

ABSTRACT

History is the study of the past, especially how it relates to humans. Many stories are full of moral values, but lack of motivation in learning history makes teenagers not read history. Batak is the name of a tribe in Indonesia and is located in northern Sumatra. Some of the religions that Batak people believe are kristem and there is Islam, and there are also religions and adherents of animism, Batak has 12 kings known as Sisingamangaraja, Sisingamangaraja XII is the most famous Batak King and has been appointed as Indonesian National Hero because of his struggle against the Dutch in his time , but unfortunately many do not know the story Before Sisingamangaraja XII such as Ompu Tua Na Bolon as Sisingamangaraja X and Ompu Suhahoaon as Sisingamangaraja XI, this is because the historical museum that explains Batak history only explains Sisingamangaraja XII, during the design the final project used qualitative methods namely , observation, literature study, and interviews with sources as primary data, and videos, articles and books as secondary data. The theory used is the theory of visual communication design, illustration, typography, comics, layout, color, and educational media. From the data obtained, the history of Sisingamangaraja X and XI was never raised in books or comics. Through the design of this Digital Comic book, it is hoped that it can bring teenagers know to Sisingamangaraja to X and XI and return to enjoying history.

Keywords: History, Comics, Indonesia, Batak, Youth.