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## Development of Digital Comics Containing Legends as a Media for Cultural Heritage for the Alpha Generation

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### ABSTRACT

This research aims to develop a digital comic containing the legend of 'Curug Awang' as a medium of cultural inheritance for the Alpha generation. By utilizing the Multimedia Development Life Cycle (MDLC) model, this research goes through six stages: concept, design, material collection, assembly, testing, and distribution. The results of the study show that the Alpha generation has a high level of acceptance of this digital comic, with a benefit percentage of 87.9%. Digital comics not only convey the value of local wisdom but also revive legendary stories, making them easier to understand and remember for the alpha generation. With an interactive and engaging approach, digital comics are expected to increase interest in learning and cultural awareness among the alpha generation, as well as contribute to cultural preservation and geological conservation education.

Keywords: Digital Comics, legends, alpha generation, intangible cultural heritage, education.

### INTRODUCTION

Waterfalls are known to be an important component of geodiversity in the UNESCO Global Geopark area (Bollati et al., 2023). The waterfall, known as 'Curug' in West Java, has a legend that has the potential to be a source of learning in geological conservation education. This shows that the UNESCO Global Geopark has been proven to provide nature-based learning resources for the educational process of both cultural and natural values, including geology (Álvarez, 2020). Waterfall as one of the components of geodiversity has the potential to be a source of learning because of the legends contained in it.

Curug often contains legends that describe the phenomenon of its occurrence or the history of the name Curug which is recognized as true by the local community (Miśkiewicz, 2016). Legends are folk prose stories that are considered by the narrator to be real events and are often seen as collective "history" or folk history (Mastika et al., 2023). Given that Curug is a component of geodiversity and the legends contained in it are elements of intangible culture, revitalizing legends is very important.

The existence of legends as oral literary works is increasingly worrying. The unsustainable inheritance process is due to the interruption of regeneration, among others, many speakers have died. The interruption of regeneration is due to legends that have not been documented to be transformed to the younger generation. Legends are known as one of the intangible cultural heritage (Idris et al., 2016) and have been mandated at the 2003 UNESCO convention as one of the important cultural heritages to be protected (Eichler, 2021). This is so that the educational messages contained in the legend do not become extinct and can be used as teaching materials in the educational process.

The legend of 'Curug' contains the value of local wisdom that can be used as a source of national cultural learning (Nasaruddin et al., 2024). The legend of 'Curug' reflects the harmonious relationship between society and nature. The stories in these legends often emphasize the importance of preserving the environment, respecting inherited myths and traditions, and strengthening a sense of identity and community.

Developing digital comics by raising the values of the legend of 'Curug' in research is considered very important in order to reach the younger generation in an interesting and interactive way. Digital comics not only convey moral and cultural messages, but also revive legendary stories, making them easier for younger generations to understand and remember.

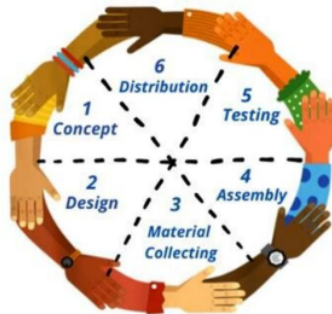
With this approach, the local wisdom contained in the legend of 'Curug' can continue to be preserved and become a source of inspiration for the younger generation, especially for the Alpha generation who are in elementary school. According to the characteristics of the development of the young generation who are sitting at the elementary school level, they have the characteristic of liking stories. Digital comics offer a relevant and effective way to introduce them to valuable cultural heritage. However, along with the rapid development of digital technology, the current alpha generation tends to choose practical media to obtain information (Rina et al., 2020) Digital comics filled with legends are the right medium to facilitate the Alpha generation, which is known to be close to technology (Ziatdinov & Cilliers, 2021) Through the development of digital comics, it is possible that the values of legends are not only understood, but also appreciated by the alpha generation.

In today's digital era, children spend a lot of time with electronic devices, so the digital comic loaded with the legend 'Curug' can be an effective bridge to connect them with the local wisdom contained in the legend. With an engaging and interactive format, digital comics are able to capture their attention, making learning more fun and relevant to daily life. In addition, this digital comic medium allows children to interact with the story directly, strengthening their understanding of the values contained in the legend of 'Curug'. Thus, digital comics not only function as an educational medium, but also as a means to foster love and pride in local culture among the younger generation.

The urgency of developing digital comics with legends through research is as an effort to digitally document legends and revitalize legends so that they can be transformed into the alpha generation. Therefore, the research aims to document and revitalize the legend of Curug Awang in the Ciletuh-Palabuhanratu UNESCO Global Geopark area (Ciletuh Palabuhanratu UGGP) through Digital Comics. Through Digital Comics, it is hoped that it will be a medium for cultural inheritance with the value of local wisdom to elementary school students both in formal and non-formal paths. Through digital comics containing the legend of 'Curug', it is hoped that it can contribute to the conservation of geodiversity and the revitalization of intangible culture for the success of sustainable development programs (SDGs).

## RESEARCH METHODS

The research method applied is the development of the Multimedia Development Life Cycle (MDLC) model. In accordance with the purpose of the research is to produce digital comic products, MDLC was chosen with the consideration that it can produce a variety of multimedia products including digital comics flexibly and can be adjusted to use. A development process model for multimedia that refers to the Multimedia Development Life Cycle (MDLC). Multimedia Development Life Cycle This research aims to develop a digital comic media using 6 stages, namely concept, design, material collecting, assembly, testing and distribution. The MDLC design consists of six cycles as shown in figure 3.1.



**Figure 1. Method of MDLC**

MDLC has 6 stages, namely Concept, Design, Material Collecting, Assembly, Testing, Distribution.

1. The concept stage is determining the purpose, identifying the audience, the type of application (presentation, interactive, etc.), the purpose of the application (information, entertainment, training, education, etc.) and general specifications. At the *concept stage*, it is determined that the purpose and who the digital comic users (*identification audience*), the type of application, the purpose of the application, and general specifications are determined. The basis of the rules for design is also determined at this stage, such as the size of the application, targets, and others.
2. Design is to make detailed specifications about the object architecture, and project material needs, such as designing navigation structures, designing transition diagrams, designing displays, storyboards, and others. This stage also affects the next stage of making digital comic products.
  - a. Actor Identification Before identifying the use case scenario, the identification of the person who interacts with the application or the so-called actor is first carried out.
  - b. Identify *use cases*. *Use case* is the functional information of a system seen from the user's point of view. *Use cases* describe the processes that exist in the system.
  - c. *Use case diagram* is a modeling for the behavior of the information system to be created. *A use case* describes an interaction between one or more actors with the information system to be created.
  - d. Scenario Scenario is a sequence of steps that explain between the user and the system. A scenario can contain all events on a specific object or class.
  - e. An *Activity Diagram* is a diagram that describes the workflow or activity of a system.
  - f. *Storyboard* is a description of each scene that explains the visual form of the design, including the placement of multimedia elements. This *storyboard* will be used as a reference to carry out the process of creating a display at the implementation stage.
3. Material collection. At this stage, material collection is carried out such as image collection, photo taking, audio collection, and others necessary for the next stage.
4. *Assembly* is the stage where all multimedia objects are created. The creation is based on *storyboards, flowcharts, and diagrams* that come from the *design stage*.
5. Testing The testing stage is carried out after the creation stage and all data has been entered. Product testing is carried out through the validation of media experts and user acceptance tests, namely teachers and elementary school students.
6. Distribution is the stage where digital comic applications will be duplicated using build applications or other storage media.

### Obyek Penelitian

Obyek penelitian pengembangan komik digital adalah legenda curug yakni Curug Awang yang berlokasi di area Ciletuh-Palabuhanratu UNESCO Global Geopark (UGGp). Pemilihan obyek didasari pertimbangan bahwa curug merupakan salah satu unsur *geodiversity* yang menyimpan legenda bermuatan kearifan lokal untuk menjaga kelestarian curug. Makna legenda curug bermanfaat bagi generasi alpha karena muatan pendidikan konservasi potensi alam yang ada didalamnya.

### Research Respondents

The research respondents consisted of media expert validators, language validators, and the alpha generation, who were respondents in testing digital comic products.

### Research Instruments

The research instrument developed is a questionnaire that functions for the validation of comic products by validators of media experts, linguists, and user acceptance, namely elementary school students as part of the alpha generation group. The instrument was developed to be applied at the testing stage of the MDLC research method stage. The questionnaire instrument was developed based on the Likert scale with a score range of 1 to 4 to represent the categories of very good, good, enough, and poor.

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#### 1. Media expert validation instrument

Media expert validation is intended to validate comic products reviewed from the graphic aspect, presentation aspect, and application aspect (Table 1).

**Tabel 1. Instrumen Validasi Ahli Media**

No	Validated Aspects	Validation Criteria	Validation Score			
			4	3	2	1
1.	Graphic Aspects	Image and illustration sizing accuracy				
		Accuracy of the shape of images and illustrations				
		Balance of proportions of images, illustrations and text				
		Accuracy of the layout of the story sequence				
		Neat layout of the story sequence				
<b>Number of Graphic Aspect Scores</b>						
2.	Aspects of Presentation	Storyline clarity				
		Accuracy in character selection				
		Matching images to stories				
		Accuracy of conversation balloon placement				
		Image quality (color and <i>background</i> )				
		Design display of each screen				
		Opening design display				
		Matching the color of the writing to the <i>background</i>				
<b>Total Serving Aspect Score</b>						
3.	Application Aspects	Simple operation				
		The file size is not large				
		Digital comic media is easy in the process				
		installation				

No	Validated Aspects	Validation Criteria	Validation Score			
			4	3	2	1
		Appropriate time in the medium				
		Ease of use of navigation buttons				
<b>Total Application Aspect Score</b>						
<b>Average Score</b>						

### 1. Linguist Validation Instrument

The linguist validation instrument was developed with the aim of validating comic products from the aspect of the language used in the comic dialogue. The criteria for language aspects include language suitability with the language ability of the Alpha generation, ease of understanding, language meaning, language relationship with the meaning of dialogue, language compatibility with characters, and language compatibility with the meaning of messages, and term writing. Linguist validation instrument (Table 2).

Table 2. Linguist Validation Instrument

No	Validated Aspects	Validation Criteria	Validation Score			
			4	3	2	1
1.	Language Aspects	Compatibility of the language used with the language ability of the Alpha generation (elementary school age)				
		The language is easy to understand				
		Language has no double meaning				
		The Connection of Language to the Meaning of Dialogue/Conversation				
		Conversational language compatibility with comic characters				
		Compatibility of Language with the meaning of the message in the comic story				
		Accuracy of term writing				
<b>Total Language Aspect Score</b>						
<b>Average Score</b>						

### Alpha Generation Acceptance Instrument for Digital Comics

The acceptance instrument was developed to test comic products from the aspect of digital comic acceptance by the alpha generation.

Table 3 Instruments of Alpha Generation Acceptance of Digital Comics

No	Aspects of Acceptability	Acceptance Indicators	Skor Penilaian Siswa			
			4	3	2	1
A.	Benefit	1. Digital comics about the Legend of Curug Awang and Puncakmanik are useful to help me learn about legends.				

No	Aspects of Acceptability	Acceptance Indicators	Skor Penilaian Siswa			
			4	3	2	1
		2. The Digital Comic about the Legend of Curug Awang helped me learn moral messages that I could apply.				
		3. Digital comics about the Legend of Curug Awang are useful in increasing my interest in reading.				
B.	Student Interest	4. I'm interested in digital comics				
		5. I'm happy with comic stories				
		6. Comics are easy to understand the story				
		7. Digital comics fit my hobby				
C.	Comic Display	8. Comic general appearance				
		9. Comic background.				
		10. Readability of text/sentences in comics.				
		11. Characters in comics.				
		12. Text bubble size in comics.				

#### Data Analysis Techniques

Data analysis techniques are used to analyze the results of testing digital comic products. The data was obtained from the results of validation by media experts, linguists, and the acceptance of the alpha generation towards comics.

#### Data Analysis Techniques for Validation of Media Experts and Linguists

The data analysis technique used to analyze the results of expert validation is the calculation of the average score of the aspects of comic products made in the form of a Likert scale. This scale helps measure how well a digital comic product meets predetermined criteria. For the quality of the comics, validation instruments are used that will be given to media experts and linguists who can help identify areas that need improvement. The validation score is calculated as an average of all aspects divided by the number of aspect items by the formula:

$$\bar{X} = \frac{\sum x}{n}$$

$\bar{X}$  = Score Average

x = Total Score

n = Number of statement items

The average score is compared with the following criteria.

**Tabel 4 Kriteria Validasi**

Average Score	Validation Criteria
≥ 4,0	Excellent
≥ 3,0 - 3,9	Good

≥2,0 - 2,9	Enough
≤ 1,0 – 1,9	Less

### Data Analysis Techniques for Alpha Generation Acceptance Testing Results

Data on user acceptance as research respondents were collected through questionnaires processed using the feasibility percentage formula. This percentage indicates the level of feasibility and suitability of digital comics with the set criteria. The data analysis technique will be processed with the following formula.

$$P \% = \frac{\sum x}{\sum xi} \times 100\%$$

**Figure 2. Formula for Determining the Eligibility of Digital Comics**

$P_{14}$  = Value the benefits and accuracy of digital comics

$\sum x$  = The total number of respondents' answers to each question

$\sum xi$  = The ideal number of scores for each question

The results of obtaining the average acceptance value that has been obtained through the formula above are compared to the table of digital comic eligibility categories.

**Table 5 Categories of Digital Comic Eligibility Levels**

<b>Highly Worthy</b>	81 – 100%
<b>Worthy</b>	81 – 100%
<b>Quite Decent</b>	61 – 80%
<b>Less Worthy</b>	21 – 40%
<b>Not Eligible</b>	≤ 20%

## RESEARCH RESULTS AND DISCUSSION

The results of the research on the development of digital comics apply the Multimedia Development Life Cycle (MDLC) model in revitalizing the legend of Curug Awang. The procedure goes through six stages to produce a quality digital comic final product.

### 1. Concept Stage

At this stage, the story ideas and characters were successfully formulated, targeting the Alpha generation as the main audience. The emphasis on local wisdom values in the characters developed gives depth to the story. The character of Princess Nawang Wulan is a royal princess who has a concern for the importance of protecting the natural environment, creating a relevant moral message for the alpha generation. This shows that the character of a legendary figure can be played as an example in character education (Nasaruddin et al., 2024)

### 2. Design Stage

Creating a synopsis, storyboard, and visual design plays a crucial role in compiling an interesting storyline. Interaction with the planned target audience also provides a more immersive experience, allowing the reader to emotionally engage with the story (Swandi et al., 2020).

### 3. Material Collecting Stage

Gathering references from legal and reliable sources of documents available at the Tourism, Culture and Youth Development Office can help ensure the accuracy and credibility of the content. It also supports the preservation of local culture by utilizing existing resources.

### 4. Assembling Stage

The assembling stage is a production process that involves the development of panel images and the writing of dialogues to ensure that the comic meets the set quality standards. The editing and editing that is done also contributes to the smooth flow of the storyline.

### 5. Testing Stage

Validation by media experts and linguists shows that digital comic products have met the eligibility criteria. Good validation results show that the research team has successfully identified and improved aspects that need to be improved, such as the inclusion of the agency's logo and usage guidelines.

Tabel 6 Perolehan Skor Validasi Ahli Media

No.	Validation Aspect	Validator 1	Validator 2	Average Score of every aspect
1.	Graphic aspect	18	18	3,6
2.	Aspect of presentation	27	28	3,4
3.	Aplication	18	18	3,6
Average for all aspects				3,53

Based on the average validation score obtained by media experts, it shows that the three digital comic media obtained an average score of 3.53 from validator 1 and validator 2. Thus, the results of the validation of media experts reached the good category.

Table7. Acquisition of Linguist Validation Score

No.	Aspect	Validator 1	Validator 2
1.	Compatibility of the language used with the language ability of the Alpha generation (elementary school age)	3	3
2.	The language is easy to understand	3	4
3.	Language has no double meaning	4	4
4.	The Connection of Language to the Meaning of Dialogue/Conversation	4	4
5.	Conversational language compatibility with comic characters	3	3
6.	Compatibility of Language with the meaning of the message in the comic story	4	4
7.	Accuracy of term writing	3	3
Average for all aspects		3,4	3,5

Based on the average validation score of linguists, it shows that the aspect of language use in digital comics is obtained with an average score of 3.4 for validator 1 and 3.5 for

validator 2. The average score met the good criteria. Thus, the use of language in digital comics is well validated. This suggests that the combination of images and language in comics is synergistic (Karthika Devi et al., 2020).

**Table 8 Percentage of Acceptance Score  
Generation Alpha towards Digital Comics**

No	Aspect	Score Acquisition (%)
1	Benefit	87,9
2	Student interest	79,4
3	Comic view	83,1

The results and analysis of the data obtained from the questionnaire showed that the Alpha generation received the developed digital comics well. With a percentage of benefits reaching 87.9%, student interest 79.4%, and comic display 83.1%, it can be concluded that this comic has managed to attract students' attention. The high level of benefits felt shows that comics are not only entertaining but also educational, providing added value in the learning process.

The results of the study show that the alpha generation has a high level of acceptance of digital comics that contain legends. This finding is in line with the opinion of Rina et al. (Afriliani et al., 2022; Rina et al., 2020; Sukmanasa et al., 2017), which stated that digital comics can be an effective medium to improve the quality of learning. Digital comics can help build positive educational values among elementary school students, who are part of the alpha generation. With their proximity to technology, the alpha generation is more easily connected to visual media (Rachman et al., 2023) Therefore, the use of digital comics as a means of education has the potential to increase their interest and understanding of local wisdom.

## 6. Distribution Stage

Digital comics after going through testing are distributed through the Webtoon platform to guarantee wide accessibility for the Alpha generation. This is important to ensure that the comic is easily accessible to the targeted audience. The distribution of comics is carried out through a webtoon platform. Through webtoons, users feel comfortable in using comic features (Apriliani et al., 2022).

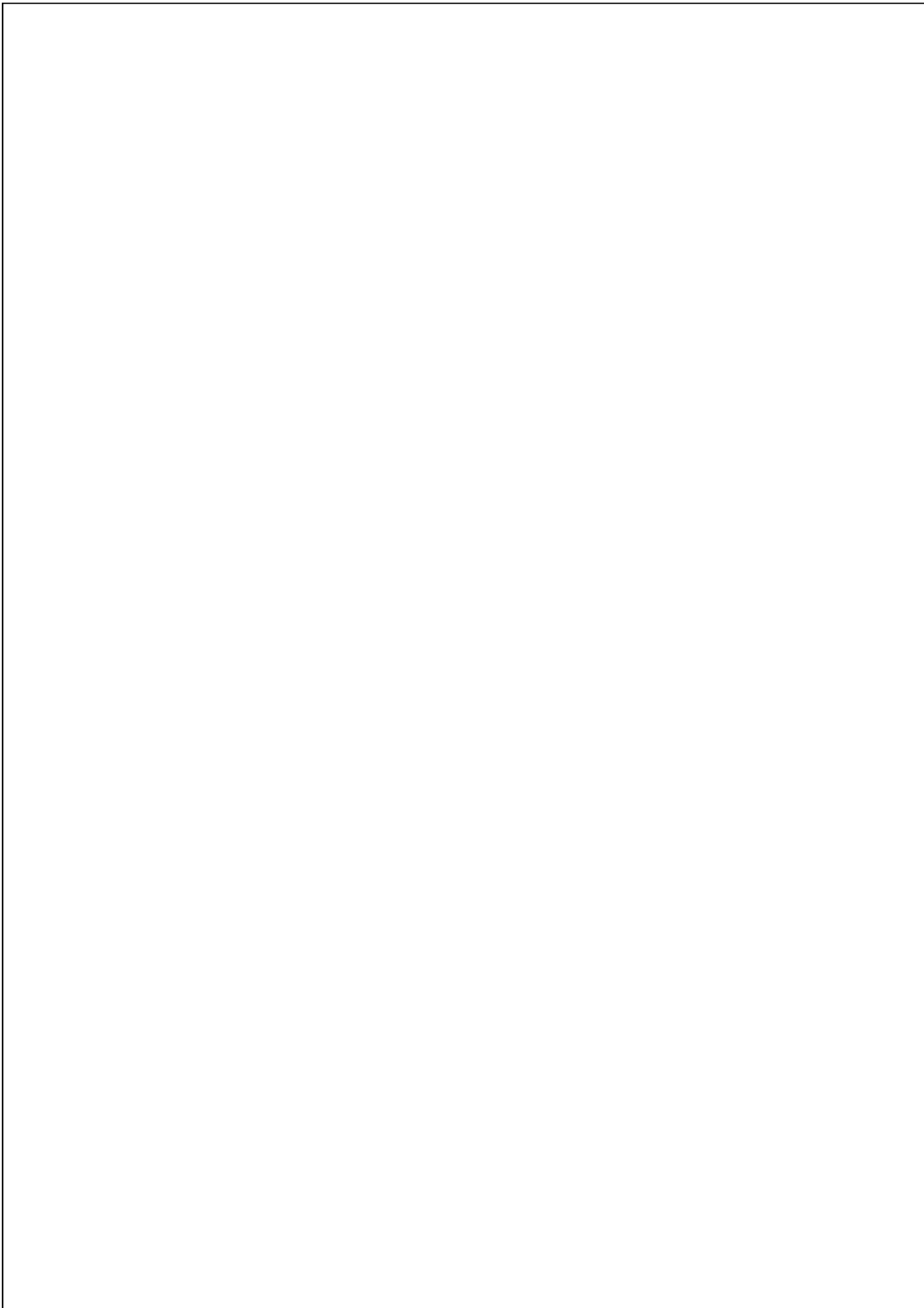
## CONCLUSION

The results of this study show that the development of digital comics that raise the legend of Curug Awang can be an effective medium to revitalize the values of local wisdom. By utilizing digital technology, this research has not only succeeded in preserving culture, but also increasing education and cultural awareness among the younger generation. Therefore, it is important to continue to develop and utilize media like this in an effort to preserve culture.

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