

ABSTRAK

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RESPONS PEMUDA INDONESIA TERHADAP NOVEL GRAFIS DIGITAL YANG BERJUDUL “CHINESE WHISPERS” TENTANG KERUSUHAN MEI 1998

(xiv + 106 halaman; 4 gambar; 2 tabel; 92 lampiran)

Kata kunci: Kerusuhan Mei 1998, Novel Grafis Digital, Diskriminasi Etnis, Pemuda Indonesia

Kerusuhan Mei 1998 menyimpan sejarah yang kelam di Indonesia. Dilaporkan bahwa kerusuhan berkisar pada penjarahan ekstensif dan perusakan properti, dan pemerkosaan berkelompok yang kejam terhadap perempuan etnis Tionghoa di kota-kota besar di Indonesia. Pemuda Indonesia saat ini pasti masih belum cukup paham tentang Kerusuhan Mei 1998 yang hanya diceritakan dari orang tua mereka. Sebuah novel grafis digital yang berjudul “Chinese Whispers”, menyelidiki kekerasan berbasis gender dan rasial massal yang timbul selama Kerusuhan Mei 1998; menyediakan visual kepada penontonnya tentang Kerusuhan Mei 1998.

Penelitian ini menggunakan pendekatan kualitatif. Pengumpulan data dilakukan dengan menggunakan data primer yaitu wawancara dan observasi serta data sekunder berupa sumber-sumber eksternal seperti situs online, artikel, dan jurnal yang berhubungan langsung dengan objek penelitian. Informan adalah penonton novel grafis digital “Chinese Whispers”.

Dari penelitian ini, dapat dibuktikan bahwa novel grafis digital memiliki dampak sebagai sarana pendidikan, seperti menarasikan suatu topik yang penting dan sulit. Banyak juga faktor dari novel grafis digital ini yang dapat mempengaruhi persepsi pemuda Indonesia terhadap diskriminasi etnis di Indonesia.

Referensi: 71 (1997-2020)

ABSTRACT

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INDONESIAN YOUTHS' RESPONSES TOWARD DIGITAL GRAPHIC NOVEL TITLED "CHINESE WHISPERS" ABOUT THE MAY 1998 RIOTS

(xiiv + 106 pages; 4 pictures; 2 table; 92 attachments)

Keywords: May 1998 Riots, Digital Graphic Novel, Ethnic Discrimination, Indonesian Youths

The May 1998 Riots holds a dark history in Indonesia. It was reported that the riots revolved in extensive lootings and destructions of properties, malicious gang rape of ethnic Chinese women in major cities of Indonesia. Today, Indonesian youths must have been dealing with insufficient knowledge about the May 1998 Riots that have been passed down from their parents' memories. A digital graphic novel titled the *Chinese Whispers*, investigates the mass racial and gender-based violence that erupted during the May 1998 Riots; allows its audience to have visuals about the May 1998 Riots.

This research uses a qualitative approach. Data collection is performed using primary data, which are interviews and observation, also secondary data in the form of external resources such as online sites, articles, and journals that are related directly with the object of study. Informants are the audience of 'Chinese Whispers' digital graphic novel.

From this research, it can be proved that digital graphic novel has an impact as a tool for educational purposes, to narrate an important and difficult topic. There are a lot of factors too from this digital graphic novel that can influence these youths' perceptions toward the ethnic discrimination in Indonesia.

References: 71 (1997 - 2020)