

THE MAKING OF E-COMIC STRIPS FOLKLORE OF BATU GANTUNG

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Abstract

This study describes a comic strip as a picture or series of pictures that contains a story. The aim of the study is to create E-Comic Strips Batu Gantung. The method of this study using descriptive research. The result of this study; starting from data collection and content design as well as making E-Comic Strips using technology, which begins with providing materials and making the product, which involves several applications. This product hoped to be able to make it easier for comic lovers to read and study legendary stories in English.

Keyword: *Comic Strips, Technology, Product Batu Gantung*

1. INTRODUCTION

North Sumatra is one of the provinces on the island of Sumatra. The capital and largest city is Medan. North Sumatra also has a variety of cultures, including traditional houses, traditional clothing, traditional dances, traditional weapons, tribes, regional songs, regional languages, and folklore. Oral history that is kept alive by a culture's members and includes customs exclusive to that culture is called folklore. These customs typically involve mythology, folklore, music, and historical accounts. People in the culture preserve folklore by passing it down from one generation to the next. As regards folklore, consider the following: Sangkuriang; West Java; and Malin Kundang, West Sumatra. East Java, Keong Mas. The history of North Sumatra; Lake Toba, and Batu Gantung. In addition, there are various kinds of folklore, such as jokes, fairy tales, and fables.

Efforts to preserve various folklore through the creation of reading materials such as comics. Comics are a visual medium in which ideas are conveyed through images, often in conjunction with text or other visual data. Text components that display dialogue, narration, sound effects, and other information include speech bubbles and text beneath images. Text and images can appear in beautiful books, magazines, newspapers, or online. They can also be short, medium, long, serial, stand-alone, or semi-stand-alone with recurring characters. Comic books, graphic novels, compilation comics, internet comics, and comic strips are the five categories of comics based on their format. A comic strip is a picture or collection of pictures with a narrative. Types of comic strips include superheroes, Slice-of-Life, Humor, Non-Fiction, Science Fiction or Fantasy, and Horror. Therefore, the author took the folklore from North Sumatra "Batu Gantung" to develop it into comic strip.

Batu Gantung is a folklore that developed in the Lake Toba area of North Sumatra. Once upon a time, it talks about a beautiful girl who is said to be named Seruni. She killed herself because her father was going to marry her to his namboru or pariban child. Her husband-to-be is stupid and from a rich family. At that time, it was obligatory for a girl to marry her pariban. Finally, the girl decided to jump off the edge of the cliff and jump down with her beloved dog, who always follows wherever Seruni goes. When the waterfall fell, this hairy girl got stuck in one of the trees that grew on the edge of the ravine. Her body was just hanging there with her dog until it became a rock, which is now called "Batu Gantung."

This folklore is rarely told among the general public; therefore, the author chose this story so that it can be developed and preserved based on pre-observations, this story is also not available in various digital comics, therefore the author made this story into a comic strip so that students can also learn Historical stories are not monotonous through books alone, but using

this model can also be done. This study was limited into the making of Comic Strip of Batu Gantung in English only. The study was to explain the process of making E-Comic Strips of Batu Gantung. This product is focused on making it easier for readers to understand the meaning of the stories created.

2. REVIEW OF RELATED LITERATURE

2.1 Related Theory

2.1.1 Comic Strips

a. Definition of Comic Strips

Comic strips are an example of multimodal text that combines words and images to represent a story, according to Wijaya et al. (2021). In addition, according to Losi et al. (2023), apart from images, strip elements include panels, lettering, balloons, captions, and borders. Panels are the most basic elements in comic strips. Panels can be square, round, or triangular. The panel is where all the other elements are delivered. A comic strip has several panels; If comic novels have a storyline, comic strips usually have a funny theme. and then the comic story can stand alone (Wardani, 2022).

Based on explanation above Comic strips are multimodal texts that combine words and pictures to represent a story. They consist of elements like panels, lettering, balloons, captions, and borders. The panel is the most basic element in comic strips, and it conveys other elements. Comic strips are often used to typically have a humorous theme and can stand alone without a plot.

b. Types of Comic Strips

There are several types of comic strips from the experts, namely:

1. Superhero Comic Strip

Aprille (2018). Superhero comics generate fan obsession, extensive media coverage, lots of think pieces, and an understanding of the conventions, character development, and visual style associated with superhero comics. When compared to its film offspring.

2. Newspaper Comic Strips

Fallianda et al. (2018), aimed at analyzing the meaning of humor in newspaper comic strips within a variety of incongruous combinations of multimodal rhetoric. They have a deep understanding of the comedic timing, character-driven narratives, and limitations imposed by the format.

3. Manga Comic Strips

Manga specializes in Japanese comics; manga easily outsells any other type of comic. They may focus on subgenres such as shonen (targeted at young boys) or shojo (targeted at young girls) according to (Stein & Jhon, 2015).

4. Webcomic

Jacob (2014). Webcomics are texts that are born digital, distributed through the Web itself, and read online. They understand the unique aspects of webcomics, such as interactive elements, episodic releases, and self-publishing models.

Based on explanation above Superhero comic strips generate fan obsession, media coverage, and an understanding of conventions, character development, and visual style. Newspaper comic strips analyze humor, character-driven narratives, and limitations. Manga comic strips focus on Japanese comics, targeting young boys or girls. Webcomics are digital texts with interactive elements, episodic releases, and self-publishing models.

2.1.2 Folklore

a. Definition of Folklore

Folklore is often considered a mirror that represents society's culture and moral values. Much research has been done on the folklore and cultural values of various countries. The meaning of folklore is passed down from generation to generation (Sihombing, 2014). According to Bronner (2016). Folklore has become a popular subject in the country, and

consumers buy books about fairy tales, speeches, and songs with the term in the title. Apart from that, according to Dundes (1980). Folklore is a general term used to understand and include traditional beliefs, customs, stories, songs, and sayings that exist among backward societies or that are maintained by the uncultured classes of more advanced societies. Meanwhile, according to Linda Dégh (2001), folklore reflects the collective experiences and values of a particular community, which functions as a means of understanding and forming identity (Oral Tradition and the Verbal Arts: An Offering to the Study of Folklore, Dégh, 2001)

From the explanation above it can be concluded that folklore represents cultures and moral values, with meanings inherited from generation to generation.

b. Types of Folklore

There are many ways for cultures to express their beliefs through folklore. Some populations use song and dance to tell their stories, while others tell larger-than-life stories about mythical heroes.

There are some types of folklore:

1. Fables

Fables are didactic stories that were initially composed and orally transmitted in order to teach a pertinent life lesson and guide people in how to live a morally upstanding life. Traditional stories about common people are the basis for most forms of folklore (Pelletier & Beatty, 2015).

2. Fairy Tales

Danilewitz (1991). Fairy tales have immense psychological meaning for children of all ages. These are traditional stories passed down orally or through written texts, often featuring magical elements, moral lessons, and archetypal characters.

3. Myths

Myths are about the collective identities of people and nations, providing a matrix for their histories. The myths contained within reflect human kind and our search for meaning in human existence (Bierlein, 2010).

Based on explanation above Fables are didactic stories transmitted orally to teach life lessons and guide morality. Fairy tales, passed down orally or through written texts, have psychological meaning for children and reflect collective identities and the human search for meaning. Myths provide a matrix for histories and reflect human kind's search for meaning.

2.1.3 Translation.

Translation is described as transferring meaning from one language to another while still considering the context and communicative purpose of the text by Daniel Gile (2021). To ensure that a translation fulfills its intended purpose in the target language, this definition emphasizes how important it is to understand the context and purpose of the original text. Apart from that, translation is defined as the activity of changing a source text into a target text while still paying attention to the linguistic, cultural, and communicative elements of the target language by Mona Baker (2022). According to Lawrence Venuti (2021), Translation is defined as an interpretive process that adapts a text to ensure that its meaning and stylistic nuances can be understood in a different cultural context.

Based on the explanation above Translation is the transfer of meaning from one language to another, considering context and communicative purpose. It is crucial to understand the original text's context and goals. It defines translation as converting a source text into a target text, addressing linguistic, cultural, and communicative elements.

2.2 Related Study

There were two related studies. First, a study done by Istiqomah (2023) entitled “*Penggunaan Komik Strip Dalam Meningkatkan Pemahaman Bacaan Naratif Text Siswa di SMP Plus Yanmu NW Praya*”. The purpose of this study is to reveal the extent to which the use of comic strips helps students improve their reading comprehension of narrative texts. The results of the students' scores on the test or before implementing the class comic strips were 51, and after implementing the comic strips, they increased to 64%, and in the second cycle, they increased to 85%, which means that students' reading comprehension of narrative texts increased.

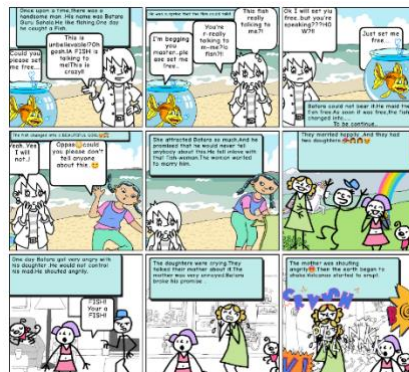
The difference between the studies by Istiqomah (2023) and this study that is using E-Comic Strips to tell the Folklore of Batu Gantung.

Second, a related study done by Beringer, A. (2022) did a study entitled “*Spectacular Failures in Nineteenth-Century US Magazine Comics*”. The purpose of this study is to study comics in periodical media, focusing on examples from different eras, genres, and types of publication. The results of this study shed new light on the specific aesthetics, affordability, and cultural impact of comics in periodical media.

The similarity between this study and study by Beringer, A. (2022) is this study uses genres and types to make comic strips. The difference between the studies by Beringer, A. (2022) and this study is Focusing on contributions assembled and considering key concepts for the study of periodical comics.

2.3 Related Product

There are two related products in this study. The first product is a comic entitled “*Gasoline Alley and That Phoney Nicke*”. This comic strip consists of 19 panels. It was created by Frank King. It tells about a story that reflects traditional American values.



Source: <https://i.pinimg.com/originals/96/97/0a/96970aa345a67874453c6d8d3205be5b.jpg>

Figure 2.1 King's Gasoline Alley and That Phoney Nicke

The second product is a comic entitled “*Lake Toba*”. This comic contains pictures that talk about there was a farmer who fished and got a magical fish because the fish could become a beautiful girl. The farmer made the fish girl his wife.



Source: makebeliefscomix.com

Figure 2. 2 The Legend of Lake Toba

As a result, the product that made in this study is the same as the comic above which is in the form of the comic strip. However, there is a difference between the products above. The

product in this study consists of twenty to twenty-three panels while the comic strip “Gasoline Alley and that Phoney Nicke” consists of 19 panels.

3. METHODOLOGY OF STUDY

3.1 Method of the Studies

This research is descriptive research. According to McCombes (2022), descriptive research is used to describe a situation or phenomenon completely. Meanwhile, according to Nassaji (2015), descriptive research is used to describe a phenomenon and its characteristics. This research is more concerned with what, how, or why something happens. Therefore, observation and survey tools are often used to collect data. In such research, data can be collected qualitatively.

Based on the definition above, descriptive research is a methodology used to describe a situation or phenomenon, focusing on its characteristics and involving observation and survey tools for qualitative data collection. In line with that, this study describes the processes of collecting data to make E-Comic Strips.

3.2 Equipment and Material

3.2.1 Equipment

The equipment used in this study consist of software and hardware as follows:

a. Hardware

In this study, the hardware such as:

1. Laptop

The laptop was used to design, process and make the comic.

2. Flash disk

The flash disk was used to back up the data and save the comic strips of final project.

3. Smartphone

The smartphone was used to search and find another inform about the study.

b. Software

1. Microsoft word

Microsoft word was used to work on reports and document-based data.

2. Internet

Internet was used to search the source data, pictures, and information.

3.2.2 Material

The main material used of this product such as:

1. Book

The book was used to record and make a sketch of the product design that will be created.

2. Pencil

The pencil was used to write information and translate of the product.

3. Ruler

The ruler was used to form a line or product sketch.

4. Eraser

The eraser was used to remove any incorrect words and images from the product.

3.3 Procedure of the Study

3.3.1 Data Collection Technique

In the process of collecting data the techniques used:

a. Literature

Literature is a data set of writings that is used more narrowly for writing that is specifically considered an art form. Literature source can include: articles, newspaper, textbooks.

3.3.2 Product Design

In this study, product design used Canva and Clip Studio Paint. The product design and table design below show the details of the contents of comic strips:

a. Cover

- page: 1. Picture
2. Title of Comic Strip
3. Synopsis

b. The design of Comic Strips Folklore of Batu Gantung



Figure 3. 1 Content of Comic Strip of Batu Gantung

4. RESULT AND DISCUSSION

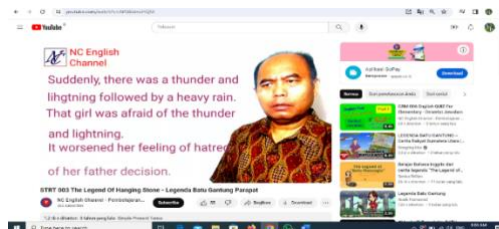
4.1 Processes of Making E-Comic Strips Folklore of Batu Gantung

There were several processes involved in making E-Comic Strips, and to get some references, data was collected from YouTube and an article.

The steps involved in making these E-Comic strips are as follows:

4.1.1 Collecting the Data.

Collecting the data of folklore script was from NC English Channel, clicking the YouTube link, after getting the permission from the Storyteller.



Source: <https://www.youtube.com/watch?v=APG6bmVHQfU>

Figure 4.1 The Legend of Batu Gantung

4.1.2 Translating the Script.

Translating, in which the folklore script is translated from source language to target language.

Table 4. 1 Script of Batu Gantung

Source Language	Target Language
Parapat is a small town located in Simalungun district, North Sumatera. The city is situated on the shore of Lake Toba and has very beautiful natural scenery.	Parapat adalah sebuah kota kecil yang terletak di kabupaten Simalungun, Sumatera Utara. Kota ini terletak di tepi Danau Toba dan memiliki pemandangan alam yang sangat indah.
Once upon a time, there was a terrible event that led to the place being named Parapat. In such an event, there is a stone hanging on a cliff that is believed to be the incarnation of a beautiful girl named Seruni.	Pada suatu ketika terjadi peristiwa mengerikan yang menyebabkan tempat tersebut diberi nama Parapat. Dalam peristiwa tersebut terdapat sebuah batu yang digantung di atas tebing yang diyakini merupakan penjelmaan seorang gadis cantik bernama Seruni.
Once upon a time, there was a family with a single daughter. They lived near Lake	Pada suatu ketika, ada sebuah keluarga dengan seorang putri Tunggal tinggal di dekat

Toba. They had stayed there for years. They lived happily and peacefully. They earned their living by cultivating their land. Every year, they harvest a lot of crops.	<i>Danau Toba. Mereka telah tinggal di sana selama bertahun-tahun. Mereka hidup bahagia dan damai. Mereka mencari nafkah dengan mengolah tanah mereka dan menghasilkan banyak panen di setiap tahunnya.</i>
One day, when the family's daughter was at home, she did not go to the farm. Instead, the girl stayed at home with her beloved pet, a nice dog. She felt tired after working for several days in the farm. She slept all day. "My daughter!" shouted her mother. That father was looking for where his daughter was. Her mother was astonished at the condition of her daughter. She was weak and pale. "What's the matter, my daughter?" asked her mother. "Nothing, mother", the girl tried to hide her sad feeling. She did not want to hurt her mother.	<i>Suatu hari, putri keluarga itu tidak pergi ke pertanian dan tinggal dirumah bersama anjing peliharaannya yang baik hati, karena merasa Lelah setelah bekerja di pertanian. Dia tidur sepanjang hari. "Putriku!" teriak ibunya. Ayahnya pun mencari keberadaan putrinya. Ibunya terheran-heran melihat keadaan putrinya. Ia lemah dan pucat. "Ada apa, Putriku?" tanya ibunya. "Tidak apa-apa, Bu," gadis itu berusaha menyembunyikan perasaan sedihnya. Dia tidak ingin menyakiti ibunya.</i>
The next morning, the girl followed her parents to the farm. They could not concentrate and help her parents. She looks sad and frustrated. Several days ago, her mother told her that she would be married to a guy. The girl did not like him. She had chosen another guy to be her wife. That was why the girl felt sorrowful and hopeless. "I prefer to die to marry a guy I don't like. I promise", said the girl to herself.	<i>Keesokan paginya, gadis itu mengikuti orang tuanya ke pertanian. Dia tidak bisa berkonsentrasi dan membantu orang tuanya. Dia terlihat sedih dan frustrasi. Beberapa hari yang lalu, ibunya memberitahunya bahwa dia akan menikah dengan seorang pria. Gadis itu tidak menyukainya. Dia telah memilih pria lain untuk menjadi suaminya. Itu sebabnya gadis itu merasa sedih dan putus asa. "Saya lebih memilih mati untuk menikah dengan pria yang tidak saya sukai. Aku berjanji, kata gadis itu pada dirinya sendiri.</i>
Suddenly, there was thunder and lightning, followed by heavy rain. That girl was afraid of the thunder and lightning. It worsened her feeling of hatred for her father's decision. It was hard for her to refuse, but it was hard to live with a guy she never loved. Then the girl had an idea to to Lake Toba.	<i>Tiba-tiba terjadi guntur dan kilat, disusul hujan lebat. Gadis itu takut dengan guntur dan kilat. Hal itu memperparah rasa bencinya terhadap keputusan ayahnya. Sulit baginya untuk menolak, tetapi sulit untuk hidup bersama pria yang tidak pernah dicintainya. Lalu gadis itu mempunyai ide untuk pergi ke Danau Toba.</i>
It was a clear afternoon. The girl was at the bottom of the lake, accompanied by her beloved dog. The girl decided to commit suicide. She could not imagine how she could live with a guy she had never met. All of sudden, the girl's leg slipped into a big hole. Then she fell down. She tried to get up, but she failed. It was dark. She was flanked by hard rocks. She could not stop crying.	<i>Saat itu sore yang cerah. Gadis itu berada di tepian danau ditemani oleh anjing kesayangannya. Gadis itu memutuskan untuk bunuh diri. Dia tidak bisa membayangkan bagaimana dia bisa hidup bersama pria yang belum pernah dia temui. Tiba-tiba, kaki gadis itu terpeleset ke dalam lubang besar. Lalu dia terjatuh. Dia mencoba untuk bangun, tetapi dia gagal. Saat itu gelap. Dia diapit oleh bebatuan keras. Dia tidak bisa berhenti menangis.</i>
At that event, the girl's dog was barking loudly. The sound of the dog's barking was heard a few meters from Lake Toba. Two fishermen were suspicious of the sound and came closer. "Oh my God. How can it be?", asked one of the fishermen. He tried to pull the girl's leg, but failed. The girl's legs were squeezed by two big stones. "All right. Don't	<i>Saat kejadian itu, anjing gadis itu menggonggong dengan keras. Suara gonggongan anjing terdengar beberapa meter dari Danau Toba. Dua orang nelayan curiga dengan suara tersebut dan mendekat. "Ya Tuhan. Bagaimana bisa?" tanya salah seorang nelayan. Ia mencoba menarik kaki gadis itu, namun gagal. Kaki gadis itu terjepit oleh dua</i>

move. Don't move. I'll call your parents", said the other fisherman.	batu besar. "Baiklah. Jangan bergerak. Jangan bergerak. Aku akan menelepon orang tuamu," kata nelayan yang lain.
Suddenly, there was a voice from inside saying, "Parapat... Parapat... Parapat the stone. The two fishermen looked at each other. They did not know where the voice came from. A few hours later, the girl's parents arrived; they felt very sad about finding their daughter. They could do nothing; it was too late. Their daughter was swallowed by two big stones. They were crying and sorrowful. They realized that their decision to marry her to someone she did not like.	Tiba-tiba terdengar suara dari dalam yang berkata, "Parapat... Parapat... Parapat batunya. Kedua nelayan itu saling pandang. Entah dari mana suara itu berasal. Beberapa jam kemudian, orang tua gadis itu datang.; mereka merasa sangat sedih karena menemukan putri mereka. Mereka tidak bisa berbuat apa-apa; sudah terlambat. Putri mereka ditelan oleh dua batu besar. Mereka menangis dan sedih. Mereka menyadari bahwa keputusan mereka untuk menikahnya dengan orang yang tidak disukainya
Several months later, a lot of people living around Lake Toba came to the place where the girl was swallowed by the stones. Several stones on the cliff near Lake Toba fell down. The event was frightening to the people. It was unbelievable; some stones were hanging, not falling. People called them "Batu Gantung" because they were hanging on the rock like a girl.	Beberapa bulan kemudian, banyak warga sekitar Danau Toba mendatangi tempat gadis itu ditelan batu. Beberapa batu di tebing dekat Danau Toba terjatuh. Peristiwa ini sangat menakutkan masyarakat. Sungguh sulit dipercaya; beberapa batu tergantung, tidak jatuh. Orang-orang menyebutnya "Batu Gantung" karena digantung di atas batu seperti seorang gadis.

4.1.3 Designing the Cover of the E-Comic Strip

The next process was designing the cover of E-Comic in order to combine all parts into a complete piece. Here were the processes involved in designing the cover:

1. The first step was opening the Canva application.
2. The second, selecting "Upload," and putting the supporting photo.
3. The last process, after uploading the photo then selecting "Download" and saving it.

4.1.4 Designing the E-Comic Content

There were several steps in designing the content of E-Comic Strip of Batu Gantung as follows:

1. First, after conceptualizing and translating, typing the script, and inserting the content into the comic.
2. Second, opening in the Clip Studio Paint application, then clicking New to create a new page.
3. Third, creating a new page, selecting the canvas size, and starting drawing a sketch of the object first.
4. Fourth, continuing the process of drawing a sketch of the object until it is perfect.
5. Fifth, drawing sketches of objects with supporting roles in them.
6. Sixth, coloring the sketches of the object.
7. Seventh, after sketching the object, making text from the conversation.
8. Eighth, writing the conversation text and setting the thickness of the writing, then starting make balloons into the panel.
9. Ninth, after finishing writing the text, inserting the conversation balloon into the panel.
10. Tenth, repeating the same processes for all the sketches and text of the object's conciseness.

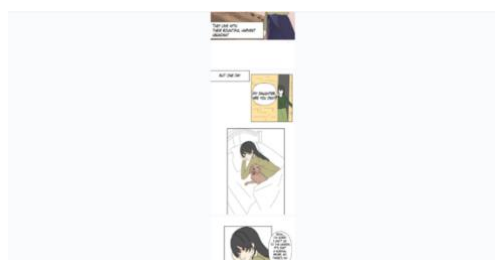


Figure 4.2 Finishing the Design.

4.1.5 Designing the Website

The next process is to creating a website. The process of designing the E-Comic Strips Batu Gantung website involves several steps:

1. First, after purchasing a domain and hosting from a service provider, create a functioning domain for the web address that will be used, then create a database for the website.
2. Second, after creating the database, entering WordPress, which functions as a Content Management System (CMS), which makes building a website easier.
3. Third, after entering WordPress, downloading the plugin to setting the elementor, which functions to adjust the layout, adding items or change an element on the website.
4. Fourth, downloading a plugin to delete titles useful for hiding titles, namely Title Remover.
5. Fifth, downloading the plugin to set the footer, which is useful for setting the footer, which will display the footer on all parts of the web, so there is no need to enter each footer one by one into the website.
6. Sixth, continuing downloading the PHP (Hypertext Preprocessor) inserting plugin, which is useful for customizing and adding PHP code for CSS (Cascading Style Sheets) customization. This is useful for making the website more dynamic and giving users more freedom in customizing.
7. Seventh, after finishing download several plugins, then creating several pages like the image below.
8. Eighth, downloading a theme.
9. Ninth, customizing the theme that was downloaded earlier so that it is not monotonous using Elementor.
10. Tenth, saving and creating a new page, then entering the button text image and elements needed.
11. Eleventh, creating another new page, which at this stage will include images from the comic.
12. Twelfth, entering the PHP code shortcut that has been entered into each edited plugin.
13. Thirteenth, the final processing after entering all the codes was it would create a comment form, in which comments would be sent automatically to the intended email. Then saving all changes, and the website can be accessed.

4.2 Result of Study

The result of the study was the making of the E-Comic Strips folklore of Batu Gantung as a digital comic to provide information about Batu Gantung, which is slowly being forgotten by people. This e-comic is only in English. This E-Comic strips can also help readers learn stories from North Sumatera. The details of the products include the cover, contents, and comment form from the comic strips.

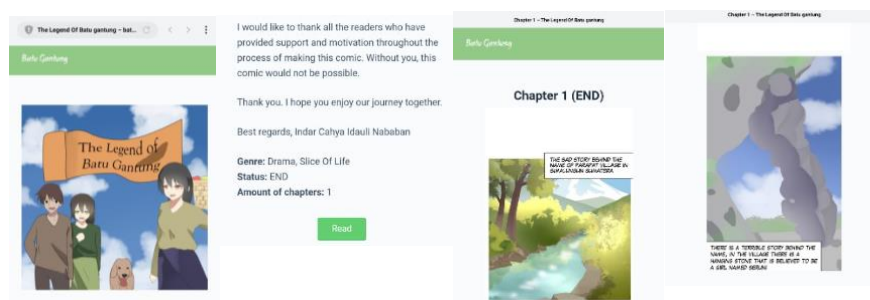


Figure 4.3 Result of the Product; Cover the Comic Strips.

5. CONCLUSION AND SUGGESTION

5.1 Conclusions

There were several processes involved in making this product, starting with data collection and content design. The making of an E-Comic Strips used technology; it started with providing materials such as a smartphone and laptop. The making of this product involved several applications. The description and the data were created using Microsoft Word. The design of this content was done using Canva and Clip Studio Paint for editing and inserting the description.

5.2 Suggestions

5.2.1 For the State Polytechnic of Bengkalis

In particular, it is recommended for campuses to support students in improving their learning regarding design material.

5.2.2 For the Readers

It is recommended for the readers to support and read this E-Comic as one of the learning media and historical cultures to educate readers and become one of the iconic E-Comic Strips of North Sumatera.

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