

## CHAPTER V

### CLOSING

#### 5.1 Conclusion

History plays a crucial role in building a national identity and moral values, especially towards students aged 16-18 years old who are currently forming their identity. However, traditional learning methods have been the major reason why students in current society are not interested in learning history. Perceived as text-heavy, monotonous and difficult to relate, the relevance of history becomes less and lesser in the modern generation. As a result, this creates a problem when understanding past events and national heroes such as Cut Nyak Dhien, who is an important figure who led the resistance during the Aceh War.

Cut Nyak Dhien embodies characters of courage, strength and resilience that serves a strong character worthy of being an inspiration to young teens. Her respectable traits of not giving up, setting strong boundaries and loyalty to Aceh are a great lesson worthy of being studied today. Her story and legacy is at risk of being forgotten, with some students who don't know who Cut Nyak Dhien is. Therefore, the author provides a solution to create an Augmented Reality (AR) illustration Book regarding the struggle of Cut Nyak Dhien that is designed to retell her story with visuals imbued with modern technology. The integration of Augmented Reality is utilized for users' interaction to create a more immersive and meaningful learning experience when learning about history and heroes.

The big idea of this project revolves around visualizing the hardships of Cut Nyak Dhien with the use of visual and interactive storytelling. Focusing on a historical theme, a realistic painterly illustration style is used to control the emotional and tragic tone of Cut Nyak Dhien's story in a way that is modern, interactive and emotionally resonant. With spread illustrations, the message and moral of Cut Nyak Dhien's story is delivered with minimal texts and memorization, which reduces the cognitive load for students and keeps their interest while reading

her story. The Augmented Reality (AR) provides an engaging way of increasing student's interest in learning history from its immersive and dynamic features.

In addition to the book, the author also designed secondary media to expand engagement of the book, including AR-enabled character cards, bookmarks with cinematic scenes, and a 3D-printed figure of Cut Nyak Dhien to visualize her in physical form. These additional media support the goal of this project and communicate the story of Cut Nyak Dhien: to inspire the younger generation to reconnect with Indonesian history in a way that is modern, interactive and inspiring.

## **5.2 Suggestion**

At the end of the research, the author would like to discuss some suggestions, advice and guidance for those that want to create a project similar to an Augmented Reality (AR) book regarding Cut Nyak Dhien. Several elements of the book can still be improved according to the preference of the users as well as in the technical boundaries when creating an AR. Further research and testing could also improve the overall quality of the craft, providing a more specific and reassured output of the design.

It is advisable for those that are interested in creating a product similar to this research to add more action scenes that enhance the storytelling elements of the book as well as implementing more AR features such as animations, sound or interactions that can further improve the AR book experience. The author suggests curating the story parts that involve plot twists or fights that can enrich the tragic elements of the narrative, giving a sense of hope to its readers knowing that this is a hero story.

During the research and design process, the author also learned some lessons which can prove beneficial in helping those interested in pursuing a project like this topic:

### **1. Lecturer/ Future Researcher**

To potential lecturers or researchers that would like to create a design similar to this topic, it is suggested that conducting specific research towards the users discussing about the media will greatly help in narrating

the big picture of the project. The author struggled in earlier parts of designing the book, curating the story, layout, color palette and typeface. During the beta test, there were varying results in preference, which roots to various backgrounds and interests that gives different sets of responses. Finding the right solution to solve the problems can be a hassle if the responses have a range of information, so it is best to really know the target audience and get specific details of who the product is designed for.

## 2. University

To the university, the author suggests reinforced support during the research. This involves providing more time, resources, connections, guidance and an environment that elaborates on progress and craft. A system that prioritizes positive support and constructive criticism, which will benefit greatly those undergoing the thesis program to feel motivated and engaged in the research. The author personally feared certain incompetencies when doing the research but was greatly supported and helped by the author's supervising lecturer. With the right environment, the potential designers/ future researchers have a comfortable space when focusing on the research and craft.