

The Making of An Informational Video Of Dutch Historical Buildings in Bengkalis

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Abstract

The final project focused on making an informational video about Dutch historical buildings in Bengkalis to raise public awareness of cultural preservation. The research adopted a descriptive approach, collecting data through literature review, interviews, and field observations. The production process involved gathering visual materials, writing and translating the script, incorporating AI-generated voice-over, and editing the footage using CapCut. The final product was an eleven-minute and thirty-five-second video that showcased the history, functions, and cultural significance of each building. Evaluation results indicated that the video was informative, engaging, and easy to comprehend, despite certain data limitations and technical challenges encountered during production..

Keywords : Informational, Video, Dutch, Historical, Buildings.

1. INTRODUCTION

Bengkalis was one of the regencies in Riau Province that had a strategic position in the Malacca Strait, an international trade route connecting the Indian Ocean and the South China Sea. The existence of this route had made Bengkalis a center of trade and governance since the Dutch colonial period. The colonial architectural heritage scattered throughout this region, such as government buildings, water tanks, officials' houses, and prisons, served as tangible evidence of historical interaction between the local community and the colonial administration. However, modernization, lack of public awareness, and minimal preservation efforts had threatened the existence of these historical buildings.

Research on the preservation of historical buildings in Indonesia had been conducted by several researchers, who emphasized the importance of digital media for historical education and discussed the history of Bengkalis' trade during the colonial era. However, visual documentation in the form of informative videos was still rarely carried out, especially those focusing on Dutch heritage buildings in Bengkalis.

The lack of visual documentation had made historical information about these heritage buildings difficult to access for the general public, particularly the younger generation. In fact, audiovisual media had high appeal and was able to convey information effectively. Therefore, there was a need for attractive, informative, and easily accessible media to raise awareness about the importance of preserving cultural heritage.

This study aimed to produce an informative video about seven Dutch heritage buildings in Bengkalis as an effort toward education and historical preservation, while also supporting the development of culture-based tourism in the region. This research also served as a contribution to the preservation of intangible cultural heritage, as each building not only had architectural value but also carried folklore, traditions, and the collective memory of the Bengkalis community. Audiovisual documentation was expected to become a reference source for researchers, educators, and government bodies in formulating targeted preservation policies.

2. REVIEW OF LITERATURE

Related Theory

Informational Video

Information came from the Latin word *informationem*, meaning “idea, outline, concept,” and was the result of processed data that was useful for recipients (Sudjiman, 2018). According to Kurniah (2021), video was an audiovisual aid (AVA), which was a medium that had sound that could be heard and moving images that could be seen, even showing the shape of objects. Video, from the Latin *videre* (“to see”), was an audiovisual medium that “displayed images and sounds simultaneously to convey messages” (Dewi, 2016). Informational videos aimed to provide a clear understanding of a topic, as this study created an informational video about Dutch historical buildings in Bengkalis to “increase awareness and appreciation for local cultural heritage.”

Tourism

a. The Definition of Tourism

According to Wirawan (2022), tourism was a repeated trip or movement from one place to another. Ridwan (2020) added that tourism was temporary, carried out by individuals or groups to seek balance, harmony, and happiness through social, cultural, natural, and scientific dimensions. Riani (2021) emphasized that tourism was a phenomenon of the modern century driven by the need for health, a change of atmosphere, natural beauty, as well as the development of trade, industry, and transportation. In addition to being a means of recreation and cultural learning, tourism also played an important role in cultural exchange, environmental conservation, and economic growth through job creation, increased regional income, and the development of related businesses.

b. Types of Tourism

According to Wiyono et al. (2017), there are several types of tourism, namely:

1. **Nature Tourism**

Enjoyed and learned about natural beauty while promoting environmental awareness.

2. **Cultural Tourism**

Visited cultural sites and learned about local values.

3. **Artificial Tourism**

Man-made attractions such as amusement parks and themed shopping centers.

4. **Culinary Tourism**

Enjoyed traditional cuisine and supported the local economy.

5. **Religious Tourism**

Spiritual journeys to places of worship or sacred sites.

6. **Historical Tourism**

Explored historical heritage; this research focused on Dutch historical buildings in Bengkalis.

c. Tourism Resources

According to Putra (2024), there are several types of tourism resources, namely:

1. **Natural Resources**

Natural beauty such as topography, flora-fauna, and climate, which required sustainable management.

2. **Human Resources**

Tourism businesses and workers that boosted the local economy.

3. **Cultural Resources**

Cultural assets such as historical buildings, performing arts, and cuisine.

4. **Special Interest Tourism Resources**

Tourism for specific interests such as adventure and wildlife.

This research discussed Dutch historical buildings in Bengkalis as a means of promotion for history and culture enthusiasts, aiming to enhance awareness and appreciation of the region’s cultural heritage.

Historical Building

Historical buildings were “structures that had high historical and aesthetic value” (Sidabutar, 2019) and served as “silent witnesses of important events in the past” (Rijal, 2023). In Bengkalis, notable examples included the Great Mosque of Bengkalis (1830), Huis Van Behauring Fortress, the Regent’s Office, and the Dutch-era Post Office (Fahlefi et al., 2012).

Related Study

Yuliati (2019), *Mengungkap Sejarah Kota Lama Semarang dan Pengembangannya Sebagai Asset Pariwisata Budaya*, discussed the history and development of Semarang Old Town as a cultural tourism asset, producing “a journal or book written in the Indonesian language.” Michael (2022), *Pembuatan Video Untuk Promosi Pariwisata Pulau Mandangin*, created “an interesting and informative video” using “stunning visual effects, inspiring music, and interesting narration” to promote Mandangin Island. This study differed from Yuliati’s work in its final product—an informational video instead of a written publication—and from Michael’s in its focus on Dutch historical buildings in Bengkalis rather than multiple tourist attractions.

Related Product

Larsen (2021), *Dutch Architecture: The History of the Oude Haven, Cube Houses, and Spaansekade*, produced a 3:36-minute video about the history and uniqueness of Dutch architecture in Rotterdam.



Source: <https://youtu.be/pLdzfOpJMGo?si=R9O4Akyhy>

Fig. 1. Dutch Architecture

Munkar (2021), *7 Kota Tua Peninggalan Belanda di Indonesia*, created a 5-minute video on old Indonesian cities with Dutch heritage. These products showed that audiovisual media could “effectively present historical and architectural information to a broad audience” and served as valuable references for communicating Dutch heritage engagingly and informatively.



Source: <https://youtu.be/UCXi5T0uMtw?si=ecCbm>

Fig. 2. Kota Peninggalan Belanda di Indonesia

- One or two authors:** Cite the surname(s) of the author(s) followed by the year. Example: (Nasir, 2009) or (Bahri & Syahputra, 2012). Page numbers are included only for direct quotations.
- Three or more authors:** Cite only the first author’s surname followed by *et al.* and the year. Example: (Hadi et al., 2000).

- c. **Multiple works cited together:** Separate sources with semicolons. Example: (Hadi, 2010; Subeno, 2011). For multiple works by the same author, list them chronologically. Example: (Kuncoro, 2011, 2013).
- d. **Same author, same year:** Differentiate works by adding lowercase letters after the year, both in the in-text citation and the References list. Example: (Kuncoro, 1992a, 1992b).

All references must appear in the References list, formatted according to APA 7th edition guideline

3. METHOD

Method of the Study

Purba (2021) stated that a research method was a systematically structured technique used to gather data suited to the research subject or object, with scientific characteristics of being rational, empirical, and systematic. According to Sugiyono (2020), descriptive research described what had happened to the object studied without manipulating or controlling variables. Theng (2022) defined descriptive research as describing something in as much detail as possible based on facts.

This study used a descriptive method to explain the process of making an informational video about Dutch historical buildings in Bengkalis, with data from the internet, documents, and websites processed into an accurate description to inform the audience about these preserved buildings.

Equipment and Material

Equipment

There were some equipment that used in this study such as:

a. Hardware

- a) Laptop
The laptop was used to search, process, and save the data sources of the study.
- b) Smartphone
Smartphone was used for searching references from internet.
- c) Camera
Camera was used to take the video .

b. Software

- a) Capcut
Capcut was used to edit and to tidy up the video.
- b) Internet
Internet was used to search the data or document.
- c) Microsoft Word
Microsoft Word was used to write scripts of the video.

Material

The materials used include videos taken directly in Bengkalis, old images from documents, and several video clips on YouTube.

Procedure of the Study

Data Collections Technique

The data was collected by observing several data from Bengkalis website and many more based on the needs of this study, and also ther source such as Youtube, sosial media etcetra.

Product Design

Design of video about “Dutch Historical Buildings in Bengkalis” could be seen in the following table:

Table 1. Product Design

Minute	Contents
00.00-01.33	The Opening of Video
01.34-03.14	Residentiele Hoge Ambtswoning Oostkust van Sumatra te Bengkalis (Datuk Laksamana Raja Dilaut Regional Building)
03.15-04.40	Rest House of Sultan Siak (Sultan Syarif Kasim Museum)
04.41-05.38	Wateropslagtank (Dutch Water Tank)
05.39-07.18	Mr. Controleur's House (Wisma Megat Kudu)
07.19-08.18	Huis van Behauring (Dutch Jail)
08.19-09.43	Hoofd van Dienst van het Boschwezen and Bun Syu Cho (Bengkalis Forestry Office)
09.44-10.48	Mr. Coupon's House (the Bengkalis Military Rayon Commander's House)
10.49-11.35	The Closing of Video

4. RESULT & DISCUSSION

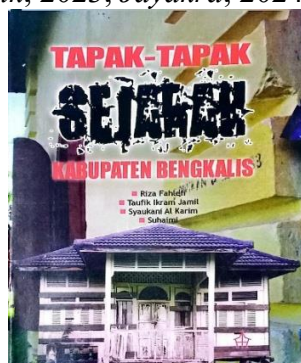
Process of the Making of an Informational Video of Dutch Historical Buildings in Bengkalis

The video was created and edited using CapCut Video Editor through several stages: collecting materials (images, videos, audio, texts), taking videos, writing the script, translating, AI voice over, and video editing. The purpose was to ensure that the message of the video was delivered clearly to the audience.

Collecting Data and Providing Materials

This stage included:

- a. Literature Study, hich referred to the book "*Tapak-Tapak Sejarah Kabupaten Bengkalis*" (Riza Fahlefi, 2012) and the article "*Bangunan Abad ke-19 yang Mulai Dilupakan*" (Theo Rizky, 2022), as well as content from Instagram @bengkalisiku and YouTube (*Thinkdonk*, 2021; *Jejak Siborik*, 2023; *Jayakra*, 2024).



Source: Private Document

Fig. 3. the book "Tapak-Tapak Sejarah Kabupaten Bengkalis"

- b. Interviews with the Tourism Office staff and managers of historical buildings to obtain oral information and tourism potential.

Taking the Video

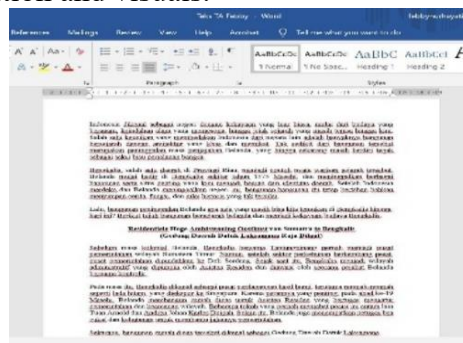
The shooting was carried out at the location of the buildings, covering site preparation, recording the buildings from various angles, and B-rolls to enrich the visuals.



Source: Private Document

Fig. 4. Process of Taking the Video Datuk Laksamana Raja Di Laut Regional Building Writing the Script of Video

The script was written with the structure: opening, content, and closing; it was developed from literature study results, observations, and interviews, then revised to maintain the coherence between narration and visuals.

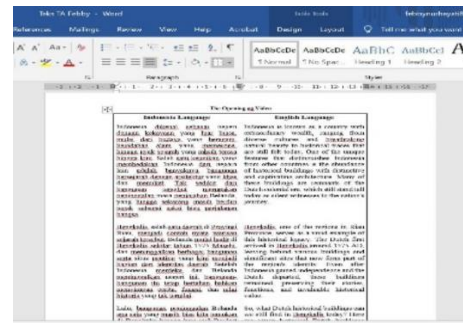


Source: Private Document

Fig. 5. Describ the Script of Video

Translating the Script into English

It used the literal translation technique (“The tank was built of concrete and steel in the 19th century.”) and the borrowing translation technique (“Datuk Laksamana Raja Di Laut Regional Building”).

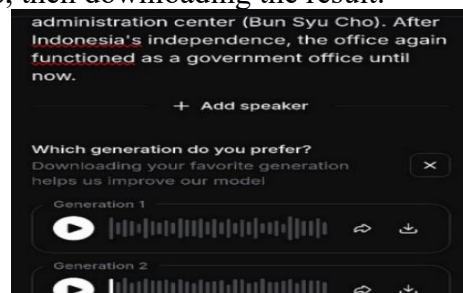


Source: Private Document

Fig. 6. English Script

Using AI Voice

The voice over was created using ElevenLabs TTS by selecting the type of voice, language, and speaking style, then downloading the result.

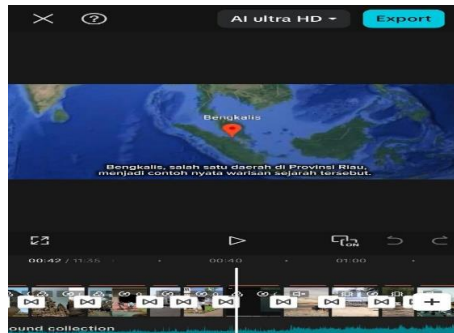


Source: Private Document

Fig. 7. Download the Result

Processing Video Editing

The process included selecting footage, story structuring, creating the opening and closing, inserting AI narration, adding texts and graphics, background music, and rendering into MP4 Full HD.



Source: Private Document

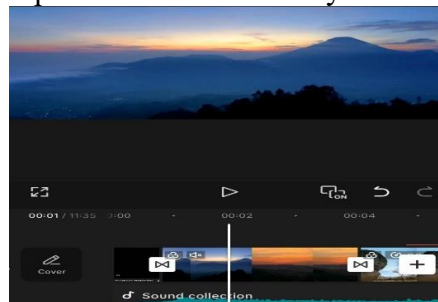
Fig. 8. Export the Result of Video

The Result of the Study

This informational video presented the architecture, history, and tourism potential of Dutch historical buildings in Bengkulu, aiming to increase awareness of cultural preservation.

Opening Video

The video opened with a sunrise and a historic building, creating a strong first impression and introducing the atmosphere of Bengkulu. The narration explained the region's cultural wealth, natural beauty, and Dutch heritage buildings that still stood, including seven historical sites that had become part of the local identity.



Source: Private Document

Fig. 9. The Opening of Video

Video Contents

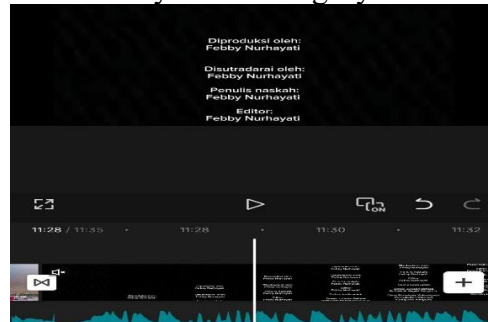
- Residentiele Hoge Ambtswoning Oostkust van Sumatra te Bengkulu (Datuk Laksamana Raja Dilaut Regional Building)**
Served as the official residence of the Assistant Resident in the 19th century, later used as a meeting hall.
- Rest House of Sultan Siak (Sultan Syarif Kasim Museum)**
Formerly the resting house of the 11th Sultan of Siak, built in Malay-European style, later turned into a museum preserving royal relics.
- Wateropslagtank (Dutch Water Tank)**
Built in the 19th century for clean water supply, later transformed into part of a public park.
- Mr. Controleur House (Wisma Megat Kudu)**
Once the residence of the Dutch Controleur, later used for official events.
- Dutch Jail (Huis van Behauring)**
Built in 1883 as the largest prison in Sumatra, once held freedom fighters, later preserved as cultural heritage.
- Hoofd van Dienst van het Boschwezen and Bun Syu Cho (Bengkalis Forestry Office)**

Established to manage forest resources, later used by the Japanese as an administrative center, and still functioned as a forestry office.

- g. Mr. Coupon House (Home of the Bengkalis Military Rayon Commander)
Home of a Dutch official who distributed rubber coupons, later used as the residence of the Bengkalis Military District Commander.

Closing Video

The video closed with a sunset panorama, emphasizing the importance of preserving historical buildings as a nation's identity and as a legacy for future generations.



Source: Private Document

Fig. 10. Closing the Video

Evaluation

Three evaluators assessed the final product of this project.

1. Ms. Safra Afriani Zahraa, M.Pd (Lecturer in the Department of Languages, State Polytechnic of Bengkalis) stated that the video was good, but the selection of AI voices needed to be considered to better attract the audience's attention.
2. Ms. Yeni Baiti, A.Md.Par (Employee at the Department of Tourism, Culture, Youth, and Sports of Bengkalis Regency) stated that the video was very good and suggested including Bandar Sri Laksamana Domestic Port in the opening section.
3. Muhammad Zamani (Language student, State Polytechnic of Bengkalis) said the video was good and suggested adding the construction years of several buildings.

Problem

1. Unpredictable weather changes reduced the video quality, requiring several retakes.
2. It was difficult to obtain historical information about the buildings due to a lack of documentation and reliable sources, as well as differing versions of stories, which required additional research through interviews with local residents and visits to archives.

5. CONCLUSION

The final project produced an 11-minute-35-second informational video titled "*Making an Informational Video about Dutch Historical Buildings in Bengkalis*", edited with CapCut. The process included data collection, video shooting, scriptwriting, translation, sound input, and subtitling. Evaluated by lecturers from State Polytechnic of Bengkalis and an employee from the Department of Tourism, Culture, Youth, and Sports, the video received mostly positive feedback.

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