

CHAPTER V CONCLUSION

5.1 Conclusion

Based on the results of the design that has been carried out, it can be concluded that the increase in internet use in Indonesia is directly proportional to the rampant spread of hoaxes, especially among adolescents aged 18-25 years old as active users of digital media. Low levels of digital literacy and critical thinking skills are the main factors that make adolescents vulnerable to receiving and disseminating information without a verification process. *Agnipariksha: A Reinterpretation of Rahwana's Story webcomic* is present as an alternative media that combines elements of education and entertainment, especially in delivering anti-hoax education, increasing digital literacy, and the importance of verifying information before believing and disseminating it. This work is distributed through the LINE Webtoon platform which is able to reach a wide audience.

In addition, this design raises the traditional culture of the Ramayana, especially the character of Rahwana, which is modernized through the application of the ATUMICS method. This method allows the transformation of cultural values into a visual form that is more relevant to digital media without losing its essence. The reinterpretation of the character of Rahwana and the Sinta Obong incident shows that an event can have various points of view, thus encouraging the audience to be more critical in receiving information. Thus, this work not only serves as a medium of entertainment and education, but also as an effort to preserve local culture in a more modern form.

5.2 Suggestions

Based on the results of this design, it is suggested that the development of works can be carried out in a sustainable manner by expanding the storyline and deepening the characters so that educational messages about digital literacy and anti-hoaxes can be conveyed more strongly and consistently. Further research is expected to examine more deeply the effectiveness of digital comics as an educational medium, especially in improving digital literacy and critical thinking skills among adolescents.