

# Digitalize Aksara Lampung as Culture Preservation in Digital Era



Gita Paramita Djausal, S.IP, M.B.A.  
Meizano A. Muhammad, M.T.  
Martinus, S.T., M.Sc

تیسریں سہ ماہی

# Why?

- Lampung is one of Indonesia heritage. Lampung have it's own language and character to communicate and interact inside Lampung society.
- Lampung characters face challenge in modern age because less and less people use it to communicate especially because there were no default support for Lampung character in computer system.
- Development of aksara Lampung in digital font (Meizano & Martinus, 2015) were meant to rejuvenate people interest in using aksara Lampung as a way to communicate using computer based media.
- The font were tested in against expert, and received favorable review.
- To support convenience and user friendly for public; use by computer based system such as desktop pc, smartphone and tablet from the get go.
- One way to provide this by proposing the font to Unicode standard. If included in Unicode standard, the font can be used directly, without installing a separate font file.
- To make sure the font proposed to Unicode is the highest standard in quality and usability, it is important to measure user experience (UX) in Lampung characters usability.

# The Unicode Standard

- The Unicode Standard is the universal character encoding standard for written characters and text.
- Required in new Internet protocols and implemented in all modern operating systems and computer languages such as Java and C#, Unicode is the basis of software that must function all around the world.
- With Unicode, the information technology industry has replaced proliferating character sets with data stability, global interoperability and data interchange, simplified software, and reduced development costs.

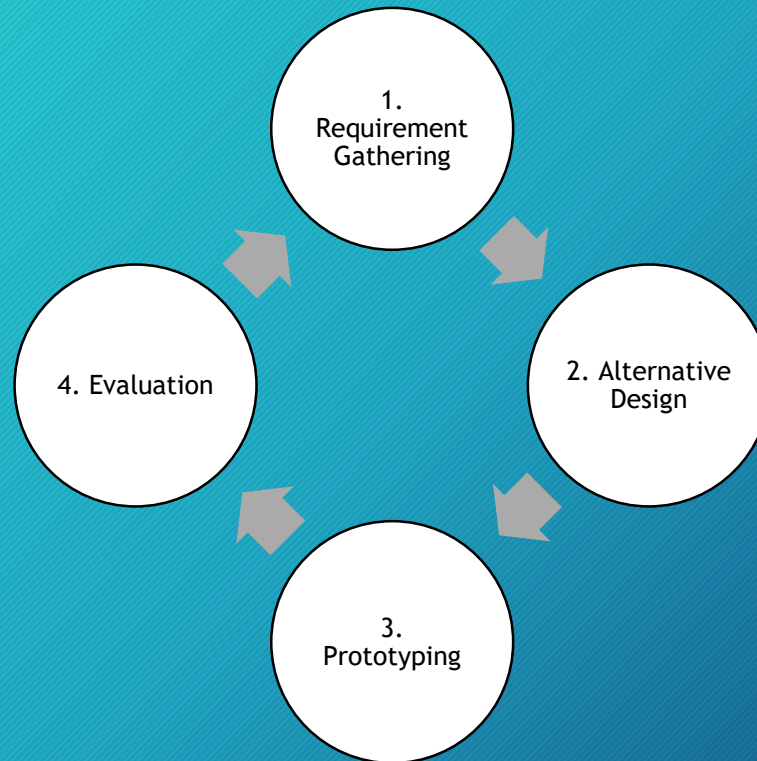
# Lampung Characters and Transliteration

𑍑	ka	𑍒	ga	𑍓	nga	𑍔	pa	𑍕	ba
𑍖	ma	𑍗	ta	𑍘	da	𑍙	na	𑍚	ca
𑍛	ja	𑍜	nya	𑍝	ya	𑍞	a	𑍟	la
𑍠	ra	𑍡	sa	𑍢	wa	𑍣	ha	𑍤	gha

# Lampung Characters and Transliteration (2)

u ...	i	u ...	é	l ...	e	- ...	ang
u ...	ar	= ...	an	o ...	o	u ...	u
u ...	au	l ...	ai	u ...	ah	/	non- vocal

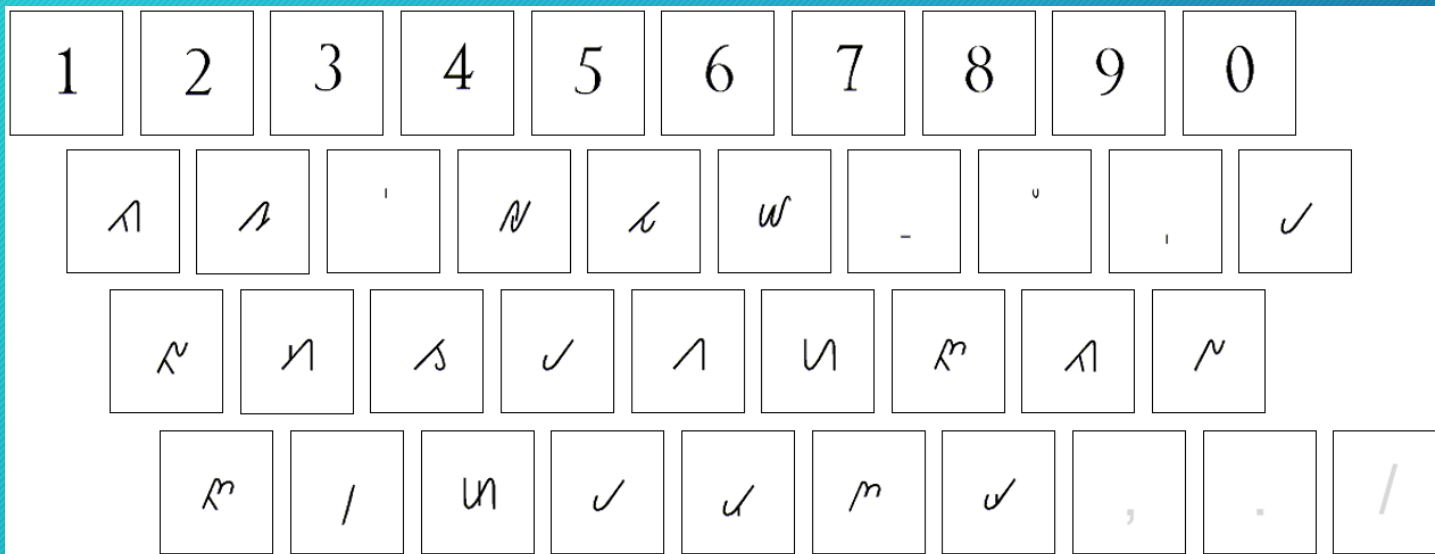
# UX Methodology



# Requirement

- There are two main parameters that need to be measure:
  - Readability
  - Accessibility

# Keyboard Layout





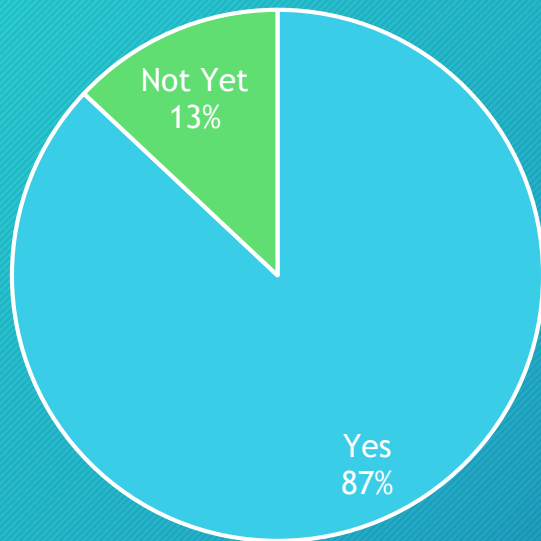


# Evaluation

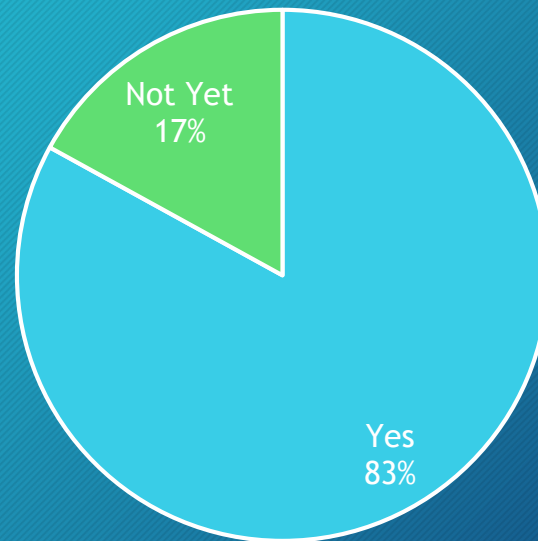
- 30 participants
- Young people
- Knowledge of Lampung character
- Usability testing:
  - Reading
  - Typing
- Lampung characters usage recommendations

# Knowledge of Lampung Characters

Know

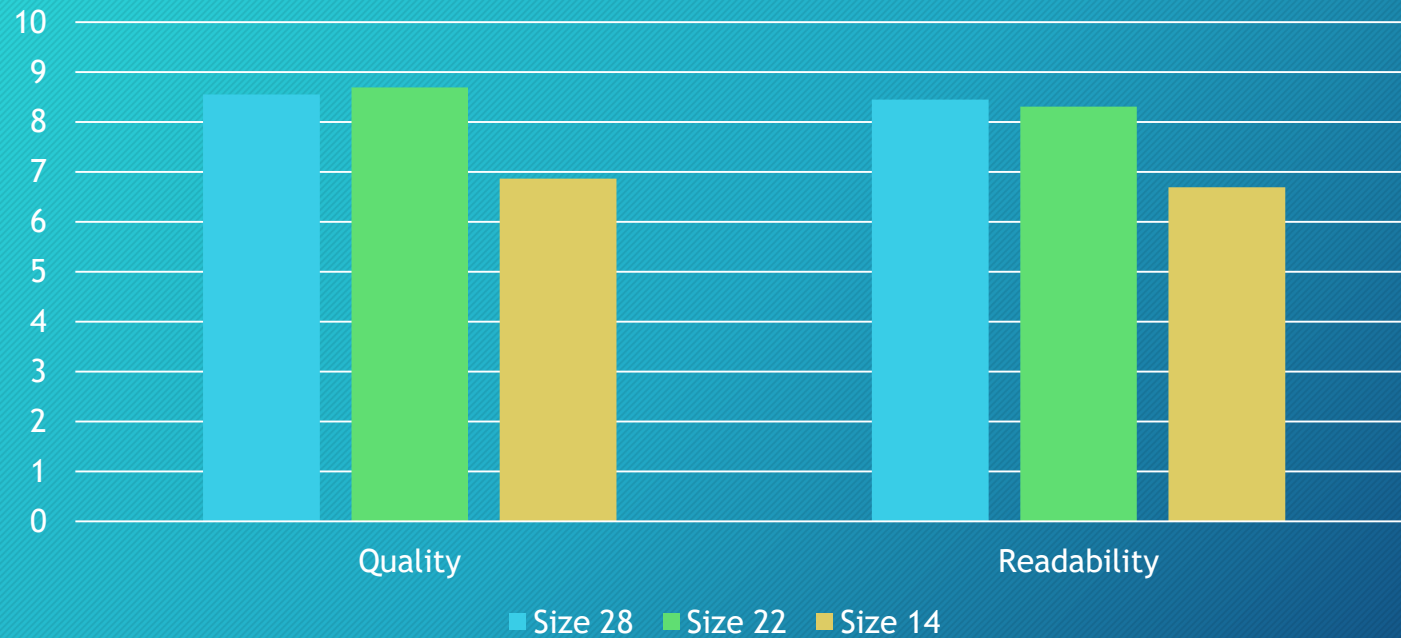


Can use



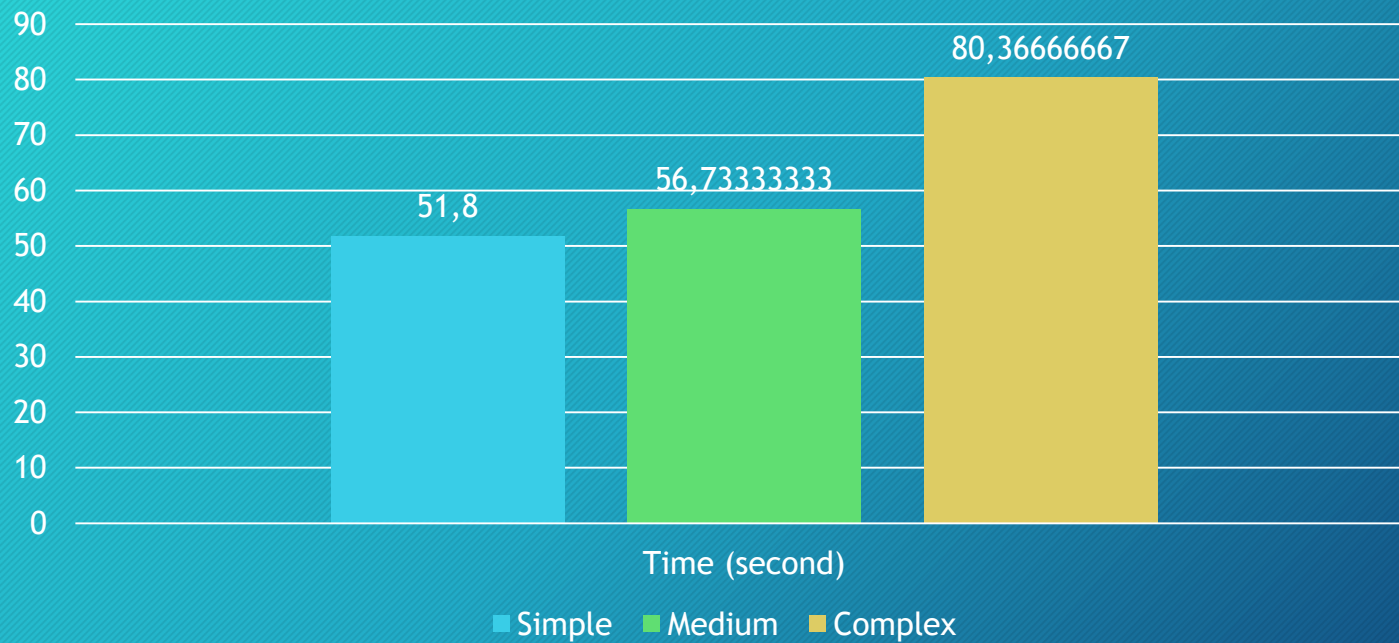
# Reading (Font Size)

Readability base on Font Size



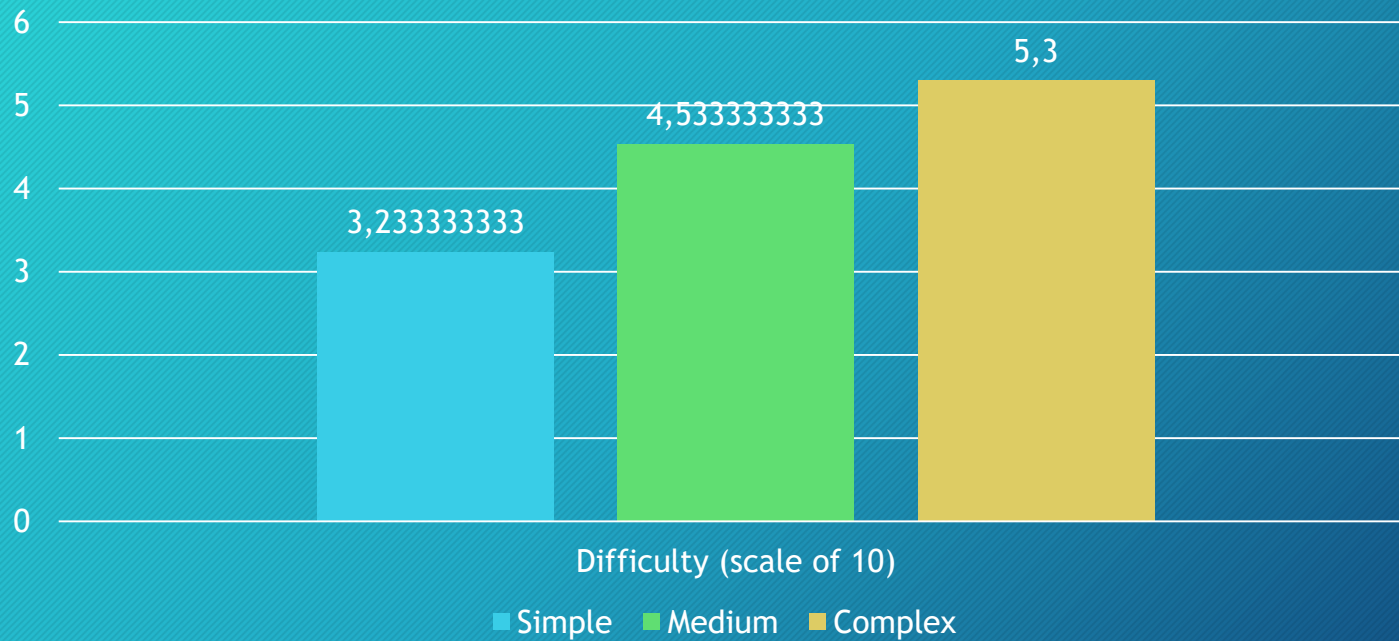
# Typing Time

Typing based on sentence complexity



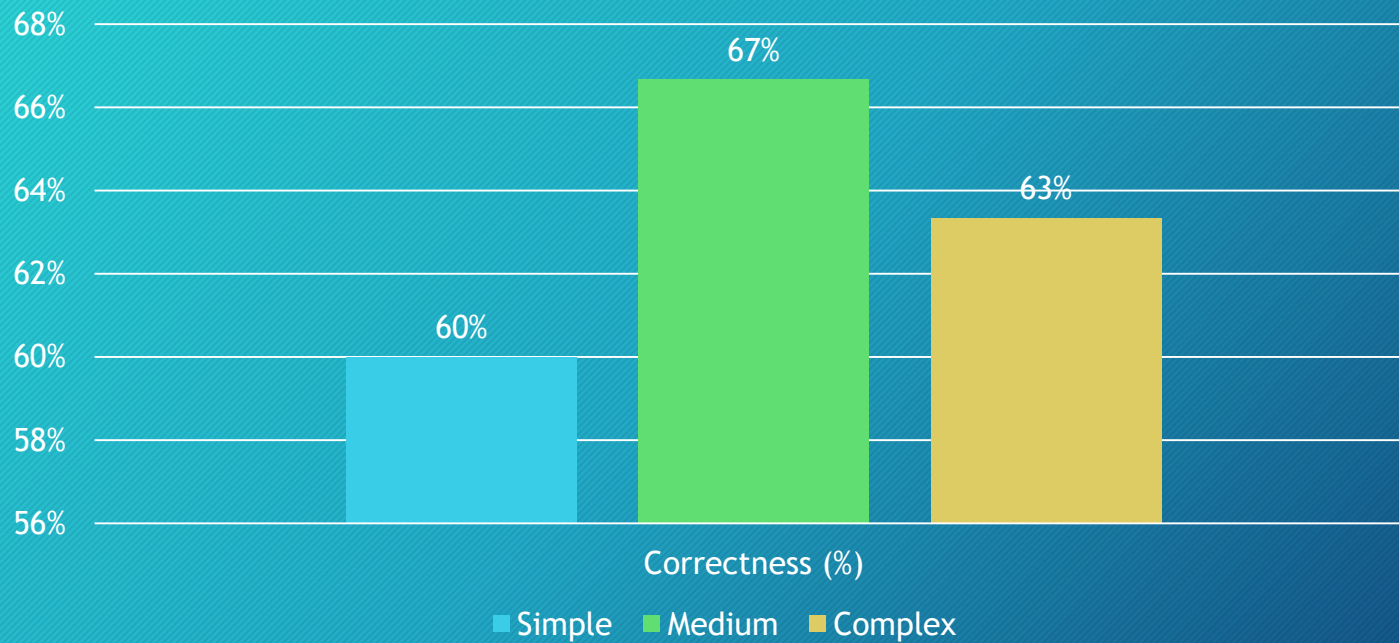
# Typing Difficulty

Typing based on sentence complexity



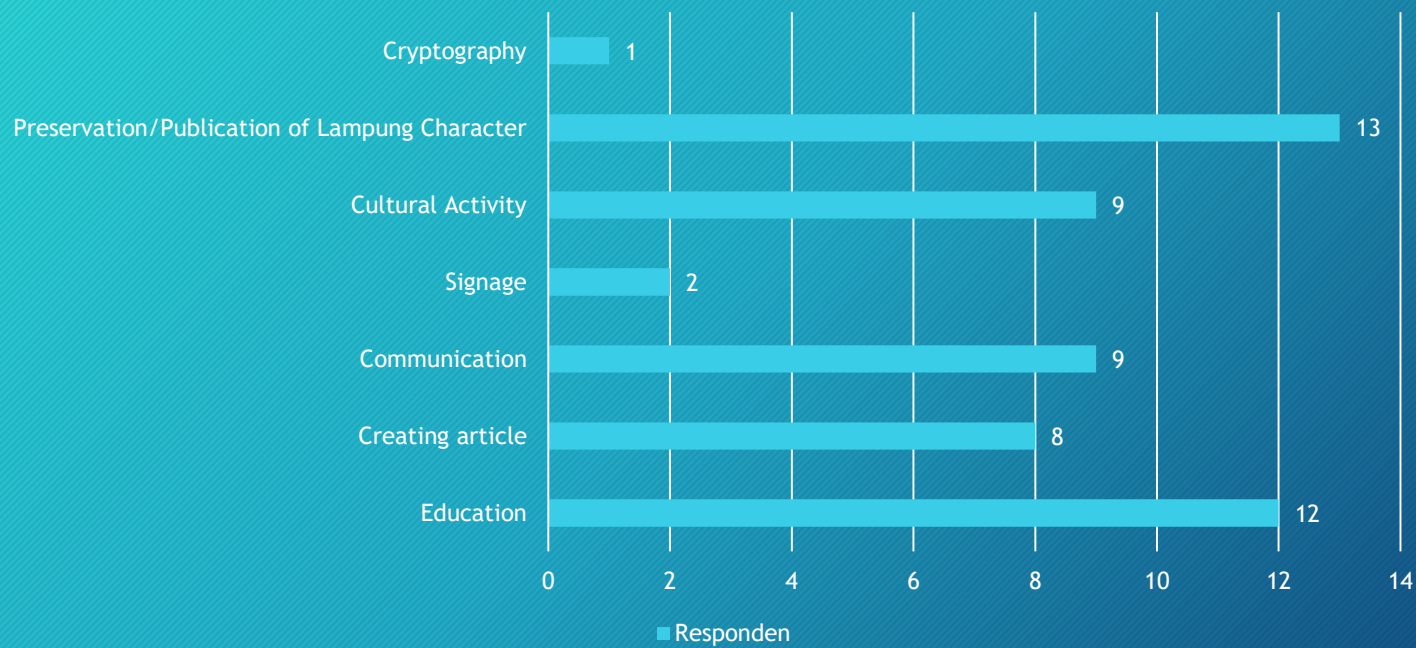
# Typing Correctness

Typing based on sentence complexity



# Usage Recommendation

Lampung Character Recommendation





# Conclusion

- Based on data, there are some refinement need to be done to achieve a better digital font. A larger default character and some refinement on typography.
- The font itself manage to achieve a favorable review on usable and useful aspect of UX.
- According responses users, digital aksara Lampung have to be spread out more, in order to support the local value and uniqueness of Lampung.

# Thank You



Gita Paramita Djausal, S.IP, M.B.A.

Meizano A. Muhammad, M.T.

Martinus, S.T., M.Sc

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