

**DESIGNING A VISUAL NOVEL ABOUT SANG HYANG
ANTABOGA FOR THE TEENAGERS**



FINAL REPORT

Jazzlenn Rachael Prudencia

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**VISUAL COMMUNICATION DESIGN STUDY PROGRAM
THE FACULTY OF ART AND DESIGN
UNIVERSITAS MULTIMEDIA NUSANTARA
TANGERANG
2025**

**DESIGNING A VISUAL NOVEL ABOUT SANG HYANG
ANTABOGA FOR THE TEENAGERS**



FINAL REPORT

**Submitted in Partial Fulfillment of the Requirements for the Degree of
Bachelor of Visual Communication Design**

Jazzlenn Rachael Prudencia

00000053482

**VISUAL COMMUNICATION DESIGN STUDY PROGRAM
THE FACULTY OF ART AND DESIGN
UNIVERSITAS MULTIMEDIA NUSANTARA
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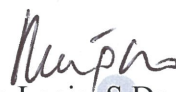
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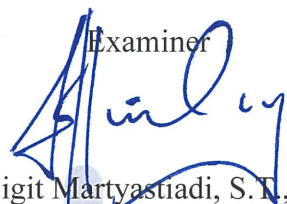
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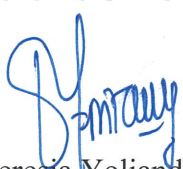
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FOREWORD

The author would like to express her gratitude towards God for His Blessings so that the author was able to complete the process of creating this final project titled “Designing a Visual Novel about Sang Hyang Antaboga for the Teenagers”. This topic was chosen from the authors enthusiasm about mythical creatures and folklore from Indonesia.

The author realizes that without guidance, assistance, and prayers from various parties, this report would not have been completed on time. Therefore, the author would like to express his deepest gratitude to all parties who have helped in the process of designing this report.

I would like to express my gratitude to:

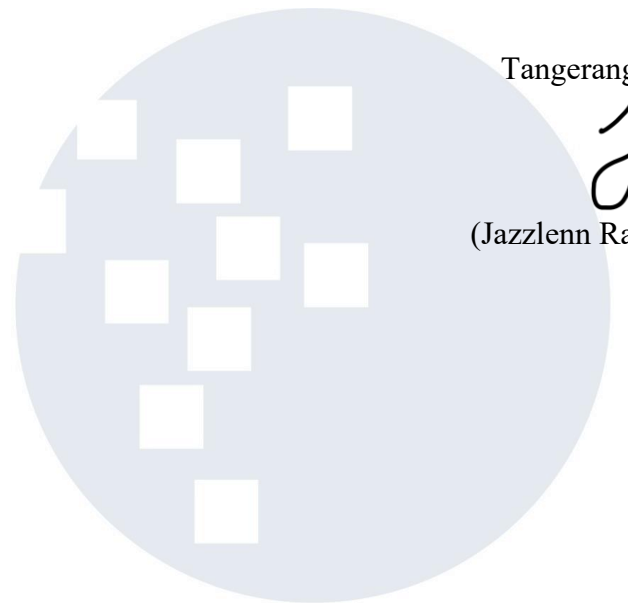
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2. Muhammad Cahya Mulya Daulay, S.Sn., M.Ds., as the Dean of the Faculty of Art and Design, Universitas Multimedia Nusantara.
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The author hopes that this scientific work will be able to provide an informative and easily accessible source on information about Indonesian culture and folklore towards the younger generation and that Indonesia's culture and history can live on through many generations due to the help of informative medias such as the one created for this final project.

Tangerang, June 17th, 2025



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DESIGNING A VISUAL NOVEL ABOUT SANG HYANG ANTABOGA FOR THE TEENAGERS

(Jazzlenn Rachael Prudencia)

ABSTRACT

Sang Hyang Antaboga is an ancient figure from Javanese culture and is prevalent in various artifacts of the past such as reliefs. Despite this, the younger generation of Indonesia, specifically teenagers, are unaware of such a figure and his story. This is caused by a minimal amount of accessible informative media on such a figure, and media adapting Indonesian culture only focusing on figures such as the Pandava, leaving Sang Hyang Antaboga's story neglected. To combat this, the usage of visual novels as a modern form of informative media on Sang Hyang Antaboga can help in spreading information about this figure and help teach the younger generation about Indonesian culture, and the moral values that Sang Hyang Antaboga brings. Designing such a project will use various methods such as the Design Thinking method and Mixed Research Method to find out more about this figure and how to create an impactful and informative visual novel on this figure. With the research gathered to create the visual novel, the author creates a interactive visual novel that incorporates point-and-click elements and bases it on the phrase "Unearthing Ancient Roots". After the creation was completed, testers were seen receiving positive impacts from the enjoyment of their time playing the game to increasing their knowledge on Sang Hyang Antaboga.

Keywords: Sang Hyang Antaboga, Visual Novel, Teenagers

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PERANCANGAN VISUAL NOVEL TENTANG SANG HYANG ANTABOGA UNTUK PARA REMAJA

(Jazzlenn Rachael Prudencia)

ABSTRAK

Sang Hyang Antaboga merupakan tokoh kuno dari budaya Jawa yang banyak ditemukan dalam berbagai artefak masa lalu seperti relief. Meskipun demikian, generasi muda Indonesia, khususnya remaja, kurang mengetahui tentang tokoh dan kisahnya. Hal ini disebabkan oleh minimnya media informasi yang dapat diakses tentang tokoh tersebut, dan media yang mengadaptasi budaya Indonesia hanya berfokus pada tokoh seperti Pandawa, sehingga kisah Sang Hyang Antaboga kurang terekspos. Untuk mengatasi hal ini, penggunaan Visual Novel sebagai bentuk media informasi modern tentang Sang Hyang Antaboga dapat membantu menyebarkan informasi tentang tokoh ini dan membantu mengajarkan generasi muda tentang budaya Indonesia, serta nilai-nilai moral yang dibawa oleh Sang Hyang Antaboga. Perancangan proyek semacam ini akan menggunakan berbagai metode seperti metode Design Thinking dan Metode Mixed Research untuk mengetahui lebih lanjut tentang tokoh ini serta cara untuk membuat Visual Novel yang berdampak dan informatif tentang tokoh ini. Dengan penelitian yang dikumpulkan untuk membuat Visual Novel, penulis membuat Visual Novel hibrida yang menggabungkan elemen point-and-click dan mendasarkannya pada frasa "Unearthing Ancient Roots". Setelah pembuatannya selesai, para penguji terlihat merasakan dampak positif dari rasa senang dalam memainkan game tersebut hingga menambah wawasan tentang Sang Hyang Antaboga.

Kata kunci: *Sang Hyang Antaboga, Visual Novel, Remaja*

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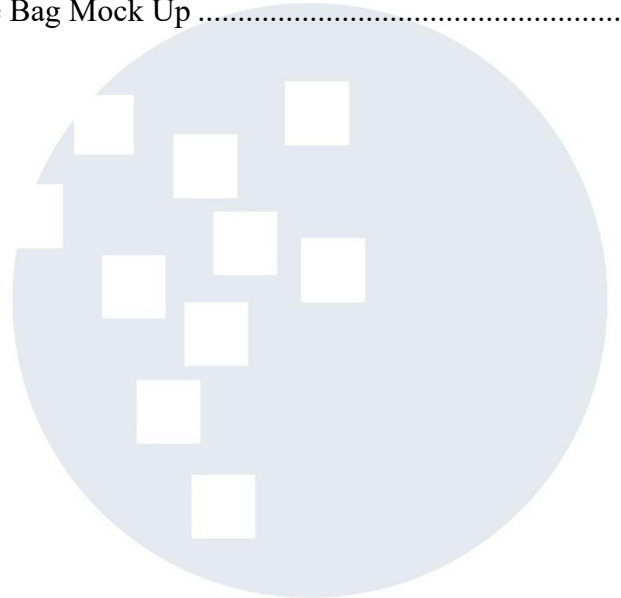


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