

APPLICATIONS OF FOLKLORE ON CHILDREN WITH PRINT TECHNIQUES AS THE EDUCATION FACILITY PARENTS OF MILENNIAL GENERATION

Soelistyowati, S.Pd., M.Pd.

Department of Visual Communication Design - Faculty of Creative Industries

University Ciputra Unisersity

soelistyowati@ciputra.ac.id

Abstract: Indonesia has various ethnic rich in tradition, and rich in art. Every culture has its own folklore. In the era of rapidly growing digital information, children and parents are no longer familiar with folklore. This design was created to provide one solution to introduce Indonesian folklore to children and parents. Media delivery of folklore through children's clothing with print techniques. This design in addition to the aim of attracting children to know the folklore is also expected to be a means of education to parents of millennial generation. The results of this study are expected to be useful for the creative industries. The method used in qualitative description research.

Keywords: Folklore, Children's Clothing, Print Techniques, Education, Millennial Generation

PRELIMINARY

Indonesia is rich in tradition, ethnicity, culture and art. Every culture has its own folklore. From Sabang to Marauke has different folklore, such as the Legend of Lake Toba from Sumatra, Malin Kundang from West Sumatra, Sangkuriang from West Java, Timun Mas from Central Java, Legend of Crying Stone from Kalimantan and so on. With the technology development and digital era many children are no longer familiar with folklore. Folklore begins to be forgotten by the young generation or millennial parent generation.

Many millennial parents does not understand the folklore, do not even know about the course of the story or from which region due to lack of public awareness to maintain and preserve folklore (Walujo, 2000).

To increase the interest and love of children to the folklore there must be changes made in the delivery and start education early on. Changing the delivery media is one of the way that can be done. If ordinary folklore is spoken orally or using storybooks, this should be changed to appeal to the children. One of the media that can increase the enthusiasm of children through involvement in the story is while the children also interact with the clothes. A picture-print media clothes of folklore prints that will allow children to learn things in a more fun way and interact directly than just looking at writing or hearing stories. Therefore, the researcher is interested to create a picture clothes folklore that can be used to help introduce Indonesian culture especially folklore to children.

RESEARCH QUESTIONS

Referring from the background of problems that have been described, there will be a series of research to answer the problem formulation that exists in this study are: How to apply folklore on children's clothing with print techniques as one of the education media of millennial parent generation?

RESEARCH METHODS

This research uses descriptive qualitative research design involving conceptualization process and resulted in the formation of classification schemes. This qualitative description research explains how the application of folklore to children's clothing with print technique as an education media of millennial parent generation. Researchers conduct research in a natural setting and allow the events to be streamed without controlling the object under investigation only through an interpretive or subjective approach (Lexy J. Moleong, 2014). Methods of Data Collection Qualitative methods will be obtained from the source of folklore books.

DISCUSSION

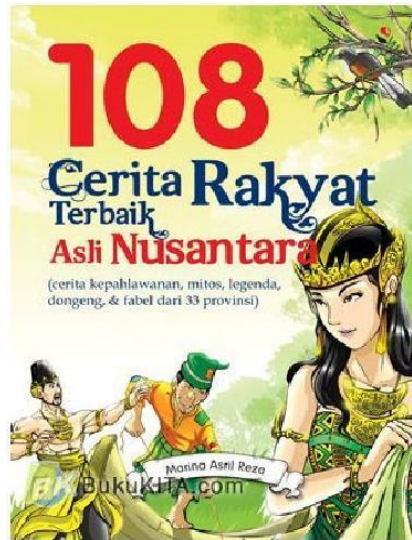
Folklore

According to William R. Bascom (1998), folklore can be divided into three major classes, namely: myth, legend, and folktale. Myth is a folklore that is considered really happened and is considered sacred by the owner of the story. While the legend is a folklore that has characteristics similar to the myth, which is considered to have actually happened but is considered not sacred, on the contrary, the fairy tale is a folklore that is not considered to actually happen by the owner of the story.

For this study the authors take two folklore of Bawang Merah Bawang Putih and Cindelaras, originating from Riau Melayu Indonesia and Cindelaras originating from East Java. The story of Bawang Merah Bawang Putih could give an education impact that can be taken that white bawang is the daughter of a good heart and soft, and cinderalas tells about a boy who has a heart of a knight tale of Malay Indonesia originating from Riau.

People's Folklore

Based on sources from <http://ceritarakyatsingkat.blogspot.co.id>, following the flow of two folklore from the archipelago used by the author.



Picture 1.

Collection: *Folklore Nusantara*, Dian K., PT Bhuana Popular Science (Gramedia 2012)

Bawang Merah And Bawang Putih

In ancient times in a village, there lived a widow who has two beautiful girls, Shallot and Garlic. Bawang Putih's father has long passed away. Shallot and Garlic had very different nature and temperament. Garlic is a simple girl who is humble, diligent, honest and kind. While Onion is a girl who is lazy, arrogant, likes luxury living, greedy and envy. The bad nature behaviour of the Shallot became so bad because her mother always spoiled her.

The widow always meets all the demands of the Shallot. Besides all the work at home always delegated to Garlic from washing clothes, cooking, cleaning the house, almost all homework is always done by Garlic alone, Shallot and Stepmother always dress up and laze. If they need anything, they just command garlic.

Garlic never complains of her bad luck. She is always ready to serve the Stepmother and Her Sister with pleasure. One day garlic was doing homework to wash the clothes of Stepmother and Stepsister. But Garlic did not realize that her mother cloth had been washed away by a stream. When Garlic realizes it, he is very sad and afraid if the loss of the cloth is known, he will be scolded and blamed by his stepmother. It is not impossible that Garlic will be punished and even expelled from his home.

Worried about losing the cloth, Garlic persistently and persistently searching for it while walking along the fast-flowing river. Every time he met someone in the river he always asked if they saw the cloth. Too bad no one saw where the drifting cloth was.

Garlic arrives at the part of the river that flows into the cave. He was very surprised to learn that an old granny lived inside the cave. Garlic asked the old lady about the whereabouts of her mother's cloth.

Grandmother knew where the cloth was, but she made a condition that Garlic should help the old lady's job. Having been accustomed to working hard, happily Garlic undertakes to help the grandmother tidy up and clean the cave. The old grandmother

was very satisfied with the work of Garlic. In the afternoon Garlic said goodbye to the grandmother. The grandmother then returned the cloth of stepmother Garlic that drifted in the river, while offering to Garlic two pumpkins as a reward for her work. Two pumpkins of different sizes, one large and the other small. Since Garlic is not greedy and greedy, it chooses a smaller pumpkin.

When he returned home, the Stepmother and Sister of the Step were very angry that Garlic was late to go home. Garlic also tells what has happened. Stepmother who remained angry because Garlic only brought a small pumpkin, he then grabbed it and slammed the fruit to the ground. "Prak ..." broke the pumpkin, but a miracle happened, inside the pumpkin there were gold jewelry, diamonds and gems. They were all startled. But since Stepmother and Shallot are greedy people, they keep scolding Garlic for bringing a smaller pumpkin. If only Garlic chose a larger fruit, it would be more gold, diamonds, and gems that they get.

Due to the nature of greedy and greedy, Shallot trying to follow what is done Garlic. She deliberately swept away her mother's cloth, then walked along the stream and questioned the people she met. Finally the Shallot arrived at the cave where the grandmother lived. Unlike Garlic, the lazy Shallot refuses to help the grandmother. He even arrogantly ordered the old lady to hand over the large pumpkin. So the old grandmother gave the big pumpkin to the shallot.

With pleasure the shallot brought home a large pumpkin giving the old granny. It had been in his mind how much jewelry, diamonds, and gems he would have. The Stepmother also happily welcomed the return of her beloved daughter. Can not wait either they broke the big pumpkin. But what happens? Instead of jewelry gained, from inside the pumpkin came a variety of snakes and venomous animals. They both ran scared. Both the Stepmother and the shallot were finally aware of their bad nature and greed. They regret that all this has done bad to shallot and apologize to garlic. The kind garlic also forgive them both .



Picture 2.

Collection: Shallot and Garlic and Other Famous Tales, Yustitia Angela, Indonesian Bintang Publisher

Cindelarar

One day there lived a king named Raden Putra and his two wives. Raden Putra leads the kingdom of Jenggala. Raden Putra's young wife feels jealous to the old wife because she feels that she is more worthy of being queen. The young wife got the idea to take the queen's position from Raden Putra's old wife. He worked with the shaman to bring down the old wife from the position of the empress. Young wife pretending to fall ill.

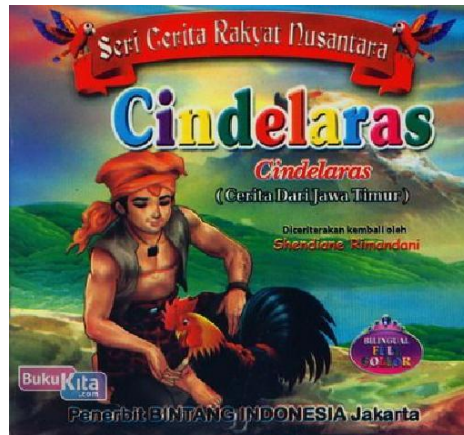
Knowing the young wife fell ill, Raden Putra looking for dukun that can cure young wife's illness. The sought-after shaman arrived at the palace. The shaman was apparently a shaman sent by a young wife to make a false statement about the cause of the illness that the young wife suffered. The shaman said that the young wife was sick because she was disliked by someone and that person poisoned the food of the young wife. That person is Raden Putra's old wife.

Raden Putra was angry and told him to take the empress to the forest and kill him there. However, the patih believed that the empress is innocent and he also knew the cunning of the young wife. Patih did not kill an old wife but released her in the forest. Patih told the empress to survive in the forest. The Consort was grateful for the kindness of the patih and she survived in the forest.

One day Raden Putra's old wife gave birth to a son named Cindelarar. He is a smart and sociable boy. He is friends with the forest dwellers. One day Cindelarar was playing in the forest, suddenly an eagle dropped an egg. The egg broke and a chicken came out in a strange voice. Chicks say that Cindelarar is son Raden Putra Cindelarar tell the incident to his mother. However, his mother said that Cindelarar was an ordinary person and not a descendant of the king. He tried to prevent Cindelarar not knowing it. However, eventually Mom told the truth to Cindelarar.

Cindelarar also intend to go to the kingdom of Jenggala. Along the way, Cindelarar meets people watching a cockfight. Cindelarar challenged the owners of the rooster who were betting there and they accepted the brief Cindelarar challenge story, this news was heard up to the Raden Putra palace. Raden Putra invites Cindelarar to come to the palace as well as challenge rooster Cindelarar. Raden Putra bet that if his rooster loses then he will surrender all his wealth. However, if the Cindelarar rooster loses then Cindelarar must be willing to cut his head. Cindelarar agreed. The battle between Cindelarar chicken and Raden Putra rooster also took place.

Rooster Cindelarar also won the game. The rooster then made a strange sound saying that Cindelarar was the son of Raden Putra. Raden Putra was surprised to hear it. He asked Cindelarar to justify it. Not long afterwards, Raden Putra's elder wife came and explained that Cindelarar was the son of Raden Putra. Raden Putra was sorry for the decision he had made. He also punish the young wife and shaman who slandered the old wife Raden Putra.



Picture 3.

Collection: *Cindélaras (Bilingual + Full Color)*, Shendiane Rimandani, Publisher Bintang Indonesia 2014

Design Concepts

The concept of children's clothing design, waning of knowledge about folklore in children and also millennial parents inspire writers to make children's clothing by applying folklore. The theme of folklore times taken by the author is the folklore of Onion-Garlic and Cindélaras story. The concept of this fashion design matches everyday children's or casual clothing so they are free to move with A-line silhouette

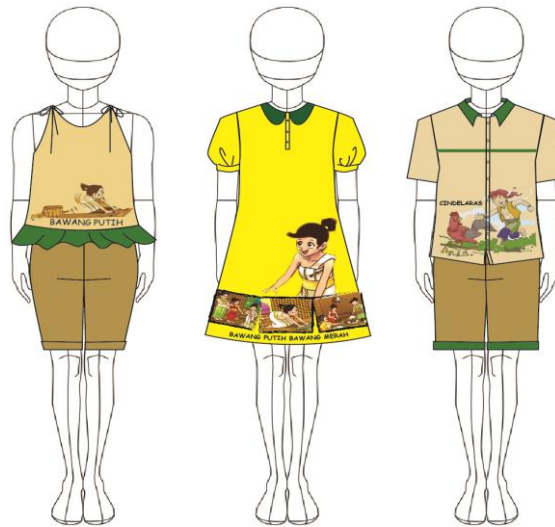
Color

The color in this design is a combination of bright colors that can attract children. The combination of bright colors is selected in accordance with the design targets of children who tend to like bright colors with a cheerful impression. The characters in this design using clothing with colors that represent characters of characters which of course is supported by the form of visualization figures

Fabric

Materials to be used in this design are Cotton, Linen and made from t-shirt, because these three materials are suitable for children's clothing. Children who have high activity in moving for activity and easy to absorb sweat. In addition it fits with the tropical Indonesia climate.

Visual Design



Picture 4.

Design Collection

CONCLUSIONS AND RECOMMENDATIONS

Designing children's clothing by applying folklore has a purpose to attract the interests of children and parents milenial generation to know Indonesian folklore. With the information and the influence of internet technology, our students and millennial generation of parents still participate preserve the culture of folklore in Indonesia. To attract children, pictures of story characters with bright colors and various images are expected to attract children to use the clothes. This design is made for children aged 4 to 10 years with the assumption was able to understand and understand what is conveyed through the picture. This design also has hope that the folklore can be preserved and bring a positive impact for children that is familiar with Indonesian culture.

Suggestion for making a fashion is that the fashion would be able to attract the attention of children and have the benefits of learning requires willingness and thoroughness in the design stage. Interactive media like this can be one of the introduction ways to children, in the future with the possibility of different folklore or with different themes which of course is useful for children

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