

Conference Paper

## Collaboration Comics in Teaching Practitioner Program

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### ABSTRACT

Practical teaching is a program initiated by the Ministry of Education, Culture, Research and Technology of the Republic of Indonesia so that college graduates are better prepared to enter the world of work. The Fine Arts Education study program responds to the practitioner teaching program in illustration courses. The research entitled, "Gatot Kaca Pusaka Multiverse: Collaborative Comics for Teaching Practitioner Programs" aims to evaluate teaching practitioner programs in illustration courses through outputs in the form of artistic work products resulting from collaboration between students, teaching lecturers and practitioner lecturers. Qualitative method in the learning process by recording all events and obstacles at each meeting for 6 times or 1.5 months. Apart from that, the design thinking method is used when students design the collaborative comic, where the researcher will invite students to carry out the five steps in the form of: Empathize, Define, Ideate, Prototype, and Test/Evaluate. Publications in the form of comics that have an ISBN are the target output in research, in addition to scientific articles in national/international journals and proceedings. The results of the research are expected to become initial recommendations for teaching practitioner programs in the Fine Arts Education study program, Jakarta State University.

*Keywords: Design thinking, comic, collaboration, practical teaching program*

### Introduction

*Merdeka Belajar* curriculum requires students to obtain diverse learning experiences and resources, both from within the campus such as between study programs or between faculties and from outside the campus such as other universities. Students can even learn from practitioners and companies, in order to gain knowledge, learning and work experience from various points of view. 8 Key Performance Indicators (IKU-8) have major implications for lecture development activities, curriculum construction and lecture strategies for each study program. The teaching practitioner program is one of the concepts planned to be applied to each study program. Practical teaching is a program initiated by the Ministry of Education, Culture, Research and Technology of the Republic of Indonesia so that college graduates are better prepared to enter the world of work. This program encourages active collaboration between expert practitioners and lecturers to create a deep and meaningful exchange of knowledge and expertise between academics in higher education and professionals in the world of work. This collaboration is carried out in courses delivered in classrooms both offline and online.

The Fine Arts Education study program, Faculty of Fine Arts, Jakarta State University responded positively to the teaching practitioner program in Illustration subject. Dr. Iwan Gunawan, M.Si is a graphic practitioner, illustrator and comic artist who started his career in 1986. Currently he is actively teaching at the Postgraduate Program at the Jakarta Arts Institute. One of

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his works was awarded as the best illustrator from the IKAPI Children Book Competition in 1992 for the book cover entitled, "The Regrettable War". An illustration is a picture that explains a story, according to the Big Indonesian Dictionary (KBBI), which is explained in an online article on e.jurnal.com, that illustrations are divided into two, namely audio illustrations and visual illustrations. Visual illustrations are in the form of pictures, photos, or paintings that clarify the contents of books, essays, and so on. Then according to the New Encyclopedia (funk & wagnals) illustration is image material that is displayed with text and clarifies, beautifies or makes it more interesting.



Figure 1. Dr. Iwan Gunawan, M.Si. (source: personal documentation, 2023)

According to Witabora (2012) in her article entitled 'The Role and Development of Illustration'. Illustrators are currently developing and playing in the fields of new media and animation, many illustrators are collaborating with industry and producing creative products, plus having their own characteristics and personal style has made their name explode in the world of fine art and design. Drawing is the basic step in making illustrations, the style of each illustration varies from realist to abstract, both in terms of line techniques, shading, color, gradation and layout. Narrative illustrations/children's stories are often found in children's books, graphic novels and comics.

Comics are images and other symbols juxtaposed in a certain order, with the aim of providing information or achieving an aesthetic response from the reader. The images are arranged in such a way as to produce a story (Brewer & Windeatt, 2013). Types of comics include: Comic Strips, Online Comics, Comic Books, Graphic Novels, Compilation Comics. According to the McCloud (2006), comics can convey material better because a variety of reading materials can help create long-term readers so that comics become popular among readers who are reluctant to read writing and make it easier for those who have difficulty with a visual approach. Collaborative Comics for the Teaching Practitioner Program aims to produce collaborative work between students, teaching lecturers and practitioner lecturers to become a prototype of the output of the teaching practitioner program.

### **Material and Methods**

This research used 2 stages: The first stage used the collaborative method, the second stage the design thinking method. The five stages in the design thinking method are: empathize, define, ideate, prototype and test. Each stage in this method will be applied in each research term which produces outputs in the form of innovative products.

This design thinking method has advantages in product innovation. This is because this method does not work only in one direction, but can be repeated. If the results of testing on the prototype are not optimal, the research can be carried out repeatedly until it produces an

innovative product that is truly optimal. A brief explanation regarding the objectives and research methodology adopted. Equipped with a research flow chart that describes what has been carried out and what will be done. The research chart must be made in its entirety with clear stages, starting from where, what the annual output will be, research location, and measurable achievement indicators.



Figure 2. Stages in the Design Thinking Method (source: internet, 2022)

## Results and Discussion

The Teaching Practitioner Program lasts for 6-8 meetings. In the illustration course, there are 3 online meetings, 4 offline meetings and 1 work exhibition meeting. As for the online meeting, the resource persons provided in-depth material regarding comics and visual narratives. After that, the resource person gave a project-based assignment regarding glass gatot. At face-to-face meetings, students present their work one by one from the results of their respective research. The resource person commented and then created a common thread between the 15 students.

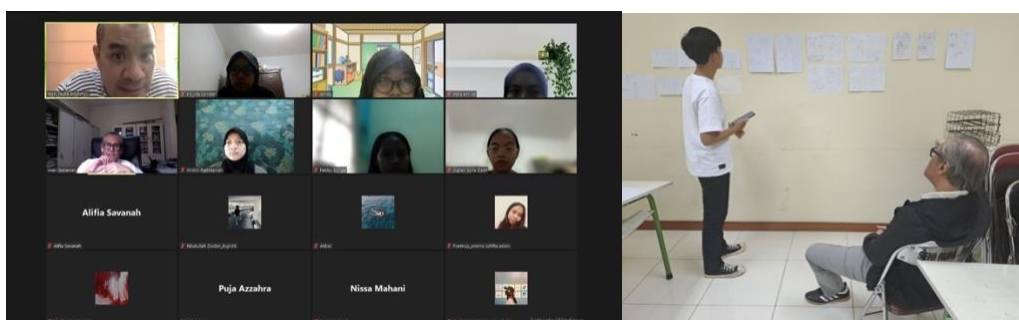


Figure 3. Process of teaching practitioners program (source: personal documentation, 2023)

Next, a focus group discussion was carried out to equalize the perceptions of students and resource persons. The creative activity continues by providing progress every week until the time for the exhibition arrives. The exhibition entitled Mahardika 2.0 displays student work, including collaborative comics for illustration courses as an output of the teaching practitioner program.



Figure 4. Focus Group Discussion (source: personal documentation, 2023)

The Gatot Kaca Pusaka Multiverse comic is a comic created by collaboration between illustration course students, teaching lecturers and teaching practitioner lecturers. Each student

receives 2-3 pieces of narrative which are then perceived and visualized based on their respective abilities and illustration style. In the next process, the lecturer, assisted by the research team, lays out and creates a composition that connects each illustration. The resource person also presented work in the form of a cover from a collaborative comic.



Figure 5. Collaboration Comic: Gatot Kaca Pusaka Multiverse (source: personal documentation, 2023)

## Conclusion

The Teaching Practitioner Program with Collaborative Comics is able to provide new experiences for students. Applying this method makes teaching and learning activities more exploratory and memorable.

## Acknowledgment

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