

***Wayang* Multimedia: *Wayang* Contemporary Art as a Creative Art-Industrial in Modern Era**

Djoko Sulaksono¹, Kenfitria Diah Wijayanti², and Bagus Wahyu Setyawan³
{ciptaningmintaraga@yahoo.com¹, kenfi3a@ymail.com², & bagusws93@gmail.com³}

^{1,2,3}Universitas Sebelas Maret, Surakarta, Indonesia

Abstract. *Wayang* being one of Javanese traditional art who become extinction. The dominant factor are the entering new form of art which more interested viewed from the show-packaging. *Wayang* multimedia try to combine the *Wayang* traditional art with newest technology for make the new form of *Wayang* performing which more interested by the community. This research aimed to describe and explain about contemporary *Wayang* as an alternative ways for creative art-industrial in modern era. Form of this research is descriptive qualitative which source of data are *Wayang* multimedia performing. Data collected using observation and in-depth interview with some expert in *Wayang* and *dalang* to support data analysis. Result of this research find that *Wayang* multimedia as a *Wayang* performing which combine the *Wayang* traditional art using audio and visual technology, such as sound system, projector to show the background of story, lighting technology to make *Wayang* staging become interesting, also using cinematography technique. In the staging of *Wayang* multimedia not whole using all the puppet character, because some of character replace with video illustration showed by projector. *Wayang* multimedia staging in greater demand by the community because more varied, creative, and more interested with using some of modern technology.

Keywords: *wayang multimedia, contemporary wayang art, creativity art-industrial, technological development*

1. INTRODUCTION

The phenomenon of declining public interest on traditional arts is become concern. Traditional arts such as *wayang*, *kethoprak* show, *ludruk*, *wayang wong*, and others have not been in public demand. As a result, there are a small numbers of audiences when performing traditional arts [1]. This cannot be separated from the existence of traditional arts with more modern and newer packaging. Those result in traditional arts increasingly not becoming the favorite choice of society. Most of their favorite arts are originally from other cultures also the other country which are far from customs and tradition values [2]. A survey conducted by the writer shows that almost 80% of youth in adolescence prefer to watch modern art shows rather than watching the traditional one. Theater, film, modern dance, and fashion show are considered

more interesting than traditional art show such as *wayang kulit*, *ludruk*, *kethoprak*, *karawitan* art show.

Beside external factors, there is also internal factor dealing with monotonous *wayang* show. Along with times, the shows remain similar to the previous, there is no improvement in traditional arts. The structure of *wayang* show tends to be rigid resulted in the lack of public interest to watch it [3]. The audiences are limited to *wayang* fans group, *wayang* art practitioners, young people who take a study on *wayang* or puppetry art. Those factors make many people bored and turned into the more modern and interesting art, especially young generation. As a consequence, it is necessary to take an effort in re-actualizing traditional arts, especially Javanese, so traditional arts can be accepted by society. This effort also becomes reservation and conservation of traditional arts to avoid the threat of extinction. Regarding to the situation that in some regions, many traditional arts have been vacuum and stopped to perform, the absence of traditional art practitioners and enthusiasts become a major reason [4].

One of efforts on re-actualizing traditional arts is to create a new form of traditional art in order to attract public interest. This new form is certainly adjusted to public interest. Traditional art is an art which has standard forms and rules. The new form of traditional art is proposed by creating innovation of traditional arts without distorting and changing standard and essential of traditional art. Changing form and packaging of traditional art show becomes contemporary art without losing essential and soul of traditional art [5]. Technology development will directly and indirectly affect human life style into digital life style. It implies that human life style will become the effect and cause of technology usage [6]. Consequently, practitioners of *wayang* art are necessary to address and to consider it to create a multimedia *wayang* art show categorized as contemporary art by combining *wayang* traditional art and some multimedia technologies with the employment of electronic devices.

Multimedia *wayang* is a form of contemporary *wayang* arts combining traditional art and modern technology. The technology used is multimedia technology including audio media, visual media, audio-visual media, and flash multimedia. The employment of some modern technologies can expectedly attract public interest and adapt to the times. Each aspect of human life in this modern era cannot be separated from the influence of technology and electronic devices. The employment of electronic devices in human activities can rapidly change human behavior in terms of social, economy and culture. Human life become more advance and modern, so human activities in various fields become a borderless relations [7].

2. METHOD

This study is descriptive qualitative with the main focus to describe and to explain Multimedia *Wayang* Show categorized as contemporary *wayang* art show as an alternative performing art in the modern era. The main data source is multimedia *wayang* art show. Data collection technique utilized observation and in depth interview with experts and practitioner of *wayang* show, including *dalang*, and *wayang* enthusiasts. Data triangulation was utilized to check data validity by utilizing other thing [8]. Triangulation technique used were triangulation of data source and theory. Data analysis technique employed interactive chain analysis with the steps including data collection, data reduction, data presentation, and drawing conclusion.

3. RESULT AND DISCUSSION

Wayang is one of arts emerging and developing from Javanese society. It is one of local wisdoms of Javanese culture acknowledged by UNESCO as a Masterpiece of Oral and Intangible Heritage of Humanity originally from Indonesia [9]. *Wayang* in Indonesia has some

variations and types, including *wayang kulit*, *wayang panji*, *wayang golek*, *wayang wahyu*, *wayang krucil*, *wayang suket*, and others. Those have differences in terms of shapes, show-packaging and stories. However, the most popular one is *wayang kulit purwa* or known as *ringgit purwa*.

Multimedia *wayang* art show is a combination of conventional *wayang kulit purwa* show and multimedia technology. The employment of multimedia technology in multimedia *wayang* show aims to create a new form and packaging of *wayang kulit purwa* show in order to be more acceptable and attractive [10]. Multimedia *wayang* as a form of contemporary *wayang* uses some multimedia technology devices without eliminating the essential and soul of *wayang* show. *Dalang* and some *wayangs* are still used in multimedia *wayang* show. Besides, the accompaniment music of multimedia *wayang* show still uses gamelan music with *gendhing-gendhing* as accompaniment instrument similarly used in conventional *wayang kulit* show. Hence, when society watch multimedia *wayang* show they will realize the similar show as usual. The choice of *gendhing-gendhing* is also adjusted to *pathet* or scene sequences in multimedia *wayang kulit*.

Multimedia *wayang* show is done by combining conventional *wayang* show technique with some multimedia technologies [11]. Multimedia technologies used in conventional *wayang* include audio media, visual media, audio-visual media and macromedia flash. Audio technology is used by giving voice effect at the show and using electric sound system to give audience the access of *dalang's* voice and the accompaniment music. Visual technology used is modern lighting technology, screen projector and other visual effects. Furthermore, macromedia flash technique is used to produce animation video for *wayang* background showing some scenes of multimedia *wayang* story. Some multimedia usages will be explained as follow:

3.1. The use of Audio Media in Multimedia *Wayang* Show

Audio technology used is electric sound system which can make *wayang* voice clearer and accessed by all audiences. *Dalang* is one of keys in *wayang* show because *dalang's* job is a single story teller, who manages the plot, plays all characters, sets show rhythm and creates joke attracting audiences' sympathy [12]. *Dalang's* voice must be hearable by the audiences. If it is not, *wayang* show cannot run well and maximally because the message does not delivered.

The use of electronic sound system can support *dalang's* voice in order to be accessed by audiences. Conversely, without using sound system, *dalang's* voice is restricted and cannot be accessed by audiences staying far from stage [9]. Besides, sound effect is used to add realistic and artistic effects in multimedia *wayang* show. It also functions as an illustration describing emotional condition of certain scene in the show. By using sound effect, the audiences are conditioned as if they watch and feel the scene in multimedia *wayang* show, so it stimulates catharsis effect in multimedia *wayang* show audiences.

3.2. The use of Visual Media in Multimedia *Wayang* Show

Visual media used are screen projector used as a supplementary of *kelir* (curtain background in *wayang* show). Screen projector can show the more real scene background by projecting the scene from projector. For example, setting of screen containing in kingdom, *keputren*, forest, *padepokan*, and battlefield atmosphere. Therefore, by using screen projector technology which can be changed, the background can show background adjusted with scene, such as atmosphere of kingdom, *keputren*, forest, etc.

While visual media make the scene of multimedia *wayang* have an artistic effect, the scene become more alive and realistic. The audiences' imagination also will be exploited to follow the scene played in the show [13]. Consequently, *wayang* show become not monotonous.

Besides, the modern lighting technique showing lamp variation also adds artistic effect in the show. In conventional *wayang* show, lighting technique only uses one light source known as *blencong*. However, the light from *blencong* is less interesting and seems dim [14]. Hence, the audiences with long distance slightly enjoy the show because they cannot see the show clearly. With modern lighting technique, multimedia *wayang* show become more various and interesting. The effect from lighting can give different show-packaging from the usual one. The use of modern lighting technique is also one of aspect used to attract public sympathy and interest to watch *wayang* show.

3.3. The use of Audio-Visual Media (Macromedia Flash) in Multimedia *Wayang* Show

Audio visual media used is the combination of video technique with using macromedia flash. The scenes of multimedia *wayang* show do not always run by *dalang*, they run with showing video created in macromedia flash and *dalang* only needs to narrate those scenes. Macromedia flash technique is an application or software used in the process of creating or editing video. It can change some motionless pictures to be the sequence of motion pictures or video [15]. In multimedia *wayang* show, not all scenes are performed with using *wayang kulit purwa* moved by *dalang*. Some scenes are performed in the form of video created before with the employment of macromedia flash application. This video is in the form of animation video containing and telling the stories of multimedia *wayang* scenes.

The role of *dalang* during video playback is only as a dubbing. *Dalang* only dubs when the *wayang* figures' dialog is playing in the video. When *suluk* and *janturan* run, *dalang* still carries out the duties. The role of *dalang* becomes lighter because s/he only plays a role as a dubbing and does not need to move *wayang* figures. Besides, the video created with the employment of macromedia flash is also used as the background of scenes, such as battlefield background and sky background drawing clouds movement [16]. The employment of macromedia flash technique is to make video and background of the scenes in multimedia *wayang* show become not monotonous show because there are some variations of scenes that can be enjoyed by all people [17]. By monotonous multimedia *wayang* show, society seem to watch a film scene in theatre, but the story and the aspect of *wayang* art still exist.

4. CONCLUSION

Multimedia *wayang* are a new form of *wayang* show, especially *wayang kulit*. It combines conventional puppet show with modern multimedia technology. It uses audio media, visual media, audio-visual media, and macromedia flash technologies. There are several habits and variations in multimedia *wayang* show, including the use of sound effects, projector screens for screen replacement to create a more realistic scene setting, and macromedia flash technology as a *wayang* scene video player. The novelty indicates that multimedia *wayang* show more varied and adds an artistic and realistic effects. Furthermore, with the existence of new variations and packaging in multimedia *wayang* show, it increases public interest in watching *wayang* show.

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