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SASTRA

PROGRAM BOOK

THE 7th CADECS

7th International Conference on Art, Design, Education, and Cultural Studies

Digital Narratives & Hybrid Realities of Art, Design, Education, and Cultural Studies

Wednesday, August 6th 2025

ONLINE ZOOM Conference

Sub Themes:

- AI and Deep Learning in Creative Practices
- Immersive Storytelling & Virtual Narratives
- Digital Heritage and Cultural Preservation
- Hybrid Learning Environments in Art and Design Education
- Interactive Media & Participatory Culture
- Ethics & Authenticity in Digital Art & Design
- Sustainability and Digital Practice

PROCEEDINGS

7TH INTERNATIONAL CONFERENCE ON ART, DESIGN, EDUCATION, AND CULTURAL STUDIES

**Malang, 6 August, 2025
Art and Design Department
Faculty of Letters
Universitas Negeri Malang**

THE 70TH CADECS



Organized by
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Faculty of Letters
Universitas Negeri Malang (UM)

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Conference Remark

Ladies and Gentlemen,

Distinguished keynote speakers, presenters, participants, and esteemed guests,

Assalamu'alaikum warahmatullahi wabarakatuh,

Shaloom

Om Swasti Astu Nammu Budayya

Good morning, and warm greetings from Universitas Negeri Malang.

It is a great pleasure and an honor for me to welcome all of you to *The 7th International Conference of Art, Design, Education, and Cultural Studies—ICADECS 2025*. This year, we gather under a highly relevant and forward-looking theme: "Digital Narratives and Hybrid Realities of Art, Design, Education, and Cultural Studies."

In a world increasingly shaped by digital transformation and immersive technologies, this conference invites us to critically explore how digitality and hybridity are redefining artistic expressions, cultural identity, educational paradigms, and creative practices across the globe.

Throughout the day, we will engage in insightful discussions across seven compelling subthemes, including:

1. AI and Deep Learning in Creative Practices,
2. Immersive Storytelling and Virtual Narratives,
3. Digital Heritage and Cultural Preservation,
4. Hybrid Learning Environments in Art and Design Education,
5. Interactive Media and Participatory Culture,
6. Ethics and Authenticity in Digital Art and Design, and
7. Sustainability and Digital Practice.

Each of these subthemes invites us to question, to imagine, and to innovate. They reflect not only the dynamic changes we face in our respective disciplines, but also the shared responsibility we hold as educators, artists, designers, and cultural thinkers to shape a more inclusive, ethical, and sustainable digital future.

We are grateful to be joined today by remarkable scholars, practitioners, and students from around the world—each bringing diverse perspectives that will undoubtedly enrich our discourse.

On behalf of the organizing committee, I extend my deepest appreciation for your participation. May this conference be a space of meaningful exchange, collaboration, and inspiration. Let us embrace the possibilities of digital narratives and hybrid realities, and together, reimagine the future of art, design, education, and culture.

Thank you, and enjoy the conference.

Wassalamu'alaikum warahmatullahi wabarakatuh.

Head Of Organizing Committee

Yurina Gusanti, M.Pd

Keynote Speech

Artistic Practice as an Insight to AI Ethics

Dr. Jasmin Pfefferkorn

The University of Melbourne, Australia

Abstract:

Artificial intelligence has reached a tipping point, proliferating into many areas of life, and driving media rhetoric across a spectrum of fear to hype. In response, numerous ethical concerns and challenges associated with the technology have come to the forefront. Critics have bemoaned the slow responses of governance systems, and the ethics-washing of tech corporations. It is in this context that we might look to artistic practice for new insight. Artists, in the tradition of techné, have long pushed the boundaries of technologies and mediums, expanding the ways we engage with the technological.

This keynote asks: What might we learn about ethical practices surrounding artificial intelligence from artists working with, or in response to, AI? It introduces the concept of a ‘decentred’ ethics of AI from the recently completed work *Decentring Ethics: AI Art as Method* (Bartlett, Pfefferkorn & Sunde, forthcoming 2025) as a key intervention at the confluence of AI, art, and ethics. It then follows three core practices – the handmade dataset, institutional critique, and mobilising opacity – aiming to complicate normative views on AI and AI ethics. For many of the artists being explored through this keynote, it is not enough to ‘follow’ an ethics as laid out by policy requirements. Artists who instead internalize ethics as a process – that they enact through their practice – tend to incorporate an ethics of care that stems from intuitive understandings, rather than formal regulation. This presentation offers copious examples of specific artworks, to provide a rich overview of the contemporary status of AI art, and how it relates to questions of ethics.

Keywords: ai ethics, ai art, decentred ethics, artistic practice and technology, institutional critique in ai

Keynote Speech

How AI Will Reshape The Future Of Education

Prof. Dr. Yuh-Wen Chen
Da Yeh University, Taiwan

Abstract:

This talk explores how Artificial Intelligence (AI), particularly Generative AI (GAI), is transforming the future of education through innovative teaching and learning practices by integrating tools like ChatGPT, Perplexity, Claude.AI, Gemini, and more. AI supports diverse applications such as language learning, coding, literature review, research design, and immersive simulations. The talk also highlights the importance of foundational skills, ethical concerns, and a balance between virtual immersion and real-world competencies.

Keywords: Artificial Intelligence, Generative AI, Innovative Teaching

Keynote Speech

Stories We Can Feel: Immersive Storytelling and Virtual Narratives in Popular Music

Mohamad Fitri bin Mohamad Haris
Universiti Utara Malaysia, Malaysia

Abstract:

In the contemporary digital milieu, popular music is no longer merely auditory. It has evolved beyond auditory experiences into multi-sensory, narrative-focused adventures. Artists have transitioned from being mere songwriters to becoming storytellers who employ immersive techniques to construct virtual realms surrounding their music. This keynote examines how artists craft captivating narratives via music videos, concept albums, virtual concerts, augmented reality (AR) installations, virtual reality (VR) concerts, and transmedia strategies to enhance audience engagement and emotional involvement. This analysis utilises global case studies from K-pop, including BTS's Bangtan Universe, as well as niche genres like faith-inspired pop, to explore how immersive storytelling and visual narratives are transforming the cultural and creative aspects of popular music. It further examines the ramifications for creative industries at the intersection of music, gaming, virtual production, and digital narrative.

Keywords: popular music, immersive storytelling, virtual narratives, digital music culture, transmedia, music videos, audience engagement, ethnomusicology, cultural identity, Islamic popular music, creative industrie

Keynote Speech

Batik goes Digital: Presenting Local Wisdom Through Learning Technology

Dr. Ike ratnawati
Universitas Negeri Malang, Indonesia

Abstract:

In the contemporary digital milieu, popular music is no longer merely auditory. It has evolved beyond auditory experiences into multi-sensory, narrative-focused adventures. Artists have transitioned from being mere songwriters to becoming storytellers who employ immersive techniques to construct virtual realms surrounding their music. This keynote examines how artists craft captivating narratives via music videos, concept albums, virtual concerts, augmented reality (AR) installations, virtual reality (VR) concerts, and transmedia strategies to enhance audience engagement and emotional involvement. This analysis utilises global case studies from K-pop, including BTS's Bangtan Universe, as well as niche genres like faith-inspired pop, to explore how immersive storytelling and visual narratives are transforming the cultural and creative aspects of popular music. It further examines the ramifications for creative industries at the intersection of music, gaming, virtual production, and digital narrative.

Keywords: popular music, immersive storytelling, virtual narratives, digital music culture, transmedia, music videos, audience engagement, ethnomusicology, cultural identity, Islamic popular music, creative industries

ICADECS 2025 Event Timetable

Date: August 6, 2025

Platform: Zoom Meeting Room

Time	Agenda	Room / Platform	Person in Charge
06:30 – 08:00	Committee Preparation	Plenary Zoom Meeting Room	MC
08:00 – 08:03	Opening		
08:03 – 08:08	Singing of the National Anthem “Indonesia Raya”		
08:08 – 08:13	Opening Remarks by Conference Chairman		
08:13 – 08:18	Welcoming Remarks by the Dean of Faculty of Letters and Opening of ICADECS 2025		
08:18 – 08:20	Transition to Keynote 1		
08:20 – 09:00	Keynote Speaker 1: Dr. Jasmin Pfefferkorn (University of Melbourne)		Moderator: Anneke Defa Rachmadian, M.Ds
09:00 – 09:40	Keynote Speaker 2: Prof. Yuh-Wen Chen (Da Yeh University, Taiwan)		
09:40 – 10:10	Q&A Session		
10:10 – 10:20	Break		
10:20 – 11:00	Keynote Speaker 3: Dr. Mohamad Fitri Bin Mohamad Haris (Universiti Utara Malaysia)	Plenary Zoom Meeting Room	Moderator: Swastika Dhesti Anggriani, M.A
11:00 – 11:40	Keynote Speaker 4: Dr. Ike Ratnawati, M.Pd (Universitas Negeri Malang)		
11:40 – 12:10	Q&A Session		
12:10 – 13:00	Break		
13:00 – 15:00	Parallel Sessions	Parallel Zoom Meeting Rooms	Each Room’s Moderator

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Trilogi: Manusia, Sawah dan Gusti Panutan dalam Kosmologi Tradisi Wiwitan di Kampung Pitu

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Abstrak:

Budaya menanam padi di sebagian masyarakat Jawa sangat lekat dengan berbagai peristiwa ritual yang mengelilinginya salah satu yang menjadi khas dan menarik adalah tradisi Wiwitan. Waktu demi waktu upaya menanam tanaman-tanaman yang berhubungan dengan kehidupan mereka menjadi sebuah peristiwa yang sangat penting dan sangat menjadi hal yang spesial dalam kehidupan masyarakatnya. Mengapa demikian karena struktur kehidupan masyarakat di kampung Pitu mengandalkan sepenuhnya kepada kondisi alam yang ada ada di puncak gunung api purba Nglanggeran. Musim hujan tidak selamanya ada demikian pula kondisi ini menyebabkan mereka tidak bisa menanam padi setiap waktu sesuai dengan keinginan mereka, namun mereka harus menunggu dengan setia hujan yang akan turun setahun sekali. Dalam kehidupan mereka hal inilah yang selanjutnya menyebabkan kan adanya hubungan yang sangat erat antara cara nilai dalam kehidupan masyarakat masyarakatnya dengan tindakan-tindakan yang terwujud sebagai akibat dari adanya keyakinan dan kepercayaan. Tumbuhnya tunas tunas baru adalah akibat dari adanya hubungan antara alam dengan Tuhan sebagai penyedia makanan di kehidupan mereka. Kondisi ini yang kemudian menyebabkan mereka senantiasa menjunjung tinggi hal-hal yang berkaitan dengan spiritual dan ritual di dalam rangka memelihara kesatuan antara Tuhan dengan tanaman sebagai berkat dari Tuhan, inilah yang sejatinya dimaknai oleh masyarakat Kampung Pitu

Kata Kunci: eksistensi manusia di kampung pitu, sawah, sang panutan, relasi trilogi dalam konsep kehidupan.

Galeri Prabangkara: Perancangan Penerapan Budaya Jawa Timur Untuk Media Pembelajaran Desain Interior Modern

Ardine Fincelia Kristina
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Abstrak:

Budaya menanam padi di sebagian masyarakat Jawa sangat lekat dengan berbagai peristiwa ritual yang mengelilinginya salah satu yang menjadi khas dan menarik adalah tradisi Wiwitan. Waktu demi waktu upaya menanam tanaman-tanaman yang berhubungan dengan kehidupan mereka menjadi sebuah peristiwa yang sangat penting dan sangat menjadi hal yang spesial dalam kehidupan masyarakatnya. Mengapa demikian karena struktur kehidupan masyarakat di kampung Pitu mengandalkan sepenuhnya kepada kondisi alam yang ada ada di puncak gunung api purba Nglanggeran. Musim hujan tidak selamanya ada demikian pula kondisi ini menyebabkan mereka tidak bisa menanam padi setiap waktu sesuai dengan keinginan mereka, namun mereka harus menunggu dengan setia hujan yang akan turun setahun sekali. Dalam kehidupan mereka hal inilah yang selanjutnya menyebabkan kan adanya hubungan yang sangat erat antara cara nilai dalam kehidupan masyarakat masyarakatnya dengan tindakan-tindakan yang terwujud sebagai akibat dari adanya keyakinan dan kepercayaan. Tumbuhnya tunas tunas baru adalah akibat dari adanya hubungan antara alam dengan Tuhan sebagai penyedia makanan di kehidupan mereka. Kondisi ini yang kemudian menyebabkan mereka senantiasa menjunjung tinggi hal-hal yang berkaitan dengan spiritual dan ritual di dalam rangka memelihara kesatuan antara Tuhan dengan tanaman sebagai berkat dari Tuhan, inilah yang sejatinya dimaknai oleh masyarakat Kampung Pitu

Kata Kunci: eksistensi manusia di kampung pitu, sawah, sang panutan, relasi trilogi dalam konsep kehidupan.

Visual Analysis of Kavela's Social Media Marketing Content

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Abstrak:

This study aims to analyze the visual meanings in Kavela's Instagram content using Roland Barthes's semiotics theory. As an oral care brand, Kavela relies on social media, focusing on Instagram as its primary platform to build brand identity and engage audience interest. Roland Barthes's semiotics theory is used to explore the denotative, connotative, and mythological meanings found in the visual content. The findings show that the visuals not only promote the product but also present specific identities and lifestyles to consumers. This research provides insights for brands in the strategic use of visual storytelling to create emotional connections with target consumers.

Kata Kunci: Roland Barthes's Semiotics, Social Media, Instagram, Oral Care, Mouth Spray

Negotiating Creative Autonomy: Design Students' Resistance to AI-Driven Automation in Digital Visual Culture

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Abstrak:

The widespread adoption of Artificial Intelligence (AI) in creative fields has created ambivalent dynamics for emerging designers. While some embrace AI as an assistive tool in design production, others reject it, raising ethical, emotional, and professional concerns. This study investigates how resistance to AI is expressed by design students who are in the process of developing their creative identities. Using a qualitative approach through in-depth interviews, this research explores the motivations, experiences, and values of students who intentionally avoid AI in their creative practice. The findings reveal that these students perceive AI-generated works as emotionally detached, overly instant, and lacking the uniqueness of human expression. Their resistance is grounded in aesthetic values, the integrity of the creative process, and anxieties surrounding the shifting role of designers within the contemporary visual culture. Interestingly, despite their critique, participants recognize the educational importance of learning about AI provided it is framed critically and balanced with manual exploration and emotional depth. This research contributes to a deeper understanding of how young creatives negotiate authenticity and agency in a rapidly automated cultural environment, and suggests pedagogical approaches that respect both technological literacy and reflective creative practice.

Keywords: Artificial Intelligence, creative resistance, design education, digital culture, authenticity

Visual Effectiveness Analysis of OATSIDE Instagram Ads on Gen-Z with EPIC Model Approach

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Abstrak:

The use of visual elements and the selection of social media platforms such as Instagram can be an option for advertising products in today's fast-paced world. This study aims to determine the effectiveness of visuals in OATSIDE advertisements on Instagram on Gen-Z based on the EPIC Model. The method used in this research is quantitative-descriptive. The approach and data analysis used in this research is the EPIC Model theory by A.C Nielsen, and data collection using surveys or questionnaires. Data analysis starts from collecting data through statements in the form of questionnaires answered by Gen-Z audiences related to the four dimensions of the EPIC Model, namely empathy, persuasion, impact, and communication which are then calculated according to the formula and associated with the EPIC Rate value range to determine its effectiveness. To determine the suitability of the research objectives, the questionnaire was tested with the Bivariate Pearson validity test, and reliability with Cronbach's Alpha. The results of this study indicate that OATSIDE Instagram ad visuals are effective in the EPIC Model dimension. This result is obtained because the advertising concept is made by combining visual elements such as color, typography, illustration, and layout with attractive but still highlighting the advertising message, so that the message is conveyed effectively and influences the audience both in increasing audience knowledge and action.

Keywords: Visual; OATSIDE; Instagram; EPIC Model

Challenges in Developing an English–Acehnese E-Thesaurus of Semantic Primitives: A Natural Semantic Metalanguage (NSM) Approach

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Abstract:

This study explores the challenges involved in developing a bilingual E-Thesaurus of semantic primitives for English and Acehnese using the Natural Semantic Metalanguage (NSM) approach. Semantic primitives—basic, universal concepts such as do, know, feel, and someone—are crucial for achieving accurate and culturally appropriate translation. However, constructing a cross-linguistic thesaurus that preserves the core meanings of such primitives presents significant challenges, particularly in relation to cultural differences, linguistic gaps, and the limited documentation of Acehnese vocabulary. Using a qualitative research method, this study identifies these challenges through linguistic analysis, interviews with native Acehnese speakers, and semantic comparison with English. The findings reveal that many Acehnese equivalents carry embedded cultural values and meanings that require careful unpacking using NSM explications. The research proposes a structured model for E-Thesaurus development that incorporates semantic primes, cultural context notes, and user-friendly digital access. This model not only addresses issues of misinterpretation and meaning loss but also contributes to language preservation and cross-cultural understanding. The study underscores the importance of applying semantic theory to practical lexicographic innovation in multilingual and multicultural contexts.

Keyword : Challenges, Thesaurus, Semantic Primitive

Metode Pembelajaran Seni Tari bagi Siswa Tunarungu Tingkat Sekolah Menengah Atas di Yayasan Pendidikan Tuna Bangsa SLB-B Malang

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Abstract:

Tunarungu merupakan sebuah kondisi medis pada individu yang mengalami gangguan terhadap indra pendengaran. Kondisi ini bukan menjadi sebuah penghalang bagi para siswa untuk tetap mengikuti pembelajaran tari dan menari dengan indah, tentunya hal tersebut dipengaruhi oleh proses belajar dengan metode pembelajaran yang sudah disesuaikan untuk para siswa. Berangkat dari hal ini, peneliti melakukan sebuah penelitian dengan judul “Metode Pembelajaran Seni Tari bagi Siswa Tunarungu Tingkat Sekolah Menengah Atas di Yayasan Pendidikan Tuna Bangsa SLB-B Malang” dengan tujuan untuk mendeskripsikan metode pembelajaran yang cocok digunakan ditambah dengan mengetahui kelebihan dan kekurangan metode pembelajaran tersebut. Metode yang digunakan dalam penelitian ini adalah metode kualitatif dengan pendekatan deskriptif. Langkah pertama adalah mengumpulkan data melalui teknik observasi, wawancara, dan dokumentasi. Kemudian direduksi dan dianalisis untuk menyimpulkan hasil penelitian. Penelitian yang dilakukan di Yayasan Pendidikan Tuna Bangsa SLB-B Malang, menunjukkan adanya proses ataupun metode pembelajaran yang diterapkan, yakni kolaborasi tiga metode pembelajaran, demonstrasi, imitasi, dan drill. Kolaborasi tiga metode tersebut memiliki hasil yang positif bagi siswa ABK. Meskipun begitu, masih perlu adanya proses evaluasi dan pengembangan lagi agar pembelajaran yang lebih baik lagi ke depannya.

Keywords: seni tari, metode pembelajaran, siswa tunarungu

Kepuasan Pelanggan Website Brand XYZ: Pendekatan ACSI dan Preferensi terhadap Marketplace

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Abstract:

Pertumbuhan e-commerce di Indonesia telah mengubah pola konsumsi masyarakat, terutama dalam industri fashion. Brand lokal seperti Brand XYZ menghadirkan kanal penjualan melalui website resmi, namun tingkat adopsi konsumen terhadap kanal ini masih rendah dibandingkan dengan marketplace seperti Shopee. Penelitian ini bertujuan untuk mengukur tingkat kepuasan pelanggan terhadap pengalaman berbelanja di website Brand XYZ menggunakan pendekatan American Customer Satisfaction Index (ACSI). Penelitian dilakukan dengan metode campuran (mixed methods), di mana data dikumpulkan melalui wawancara mendalam dan kuesioner kuantitatif kepada pelanggan loyal. Fokus utama pengukuran mencakup empat dimensi ACSI: ekspektasi pelanggan, persepsi kualitas, persepsi nilai, dan loyalitas. Selain itu, penelitian ini juga mengeksplorasi alasan mengapa marketplace lebih disukai oleh konsumen dalam konteks fashion e-commerce. Temuan diharapkan dapat memberikan wawasan strategis bagi pengembangan kanal digital brand lokal di tengah persaingan e-commerce yang semakin ketat.

Keywords: Kepuasan Pelanggan, Website Brand Lokal, E-commerce Fashion, ACSI, Marketplace, Strategi Digital, Perilaku Konsumen.

Visualisasi Identitas Program Studi Melalui Desain Karakter

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Abstract:

Identitas dari sebuah program studi tidak hanya dapat dikenalkan melalui narasi verbal dan tampilan logo, tetapi juga melalui pendekatan visual yang lebih komunikatif dan menarik, salah satunya yaitu berupa wujud visual karakter yang mewakili program studi. Penelitian ini bertujuan untuk mengeksplorasi serta memvisualisasikan identitas berbagai program studi melalui media desain karakter. Desain karakter dipilih sebagai media utama karena kemampuannya dalam menyampaikan nilai, ciri khas, dan semangat dari masing-masing program studi secara simbolis dan emosional. Desain karakter nantinya juga bisa dimanfaatkan untuk berbagai media lainnya. Metode yang digunakan meliputi observasi, wawancara, dan analisis visual terhadap karakteristik masing-masing program studi yang menjadi objek studi. Informasi yang diperoleh kemudian diolah menjadi konsep visual karakter yang mewakili identitas unik setiap program studi. Proses perancangan mempertimbangkan elemen-elemen seperti warna, bentuk, atribut, dan ciri khas dari program studi agar mampu merefleksikan nilai-nilai akademik, budaya, serta kompetensi keilmuan yang dimiliki. Hasil akhir dari penelitian ini berupa desain karakter visual yang tidak hanya berfungsi sebagai media representasi, tetapi juga sebagai sarana komunikasi visual yang mampu memperkuat citra dan daya tarik program studi kepada khalayak yang lebih luas. Desain karakter nantinya bisa digunakan sebagai salah satu media komunikatif yang bisa menjadi perwakilan prodi dengan menampilkan ciri khasnya yang ditekankan pada desain karakter tersebut. Pendekatan ini diharapkan dapat menjadi alternatif strategi branding edukatif yang kreatif dalam konteks institusi pendidikan.

Keywords: Karakter, Program Studi, Visual

Proses Kreatif Tari “Sasek” Karya Penyaji Sumatera Pada Pergelaran Seni Pertunjukan Pendidikan Seni Tari dan Musik Universitas Negeri Malang

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Abstract:

Penelitian ini membahas proses kreatif penciptaan karya tari berjudul Sasek yang merupakan hasil dari pembelajaran mata kuliah Penyajian Seni Pertunjukan oleh mahasiswa Universitas Negeri Malang. Tari ini mengangkat isu sosial mengenai pelaku LGBT, khususnya lesbian, sebagai respons terhadap realitas sosial yang penuh tekanan dan sanksi dari masyarakat. Metode yang digunakan adalah deskriptif kualitatif, dengan teknik pengumpulan data melalui observasi, wawancara, dan dokumentasi. Hasil penelitian menunjukkan bahwa proses penciptaan Tari Sasek melibatkan eksplorasi mendalam terhadap gerak, ekspresi, tata panggung, musik, kostum, serta narasi yang bersumber dari pengalaman sosial. Karya ini tidak hanya berfungsi sebagai media hiburan, tetapi juga sebagai media refleksi sosial dan edukasi budaya. Penari berperan aktif sejak tahap pemilihan tema, penciptaan gerak, hingga pertunjukan akhir. Dengan mengangkat isu LGBT, karya ini menyampaikan pesan bahwa setiap individu memiliki hak dan kekuatan untuk kembali ke jati diri meskipun menghadapi tantangan sosial. Sasek menjadi contoh bagaimana tari dapat merepresentasikan konflik identitas dan menjadi jembatan penyampaian pesan sosial melalui seni pertunjukan.

Keywords: Tari Sasek, LGBT, koreografi kelompok, sanksi sosial, ekspresi budaya

Collaborative Development of 3D Game Assets for Visualizing Malang's Iconic Places in a VR 360 Presentation

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Abstract:

In the digital transformation era, the development of 3D game assets combined with Virtual Reality (VR) technology offers new opportunities for creative industries and education. This study focuses on the collaborative development of 3D environment and props assets by students to visualize iconic locations in Malang, Indonesia, through immersive VR 360 video presentations. Despite the richness of local culture and historical landmarks, many regional assets remain underrepresented in digital interactive media. By involving students in a project-based learning approach, this research aims to strengthen their technical and collaborative skills while contributing to local content digitization. The project integrates interdisciplinary knowledge from animation, 3D design, and digital storytelling, providing a practical model for vocational education. The resulting VR 360 content is expected to serve not only as an engaging promotional tool for Malang's heritage but also as a reflection of educational innovation that supports cultural preservation through immersive technology. This initiative contributes to enhancing digital competencies while promoting local identity within the creative industry landscape.

Keywords: 3D Game Assets, Virtual Reality (VR), VR 360 Video, Project-Based Learning, Digital Heritage, Environment and Props Design

Visual Preferences in Picture Therapy Cards: Inclusive Design Perspectives from Children With ASD and Neurotypical Children

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Abstract:

Some studies have explained that by using visual therapy support such as pictorial therapy card that can facilitate children in understanding and helping therapists and teachers to maintain children's concentration and children's motivation during learning or therapy sessions. Previous research also explained that children with ASD have a selective of interest or visual preference for a particular visual display. This study aims to determine visual preferences in children with ASD and type of illustration on pictorial therapy cards that help children. This study used qualitative as methodologies and experiment by Chazin&Ledford as method. The results of the study founded that photography as type of illustrations most liked by children the compared to cartoons and symbols. This research is can be used as recommendation for teachers and therapists and also become basic reference for making/developing visual media for children with ASD, especially in terms of understanding and memorization of vocabulary.

Keywords: Children with ASD, Illustrations, Therapy Cards, Visual Preferences

Desain Visual Aset dan Karakter sebagai Sarana Edukasi Pembuatan Pupuk Organik

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Abstrak:

Penggunaan pupuk organik merupakan upaya untuk mewujudkan pertanian yang berkelanjutan dan juga ramah lingkungan. Sayangnya, masih banyak petani dan masyarakat umum yang lebih memilih untuk menggunakan pupuk kimia karena belum memiliki pemahaman yang cukup mengenai cara pembuatan pupuk organik secara mandiri. Pupuk organik dianggap rumit dalam pembuatannya dan merepotkan. Salah satu penyebabnya adalah kurangnya media edukasi yang menarik dan mudah dipahami. Oleh karena itu, diperlukan pendekatan yang lebih komunikatif, salah satunya melalui media animasi motion graphic. Media animasi motion graphic tentunya memerlukan aset dan karakter dalam visualisasinya. Penelitian ini bertujuan untuk merancang desain visual asset dan karakter yang nantinya akan digunakan dalam media motion graphic sebagai sarana edukasi pembuatan pupuk organik, dengan fokus pada penyampaian informasi yang sederhana, menarik, namun mudah dipahami oleh masyarakat umum.

Dalam proses perancangannya, penelitian ini mengedepankan pendekatan kreatif untuk pemilihan bentuk, warna, dan karakter agar sesuai dengan target audiens dan mampu memperkuat daya tarik visual dalam media animasi yang akan dirancang selanjutnya. Selain itu, desain karakter digambarkan dengan memberikan unsur yang berhubungan dengan pertanian, kesederhanaan, dan kedekatan dengan kehidupan sehari-hari masyarakat.

Hasil dari penelitian ini berupa desain aset karakter yang bersifat komunikatif, edukatif, serta mampu mewakili pertanian secara visual. Karakter yang dirancang berperan sebagai tokoh utama dalam penyampaian informasi, sehingga mampu membangun kedekatan dengan audiens dan mempermudah proses penyampaian pesan. Diharapkan, dengan menggunakan desain aset dan visual penelitian ini, media motion graphic yang dihasilkan dapat menjadi alat bantu edukasi yang efektif, mudah dipahami, dan mampu meningkatkan kesadaran serta keterampilan masyarakat dalam membuat pupuk organik secara mandiri.

Keywords: Desain visual, karakter, aset, pupuk organik

From Dictatic to Dialogic Digital Narratives: Virtual Tour and Nationalism Narrative in Museum Kebangkitan Nasional, Museum Sumpah Pemuda, and Museum Perumusan Naskah Proklamasi

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Abstract:

This paper investigates the role of virtual tour and its narratives in shaping public historical consciousness about nationalism within three historical museums in Jakarta, namely Museum Kebangkitan Nasional, Museum Sumpah Pemuda, and Museum Perumusan Naskah Proklamasi. These institutions, which commemorate pivotal moments in Indonesia's nationalism history, have begun to experiment with digital and interactive media as these formats allow more detailed narratives to be conveyed. Using frameworks from new museology, digital heritage, and postcolonial narrative theory, this study examines how immersive technologies such as interactive installations can enhance or challenge conventional museum narratives. The paper argues that while the core exhibits of these museums often rely on static dioramas and textual panels rooted in state-driven historiography, immersive methods offer potential to create more participatory, affective, and multivocal interpretations of Indonesia's nationalist past, even if, at first, they were adapted merely as more versatile alternatives compared to traditional media. Through close analysis of narrative structure, spatial design, and digital appropriation, the paper explores how these virtual interventions can either reinforce or disrupt dominant narratives of nationalism. The study contends that immersive storytelling can transform these historical museums from dictatic space into dialogic platforms that speak to contemporary questions of memory, identity, and nationhood.

Keywords: visual narratives, nationalism, historical memory, new museology, digital heritage

Designing Topeng Malangan Illustrations for Authentic Malang Wall Art Merchandise

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Abstract:

This research aims to develop contemporary wall art inspired by the cultural elements of Malang, Indonesia, as a means of strengthening regional visual identity and creating authentic souvenir products. The growing commercialization of design that tends to overlook local uniqueness has prompted the need for a locality-based design approach. This study employs the Research and Development (R&D) method using the 4D model: Define, Design, Develop, and Disseminate. In the define stage, field observations were conducted at seven cultural sites, such as Singosari Temple, Kampung Topeng, and Balekambang Beach, to document distinct visual elements. The design phase involved processing this documentation into visual artworks using Adobe Photoshop through sketching, line art, coloring, and finalization. In the develop phase, the designs were tested on 30 respondents (aged 17–30) to assess aesthetic appeal, cultural representation, and market potential as souvenirs. The disseminate stage involved publishing the artwork on social media platforms and registering it as Intellectual Property (HKI). The findings show that integrating local cultural elements with contemporary visual styles is positively received by younger audiences and holds significant potential as a visual cultural promotional medium for Malang.

Keywords: wall art, topeng malangan, merchandise

Applying Dual Coding and Cognitive Load Theory in Designing Hybrid Learning Materials for Eastern Art History

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Abstract:

Eastern Art History presents unique pedagogical challenges due to its symbolic complexity, abstract philosophical ideas, and cultural distance from modern learners. This study explores how Dual Coding Theory and Cognitive Load Theory can be applied to the design of hybrid learning materials to enhance student comprehension and engagement. Employing a qualitative-participatory method, data were gathered through classroom observations, semi-structured interviews with undergraduate students, and analysis of teaching documents in an Eastern Art History course. The findings indicate that combining verbal explanation with carefully selected visual media, such as images of artwork, architectural features, and documentary footage, enhances students' conceptual understanding and memory retention. Dual Coding Theory explains this by activating both visual and verbal cognitive channels, while Cognitive Load Theory clarifies how such integration can reduce extraneous cognitive load and promote deeper mental processing. This study also highlights the importance of visual aids not merely as supplementary tools, but as integral components of course design that help students connect abstract knowledge with concrete visual representations. This research emphasizes the need for theoretically grounded instructional strategies in hybrid learning environments, particularly in arts education. Aligning pedagogical design with cognitive learning principles contributes to more transformative, accessible, and sustainable art history education. The results offer a model for implementing cognitive-based visual learning in higher education contexts, especially within digital and hybrid formats.

Keywords: Dual Coding Theory, Cognitive Load Theory, Eastern Art History, Hybrid Learning, Visual Pedagogy

Empowering Creativity: AI-Assisted Batik Design for Students with Disabilities in West Java, Indonesia

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Abstract:

This study explores the application of Artificial Intelligence (AI) in the creative process of batik design, specifically aimed at supporting students with disabilities at Griya Harapan Difabel in Cimahi, West Java, Indonesia. As an intangible cultural heritage recognized by UNESCO, batik requires fine motor skills and artistic precision, posing challenges for individuals with physical or cognitive impairments. To address these barriers, an AI-assisted batik design system was developed featuring an accessible interface and generative design tools to enhance creative autonomy and participation. Employing a qualitative-experimental approach, the system integrated voice commands, simplified visual editing, and AI-generated motif suggestions to assist students in producing original batik patterns. Data collected through observations and interviews indicated increased student engagement, motivation, and self-confidence. Moreover, the system enabled users to express personal identity while maintaining the traditional essence of batik art. The findings underscore the role of inclusive technology in cultural education, highlighting AI's potential as both a creative collaborator and an accessibility enabler. This initiative contributes to cultural preservation, fosters social inclusion, and promotes economic empowerment for persons with disabilities. The study offers a foundation for broader implementation of AI-driven inclusive design in vocational training and education for marginalized communities in Indonesia and beyond.

Keywords: Artificial Intelligence, Inclusive Design, Batik, Disability, Cultural Heritage

Inventory, Documentation And Preservation Strategy Of Wayang Gedog Jawatimuran Through Performance Concept Development: Case Study Of Discovery In Mojokerto

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Abstract:

East Javanese Gedog Wayang is a rare form of puppetry art that is currently only known through little documentation and very limited physical existence of the puppets. In this study, only one set of Gedog puppets was found in Mojokerto, so creative steps are needed to reconstruct and revive this traditional performance. This study aims to (1) document the physical details of the puppets—including the sungging, gapitan, and skin types; (2) examine the outline of the Panji play that is usually performed in the tradition in East Java; and (3) design a new performance concept that is in harmony with the original characteristics. The methods used include analysis of the morphology of the puppets, literature study of the Serat Panji and other supporting texts, and creative discussions with puppet experts and local artists. From the results of the physical documentation of the puppets, the results will be the basis for creating a prototype of the play and dramaturgy that combines elements of the pelog gamelan orchestra, East Javanese sulukan, and the East Javanese version of the Panji narrative. This study is expected to produce (1) a detailed catalog of puppets as a visual archive; (2) a conceptual script for the performance—including the script, music, and stage design; and (3) recommendations for a community collaboration-based preservation model, including puppet-making workshops and training for young puppeteers. Thus, this research opens up opportunities to revitalize East Java's Wayang Gedog as an intangible cultural heritage through a contextual and participatory recreation approach.

Keywords: Wayang Gedog Jawatimuran, Documentation, Performance Development

Enhancing ESL Speaking Proficiency through Automated Feedback and Teacher Integration: A Study of Speechace.com's Effectiveness

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Abstract:

This research examines the effect of Speechace.com on the speaking skills of English as a Second Language learners in South Sulawesi, Indonesia. The study comprised 18 participants, including 3 teachers and 15 students from both a secondary school and an Islamic boarding school. Applying a qualitative case study approach, the data were gathered through teacher interviews, student assessments, classroom interactions, and a perception survey. As a result, students were able to significantly enhance their pronunciation and speaking confidence. The system's automated feedback feature improved and corrected students' mispronunciations, stressed words, and articulation of words, which aided in large classes with very little attention given to each student. High satisfaction results from the perception survey were observed among learners with mean scores of 4.54-4.70. This demonstrates how the platform was able to facilitate practice, provide personalized feedback, and aid in creating a better learning experience. The findings indicate that Speechace.com can be effectively used to enhance self-paced learning and independent learning, and self-directed learning, and improve the speaking skills of ESL. Further research is needed to investigate the effects of AI-based tools on language learning and to include different educational settings that would broaden the generalization of the studies.

Keywords: Speechace.com, speaking proficiency, pronunciation, fluency, language assessment.

Exploring Lecturers' Insights on the Implementation of Digital Content-Based Instruction in Indonesian Higher Education

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Abstract:

This paper aims to analyze the first impressions of lecturers regarding the use of Digital Content-Based Instruction (DCBI) in English Language Teaching (ELT) in the context of Islamic higher education in Indonesia. This study employed a qualitative research design which was conducted at IAI DDI Sidenreng Rappang and included three English lecturers from different professional backgrounds. Data for this study was gathered via classroom observations and semi-structured interviews which were subsequently analyzed using Braun and Clarke's thematic analysis with ATLAS.ti 24 software. Lecturers reported using a variety of digital tools for instruction and engagement, including Learning Management Systems, YouTube, and educational games. Instructional strategies offered by the respondents differed, but all participants, regardless of their digital confidence and training needs, held a positive attitude towards DCBI. Some of the other considerations were varying pedagogical content, balancing focus on language versus content domains, inadequate infrastructure, and unsystematic institutional support. Nonetheless, DCBI was regarded as a useful tool for integrating academic work with practical exercises, provided that learners' digital skills and autonomy were taken into consideration. The research emphasizes the need for continuous professional training, nurturing institutional policies, and appropriate digital resources to facilitate the efficient and enduring DCBI implementation within an organization. Future studies should incorporate the views of students as well as cross-disciplinary or cross-regional comparative analyses to comprehensively examine the impact of DCBI in various educational systems internationally, particularly in the Global South.

Keywords: Digital Content-Based Instruction, English Language Teaching, Islamic Higher Education, Lecturers' Perceptions, Indonesia

Pengembangan Gerak Minangkabau dan Melayu sebagai Unsur Penciptaan Tari “SASEK” Karya Mahasiswa Universitas Negeri Malang

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Abstract:

Dance is one of the cultural expressions that is rich in meaning and aesthetic value, and is a medium for self-expression through structured and meaningful movements. The Sasek dance work was created in an academic context by students of Dance and Music Education, State University of Malang in 2025. This work raises social issues regarding sexual deviation, especially lesbianism, as a form of conveying a moral message through art. The Sasek dance displays the process of the inner journey of a lesbian who is hit by inner conflict and social pressure, depicted through a variety of traditional Sumatran movements, especially Minangkabau and Malay, which are combined with contemporary movements. This study uses a qualitative method with a textual and contextual choreography approach to describe and analyze the meaning of the various movements in the dance work. The results of the study show that each variety of movements arranged in the Sasek dance has a deep symbolization of the atmosphere, conflict, and moral message to be conveyed. The creative process involving exploration, improvisation, and composition is the main foundation in the creation of this dance. Through this work, it is hoped that the audience can capture the implied message about the inner struggle to change and the social consequences of the life choices taken, while also preserving the variety of traditional Sumatran movements.

Keywords: Choreography, Concept of motion, Sasek Dance

Visualizing Digital Comics to Improve Teenagers' Awareness of Bullying Issues

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Abstract:

Bullying remains a significant problem among teenagers, causing severe psychological impacts on victims. This study aims to educate and build empathy among teenagers toward bullying victims through a digital comic titled *Rough*, published on the Webtoon platform. The research employed the ADDIE development model (Analysis, Design, Development, Implementation, Evaluation), focusing on how visual elements—such as character design, visual style, coloring, paneling, and expressions—enhance the effectiveness of message delivery. Expert validation on media scored 93.66% and material validation reached 94%. A user trial involving 30 high school students resulted in an average effectiveness score of 89.64%. These findings indicate that visualization in digital comics serves as an effective medium to convey bullying issues and foster empathy among teenagers.

Keywords: visualization, digital comics, bullying, teenagers, Webtoon

Narasi Digital Dan Realitas Hibrida: Potensi Dan Tantangan Pembelajaran Imersif Dalam Pendidikan Seni Dan Desain

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Abstract:

Immersive learning is an educational approach that enables students to engage directly in the art-making process through interactive and sensory experiences. This article examines how immersive learning, supported by digital narrative and hybrid reality, can enhance creativity, deepen visual understanding, and integrate digital technology into art education. A learning environment that combines physical and virtual spaces allows students to explore artworks across media in a more participatory manner. Although this approach offers new opportunities for artistic innovation, its implementation in schools faces several challenges, such as limited technological resources, teachers' adaptation, and accessibility issues. Overcoming these challenges requires comprehensive strategies, including improved infrastructure support, teacher training, and curriculum adaptation, so that immersive learning can be effectively integrated into art and design education.

Keywords: immersive learning, digital narrative, hybrid reality, digital technology, art education

Rekonstruksi Alih Wahana Busana Arca Siwa Selokelir, Gunung Penanggungan, Jawa Timur, dari Era Majapahit di Jawa Timur Transmedia Reconstruction of Siwa Statue of Selokelir, Mount Penanggungan, from Majapahit Period in East Java

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Abstract:

The Shiva statue found at the Selokelir Temple is one of the cultural relics from the Majapahit kingdom era in Mount Penanggungan. Standing at 105 cm tall, this statue is the largest Shiva statue found in the area to date, and it is in relatively good condition. As a witness to the status of Mount Penanggungan (Pawitra) as one of the seven sacred and meditation areas during the Majapahit era, this statue holds high historical and cultural value. The artistic value of this statue is reflected in the decorations that embody the Middle Majapahit artistic style, manifested in the clothing and accessories, which not only tell stories that can complete the picture of life and civilization at that time but also serve as an inspiration for unlimited art and design development. However, due to its age, some parts of this statue have been damaged and worn. As the function of the statue is as a prime historical source, this condition also creates difficulties in appreciating and learning about the culture of the past. In the creative realm, the details of the eroded statue, combined with the base material of andesite stone with high porosity that is not colored, make it difficult for artists and designers to develop designs based on artistic elements of the statue. This study focuses on the efforts to reconstruct the attire of the Siwa Selokelir statue through the transmedia reconstruction method. This method is carried out in three stages: the documentation stage using photography techniques, photogrammetry, and tracing; the analysis and exploration stage by analyzing the existing decorative motifs and looking for similar ornamentation to complete the missing parts; and the transmedia reconstruction stage by recreating the statue's attire and accessories using 3D digital modeling techniques.

Keywords: digital, Majapahit, Mount Penanggungan, 3D modeling, Siwa Statue, transmedia reconstruction

Hybrid Performance Art Of Sandur: From Ritual to Tourist Identity in Jombang, East Java

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Abstract:

This article examines Sandur's transformation from a sacred ritual to entertainment, eventually becoming a tourist art form that shapes Jombang Regency's identity. The research focuses on Sandur's metamorphosis as a hybrid art form, pinpointing interactive elements and functional shifts. Using hybridity theory with a qualitative approach, data came from interviews with the Sandur Panji Arum troupe's leader, dancers, and musicians, plus observations of ritual and tourist performances. Findings show Sandur as a prototype of a hybrid pattern, blending Madurese mask art, Javanese performance adaptations, and tourist entertainment demands. This involves renegotiating its signs and symbols, preserving Madurese mask aesthetics while adapting transformatively. The result is a restructured performance integrating ritualistic and entertainment functions. Revitalizing Sandur as a tourist attraction strategically reconfigures its symbolic meaning and function, making it a cultural asset and tourism product for Jombang, reflecting cultural adaptation and new identity creation through artistic hybridization.

Keywords: performance art, ritual, tourist entertainment, hybrid, artistic transformation

Designing Coffee Cup Packaging Illustrations for Toko Kopi Rakyat to Enhance Visual Appeal and Brand Recognition

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Abstract:

This design project aims to create a coffee cup packaging design that enhances the visual appeal and brand recognition of Toko Kopi Rakyat, a growing local coffee business based in Gorontalo, Indonesia. The main issue addressed is how to develop packaging that is not only visually attractive but also ergonomic, functional, and strongly represents the brand identity in the midst of an increasingly competitive local coffee industry. The design process adopts the Design Thinking approach by David Kelley and Tim Brown, which includes five stages: Empathize, Define, Ideate, Prototype, and Test. Data was gathered through interviews with the manager and owner, on-site observations, literature studies on packaging design, and consumer surveys. The final outcome includes packaging designs for cold beverages using polypropylene (PP) plastic cups, hot drinks with food-grade paper cups, and a handle cup carrier made from art carton. These designs are enriched with distinctive visual elements such as the brand logo, doodle-style illustrations depicting the daily life of baristas and customers, and a color palette that reflects the brand's character and spirit of togetherness. Ergonomic aspects were also considered for comfortable use. The designs were tested through user simulation and showcased in a mini exhibition during the brand's first anniversary event. The exhibition received positive responses from the target audience, indicating that the design successfully combines aesthetics with practicality and strong communication. This project is expected to contribute to the development of visual branding for local MSMEs in the coffee sector and promote a more strategic, sustainable, and customer-oriented design approach.

Keywords: Packaging Design; Coffee Cup; Brand Recognition; Visual Appeal; Toko Kopi Rakyat; Visual Communication Design

Visualizing Babad Lombok Ancient Manuscript Through Augmented Reality For Public Outreach In Indonesia

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Abstract:

Babad Lombok is a special ancient manuscript of Lombok, the rhymes included in the manuscript are about Sasak history and multidisciplinary content (myth, belief, and royal genealogy). The manuscript is believed to have been created in the 18 AD, the current situation of this manuscript was threatened physical damage causing it hard to be access as well as scientific worth due to the development of media entertainment that defeated its existence in the new generation of society. Through the advancement of technology this research is trying to tackle the current issue by suggesting innovation through utilizing augmented reality and creative approach to enhance public outreach. Integrating augmented reality and visualizing Babad Lombok manuscript aims to make Babad Lombok easy to understand, accessible and more interactive for the public. Otherwise, this study purpose not only focuses on establishment accessibility of the manuscript for the public but also as cultural preservation by introducing it into new generation. The study will conduct a mix-method which gathered two types of research methodology items' data to validate the investigation. The primary data will be gathered by survey on the user media repertoire and user preferences to build the visual design. In addition, particular academic literature, books, and online sources will collect as secondary data of the study.

Keywords: Augmented reality, ancient manuscript, Babad Lombok, Creative approach, Cultural preservation

Dredhah Mawa Pralaya karya Dhahmaya sebagai Wujud Kehidupan dan Kematian dalam Karya Tari

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Abstract:

Redhah Mawa Pralaya dance is a choreographic work that portrays the wayang story of Samba Juwing using an event-based approach and the traditional Surakarta dance style. This work combines the smooth and structured movements characteristic of Surakarta with contemporary movement explorations to depict emotional conflict and inner destruction caused by infidelity in family relationship. Through dramatic narrative and movement symbolism, the piece conveys philosophical messages about the cycle of life, love, betrayal and death. Gamelan music, costumes, makeup and lighting support the aesthetic and emotional expression of meaning. The research method employs a qualitative practice-creative approach focusing on the choreographer's artistic exploration as the researcher. The result shows that Redhah Mawa Pralaya serves not only as a performing art but also as a medium for cultural and spiritual reflection relevant in academic and social contexts.

Keywords: Dance Work, Surakarta Choreography, Movement Exploration, Cultural Reflection, Dance Education

Perancangan Film Dokumenter Tentang Eksistensi Topeng Malang Studi Kasus Sanggar Seni Asmoro Bangun

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Abstract:

Documentary Film Design On The Existence Of Topeng Malang: A Case Study Of Sanggar Seni Asmoro Bangun. This design aims to create a documentary film that explores the existence of Topeng Malang, a traditional performing art from East Java, using Sanggar Seni Asmoro Bangun as a case study. The film serves as a medium for cultural preservation and visual education, especially for younger generations to better understand and appreciate local heritage. The design method follows a procedural model consisting of three main stages: pre-production, production, and post-production. Data were collected through direct observation, interviews, and visual documentation. The final outcome is a 28-minute documentary film titled “Behind the Carvings of Topeng Malang”, distributed via YouTube to reach a broader audience. The film presents the mask-making process, artistic performances, and the dedication of local artists to sustain the tradition amid modern challenges. This documentary is expected to raise cultural awareness, serve as an educational tool, and reinforce local cultural identity.

Keywords: Topeng Malang, documentary film, cultural preservation.

Perancangan Game “Museoma” Sebagai Media Pengenalan Arca Di Museum Mpu Purwa

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Abstract:

As an institution, the museum has an important role as a protector, communicator, and developer of cultural and historical collections to the public. However, the younger generation's interest in history and culture currently tends to decline, one of the causes is the lack of attractive delivery media. This research aims to design a game as a media introduction to the collection of statues in the Mpu Purwa museum. Using the Design Thinking design method proposed by Gavin Ambrose and Paul Harris through seven stages, namely, Define, Research, Ideate, Prototype, Select, Implement, and Learn. The data collection process in this design is done through direct observation, structured interviews, pre-questionnaires, and literature studies. The result of this design is an exploration game with storytelling and a mission to save the museum by collecting statues and answering quizzes. This game can be run through desktop-based devices such as laptops and computers.

Keywords: Statue, Education, Game, Museum, Mpu Purwa

Reminisensi Keberadaan Estetika Visual dan Spiritualitas pada Batik Seragam

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Abstract:

Visual aesthetics and spiritual aesthetics represent a dualistic component that unifies in batik creations. Visual aesthetics arise from the impression inherent in the tangible form of batik's visual elements, while spiritual aesthetics are linked to an understanding of beliefs and philosophies of life. The development of the industrial world, correlating with human clothing needs, presents a clear causality. The demand for clothing based on batik creations has become an arena where tradition and modernity become biased. The cosmological aesthetics that have historically been the philosophy of batik artwork are perceived as increasingly weakening in both the visual and conceptual applications, even by batik artisans and designers themselves. This research employs a qualitative paradigm, focusing on observing creative processes in the development of batik motif designs. The findings indicate a bias between the correlation of visual aesthetic outcomes and the spiritual aesthetics contained within uniform batik. This is evident not only in the creative techniques but also in the aesthetic paradigms used as triggering factors. Consequently, this can be viewed as both an effort towards conservation and a degradation of the sacredness concerning uniform batik itself.

Keywords: Aesthetics, batik, uniform, desacralization

Peran Festival Randai Dalam Perkembangan Dan Relevansi Kontemporer Teater Tradisi Randai : Studi Kasus Festival Randai Sumatra Barat 2010-2020

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Abstract:

Festival Randai merupakan manifestasi seni pertunjukan tradisional Minangkabau yang telah menjadi bagian penting dari kehidupan budaya masyarakat Sumatra Barat. Penelitian ini bertujuan untuk menelusuri sejarah awal kemunculan festival randai dan menganalisis perkembangannya dari masa ke masa hingga era kontemporer. Dengan menggunakan pendekatan kualitatif historis dan etnografis, data dikumpulkan melalui studi pustaka, wawancara dengan seniman dan penyelenggara festival, serta observasi lapangan terhadap sejumlah penyelenggaraan festival di berbagai daerah di Sumatra Barat. Hasil penelitian menunjukkan bahwa festival randai berakar dari tradisi randai rakyat yang awalnya diselenggarakan secara informal dalam konteks sosial dan adat. Seiring waktu, festival randai mengalami transformasi menjadi agenda budaya formal, baik di tingkat lokal maupun provinsi, dengan dukungan pemerintah dan komunitas seni. Perkembangannya mencakup perluasan tema, bentuk pertunjukan yang lebih variatif, serta integrasi dengan sektor pariwisata dan pendidikan. Namun, dinamika tersebut juga menghadirkan tantangan, seperti komersialisasi, pergeseran nilai-nilai tradisional, dan kebutuhan regenerasi pelaku seni. Penelitian ini menegaskan pentingnya keseimbangan antara pelestarian nilai-nilai autentik randai dengan inovasi yang relevan dalam konteks kekinian.

Keywords: Randai, Festival, Sejarah, Perkembangan, Sumatra Barat.

Analisis Struktur Lagu Apartment (APT) Karya Bruno Mars Dan Rosé Blackpink Pada Platform Youtube

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Abstract:

Penelitian ini bertujuan untuk menganalisis struktur musik lagu Apartment (APT) hasil kolaborasi Bruno Mars dan Rosé BLACKPINK, serta memahami kontribusi elemen musikal terhadap daya tarik dan popularitas lagu tersebut di platform YouTube. Masalah utama yang

melatarbelakangi penelitian ini adalah kebutuhan untuk mengungkap korelasi antara struktur lagu dan penerimaan publik dalam era distribusi digital. Penelitian ini menggunakan pendekatan kualitatif dengan metode deskriptif, dilaksanakan melalui observasi, wawancara terstruktur dan tidak terstruktur, serta dokumentasi partitur. Objek penelitian difokuskan pada lagu Apartment (APT), Analisis data dalam penelitian ini menggunakan triangulasi teknik dan sumber untuk memastikan keabsahan data. Hasil penelitian menunjukkan bahwa lagu APT memiliki struktur komposisi yang kuat, meliputi bagian intro, beberapa bagian isi, hook (bagian C), transisi (bagian D), dan bagian akhir yang terstruktur dengan baik. Elemen-elemen seperti progresi harmoni, melodi, tempo, ritme serta teknik instrumentasi kompleks secara sinergis membentuk karakteristik musikal yang menarik. Kesimpulannya, keberhasilan lagu ini tidak hanya terletak pada popularitas penyanyinya, tetapi juga pada kekuatan struktur musikal yang mendukung daya tarik lintas budaya dan media sosial.

Keywords: analisis, struktur lagu, platform youtube

Metode Pembelajaran Seni Tari bagi Siswa Tunarungu Tingkat Sekolah Menengah Atas di Yayasan Pendidikan Tuna Bangsa SLB-B Malang

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Abstract:

Tunarungu merupakan sebuah kondisi medis pada individu yang mengalami gangguan terhadap indra pendengaran. Kondisi ini bukan menjadi sebuah penghalang bagi para siswa untuk tetap mengikuti pembelajaran tari dan menari dengan indah, tentunya hal tersebut dipengaruhi oleh proses belajar dengan metode pembelajaran yang sudah disesuaikan untuk

para siswa. Berangkat dari hal ini, peneliti melakukan sebuah penelitian dengan judul “Metode Pembelajaran Seni Tari bagi Siswa Tunarungu Tingkat Sekolah Menengah Atas di Yayasan Pendidikan Tuna Bangsa SLB-B Malang” dengan tujuan untuk mendeskripsikan metode pembelajaran yang cocok digunakan ditambah dengan mengetahui kelebihan dan kekurangan metode pembelajaran tersebut. Metode yang digunakan dalam penelitian ini adalah metode kualitatif dengan pendekatan deskriptif. Langkah pertama adalah mengumpulkan data melalui teknik observasi, wawancara, dan dokumentasi. Kemudian direduksi dan dianalisis untuk menyimpulkan hasil penelitian. Penelitian yang dilakukan di Yayasan Pendidikan Tuna Bangsa SLB-B Malang, menunjukkan adanya proses ataupun metode pembelajaran yang diterapkan, yakni kolaborasi tiga metode pembelajaran, demonstrasi, imitasi, dan drill. Kolaborasi tiga metode tersebut memiliki hasil yang positif bagi siswa ABK. Meskipun begitu, masih perlu adanya proses evaluasi dan pengembangan lagi agar pembelajaran yang lebih baik lagi ke depannya.

Keywords: seni tari, metode pembelajaran, siswa tunarungu

Upaya Pelestarian Grup Kesenian Jaranan Dor Anusopati Desa Kidal Kecamatan Tumpang Kabupaten Malang

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Abstract:

Penelitian ini membahas tentang studi pelestarian kesenian tradisional Jaranan Dor Anusopati yang memiliki karakteristik yang kuat. Hal ini dibuktikan dengan intensitas Jaranan Dor yang kuat di wilayah Tumpang. Kesenian ini merupakan salah satu bentuk ekspresi budaya lokal yang mengandung unsur hiburan dan spiritualitas, serta memiliki nilai sejarah yang erat kaitannya dengan Candi Kidal dan tokoh Raja Anusopati dari Kerajaan Singosari.

Menggunakan metode kualitatif deskriptif, penelitian ini memfokuskan pada empat aspek utama pelestarian budaya, yakni perlindungan, pengembangan, pemanfaatan dan pembinaan kebudayaan. Teknik pengumpulan data dilakukan melalui observasi, wawancara, dan dokumentasi, yang kemudian divalidasi dengan menggunakan triangulasi sumber dan triangulasi teknik guna meningkatkan keabsahan data. Tujuan dari penelitian ini adalah mendeskripsikan upaya-upaya yang telah dilakukan oleh grup Anusopati di Desa Kidal, Tumpang dalam melestarikan kesenian Jaranan Dor. Hasil penelitian menunjukkan bahwa Grup Anusopati melakukan pelestarian melalui pembuatan nomor induk kesenian dan dokumentasi pertunjukan, pengembangan melalui penambahan alat musik, pemotongan durasi pertunjukan dan perkembangan kostum, pemanfaatan pertunjukan sebagai media hiburan, serta pembinaan melalui regenerasi anggota. Tantangan yang dihadapi seperti perizinan dan persaingan antarkelompok seni berhasil diatasi dengan sistem organisasi dan semangat persaudaraan. Penelitian ini menegaskan bahwa pelestarian budaya memerlukan adaptasi tanpa menghilangkan identitas asli, agar tetap hidup dan relevan di tengah arus modernisasi.

Keywords:

Ink and Inquiry: Literature Review on How Repetitive Process in Printmaking Supports Reflection in Teaching

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Abstrak:

This literature review explores the pedagogical potential of printmaking, particularly its repetitive processes, in fostering reflective practice among educators. This paper explores narratives from Graham's Educational Turn in Arts is applicable in pedagogy by positioning reflection process in art teaching through printmaking process. Comparing studies in the last 10 years of how printmaking is utilised in art teaching and learning, this literature review is rooted in the physicality and intentionality of repeated proofing in printmaking. It also offers a unique framework for iterative thinking, self-evaluation, and critical reflection. Drawing from interdisciplinary studies in art education, cognitive psychology, and reflective teaching, this review examines how the cycles of planning, printing, assessing, and reworking inherent in printmaking mirror the reflective cycles central to effective teaching. The review highlights key themes including embodied cognition, metacognition, and the role of failure and revision in learning. By synthesizing findings across these domains, the study argues that printmaking is not merely a creative act but a reflective inquiry process that can inform and enhance reflective pedagogical practices. This perspective offers valuable insights for educators seeking arts-integrated strategies to deepen self-awareness and improve classroom practice.

Kata Kunci: Printmaking, Pedagogy, Educational Turn, Reflection, Art Education