

ABSTRACT

Lingsir Wengi, a macapat song from Java, has become widely known among the common people as a ghost summoning song, especially in areas that do not use Javanese. Although it is supposed to be part of a campursari tembang, Lingsir Wengi has been turned into a scary horror song for many people, resulting in a sense of unease. Some have even mistaken Lingsir Wengi for Kidung Rumecko Ing Wengi, a prayer used by Sunan Kalijaga in his preaching. Concerns were raised that the original meaning of the song would be lost if it continued to be associated with creepy things. This research aims to introduce the history, meaning, and original purpose of the Lingsir Wengi song, as well as change the negative perception attached to it through animated media. A mixed method is used with a sequential explanatory approach to collect data, including primary data from questionnaires, interviews, observations, and documentation, as well as secondary data from information sources such as journals, E-books, and other literature. The data will be analyzed using descriptive analysis methods. The writer's role in this research is as an editor, one of the important aspects in animation making. A good editor will help convey the story more effectively, ensuring that the animation produced matches the expectations and needs of the audience.

Keywords: Lingsir Wengi, Tembang Macapat, Educational Animation, Editor