

ABSTRACT

Designing Digital Comics about Intellectual Property Rights Education for Teenagers Age 15 - 18 Years old

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HKI is a right for people who have the ability to create quality creativity, unfortunately the work of creativity is often not registered so that what happens is material and moral losses to the person himself. Very often people are confused when they want to register all works when there has been a claim by another party which causes new problems caused by the lack of knowledge about HKI it self. From this case the author uses the method of designing data collection in a mix metode way, the type of data used is through questionnaires and interviews with sources who have been victims of the case and also people aged 15-18 years to record their HKI knowledge. The results of data questionnaires and interviews conducted found that there are many cases that harm the creativity of someone who lacks knowledge and children who learn faster while playing. Therefore, the author wants to propose an HKI text book innovation into a Comic with the aim of educating children to recognize the importance of HKI law from an early age efficiently and fun.

Keywords: HKI, inovasion, comic