

CHAPTER V CONCLUSION

5.1 Conclusion

This design is an answer to the problem of the declining existence of wayang beber tawangalun, which is starting to be forgotten by the younger generation. Research data shows that the majority of teenagers are unaware of the existence of this art form due to conventional delivery media, a lack of relevance to modern lifestyles, and the rarity of live performances accessible to the public. Therefore, the application of Augmented Reality (AR) technology through the Artivive application serves as an innovative solution that bridges traditional values with modern visuals. The use of AR will provide a two-way immersive experience (experience-based) that is highly sought after by the target audience aged 18–25 years.

Despite being transformed into a digital illustration format, this wayang beber reinvention still retains the 24 *jagong* (scenes) from the story of Jaka Kembang Kuning and Dewi Sekartaji while maintaining its originality. Through comparison methods and visual validation with duplication experts and *dalang* of the original lineage, this digital output is guaranteed to remain compliant with the existing traditional pakem.

With this interactive wayang beber tawangalun design, it is hoped that teenagers as the successors of the nation will continue to preserve and foster a patriotism, as well as study and wish to know more about wayang beber tawangalun, so that this culture, which possesses high historical value, will maintain its existence for the future.

5.2 Suggestion

There are several useful suggestions for the sustainability of the cultural preservation process in the future. For graphic designers and creative media developers, this project can be used as a reference in conducting the reinvention process of other endangered Nusantara cultures. Further exploration of more relevant innovative media in the future will better support the cultural reinvention process. Having the awareness to better know and study culture is also highly crucial, especially for the younger generation who are the future successors of the nation, so that our culture will remain preserved. Support from educational institutions and cultural agencies such as the Dinas Kebudayaan dan Pariwisata can be tangibly realized through the integration of interactive learning media so that the learning process regarding cultural introduction will be more effective. More universal publication facilities outside the

culture's region of origin are also important to expand the reach of public education in recognizing their nation's identity.