

ABSTRACT

Indonesia has various literary works that vary in each region, including folklore or local legends. Legend of Pulau Kemaro is a Palembang folklore that tells the tragic story between the Sriwijaya Kingdom Princess Siti Fatimah and the Chinese King Son Tan Bun An. Legend of Pulau Kemaro has a mandate and educational value that teaches not to act rashly and make decisions that can be used as learning media. Unfortunately, Legend of Pulau Kemaro is starting to decline in appreciation and is getting less known by children and teenagers. With this background the author wants to design a media that can adapt Legend of Pulau Kemaro into a learning medium as well as an introduction medium for children and adolescents. The media will be designed using mixed research methods for data collection and the media that will be used is comic media. Comics are a medium that is quite easy to consume and popular with children and teenagers. This Comic Adaptation will repackage Legend of Pulau Kemaro into a new and interesting story, that is expected to convey the mandate and educational value in it, and introduce Legend of Pulau Kemaro to children and adolescents.

Keywords: *Adaptation, Comic, Legend of Pulau Kemaro, Learning Media.*