CHAPTER V

CLOSING

5.1 Conclusion

In the creation of a graphic visual novel dedicated to post-study abroad depression for IISMA awardees, the essence lies in addressing a significant problem statement – the need for an effective and formal medium to cultivate awareness. Post-study abroad depression is a multifaceted challenge, and IISMA awardees, in particular, navigate unique cultural dimensions during their endeavors. Recognizing the complexity of their experiences, the graphic visual novel aspires to be a poignant and relatable medium, offering a nuanced exploration of the emotional complexities associated with returning from a study abroad experience.

By harnessing the storytelling power of visuals, characters, and culturally relevant themes, this novel seeks to resonate deeply with IISMA awardees. The aim is not only to highlight the intricacies of post-study abroad depression but also to provide a constructive and accessible resource for those grappling with these challenges. Through engaging narratives and informative content, the graphic visual novel becomes more than a creative endeavor, it becomes a formalized means of creating awareness and support for IISMA awardees, offering a recognized platform to address and navigate the intricate landscape of post-study abroad depression.

In essence, this innovative approach signifies a departure from traditional awareness campaigns, acknowledging that the visual medium possesses a unique capacity to capture emotions, cultural nuances, and personal narratives effectively. By doing so, the graphic visual novel becomes an indispensable tool, contributing meaningfully to the discourse surrounding post-study abroad depression and formalizing the process of awareness and support for IISMA awardees facing these challenges.

5.2 Suggestion

For future researchers exploring the realm of post-study abroad depression, it is imperative to commence their inquiry by delving into existing literature. This should encompass an analysis of psychological and cultural factors contributing to this phenomenon, examining case studies, personal narratives, and academic research to glean insights into the emotional and psychological challenges faced upon returning from a study abroad experience. A comparative analysis across diverse cultural contexts is recommended to discern how cultural variations may influence the prevalence and manifestation of post-study abroad depression. Investigating support systems, coping mechanisms, and societal expectations can provide a nuanced understanding of this phenomenon.

Consideration of factors influencing the adjustment process upon returning home is crucial. This involves an exploration of academic, social, and cultural aspects impacting an individual's reintegration into their home environment. The role of pre-departure orientation programs and post-return support services should be examined to identify effective strategies for mitigating challenges associated with re-entry.

Proposing and evaluating intervention strategies to address post-study abroad depression is a vital aspect of this research. This should involve an assessment of counseling, support groups, mentorship programs, and the potential role of technology in providing virtual support networks. Emphasizing cultural sensitivity and awareness is key, as the research should investigate how cultural competence training for both students and support services can facilitate a smoother reintegration process.

An exploration into the long-term impacts of post-study abroad depression on individuals' career trajectories, personal relationships, and overall well-being is recommended. This includes an examination of whether specific interventions or support systems have lasting effects on mitigating these impacts and fostering resilience in those who have faced challenges upon returning home.

Furthermore, researchers should provide practical recommendations for universities and support services to enhance their efforts in addressing post-study abroad depression. This involves suggesting policy changes, program improvements, and the integration of mental health services into re-entry support programs. The importance of ongoing research and the development of best practices in supporting students during the challenging transition back to their home country should also be emphasized.

From the suggestion given by the examiner, the author has concluded that the process of conceptualizing and executing a graphic visual novel as the culmination of a final project demands a meticulous and well-researched approach. The current limitations in the project's outcome suggest the necessity for a broader exploration of the chosen theme to prevent the final product from veering into the realm of incongruity or randomness.

One notable issue is the prevalent perception of the final product as an illustration book rather than a genuine graphic visual novel. This critique signals an opportunity for a more thoughtful reconsideration of the layout, drawing inspiration from the dynamic and engaging format of webtoons. By adopting a structure that aligns with the evolving trends in visual storytelling, the graphic novel can better capture the attention of the intended audience and stay true to its genre.

Additionally, the incongruence between the main media's lively, colorful tone and the more formal, corporate style of the supporting media is a notable discrepancy that needs to be addressed. In future design endeavors, it is imperative for the designer to meticulously curate a harmonious relationship between the main and supporting media. This synchronization not only contributes to the overall cohesiveness of the project but also enhances the viewer's experience by ensuring a seamless transition between different elements.

By expanding the scope of research, reconsidering the layout to align with contemporary storytelling formats, and ensuring thematic consistency across all project components, the designer can elevate the graphic visual novel beyond its current status. This comprehensive approach not only addresses the current shortcomings but also sets the stage for a more impactful and engaging final project.

