

CHAPTER V

CLOSING

5.1 Conclusion

Adolescent who are in puberty process are awakened to their sexual self. Without knowledges of sexual reproduction health, this might lead them into doing risky sexual behavior which could cause them a lot. Sexual self-regulation defines how adolescents regulate their sexual emotions, which can also prevent the sexual behavior itself. But there is a lack of learning media for adolescent to be introduced to this topic. Educational comic is an effective alternative way of learning. Therefore, an educational comic about sexual self-regulation for adolescent is designed in this final project.

Sexual self-regulation or sexual topic itself is still a slightly taboo and awkward topic in public or even school and family setting. Using comic, this information can be delivered in a fun way that does not feel as awkward. This method is also more engaging for adolescent, rather than just reading information from text book or journal from the internet, which were sexual-self regulation information were most easily found.

In the design process, the author used “Awkward Bloom” as the big idea as it presents the weird transition that adolescents experience during puberty. From this big idea, then developed the design characteristics such as color, typography, and illustration styles. Along with the designing process of the comic, the author also designed secondary media which included promotional media and gimmicks.

5.2 Suggestion

As a closing, the author would like to convey some suggestions to those who wants to design similar project and/or topic as in designing educational comic on sexual topic. The author realized that this design is still lacking in many aspects such as the depth of information, comic story line, comic illustration quality, and

the depth of researches. Regarding the design process, the author would like to offer some suggestions towards:

1. Lecturer/Future researcher

To lecturer/future researcher and designer in this topic, the author suggests for researches to conduct more in-depth research to be done regarding the subject of design's experiences and to thoughtfully choose the fitting form of media as the solution. Insights from the subject of design are also very valuable and should be rhed early in the design process. Along with it, professionals' knowledge from psychologist would also help researcher who previously know nothing about the topic to be able to understand the topic more easily and to be helped to highlight the main subject or critical information of the topic. For future research of similar design topic, here are some suggestions regarding this design:

- a. More research especially existing and reference studies needed to be done in order to have a better understanding about the existing educational comic available in Indonesia.
- b. It is more common for educational comic in Indonesia to have a bright and cheerful protagonist, as opposed to the protagonist designed in this comic who has a cold and almost scary impression.
- c. The title of the book should be more appropriate both for the subject of design and their parents, because the targeted subject of design still need to have parent approval in the things that they buy and consume.
- d. It would be better if the non-comic informative part was designed with more illustration or even in comic form, closer to McCloud's method of design and examples in his book.
- e. In producing a physical comic book, the designer should have thought and calculated about the cost efficiency in printing the book.

2. University

To university, the author suggests that university can be able to fully support future research by students. This by no means includes the support in connections of relation to ease the research process and to provide access to

data source such as digital statistic. Lastly, the author suggests the university to improve the already existing provided data sources for students.

