

CHAPTER V

CONCLUSION

5.1 Conclusion

The design of the "*Fade Away*" comic aims to introduce the basic rules and techniques of basketball to teenagers, especially at the age of 13-17 years old with fun, fun, and interesting media. As a result of this design, the use of comics as an information and educational medium that contains characters with the same age and activities as the target audience, can help in conveying information about the rules and techniques of basketball, as well as helping to foster a sense of enthusiasm to become outstanding students, especially in the field of sports. Currently, the popularity of basketball is at level 5 of the major sports in Indonesia, with one of the reasons being the lack of understanding of techniques and regulations. This is due to the many techniques and rules of basketball compared to other sports, so the interest in the sport of basketball is low. Increased understanding of the rules and techniques of basketball sports is most optimal if it starts in adolescence due to high curiosity and exploration of interests in adolescence. With this comic media, it can help to increase the interest and interest of teenagers in the sport of basketball which can help to understand the many rules and techniques of the sport of basketball. With the character of Deva as the main character who is designed to be a high school teenager who wants to learn about the sport of basketball, it can help for the target audience to feel more *relatable* and interested in reading the comic "*Fade Away*". In addition, with supporting media as *merchandise*, it can increase the visual appeal of this comic. With this, the comic "*Fade Away*", has the potential to be an interesting information medium that discusses the rules and techniques of effective basketball for teenagers, especially 13-17 years old.

5.2 Suggestions

This comic book can still be developed by continuing the content of the story, resulting in a broader and more interesting plot and *storytelling*. Trials on a wider scale, especially in junior high and high school teenagers, will also help in understanding the effectiveness of comic books as an information medium among adolescents. It is hoped that in the future, the design of this comic can be produced at a more affordable cost, or with *webcomic media*, so that it will be more accessible and follow current technological developments, which are more familiar to today's teenagers.