, this final project will be beneficial to readers and can serve as a reference in the development of history education media in the digital age.

Surabaya, December 3, 2025

A handwritten signature in black ink, consisting of several overlapping loops and strokes, positioned above the author's name.

Arva Rangga Yudhistira

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