Puteri Saadong by using Dikir Barat Approach

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Abstract: Dikir Barat is a musical performance to the Malay Peninsular that involves singing in groups. Dikir Barat is a form of art which is traditional and popular in Kelantan. It involves solo performance and group singing, hand clapping, synchronized body and hand movements accompanied by percussion instruments. Folklore is the traditional art, literature, knowledge and practice that is disseminated largely through oral communication and behavior. Puteri Saadong is a famous myth from Kelantan about a princess who was banished from her own country. This application is to encourage and attract the younger generations to remember the history of Puteri Saadong. The purpose of this study is to tell the history of Puteri Saadong story by using of Dikir Barat technique into I-storybook to show the Malaysian culture of folklore and traditional music such as background, character and the narrative of storytelling to younger generations. Here, the authors discuss their effort to preserve Puteri Saadong by using Dikir Barat approach with digital multimedia technologies of interactive storybook.

INTRODUCTION

Interactive storybook is an applications designed specifically to utilize the powers of gadgets to enable users to interact with the storyline in sight, sound and touch. Interactive storybook is a form of digital entertainment to make story in interesting way. This research is to provide the I-storybook to younger generation using Dikir Barat approach to attract them to not forgetting the Malaysian cultural heritage.

In interactive storybook, I'm try to create something different to attract people to listen the story of Puteri Saadong in Dikir Barat version. Dikir Barat is a musical form, native to the Malay Peninsula, that involves singing in groups. Dikir Barat is a group presentation from Kelantan. Each group is led by leaders known as the Tukang Karut and the Tok Juara. Both of them take the lead in singing while responding to poetry (pantun), followed by members of the group (awak-awak) singing in unison (chorus) in powerful voices. Puteri Saadong or Mariam (died after 1667) was the queen regnant of Kelantan from 1663 until 1667. She was the adopted daughter of Siti Wan Kembang (CheSiti), the legendary Queen of Kelantan. Her full title is Tuan Puteri Saadong binti Raja Loyor, Puteri Vijaya Mala, Raja of Jembal, daughter of Raja Loyor bin Raja Sakti, Raja of Jembal Barat. Moreover, most of the folklore stories give useful moral value and it can apply to the children.

This is also an effort to collect and dedicate the legendary treasure and Malay folklore that easily

forgotten. Digital storytelling combines the art of telling stories with a mixture of digital media including text, pictures, recorded audio narration, music and video. This application allows children to read the story using gadgets. The findings of this study show that personal factors such as interest, age, gender and educational background influence individual perceptions on adaptation results. Apart from that, this study also shows that the storybook is an adaptation medium that is appropriate in presenting old or historical content for the younger generation. Lastly, hope this research will be benefit to younger generation by importance of Malaysian culture and myth of story.

Literature review: This research about a project is involves the folklore and historical tales I-stories, Puteri Saadong using Dikir Barat version in interactive character by using the Adobe Anime to the application. Storytelling played an essential role in the cultural process through which people amused, taught and communicated with each other. In many traditional societies in Asia, storytelling shows have been used to promote reflection.

The children spend most of their time with Television and imitate the contents on the television. This is because the contents on television is more interesting for them compared the books. So, interactive storybook is one of application to attract them well. In terms of learning activities, a study needs to be carried out to make learning interesting for the children. While digital interactive storybook has been widely used among children because it conveys information easily[1]. Interactive storybook also emphasizes on the elements. It is seen that all elements are nicely blended together making every page up as a single canvas that conveys meanings to the readers. In fact, that is one of the purposes of digital books.

According to the survey for this application use Malay folklore Puteri Saadong because the stories contain educational motives of moral importance and help the children and younger generations to not forgotten the history and learn the lesson.

This literature review is discus about abstract from past researches. The literature review is the part of the dissertation where is there extensive reference to related research and theory in the field. The function of the literature review is to show how related work in the field has shaped and influenced the research.

Interactive storybook
Interactive storybook definition: An interactive storybook is a children's story packaged with animated graphics, sound or other interactive elements. For the purpose of initially determining the potential of digital interactive storybook as a tool for inculcating interpersonal skills among children, this study focus the design guidelines on the structure, layout, navigation and media elements.

Digital storytelling: Digital storytelling is a short form of digital media production that allows everyday people to share aspects of their story. Digital stories is can be an in compelling and emotionally engaging formats and can be interactive. Digital storytelling at its most basic core is the practice of using computer-based tools to tell stories. There are such as digital documentaries, computer-based narratives, electronic memoirs and interactive storytelling. A narrative may be defined in its most basic form as "An account of experiences or events that are temporally sequenced and convey some meaning"[2]. Digital stories usually contain some mixture of computer-based images, text, recorder audio narration.

To create a digital interactive storybook have a few way and step to make story interesting and interactive. There are seven step to create a digital storytelling. Emphasis over the years has been to help storytellers find the story they want or need to tell and then help them clearly define that story in the form of solidly written[3].

Digital storytelling refers to the practice of incorporating digital text, imagery, video and audio into the aesthetic presentation of a multimedia story. These multimedia components should be integrated properly, so that, they complement each other to deliver a story successfully. In addition, Meadow[4] describes a digital storytelling as a short, personal multimedia tales told from the heart.

Dikir Barat: Dikir Barat is a form of music that is popular in Malaysia, especially in the state of Kelantan. It is performed in groups, usually consisting of 10-15 persons and involves choral singing with musical instrument accompaniment[5]. However, Dikir Barat is not merely a form of entertainment but has also been utilized as a vehicle for social commentary, to stimulate discussion on current issues and scenarios and even to educate. Kelantan is rich in musical and cultural traditions some of these, like Mak Yong dance drama and Wayang Kulit shadow puppet[6].

Dikir Barat is one of music to singing by a Tok Juara and Tukang Karut. Dikir Barat popularity made it a suitable means of disseminating information and instilling values. From the lyric of Dikir Barat, there create something different to listener understand and learn the lesson.

Folklore: Folklore is traditions, custom and stories that are passed down within a culture. Malay folklore refers to a series of knowledge and traditions that have been passed down through many generations in oral, written and symbolic forms among the indigenous populations. Folklore help us to understand cultures from the past and present. Folklore, particularly folk narrative, plays a number of functions in non-literate societies such as entertainment, validation of culture and the transmission of values. However, the functions of folklore may depend on the social context[7].

Myths: The myth and legend of a society are often the cornerstone on which its culture is built most cultural activities and belief can be tracked back to a society stories. Myth and legends provide a basic for moral boundaries and establish the basic guidelines for the way people within a society live.

Culture: Culture is a system of beliefs, values and assumptions about life that guide behavior and are shared by a group of people. Culture is the evolving way of life of a group of persons, consisting of a shared set of practices associated with a shared set of products, based upon a shared set of perspectives on the world and set within specific social contexts.

Storytelling for education: Storytelling is one of oldest art forms. It stimulates the imagination and builds a sense of community between tellers and listeners. Sometimes, storytelling is about a health, education and also joke. Storytelling a wonderful and much-needed way to make schools more engaging and effective, especially in areas of social deprivation. The storytelling can increase children's willingness to communicate thoughts and feelings.

Besides, storytelling also can encourage use of imagination and creativity and also enhance listening skills of the children and the younger generations. "Storytelling is currently experiencing a considerable revival of interest. This has led many educators to think about ways in which storytelling can be used to explore important shared themes and visions"[8].

Media element in interactive storybook
Text: Text is one of important thing in interactive storybook. Text must be interesting to attract the children and the younger generations to use the interactive storybook. Color of text must be contrast also:

- Use large fonts such as 18-points
- Make sure the difference between the background and fore-ground is obvious

- Make sure the fonts are clear, use sans serif
- The fonts must be simple, use wide character-fonts such as Bookman Old Style
- Make sure there is no mistake

Audio:
- Pronunciation must be clear, slowly and right with emphasis, tone and stress
- Obvious difference between the background audio, audio alert and the content
- Good to be repetitive
- User can control the audio

Graphic: The graphics must be precise and must relate to the contents of the story:

- Use of multiple colors
- Make sure the visual elements are standard

Animation: Use only appropriate animation.

Video: Use suitable metaphors for children.

Case studies
Case study 1 (Dikir Farmasi): Dikir Farmasi is one of application create a music of Dikir Barat in animation Woh Yoh, Samad and Said with a funny story in Dikir Barat version but it about health. Folk song for health education. This application it only had a video and music of Dikir Barat. The layout is simple and colors of interface are black and brown colors and not attractive to children and younger generations.In an effort to enhance public awareness, Dikir Farmasi as an innovative approach to deliver health information. Dikir Farmasi combines the elements of Dikir Barat (a type of traditional folk song rhythm) and traditional sketches which are popular in the state of Kelantan, Malaysia. This application is good but the design of the interface is so bad.

Case study 2 (Puteri Santubong and Puteri Sejinjang digital book): Digital Folklore Storybook for Android Apps: "Al-Kisah Puteri Santubong Dan Puteri Sejinjang" is one of application to attract children to watch the story. This application is absolutely developed for android phone and develop as 2D animation and also built as two ways interaction. The user, especially, children not only can watch this digital storybook but also can interact with the application. The advantages is the application indirectly can attract the user attention to watch the digital storybook. Digital storybook also developed and design not just only like a common storybook but also have an animation and consist of the sound effect that can make

Table 1: Case study analysis

Tittle	Background, layout interface	Button	Interactive	Media elements
1. Dikir Farmasi	Dark color (black, brown) Bad design (look empty)	Not clearly of button navigation	Non-interactive	Music sound Video
2. Puteri Santubong and Puteri Sejinjang	Bad design Animation character is not suitable	Not clearly of button navigation	Interactive	Music Sound Video

the user to get more feeling and exciting to watch the digital storybook., In my opinion, this application is good but the disadvantage of this application of character animation is so bad. The character is not like Puteri Santubung and Puteri Senjijang because character like simple animation in movies. The main page of button also not clearly (Table 1):

- Justification
- The comparison design

CONCLUSION

Based on the findings and extended with the discussions, this study has achieved the aim to determine the elements that make children's interactive digital storybook arousing. So far, the gathered recommendations have not been scientifically assessed. Hence, this study will progress by further detailing. Another systematic field study will be carried out so that the commendations could be more comprehensively devised for various contexts and themes. Further, prototypes for mobile platforms including applications for cloud storage and collaborative user interventions will be designed.

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