

VIDEO MOTION GRAPHIC DESIGN AS INFORMATIVE SUPPORTED MEDIA ABOUT WAYANG AT THE MUSEUM WAYANG IN JAKARTA

Compiled by:

Jheriesha Walidain

1401120374

ABSTRACT

Wayang is an authentic Indonesian art performance inaugurated officially by UNESCO as Masterpiece of the Oral and Intangible Heritage of Humanity in 2003. Various kind and amount of wayang in Indonesia must need a media to collect and conserve now and then. Museum is one of the appropriate media to keep and preserve it. There are four museums of wayang in Indonesia, one of them is Wayang Museum in West Jakarta that have more than 6,000 collections. Information about the collections in the museum is limited yet in serving information about the collection of wayang at the Wayang Museum. The information is less efficient, therefore it is difficult for visitors to understand them. According to previous case above, through observation result, literature review, interview, and analysis, the author considers an informative media, such as audio-visual equipment used in this research to make the visitors understand easily about the information given in the Wayang Museum. The author choose motion graphic as supporting audio-visual media in order to present the information briefly. Hopefully, motion graphic design can help the visitors obtain the information precisely about wayang collection at Wayang Museum in Jakarta.

Keywords: Wayang, Puppet, Museum, Video, Motion Graphic, Interactive.