

THE MAKING OF E-COMIC STRIP FOLKLORE OF *PUTRI TUJUH* IN DUMAI

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Abstract: *Indonesia is a country that is rich in natural resources, ethnicity, religion, population, and folklore. However, Dumai has interesting folklore, and the story has not been explored outside of the region or abroad, and many readers are unaware of it. The purpose of this final project was to make comic strip folklore of Putri Tujuh in Dumai for domestic and foreign readers. This final project can be used to promote historical sites in Dumai area. The method used in this study was descriptive research. The comic strips were made by one piece of paper with four panels that were all the same sizes from top to bottom. The content of the comic strip was about the origins of the city of Dumai. The result of this project was e-comic strip folklore of Putri Tujuh for domestic and foreign readers consisting of English as monolingual.*

Keywords: *Comic, Strip, Folklore, Putri, Tujuh.*

INTRODUCTION

Riau is a province in Indonesia that is rich in culture, history and unique local heritage. One of the cities located in Riau Province is Dumai City, an area known for its beautiful beaches and alluring cultural diversity. Dumai City has a long history as an important port and trading center, making it a meeting point for cultural influences and stories from various regions.

In the context of Dumai's cultural and historical diversity, folklore is an interesting window to explore values and traditions. One of the folklores that attract attention is *Putri Tujuh* folklore. *Putri Tujuh* is a fairy tale or folklore that explains the origin of Dumai City. This story tells about the war between Seri Tanjung Kingdom under the reign of Queen Cik Sima and the Kingdom of Prince Empang Kuala who wanted to marry

one of Queen Cik Sima's seven daughters but was rejected. Queen Cik Sima fled his seven daughters into the forest to protect them from the war, but their hidden state made them thirsty and hungry, which ultimately resulted in the death of the princesses and Queen Cik Sima also died of grief.

The story of *Putri Tujuh* is a reflection of the history and culture of the Dumai. Unfortunately, this cultural heritage is often forgotten and receives attention. As the younger generation, we have a responsibility to preserve this cultural heritage. One way is to include the story of *Putri Tujuh* as part of the education curriculum at school. By including the *Putri Tujuh* story as part of the learning material, students will not only gain knowledge about the history of their region, but can also improve their literacy skills and appreciation of the nation's cultural wealth.

On the other hand, in the era of increasingly dominating technology and digital media, the use of digital comics or e-comic strips has become one of the means of cultural exploration and dissemination. E-comic strips, as a form of interesting visual narrative, are a suitable means

to bring back classic stories such as *Putri Tujuh* to a wider audience and can be accessed anywhere and anytime by various groups, including the younger generation who grew up in the digital era. The process of making this comic strip involves adapting a good story, creating interesting illustrations, and using appropriate language and narration. Thus, the story can be conveyed to the younger generation.

The emergence of e-comic strips as a digital medium presents a potential solution to these field-specific problems. However, the application of this medium to Indonesian folklore, particularly in the context of Dumai's cultural heritage, remains underexplored. The integration of traditional narrative structures with contemporary digital comic formats requires careful consideration of cultural authenticity, visual storytelling techniques, and multilingual. Unlike previous studies, this research explicitly connects folklore preservation with cultural tourism promotion, offering a practical application for regional development.

Based on the pre-observation, the making of this e-comic strip takes

inspiration from the existing culture in Dumai which aims to introduce local cultural heritage and convey messages and values to the younger generation in an attractive and relevant digital form. Therefore, the writer chose the title "The Making of E-Comic Strip Folklore of *Putri Tujuh* in Dumai".

REVIEW OF RELATED LITERATURE

Related Theory Comic Strips

Comic strips are a type of text that tells a story. Comics require the reader to combine the text and the graphics in order to understand the intended message, just like a story in print does (McVicker, 2007). Comic strips are an example of multimodal texts that combine words and images to tell a story (Wijaya et al, 2021).

Meanwhile, Semali in McVicker (2007) define comic strips are text structures that are ideal media for introducing children to reading strategies that make use of their visual literacy skills. Numerous comic strips are produced and shared in digital formats those distributed through social media (Wang and Liu, 2021).

Folklore

Folklore is the lore (stories, customs, and beliefs) of a specific

group of people that is passed down from generation to generation, usually through word of mouth. Folklore has traditionally been defined as the oration of narratives in the form of a story (Marsh-Hicks, 2021).

However, Folklore has psychological and cultural significance because it uses symbols in elaborate stories and rituals to capture (or intensify) experiences and offer a release from reality. It also serves as a temporary and socially acceptable outlet for expression (Bronner, 2007). Meanwhile, according to Michalopoulos and Xue (2021) folklore is a collection of myths, legends, and beliefs of a community that are passed on by word of mouth and are passed down from generation to generation.

Translation

Translation is the process of transforming text from one language (source language) to another (target language) while preserving the meaning and style of the original language as far as possible, (Hatim and Munday, 2004). However, Translation is an attempt to convey the same meaning of a text in a different language, (Wijayanti, D. P. 2019).

METHODOLOGY OF STUDY

This study was used descriptive method as its research method. The descriptive method is a technique for summarizing or analyzing research findings without reaching more general conclusions (Sugiyono, 2005). Meanwhile, according to Arikunto (2015), descriptive research is research intended to investigate circumstances, conditions, or other things that have been mentioned. The results are presented in the form of a research report.

This study only uses one technique that was used to collect data, namely Literature study is a research method that involves collecting data from various publication sources, such as books, journals, articles, and online sources. In this study, a literature study was conducted

by collecting related references. The script of the Putri Tujuh story used in this study was obtained from a drama adaptation performed by a group of Meranti High School students available on YouTube

(Source: https://youtu.be/qX4p1PJQ9MM?si=-T2rq1_QL4dlG3F1). In addition, to

help the process of study, the writer utilizes translation tools such as Deep Translator and QuillBot Grammar Checker as media for translating data.

RESULT AND DISCUSSION

There were several processes involved in making this e-comic strip. Starting with data gathering, transcription, translation, and application-based editing. Data collection and the provision of materials are carried out with references from several sources such as internet, journals, and articles.

This study resulted an informative work with the aim of introducing the folklore of *Putri Tujuh* in Dumai to readers. This comic is only in English and presents the complete storyline of *Putri Tujuh*, from the beginning to the formation of Dumai City. More than just entertainment, this comic also invites readers to draw conclusions and meanings from the folklore. This e-comic consists of a prologue, front cover, contents and back cover. The contents of the comic as follow:

The prologue is on the first slide before the cover, which contains a brief explanation of the comic story to

attract readers to reading. In the cover of this comic, there was a comic title that depicts the figure of Queen Cik Sima and her seven daughters with the kingdom behind them. there is a complete story about *Putri Tujuh* which has been packaged in the form of the following website <https://bacalah.ca1.store> which can be accessed by everyone.

Evaluation

This product has been evaluated by three people from various backgrounds: English lecturer, Informatics Engineering lecturer, and student of State Polytechnic of Bengkalis. As the first step, the evaluators were given the results of the product that had been made, namely the e-comic strip folklore of *Putri Tujuh* in Dumai. The results of this assessment were:

The first evaluator was Mr. Boni Saputra, M.Pd. He said that this comic was suitable for teenager because this comic was able to present complete information in a way that was more fun and easily understood by young people. In order to be an interesting source of entertainment, this comic could also be an effective alternative reading material to support

the teaching and learning process. However, to improve the quality of reading and understanding, the font size in the comic had to be enlarged to be able to clarify the narrative and dialog, color combination, etc. So that readers, especially teenagers could focus more on the content of the story.

The second evaluator was Mr. Niki Hardinata M.Kom. He said that this comic was quite interesting, because it has the potential to be an alternative visual media in understanding the story of *Putri Tujuh*. This comic could be an option for those who prefer reading formats compared to videos. However, this comic design still had speech balloons and dialog text that cannot attract the reader's focus.

The third evaluator was Fatimah Azzahra. She said that this comic was simple but expressive drawing style, suitable for readers among children or early adolescents. Then good character visuals made readers not bored to read comics, but some transitions between scenes feel sudden and could confuse readers.

The last evaluator was Mr. Teguh Ananta Putra. He said that this comic was very well presented, both in terms of language and visuals. The

author manages to convey ideas clearly and concisely, using language that is easy to understand and supported by relevant images. This harmonious combination of text and images allows readers to easily understand and enjoy the content of the text, but there are a few shortcomings in this comic. One is the lack of Malay elements that are elements of Dumai City.

Problem

There were some problems during the processes in the Making of E-Comic Strip Folklore of *Putri Tujuh* in Dumai. There were:

Challenges of collecting data. The main problem in processing E-Comic Strip Folklore of *Putri Tujuh* in Dumai was the limited source of accurate visual and textual data. The story was generally passed down orally from generation to generation, so there were many variations of the story. In addition, the existence of multiple versions of the story also made it difficult to establish a consistent and accurate storyline. Another challenge also appeared from the aspect of copyright, where folklores were often considered as common property, making efforts to preserve and develop

folklores more challenging.

1. Challenges of editing the design.

One of the most difficult aspects of creating this e-comic was the design editing stage. Transforming data into visuals that were both informative and interesting. This process required good consideration of all visual elements, from panel layout to color selection, in order to effectively convey the message to the reader.

CONCLUSION AND SUGGESTION

Conclusions

The purpose of this research was to make a historical of *Putri Tujuh* into a digital comic that can be accessed online. The process included data collection and content design as the first step. By packaging historical stories in a digital comic format, it is hoped that it can attract the interest of the younger generation to recognize and learn about Indonesian history. In addition, this study also aims to enrich local culture-based digital content.

The making digital comics begin with preparing devices such as laptops and smartphones. The creation of this product used the Microsoft Word

application to write comic scripts or stories, a drawing application namely Ibis Paint X to create illustrations and assemble comic panels, and a website that was used to be accessed by readers.

This digital comic has a format of 25 slides, each with a resolution of A4 1240x1754 pixels and consisting of 2 to 4 panels. The creation process was faced with the constraints of limited sources of reliable visual and text data, as well as the existence of several different versions of the story. In addition, the visual transition between panels still needs to be improved to make it smoother and less confusing for the reader.

Suggestion

It was recommended that readers used this digital comic to create an enjoyable, motivational learning experience, and use more attractive font type. By doing this, Dumai's history and culture can be preserved and promote an increasing appreciation for local creative creations.

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