

FINAL PROJECT

DESIGNING COMICS TO INTRODUCE BASKETBALL RULES AND TECHNIQUES TO TEENAGERS AGED 13-17

To Meet Some of the Requirements in Obtaining a Bachelor's Degree (S-1)



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FACULTY OF ARCHITECTURE AND DESIGN
NATIONAL DEVELOPMENT UNIVERSITY "VETERAN" EAST JAVA
2025/2026**

APPROVAL PAGE
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TECHNIQUES TO TEENAGERS AGED 13-17**

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On the date: April 20, 2026

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AGREEMENT PAGE

**DESIGNING COMICS TO INTRODUCE BASKETBALL RULES AND
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PLAGIARISM FREE STATEMENT LETTER

I, the undersigned:

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Study Program : Visual Communication Design
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I declare that in this scientific document of Final Project, there is no parts of other scientific works that has been submitted to obtain an academic degree at a Higher Education Institution, and there is also no work or opinion that has been written or published by another person/Institutions, except those that are writtenly cited in this document and stated in full in the Bibliography.

And I declare that this scientific document is free from elements plagiarism. If in the future there is an indication of plagiarism in this Final Project, I am willing to accept sanctions in accordance with applicable laws and regulations.

Thus, I make this statement letter truthfully without any coercion from anyone and to be used as it should be.

Surabaya, April 20, 2026

Who Made the Statement



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ABSTRACT

Basketball is currently one of the most popular sports among Indonesians, particularly among school and college students. Today, basketball can be played both indoors and outdoors by people of all ages, men and women of all body types, making it accessible to everyone. Although the level of interest and popularity in basketball is quite high, its current popularity still lags behind other major sports such as soccer, badminton, volleyball, and futsal. According to data from the Jakpat Survey Reports, which was completed by 1,847 respondents, basketball currently ranks fifth; only 37% of all respondents enjoy it.

Currently, in student-level championships, errors are still frequently observed among young athletes participating in matches, as they have not yet mastered the techniques or fully understood the rules of basketball. Observations of practices at a high school in Surabaya also indicate that errors often occur in certain techniques performed by the members of that high school basketball team. From this data, it can be concluded that an understanding of basketball rules and techniques can begin to be developed during adolescence.

Today, students prefer engaging information media rather than relying solely on text. Using text alone can make students feel bored and hinder their ability to absorb knowledge effectively. Comics can be selected as an engaging medium for conveying information or knowledge to students, particularly adolescents aged 13–17.

A comic designed with a basketball theme, containing information about basketball rules and techniques, will serve as an engaging medium for information and learning for teenagers. With characters designed to suit the readers' age group and a relevant storyline, it will help teenagers more easily gain a fun learning experience.

Through the design of this comic, it is hoped that it can serve as an effective educational medium to increase the popularity and interest in basketball by presenting information related to basketball techniques and rules. Thus, the comic has the potential to foster a new generation of athletes and promote basketball in Indonesia.

Keywords: Educative Comic, Rules and Technique, Basketball, Popularity

FOREWORD

Praise be to the author for the presence of Allah SWT for all His gifts and guidance so that the researcher can complete the report and design the final project with the title "Comic Design to Introduce Rules and Techniques of Basketball Sports in Adolescents Aged 13-17 Years".

This design was made with the aim of meeting the prerequisites for obtaining a Bachelor's degree (S1) in the Visual Communication Design education program, Faculty of Architecture and Design, National Development University "Veteran" East Java.

The author would like to thank all parties who have helped the author in support, guidance, and prayers. Therefore, the author would like to thank the following:

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2. The parents of the writer who are extraordinarily great and the writer is proud, Edy Purwanto and Iin Indiarti, for all the prayers, guidance, encouragement, and support morally and materially, so that the author can complete the design of the final project well.
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4. All lecturers of Visual Communication Design at the National Development University "Veteran" East Java, who have provided knowledge to the author.
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The author is aware that this design is still imperfect and has many flaws, therefore helpful advice and criticism are highly expected. Hopefully this design can provide benefits for all of us.

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