

CHAPTER V

CLOSING

5.1 Conclusions

In conclusion, this project aims to reintroduce Sang Hyang Antaboga, a high-ranking figure in Javanese culture, to the younger generation. Despite the significance of Sang Hyang Antaboga in ancient Javanese culture, the younger generation, specifically teenagers aged 12-17, are no longer aware of such a figure which can result to a loss of historical, cultural, and moral loss of value from this figure as he will be forgotten to time if the younger generation is no longer aware of such a figure. This is caused by various reasons but one of the largest reasons which the project aims to tackle is the minimal number of informative media on Sang Hyang Antaboga which is easily accessible and engages the audience.

Therefore, in hopes of combatting this issue, the author creates a interactive visual novel which is able to teach the players about Sang Hyang Antaboga in a unique way through creating a storyline which revolves around this figure and the main character of the story, Indra. To do this, the author must firstly research more of this figure so they may convey accurate information about the figure, which is done through mixed method research where the author conducts various research done through interviews to questionnaires to learn more about this figure and the younger generations opinions/knowledge of this figure in the current year.

From there, the author uses the design thinking method to create the project itself in where the author applies various methods based on the design thinking method to create a concept, create a story and the storyline, create a storyboard and then arrange all the interactions which will be implemented in the final product. Once the production phase has been complete through programs such as Figma, the author then conducts Alpha Tests and Beta Tests to make sure the final product will be satisfactory and able to solve the problem of Sang Hyang

Antaboga's fading popularity between the younger generation in current year. Finally, the author takes the feedback given from the testers and improves the product accordingly until it is completely finished and polished.

5.2 Suggestions

After the findings, process, and outcomes experienced through conducting this study, the author would like to offer suggestions to the listed individuals below in hopes of improving the next semester for future students and researchers.

1. Lecturers/Researchers

To future lecturers and researchers, the author hopes that this research into creating a new and easily accessible way for the younger generation to learn more of Sang Hyang Antaboga may inspire future lecturers and researchers into creating solutions to problems that are sometimes unknown to the average person, as problems which are not well known are still important problems that can be solved through creative and innovative means.

In correlation to creating creative solutions, the author wishes for future lecturers and researchers to be able to keep improving and innovating creative means to a solution and utilize the growth of technology to be able to create more easily accessible pieces of media and that they may learn to create a more cohesive design and product in the future, through proper research, time, and dedication, as well as to further improve on certain elements if they wish to create a similar piece of media such as improving on the interactive elements found within the point-and-click areas so that users will be able to clearly see what elements are interactive (via adding a border around the element or a UI which indicates interactive elements) and have them be more impactful towards the story. The key visuals should also be utilized to not only set what the illustrations would look like, but utilized to set the UI and every aspect of the elements would look like as well.

2. University

To the university, the author hopes that the university will be able to give their students the time they deserve in researching topics and creating a worthwhile project which they can complete without rushing for deadlines. The author also wishes the university to be able to open up more opportunities to help the students in conducting their research on their projects, whether it be in the form of sources which the students can contact or search to find more research or through other means such as improving on the existing data sources for students.

