CHAPTER I

INTRODUCTION

1.1 Background of Study

The development of technology and information has a significant impact on human life. One of the impacts of information and technology on development is the development of education. The development of technology in education has an impact on the learning process. The learning process must be planned, implemented, evaluated, and monitored in order to run effectively and efficiently. The development of technology and information should facilitate the learning process. This happens because the learning process is about delivering information, and we can use the tools as transmitters of information or material that becomes instructional objectives. The tool transmitter is called the digital comic-based learning media.

In the past, Bengkalis played an important role in history. Kota Terubuk is the nickname given to Bengkalis. The term "Terubuk" is taken from the fact that Bengkalis is a producer of Terubuk fish eggs, which are quite famous among the wider community because of their delicious taste. As a result, the Terubuk fish has become one of the symbols of pride for the people of Bengkalis. "Negeri Junjungan" is the city's motto. Malay arts in *Negeri Junjungan* are divided into several types, such as painting and sculpture, traditional dance, sound art, music, poetry, drama, building art, and folk tales are some of the most well-known Malay arts in Bengkalis Regency. These are traditional arts that have been passed down from generation to generation, but these arts are not maximally accommodated. Folktales can be understood as a story or stories that originated in ancient society and spread widely

by word of mouth until they were widely recognized. Folktales itself is a cultural heritage that needs to be preserved for the next generation. However, because folktales are conveyed orally, it is very difficult to know who the author is. In addition, folktales are also a type of fictional story, so it cannot be proven. According to the Big Indonesian Dictionary (KBBI), the meaning of "folktales" is stories from ancient times that live among the people and are passed down orally. Folktales come from the basic word "cerita," "dongeng," or "folktales itself," which is a story that did not really happen (especially about strange old event). According to Danandjaja (2002) defines folktales as a form of oral literary work born and developed in traditional societies that is transmitted in a relatively fixed form and among certain collectives over a long period of time using clichés.

There are many narrators or folktale figures that have been famous in Bengkalis. *Yong Dollah* was the name of one of the figures. *Yong Dollah* was the name of a popular figure that lived in the Bengkalis whose real name is Abullah Bin Endong, is an artist from Bengkalis, who was born in Bengkalis around 1906. *Yong Dollah* promoted his work as a kind of modern literature in the form of fairy tales. As stated by Danandjaja (2002) above, the stories and tales of *Yong Dollah* can be considered one of the wonders and even the cultural heritage of "*Bumi Lancang Kuning*". The figure of *Yong Dollah* is always a talker who likes to tell stories, but what is told is empty. *Yong Dollah* was extremely good at expressing himself and was highly hyperbolic in his stories. The stories he found come from personal experiences full of fantasy, jokes, and silliness. Therefore, people who heard it will be able to make us laugh out loud.

This study discusses things related to the research title. One of which is the absence of digital comics about Yong Dollah's biography in English. The lack of literacy has resulted in this history and culture only being presented indirectly without explaining in detail who Yong Dollah is. Despite the fact that he is revered by the Bengkalis people, his funny stories just disappeared. Because of this, his name as a Bengkalis culturalist and artist is not well known. With this digital comic about Yong

Dollah's biography, it is hoped to attract readers to learn more about this character and his history.

1.2 Formulation of the Problem

The formulation of the problem is how are the processes of making the Digital Comic of Yong Dollah.

1.3 Limitation of the Problem

The story of Yong Dollah is complex from being storyteller until working in an agency. However, this study only discusses about being storyteller.

1.4 Purpose of the Problem

The purpose of this research is to make a digital comic about Yong Dollah.

1.5 Significances of the Study

1.5.1 Significances for the Students

The Making of a Digital Comic of Yong Dollah will help students learn about culture and also get to know more figures in their area, especially in Bengkalis.

1.5.2 Significances for Foreigners

This digital comic of Yong Dollah will help foreigners increase their knowledge about the culture in Riau because there are so many interesting cultures and histories to learn.