

ABSTRACT

Nowadays. Many Children are less interested in reading Folklore. There are probably some of them who do not know about the Folklore that had been probably known in the area they live in. It can be caused by the lack of desire of the young generation these days to read folklore. IT developments have also become one of the cause of their losing interest to read folklore. From that IT developments, foreign cultures start to affect the mindset of children today.

Folklore is one example of media that can introduce Indonesian Culture, by using Folklore we can recognize the origin of an historical object or the origin of a place, and learn not to forget the history and culture of our own country, Which is Indonesia.

This Folklore will be packed in an interesting way with Motion Comic media, where the media is considered more interesting to attract audiences, especially the children to get their interest back about the folklore, and Indonesian culture. Because the IT developments is what ultimately makes children these days like things that more modern and practical.

Keywords: Folklore, era developments, Motion Comic.