CHAPTER V

CLOSING STATEMENTS

5.1 Conclusions

In conclusion, cultural topics such as mythology are very complex and are tied to many different even seemingly unrelated things. The most complex element present is in human complexity, how time, place, and circumstance can greatly alter one's perceptions. This is evident is how Indonesia has a bounty of culture such as Balinese mythology and a wealth of creators thanks to the large population size. This is caused by factors such as low outgoing media on Balinese mythological figures and that the existing informational media on them is unwieldy and not interesting to generation Z, the current upcoming productive generation. To solve this, the author devised a visual novel on Balinese mythological figures in order to both spark new interest in those figures while also providing an engaging way to learn about the selfsame figures. While the end product did not manage to push the target audience to create new content on Balinese mythological figures, it has sparked new interest and gave the target audience a new topic to talk about and discuss amongst themselves.

5.2 Advices

Throughout the course this experience and project process, the author has learnt many new and valuable lessons both regarding personal and universal challenges. The most important lesson gained is the importance of time management and resource management especially human resource. There are also a handful of advices that the author would like to share to certain parties as listed below:

1. For the Lecturer/Researchers: The author has over the course of the project found a handful of things that could have been done to further improve the output media. This mainly concerns the secondary media in which to more effectively promote the visual novel's IP, it would be more appropriate to create a promo-kit such as advertisements and social media presence. This

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would serve to increase the brand awareness as this helps to sell the concept of the game better to audiences. By being more well known and recognizable, this would in turn promote the selling of merchandise as then there would be people who want to own such articles. Additionally, other online presences such as an official website where people may find information, download the game, and order merchandise would be beneficial for the visual novel in providing an easy and accessible hub of information. For the social media presence, each post may lean on the notion regarding how unique and underrepresented Balinese mythological figures are in order to entice people and draw their attention to the visual novel. Lastly, the author would like to note for those who would like to use this paper as a point of reference or to spin something off from this subject, the most important key piece is connections with the right knowledgeable people. For cultural topics, art curators and museum curators are a good place to start as most are well traveled and have plenty of experience.

2. For the University: The author would like to advice for better preparation for students undertaking their final project. This mostly falls to dusting off paper writing skills which for most was last used a couple of semesters ago. As of writing the campus has initiated a program that does that for those entering their 6th semester.