

The logo for ARTESH 2020 features a stylized 'A' composed of three overlapping triangles in red, teal, and orange. To the right of the 'A' is the text 'ARTESH 2020' in a sans-serif font, with 'ARTESH' in red and '2020' in orange.

ARTESH 2020

2nd INTERNATIONAL CONFERENCE ON ART
FOR TECHNOLOGY, SCIENCE AND HUMANITIES

2nd International Conference 2020

As part of publication of
International Conference on Art For Technology,
Science and Humanities
"Challenges of Art in Practice and Education in Virtual Space
Discourse (Reflection, Interaction and Projection)"

Virtual Culture Hub, CADL,
Institute Technology of Bandung

November 30 - December 1, 2020

Proceeding Abstract Conference

ARTESH 2020


2nd INTERNATIONAL CONFERENCE ON ART
FOR TECHNOLOGY, SCIENCE AND HUMANITIES



artesh.itb.ac.id



Prodi Seni Rupa
Fakultas Seni Rupa dan Desain
Institut Teknologi Bandung
Indonesia.



Proceeding Abstract Conference
as part of publication of

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Bandung Institute of Technology
November 30 - December 1, 2020

Virtual Culture Hub, CADL, Bandung Institute of Technology

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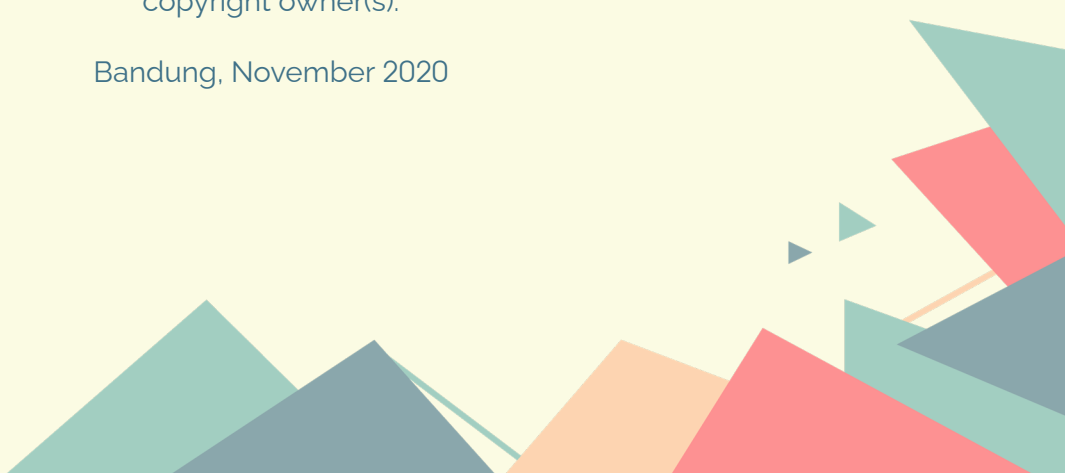
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Faculty of Art & Design, Bandung Institute of Technology

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Bandung, November 2020



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About 2nd IC ARTESH 2020

(ART FOR TECHNOLOGY,
SCIENCE AND HUMANITIES)





Welcome Remarks

**Director General of Culture, Ministry of Education
and Culture Republic of Indonesia**


Hilmar Farid, Ph.D.

It is a great honor to welcome you to the 2nd IC ARTESH International Conference 2020, Arts for Technology, Science and Humanities organized by the Visual Art Study Program, Faculty of Visual Art and Design, Institut Teknologi Bandung, and also welcome to join the participants both from national or international. I would like to take this opportunity to express my best wishes and sincere gratitude to the Director General of Culture, Ministry of Education and Culture, to the Dean and his staff and to all keynote speakers for accepting our invitation to share their experiences and expertise. Sharing their expertise will certainly enrich their knowledge and are highly appreciated by the attendees and participants of the 2nd IC ARTESH 2020.

We all realize that the art world has witnessed a number of developments and movements that have occurred dynamically in the last decades related to the development of internet technology extending to the virtual world without borders and digital computer techniques at an accelerating rate that affect aspects of human life and creativity in various branches of science. Especially in the arts and humanities. Triggered by the Covid-19 pandemic crisis that hits the world since the beginning of 2020, it has become an opportunity for art enthusiasts to face this condition.

Artists and art academicians from various countries around the world should take strategic steps to keep the creativity and optimism of art enthusiasts. The art world has begun to move to find a way and try to adapt to the situation due to the Corona virus attack. As a social being, eventually they find and carry out different ways of communication, after losing their social space for a long time. This virtual cross-web interaction and communication takes the place of real human life. In this case, Art activities can virtually make people connected and interact, even from far distances, united as one, connected between countries, nations and continents. The rise of new forces that enrich art in an international context due to global cultural interactions. This changes the frame of mind of man in his vision to reflect on the origin of the tradition of creating cultural products that lead to diversity and artistic reinvention today. Transdisciplinary research-based art practice has spread to all corners of the earth and gave birth to new materials and non-material media. Its growth is supported by the rise of information and digital technology that creates a world without borders.

The innovation of visual concepts and expressions in contemporary visual culture has enriched the quality and scope of world art and has an impact on the social field of art in synergy from various fields, branches of art and also with the fields of science, technology and humanities. On the other hand, we have seen a growing number of scientific exploration and research using art at different stages. The creative side of art creation has pushed the boundaries of science and increased its use for innovation and scientific or technological societies. In the social sciences and humanities, art serves as an imaginative playground in which abstract concepts can be safely explored.



The Art Study on Higher Education takes a central part in this movement. The Visual Arts Study Program, Faculty of Visual Arts and Design, Institut Teknologi Bandung, is one of the oldest institution in Indonesia. It contributes directly through alumni and indirectly through ideas circulating in the world of art. As a leading Art College, Its unique position in a technology institute has given it a special characteristic. The transdisciplinary approach and research-based art creation are not new to the learning tradition.

Through this conference, a critical and timely idea was put forward, "How can art in the virtual world technology age further synergize with technology, science and the humanities?". Participants will be able to hear and discuss about the relevancy and synergy of higher education between arts, science, technology and humanities, which can be achieved to not only create a better future, but also in creating a future led by a generation that is responsive and empathetic. We believe that the aforementioned aspects play an important role in realizing integrated Art in the new era in the era of virtual Unlimited Communication and Information Technology. On this special occasion I would like to congratulate the organizers of the 2nd International Conference on Art for Technology, Science, and Humanities 2020 for their success in organizing this extraordinary event and I thank all the participants who have contributed to our future progress.

It is a great honour to welcome you to the 2nd International Conference on Art for Technology, Science, and Humanities organized by Faculty of Art and Design, Institut Teknologi Bandung, and also welcome to Indonesia and to International participants. I would like to take this opportunity to express our sincere thanks to all keynote speakers for having accepted our invitations to share their experience and expertise. Their expertise sharing will surely enrich the knowledge of and be greatly appreciated by the audience of the IC ARTESH 2018.

We now all realize that the art world has seen a number of developments and movements that occur dynamically in the last decade. There are at least two main tendencies developing in today's art practice. Firstly, similar to global culture, there seems to be a common vision of contemplating on tradition which has led to current artistic diversity and rediscovery. This revival has emerged as a new force that enriches art in the international context. Secondly, trans-disciplinary research-based art practice has diffused to every corner of the earth and produced new material and immaterial media. Its growth is supported by the rise of information and digital technology that creates unlimited world. The innovation of visual and expression concepts in contemporary visual culture has enriched the quality and scope of world art and impacted the social field of art. This also reflects the synergy of various fields, branches of arts and also with the fields of science, technology, and humanities. On the other hand, we have seen the growing number of scientific exploration and research that employs art in different stages. Also, it is an evident that some artworks trigger deeper scientific studies. The creative side of art creation has pushed the boundaries of science and raised its use to bridge a scientific or technological innovation and societies. In social science and humanities, art serves as an imaginative playground where abstract concepts can be explored safely.



Welcome Remarks





Rector of Bandung Institute of Technology
Prof. Reini Wirahadikusuma, Ir. Ph.D

"Good morning, ladies and gentlemen. All praise is due to Allah, the Hope of the oppressed, for enabling us to meet together in this international seminar.

Peace and salutation be upon to the noble Prophet, Muhammad S.A.W. and his household, his companions and his faithful followers until the end of time."

It is a great honor to welcome you to the 2nd IC ARTESH International Conference 2020, Arts for Technology, Science and Humanities organized by the Visual Art Study Program, Faculty of Visual Art and Design, Institute Technology Bandung, and also welcome to join to the participants both from nasional or international. I would like to take this opportunity to express my best wishes and sincere gratitude to the Director General of Culture, Ministry of Education and Culture, to the Dean and his staff and to all keynote speakers for accepting our invitation to share their experiences and expertise. Sharing their expertise will certainly enrich participants knowledge and are highly appreciated by the attendees and participants of the 2nd IC ARTESH 2020.

We all realize that the art world has witnessed a number of developments and movements that have occurred dynamically in the last decades related to the development of internet technology extending to the virtual world without borders and digital computer techniques at an accelerating rate that affect aspects of human life and creativity in various branches of science. Especially in the arts and humanities. Triggered by the Covid19 pandemic crisis that has hit the world since the beginning of 2020, it has become an opportunity for art people to face this sad condition.

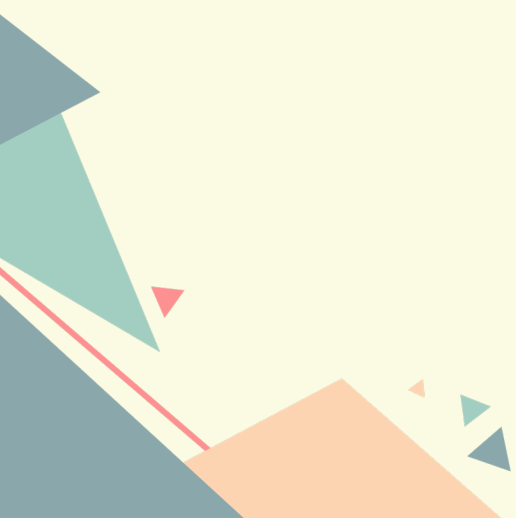
The main trend that develops in art practice today. The rise of new forces that enrich art in an international context due to global cultural interactions. This changes the frame of mind of man in his vision to reflect on the origin of the tradition of creating cultural products that lead to diversity and artistic reinvention today. Transdisciplinary research-based art practice has spread to all corners of the earth and gave birth to new materials and non-material media. Its growth is supported by the rise of information and digital technology that creates a world without borders. The creative side of art creation has pushed the boundaries of science and increased its use to bridge innovation and scientific or technological societies. In the social sciences and humanities, art serves as an imaginative playground in which abstract concepts can be safely explored.



Art Higher Education takes a central part in this movement. The transdisciplinary approach and research-based art creation are not new to the learning tradition. Through this conference, a critical and timely idea was put forward, "How can art in the virtual world technology age further synergize with technology, science and the humanities?". Participants will be able to hear and discuss how relevant the synergy of higher education between arts, science, technology and humanities can be achieved to not only create a better future, but also a future led by a generation that is responsive and empathetic.

We believe that the aforementioned aspects play an important role in realizing integrated Art in the new era in the era of virtual Unlimited Communication and Information Technology. On this special occasion I would like to congratulate the organizers of the 2nd International Conference on Art for Technology, Science, and Humanities 2020 for their success in organizing this extraordinary event and I thank all the participants who have contributed to our future progress.

Bandung, 27 November 2020





Foreword



**Dean of Faculty of Art and Design,
Bandung Institute of Technology**
DR. Adriyanto Rikrik Kusmara ,M.Sn.

Good morning, ladies and gentlemen. All praise is due to Allah, the Hope of the oppressed, for enabling us to meet together in this international seminar. Peace and salutation.


Assalamud'laikum Warohmatullohi Wabarokatuh

First of all, I feel honored, that the Faculty of Visual Art and Design is hosting the 2nd International Conference Artesh 2020. The Challenges of Art in Practice and Education in Virtual Space Discourse (Reflection, Interaction, and Projection).. International Conference 2020, Arts for Technology, Science and Humanities organized by the Visual Art Study Program, Faculty of Visual Art and Design, Institute Technology Bandung. I would like to to express my best wishes and sincere gratitude to

The honorable, our Rector Institute Technology of Bandung, Prof, Reni Wirahadikusumah, Ph. D, tThe honorable, MR. Hilmar Farid, Ph. D. the Director General of Culture, Ministry of Education and Culture, to Lectures and staf, to all invited keynote speakers for accepting our invitation to share their experiences and expertise.

This is very important, both for ITB higher education and for the development of the art world within the national and international scale. This international conference will discuss the meaning and role of art from various aspects such as: Art contributions in Higher Education; Arts Higher Education in the context of the Internet high technology and Virtual world on the beginning era Industrial Revolution 0.5;

We all realize that the art world has witnessed a number of developments and movements that have occurred dynamically in the last decades related to the development of internet technology extending to the virtual world without borders and digital computer techniques at an accelerating rate that affect aspects of human life and creativity in various branches of science. Especially in the arts and humanities. Triggered by the Covid19 pandemic crisis that has hit the world since the beginning of 2020, it has become an opportunity for art people to face this sad condition. The art world has begun to try to adapt to the situation due to the Corona virus attack. This virtual cross-web interaction and communication takes the place of real human life. In this case, Art activities can virtually make people connect and interact, even there is no distance, there is no difference in race and nation, connected between countries, nations and between continents.



The Role of Science, Technology and Humanity in Higher Education in Art; Art in the context of Trans-disciplinary and Trans-culture; Art of Tradition and New Technology; and Artistic Exploration in Scientific Research Nowadays, the The Challenges of Art in Practice and Education in Virtual Space Discourse (Reflection, Interaction, and Projection). The Higher Education in Arts cannot distant their selves toward the impact of Advanced Globalization, with social relations and interdependence between humans and regions are getting bigger, the development of information technology which is starting to replace the role of humans and the very large dependence toward the fast changing databases.

The nature of scientific knowledge is no longer oriented to specialization but is open to and influences each other. A segmented view of scientific knowledge is being related to the needs of the world today, where communication is fast and enables rapid exchange of information over long distances. The next complicated thing is how to deal with disciplinary categorization within science.

The possibility of interdisciplinary and transdisciplinary ways of thinking will face social change at the late of this millennium and it will demand the transformation, episteme, mission and ethos of universities in the contemporary era. Therefore the concept of the paradigm of interdisciplinary and transdisciplinary ways of thinking in research at the Graduate and Postgraduate level of Arts must be formulated. The research paradigm includes the object of research, research problems, the nature of the method and how to explain and understand the results of the conducted research.

The innovation of visual concepts and expressions in contemporary visual culture has enriched the quality and scope of world art and has an impact on the social field of art in synergy from various fields, branches of art and also with the fields of science, technology and humanities. On the other hand, we have seen a growing number of scientific exploration and research using art at different stages. The creative side of art creation has pushed the boundaries of science and increased its use to bridge innovation and scientific or technological societies. In the social sciences and humanities, art serves as an imaginative playground in which abstract concepts can be safely explored.

Within this context, the Faculty of Art and Design ITB is honored to be able to contribute in solving the latest contemporary problems through this international conference, especially in the development of the art education paradigm concept (including craft and design). Once again, congratulations and appreciation are conveyed to various parties and partners for their role in supporting this program.

Wass. Wt.wb.




**Head of Visual Art Study Program
Faculty of Arts and Design,
Bandung Institute of Technology**
Dikdik Sayahdikumullah M.Sn., Ph.D.

Good morning, ladies and gentlemen. All praise is due to Allah, the Hope of the oppressed, for enabling us to meet together in this international seminar. Peace and salutation.

Assalamua'laikum Warohmatullohi Wabarokatuh

The honorable, to our Rector Institute Technology of Bandung. Prof, Reni Wirahadikusumah, PHd. The honorable, MR. Hilmar Farid ,Ph. D. the Director General of Culture, Ministry of Education and Culture Mr. Hilmar Farid. The honorable our Invitated Speaker, The honorable Dean Faculty of Art and Design Dr. A. Rikrik Kusmara and The Honorable of all of Chairman of Study Program and all of Lecture and our beloved Student. the Honorable all of parallel speakers , participants, the honorable organizing committee members, And especially to all distinguished guests and all of participants, It is such a great pleasure to welcome you all to the 2nd International Conference ARTESH 2020.

It is a great honor to welcome you to the 2nd IC ARTESH International Conference 2020, Arts for Technology, Science and Humanities organized by the Fine Arts Study Program, Faculty of Art and Design, Bandung Institute of Technology, and also welcome to join participants both from the national level. and internationally. The development and movement of communication technology has occurred dynamically in the last few decades, especially in connection with the development of internet technology to the limitless virtual world and digital computer techniques at an increasingly fast speed affecting human aspects. Especially in the arts and humanities. Triggered by the Covid19 pandemic crisis that has hit the world since the beginning of 2020, it is an opportunity for artists to face this sad condition.



Artists and fine arts academics from various countries in the world take strategic steps to keep art people creative and optimistic. The art world is starting to move to find a way and try to adapt to the situation due to the Corona virus attack. As social beings, they finally find and carry out various means of communication, after losing their social space for a long time. This virtual cross-web interaction and communication replaces real human life. In this case, visual arts activities can virtually make people connected and interact, even without distance, there is no difference in race and nation, connected between countries, nations and between continents. The main trend that develops in art practice today. The emergence of new powers that enrich art in an international context due to global cultural interactions.

Fine Arts Study Program, Faculty of Fine Arts and Design, Bandung Institute of Technology is one of the oldest institutes in Indonesia. As a leading Art College, Through this conference, a critical and timely idea was presented. Participants will be able to hear and discuss how relevant the synergy of higher education between arts, science, technology and the humanities can be achieved not only to create a better future, but also a future led by a generation that is responsive and empathetic.

We believe that the aforementioned aspects play an important role in realizing integrated Art in a virtual new era in the era of Communication and Informatics. I would like to take this opportunity to congratulate the organizing committee for the 2nd International Conference on Arts, Technology, Science and Humanity 2020 for their success in organizing this extraordinary event and I thank all the participants who have contributed and hopefully will inspire us for the future.

On this special occasion I would like to congratulate the organizers of the 2nd International Conference on Art for Technology, Science, and Humanities 2020 for their success in organizing this extraordinary event and I thank all the participants who have contributed to our future progress.

I cover with, wabillahitaufik wal Hidayah



Committee Report





**Chairperson of the
Organizing Committee IC ARTESH 2020**
Dr. Nuning Yanti Damayanti, Dipl. Art

Bismillahirrahmanirrahiim,

All praise is due to Allah, the Hope of the oppressed, for enabling us to meet together in this 2nd International Conference ARTESH 2020.


Assalamua'laikum Warohmatullohi Wabarokatuh

First of all, on behalf of the organizing committee, I would like to extend my warmest greetings and enthusiastically welcome you all to the 2nd International Conference on Art For Technology, Science, and Humanities 2020. The 2nd International Conference ARTESH 2020 is the first effort to accommodate exchanges of theories, information, and research results among experts of the ever challenging the theme of Challenges in Art for and its synergy with Science, Technology and Humanities

The honorable, to our Rector Institute Technology of Bandung. Prof, Reni Wirahadikusumah, Ph. D. The honorable, MR. Hilmar Farid , Ph. D. the Director General of Culture, Ministry of Education and Culture, The honorable Dean Faculty of Art and Design Dr. A. Rikrik Kusmara, M.Sn and all of the Dean of Bandung Institute of Technology. The Honorable of all of Chairman of Study Program the Honorable all of parallel speakers;

1. Dr. Kathryn Coleman (Melbourne Graduate School Of Education The University of Melbourne, Australia)
2. Steve Adisasmito-Smith, Ph.D. (California State University, Fresno, USA)
3. Dr. Ono W Purbo (Experts in IT, Cyber and Internet, Universitas Darmajaya, Indonesia IBI Darmajaya)
4. Prof. Gunnar Spellmeyer (University of Applied Sciences and Arts Hanover, Germany)
5. Aaron Seeto, Ph.D (Director of Museum Macan, Curator Manager Moma Brisbane, Australia)
6. Dr.Rer.Nat Sparisoma Viridi (FMIPA, Bandung Institute of Technology)

and honorable to all of Lecture and our beloved student, participants, the honorable organizing committee members, And especially to all distinguished guests and all of participants, It is such a great pleasure to welcome you all to the 2nd International Conference ARTESH 2020.



We believe that the aforementioned aspects play an important role in creating an integrated art for the new high Communication Technology and The main event is divided into two sessions, namely keynote speeches and parallel sessions. To expand the knowledge of all the participants particularly Indonesians, we invite several international speakers from Germany, Australia, United States of America, and also Indonesia whom I believe shall bring new insights into the development of the synergy of art and science, as well as art, technology, humanities in education. Furthermore, I would like to thank the paper presenters for their participation without whom the seminar will be meaningless.

For parallel sessions, there were more than 95 accepted abstracts to be presented during the conference, some of them are from ITB while others come from various institutions such as start, UNJ, UNESA, UPI, UNY, UNNES, ISBI Bandung, ISI Yogyakarta, Trisakti, Paramadina, ISI Surakarta, ISI Padang, UK. Maranatha, ITHB, UNTAR, BINUS, IKJ, UNIKOM dll. There are also several overseas participants from Malaysia, Australia. This reflects the divers knowledge that would be disseminated throughout this conference. Therefore, I hope that this conference is beneficial to all Representing the organizing committee of the conference, I would like to express my profound gratitude and appreciation to participate at this seminar, to all the sponsors: LPPM ITB, We would also like to extend my deepest gratitude to the organizing committee and to everyone who has worked hard to 1st International Conference on Art for Technology, Science, and Humanities 2020 will be a memorable one to attend. I wish everyone enjoy this valuable event. Thank you.

Wabillahitaufik wal hidayah. Wassalamualaikum wr wb.
Dr. Nuning Y Damayanti



Programs

**ARTESH 2020 - 2nd INTERNATIONAL CONFERENCE ON ART
FOR TECHNOLOGY, SCIENCE, AND HUMANITIES**
"TRANS DISCIPLINE APPROACH: CHALLENGES OF ART IN PRACTICE AND EDUCATION
IN VIRTUAL SPACE DISCOURSE (REFLECTION, INTERACTION, AND PROJECTION)"

Event Arrangement **1st DAY**
MONDAY, 30 NOVEMBER 2020

Opening Ceremony

| NO. | TIME (Western Indonesian Time) | DURATION | ACTIVITY | CHAIRPERSON |
|-----|-----------------------------------|------------|---|--|
| 1. | 08.30 - 09.00 | 30 Minutes | Registration | Committee |
| 2. | 09.00 - 09.05 | 05 Minutes | Opening | MC |
| 3. | 09.05 - 09.10 | 05 Minutes | Indonesia's National Anthem, INDONESIA RAYA | Committee |
| 4. | 09.10 - 09.15 | 05 Minutes | Greeting for Speaker of Opening Ceremony | MC |
| 5. | 09.15 - 09.19 | 04 Minutes | Committee Report | Dr. Nuning Yanti Damayanti, Dipl. Art Chair of the Committee IC ARTESH 2020 |
| 6. | 09.19 - 09.25 | 06 Minutes | Welcoming Speech Live Present / Video | Dikdik Sayahdikumullah M.Sn., Ph.D. Head of Visual Art Study Program Faculty of Arts and Design Bandung Institute of Technology |
| 7. | 09.25 - 09.35 | 10 Minutes | Welcoming Speech Live Present / Video | Dr. Andryanto Rikrik Kusmara, S.Sn., M.Sn. Dean of Faculty of Arts and Design Bandung Institute of Technology |
| 8. | 09.35 - 09.45 | 10 Minutes | Welcoming Speech | Prof. Reini Wirahadikusuma, Ir. Ph.D Rector of Bandung Institute of Technology |
| 9. | 09.45 - 10.15 | 30 Minutes | Welcoming Speech and Keynote Speaker | Hilmar Farid, Ph.D. Director General of Culture, Ministry of Education and Culture Republic Indonesia |

1st Plenary Session

| NO. | TIME (Western Indonesian Time) | DURATION | ACTIVITY | CHAIRPERSON |
|-----|-----------------------------------|------------|---|---|
| 10. | 10.15 - 10.20 | 05 Minutes | ITB Student Choir | Committee |
| 11. | 10.20 - 10.25 | 05 Minutes | Greeting for Key-note Speaker, All Speaker, and Moderator for guiding 1 st Plenary Session | MC |
| 12. | 10.25 - 10.30 | 05 Minutes | Moderator Guiding for 1st Plenary Session | Hafiz Aziz Ahmad,S.Sn, M.Ds., Ph.D Faculty of Arts and Design Bandung Institute of Technology |
| 13. | 10.30 - 10.50 | 20 Minutes | 1st Speaker Live Present / Video | Dr. Kathryn Coleman University of Melbourne, Australia |
| 14. | 10.50 - 11.10 | 20 Minutes | 2nd Speaker Live Present / Video | Dr. Steve Adisasmito Smith State University of Freshno California, USA |
| 15. | 11.10 - 11.30 | 20 Minutes | 3rd Speaker Live Present / Video | Dr. Onno W. Purbo Informatic and Business Institute Darmajaya, Indonesia |
| 16. | 11.30 - 11.55 | 25 Minutes | Moderator Discussion | Hafiz Aziz Ahmad,S.Sn, M.Ds., Ph.D Faculty of Arts and Design Bandung Institute of Technology |
| 17. | 11.55 - 12.00 | 05 Minutes | Moderator Conclusion | Hafiz Aziz Ahmad,S.Sn, M.Ds., Ph.D Faculty of Arts and Design Bandung Institute of Technology |
| 18. | 12.00 - 12.05 | 05 Minutes | Announcement to the Break & closing | MC |

2st Plenary Session

| NO. | TIME (Western Indonesian Time) | DURATION | ACTIVITY | CHAIRPERSON |
|-----|-----------------------------------|------------|---|--|
| 19. | 12.05 - 13.05 | 60 Minutes | Break – Music & video | Committee |
| 20. | 12.45 - 12.50 | 05 Minutes | Announcement 15 minutes before start 2 nd Plenary Session | MC |
| 21. | 13.05 - 13.10 | 05 Minutes | Greeting for All Speaker, and Moderator for guiding 2 nd Plenary Session | MC |
| 22. | 13.10 - 13.15 | 05 Minutes | Moderator Guiding for 2nd Plenary Session | Hafiz Aziz Ahmad, S.Sn, M.Ds., Ph.D Faculty of Arts and Design Bandung Institute of Technology |
| 23. | 13.15 - 13.35 | 20 Minutes | 4th Speaker Live Present / Video | Prof. Dr. Gunnar Spellmeyer University of Applied Sciences and Arts, Hanover Germany |
| 24. | 13.35 - 13.55 | 20 Minutes | 5th Speaker Live Present / Video | Aaron Seeto, Ph.D Museum of Modern and Contemporary Art in Nusantara (Museum MACAN) |
| 25. | 13.55 - 14.15 | 20 Minutes | 6th Speaker Live Present / Video | Dr.Rer.Nat Sparisoma Viridi Bandung Institute of Technology, Indonesia |
| 26. | 14.15 - 14.40 | 25 Minutes | Moderator Discussion | Hafiz Aziz Ahmad, S.Sn, M.Ds., Ph.D Faculty of Arts and Design Bandung Institute of Technology |
| 27. | 14.40 - 14.50 | 10 Minutes | Moderator Conclusion | Hafiz Aziz Ahmad, S.Sn, M.Ds., Ph.D Faculty of Arts and Design Bandung Institute of Technology |
| 28. | 14.50 - 14.55 | 05 Minutes | Announcement & closing | MC |



Keynote Speech Abstracts



Dr. Kathryn Coleman
(Melbourne Graduate School Of Education
The University of Melbourne)

Post-digital a/r/t practices: hope, creativity and speculation in a pandemic

Australia was in lockdown from March, 2020 with many States and Territories opening up in June (some a little earlier). Victoria then went into a second-stage lockdown in July, and have only just re-opened in November. As a result, the visual arts and GLAM sector has been hit hard by the lockdown and closures of galleries and studio spaces, cancellations, and postponement of shows. Just as the closures affected our arts communities, we also moved our teaching and research home, shifting how we learn art, practice as artists and encounter materialities and technologies in art and art education. Early in the lockdown this impact was felt across the sector, however just as educators pivoted, so too did GLAM who increased their presence in digital cultures, began to organise and coordinate communities using hashtags, developed bots and grew engagement; changing the behaviours of audiences into active digital participants. During this time, we were uncertain, anxious and often hopeless and we looked to visual artists and the GLAM sector for entertainment, wellbeing and connection.

During the pandemic, while working from home in Banyule on the lands of Wurundjeri willam peoples, the traditional custodians; I have had the great pleasure of working in and across generative and joyful teaching and research sites. This presentation will draw on two digital practitioner-education research sites, informed by feminist practices and politics of radical collaborations. being scurrious and learning to teach art in lockdown have shown me why radical collaborations and public pedagogies in post-digital a/r/t practices create space for hope, creativity and speculation.



Steve Adisasmith-Smith, Ph.D.

(Associate Professor of Comparative and
World Literature Department of English
California State University, Fresno, USA)

Texts, Icons, and Virtual Understanding: Indigenous Art and Narrative in Digital Form

We have reached an era in which visual art and literature amplify each other, with gains in knowledge transfer and emotional charge. Recent research shows the brain encodes information in interacting narrative and visual forms. Likewise, digital transfers on the internet allow unprecedented intercultural exchange. To advance multicultural, interdisciplinary cross-pollination, scholars of literature seek orature from indigenous nations to teach. This goal encounters practical problems in collecting oral tales and ethical problems in the risk of appropriating indigenous culture. Fortunately, in today's digital age, First Nations are themselves producing verbal and visual art forms, and they control how it is shared with other cultures. For example, Oiw TV and University of Hawaii sponsored Indigenous Hawaiians to film musicals and animated series which relay traditional tales, in Hawaiian language with traditional Hawaiian arts as part of the visual media. A similar joint venture between Maori artists and English storytellers, has produced a series on Maui, the trickster and creator. The stories are told in Maori language, with subtitles, illustrated with visuals inspired by traditional Maori arts. The result is a layered, complex evocation of the arts and tales of each culture performed by the people who created them. Since these communities shared their arts and self-representation online, my students in the US could benefit from an encounter with spoken voice, traditional arts, and an engaging narrative. This multi-modal presentation amplifies the meaning: an enriched text and art form, a Peircean semiotic interpretant.



Dr. Ono W Purbo

(Pakar IT, Cyber dan Internet,
Universitas Darmajaya, Indonesia IBI Darmajaya)

Online Teaching and Experience Art & Culture During Coronavirus and Beyond

In the past, we enjoy a bloom of arts activity across all media—performances, visual art, movies; you name it. While the world grapples with containing Coronavirus (COVID-19), the way we typically participate in the arts is changing. In this paper, some of the main activities related to learning and experiencing art and culture will be briefly described. Some of them are,

- Visit museums/galleries from all over the world from home. Rega Oktaviana, an FSRD Graduate Student, has experimented on a virtual art exhibition. At the same time, Muhammad Ari Kurniawan at festivo.co has tested with a virtual tour (<https://m-ari19.github.io/TourAnalytics/>) and can be used as an art exhibition.
- Embrace technology for virtual gallery exhibitions & art experiences.
- Post-Pandemic Teaching will possibly see not only hybrid models but also the realms of traditional educational delivery systems. Hybrid models may integrate the teaching process and community engagements to get creative / build community and participate online by following hashtags.



Prof. Dr. Gunnar Spellmeyer
(University of Applied Sciences
and Arts Hanover, Germany)

Affinity Spaces
empowering creatives (and others) for the future

This paper discusses the fundament of a speech given at ›2nd IC ARTESH 2020 – International Congress in Art, Technology, Science and Humanity‹. The speech deals with the upcoming challenges and its inherent necessities: what skills and abilities do we need to develop? And how could we do it? The paper explains the competencies of the 21st century and derives proposals for action. It calls for a participatory culture and sees affinity spaces in the formal education sector as a possible solution. Furthermore, it considers it is the duty of professional creatives to make use of such affinity spaces and to carry their expert knowledge into the world as ›creative competence mediators‹.

Keywords: affinity spaces, future skills, future abilities, 21st century skills, creativity, problem solving, adaptability, entrepreneurial mindset, critical thinking, persistence, transformation, digital, key competencies, skill mediator



Aaron Seeto, Ph.D

(Director Museum Macan, Curator
Manager Moma Brisbane, Ausitralia)

Approaching Programs and Art Education in a COVID landscape: Perspectives from Museum MACAN

As we approach the anniversary of the emergence of the COVID-19 pandemic, we better understand how our daily lives have changed, and the many challenges we face as we adapt to a 'new normal' lifestyle. In this short period of time there has been an extraordinary upheaval of the regular processes and practices of museums with respect to the delivery of their programs – from exhibitions; the delivery of art education; the identification of audiences and constituencies – in a landscape where physical engagement has been subsumed by ideas and experimentation with the digital. The full impact on museums and institutions is yet to be completely understood. How institutions will experiment and adapt will be modulated by a range of social and economic factors, such as how widespread and available technology is; and the literacy and proficiency of the community to harness technologies as they become available.

Simultaneously there has been sustained discussion amongst artist communities and institutions around the world, about their role in reorganizing culture and society to adapt to future scenarios – this not only encompasses the practical issues inherent within physical experiences 'IRL' – but also the underlying structural issues of the art world – in short, there are social and economic inequities and biases which this pandemic has made us more aware. As institutions adapt to the challenges to transform programs to cater to new physical requirements, new programs and processes should strive for wider social participation in the arts.

This short presentation is an unfolding case study of Museum MACAN's response. It will look at the immediate challenges, and present some of the ideas and thinking of the Museum's team, as it began shifted its programming and art education activities in March 2020 to online platforms. This presentation illustrates many practical concerns, but also raises questions of whether or not this moment of pause has allowed for a rethinking of the role of artists and the museum to create critical and inclusive spaces?



Dr. Rer. Nat Sparisoma Viridi
(FMIPA, Bandung Institute of Technology)

Even rice is a poor source of vitamins and minerals, it is still closely associated with food and nutrition security for a vast major of population living in the developing word, whose production is concentrated in just 15 countries, mostly in Asia (Muthayya et al., 2014). Other then food, rice can also be used to produce vinegar in China, Japan and Korea (Murooka et al., 2009), Japanese sake (Okuda, 2019), adhesive (Pan et al., 2005), and as one of the materials in a maracas as a musical instrument (Artan & Balad, 2003; Prieto & Cervantes, 2016; Harris, 2020). Physical properties of rice kernels is interesting to study experimentally, which is very useful in practical application in machinery while dealing with rice grains (Ghadge & Prasad, 2012) and later can be used to study the related phenomena using simulation (Jia et al., 2014). The properties are also changed after parboiling compared to the raw (Reddy & Chakraverty, 2004). Dynamics of pile of (raw) rice is interesting to study (Frette et al. 1996), while the boiled one has more stable structure after pressing as used in Tumpeng, an Indonesian tradition cuisine containing local wisdom (Jati, 2014). Besides the musical and culinary art there is a two-dimensional painting related to rice. A crop art made of varieties of rice grasses is emerging in the spring of Inakadate village in Aomori Prefecture, Japan (White, 2020), which is one of the large-scale public art projects that has gone viral through social media (Chacón, 2011). And there is also an art work with rice grains in constructing three-dimensional objects (New China TV, 2020).

Rice as part of granular materials has also another dynamics properties than can be change due to external vibration, e.g. position, orientation, composition, etc., which give an opportunity to dynamically change the appearance of the system. Physicist might help to tune some of the the physical properties, but how the result can be interpreted is still a artistic competence to discuss. We will present some granular phenomena that might be used for that, where normally they are observed for spherical grains. Rice, which has ellipsoidal form, opens new dimension for studying. Perhaps it will also introduce an unexpected results.

Recent international situation relating to the Covid-19 pandemic pushes us to enter the virtual world, which still has many limitation especially when discuss about art and artistic experience. We are already familiar with text, sound, movie (also animation), and mixture of them. What about another senses? Recent 4D theatres are capable to introduce a new state of "immersion" with smoke and bubbles, tipping seats, etc (Jameson, 2019) and there is also new technology to allow us to have taste experiences through virtual ingredients (Ranasinghe et al., 2016). And perhaps in the future we can sense temperature and pressure through modified of neonatal warming blanket (Warneford, 2018) and Oral Rehabilitation Robot, the WAO-1 (Ariji et al., 2009). These additional dimensions will give us more real experiences related to the delivery of the proposed idea in this work, so that the audience receive the messages that the artist want to share without any disturbances due to interconnection between real and virtual worlds, from artist to audience.



Abstracts

Abstracts Sub Theme 1

Opportunities and challenges for the arts and Design in adapting Virtual Popular Culture Discourse

A Post-Pandemic Concert What would have changed in orchestral performances in Indonesia

Ferry Matias

Abstract—The pre-pandemic has been established the settled living ecosystem for the orchestral musician in Indonesia, nevertheless, due to the government's policy to combat the virus since March 2020 which is applying the social restriction on a large scale, those within creative sectors have totally ceased their activities. As time goes by, online-virtual-concert has enlivened musical creating and performing. It spread globally and was responded as an opportunity by the state representation so was by the private sectors who have developed the platforms to accommodate the musician rights as brought by UNESCO discourses, one of formulated as follows "musicians can express themselves through music and get fair remuneration from it." The developed platforms had played a big role as a leverage, both during the pandemic and in the post-pandemic as was predicted and discussed in a two-way Focus Group Discussion methods (FGD), it taken from any webinars sessions involved the expert, officials, and the practitioners which concluded that instead of waiting a crisis assumed just taken place for a moment while waiting for the usual state return, it has been realized globally as an evidence as well as a signs that the new living ecosystem for orchestral musicians in Indonesia have just begun to change.

Keywords: Post-Pandemic Concert, Covid-19, Orchestra, Music-Business, Music-Industry.

Batik Story Telling: The Legend of Nyai Anteh

Arleti M Apin , Ariesa Pandanwangi, Belinda Sukapura, Nuning Yanti Damayanti

Legends or myths are found in various nations in the world, this is interesting to observe because this phenomenon can be found in major civilizations of the world. So is in Indonesia, and used to be bedtime story delivered by parents, or elderly family members. But now that electronic information technology has developed rapidly, this tales has become less popular. Nyai Anteh, one of the long-lost myth stories, has many hidden messages, including of scientific knowledge. This is the reason for the adoption of folk tales as the source of Batik storie telling in the guta tamarin technique. In a different and interesting form, hoped that many people will see and learn more about the story. Literacy is not only a book, but visuals also can be a source of valuable information and knowledge.

Keywords; Batik story telling, myths, legends, literacy

Comparison of the Narrative Structure of Sundanese Pantun Lutung Kasarung with Mobile Apps Interactive Story Kisah Lutung Kasarung: Morphological Analysis of Vladimir Proop

Dicky Hidayat, Mohd. Asyiek Bin mat Desa, Sri Nurbani

Pantun is a form of performance art for the old Sundanese people. The performance of the Sundanese pantun is performed by a storyteller who tells a story by singing accompanied by a lute instrument, namely kacapi. Currently, pantun performances are rarely held. However, we can still recognize how many pantun stories are through the adaptation of these pantun stories into modern media such as children's story books, comics, films, and games. This study aimed to compare the narrative structure of the Lutung Kasarung story contained in the Sundanese pantun with the Lutung Kasarung story which has been adapted into an interactive story on mobile apps platform. This research was a descriptive qualitative, data collection was done by using literature study methods and documentation. The data analysis was carried out using the narrative analysis method, especially the morphological analysis of Valadimir Propp, content analysis, and visual analysis through the stages of description, analysis, interpretation, and judgment. The results showed that there was a shift in the representation of Sundanese cultural values in the adaptation process of Lutung Kasarung pantun story into mobile apps, as manifested in the differences of the narrative structure between the Sundanese pantun and Lutung Kasarung mobile apps.

Keywords: rhyme, sundanese, Lutung Kasarung, Mobile Apps.

Continuity of Art Education & Art Practices in Adaptation to New Habits in the Virtual Age

Desak Ketut Yunikasari, Kuswarsantyo

The relevance of education at this time leads to an education system that has many considerations. The application of the education system in the virtual contemporary era has a significant impact, especially in practice in the field. In addition, the application to art practice that is conveyed to students must have a special way so that it is easy to understand. The conditions in the new era or the current virtual era are not a barrier to developing art products in terms of art education and new art practices. Artists and art practitioners are currently competing to develop various virtual ways so that art can still be enjoyed by anyone, anywhere. Like a quote written by an art critic and columnist at New York magazine which reads "art will go on. It always has. All we knows is that everything is different. We don't know how, only that is. The unimaginable is now reality".

Keywords: Art, Educational Relevance, Art Practice, New Habits

Cultural Hybridization: How Korean Wave Effect on Indonesian Culture

Dyah Ayu Wiwid Sintowoko

From theories of semiotic (Peirce) and film perspective, interpreting a sign is driven by the strong meaning of representation. Thus, semiotic theory logic is used to know how to read the sign of visual element of Korean drama. Due to the huge cultural hybridization phenomena in Indonesia and because of the effect of Korean Wave, two different Korean dramas based on different setting of time period, entitled (Touch Your Heart and The Moon That Embraces The Sun) are analyzed. Cinematic element, mise-en-scene, is predicted as a factor of how cultural hybridization has happened. The findings support the basic premise of both semiotic and film theory that mise-en-scene as visual language has a strong basic "mood cue" where its element strongly evoke one's attention and emotion as well. Cultural proximity might be another reason why Korean wave phenomenon still exists in Indonesia. Thus, the strong mise-en-scene such highlighted a fundamental key for successful cultural hybridization.

Keywords: Cultural hybridization, Korean Wave, Indonesia, Cultural proximity

Development Of Smartphone-Based Virtual Modules In Junior High School Arts And Culture Subjects

Abdul Rahman Prasetyo, Nila Rahmawati, and Triyono Widodo

The virtual module will be created with the concept of dynamic infographics. Dynamic infographics are media in the form of a display interface that has navigation buttons directing the pages needed by students. For example, the initial display is in the form of a general description of the painting material, on the start page students can select the next navigation menu according to what they want and what they have understood. For example, the next navigation page is about procedures, tutorials, questions, and evaluation of learning outcomes. Students and teachers can monitor the development and understanding of students regarding the material in real time. This dynamic infographic-based virtual module is made according to the characteristics of junior high school students who are already proficient in operating smartphones. Learning activities are designed like playing a game that must go through several stages to get to the finish line with results that are as planned. All students are designed to be able to pass these stages well, if there are several stages that are not optimal, students must repeat it many times until they meet the standards to be able to continue in the next phase. So that it can be monitored, students who are able to succeed at the final stage are students who have understood the material presented at each stage.

Keywords: Visual module, Visual art Module, Module Base Smartphone

Experiencing Site-Specific Art Through Virtual Tour

Khairunnisa Liummah, Ira Adriati

This paper describes the reduced and added qualities in a site-specific art virtual tour. The research focuses on Wot Batu, an earthwork that consists of work of stones that assembled into a sequence and tells about Sunaryo's perspective of spirituality. Qualitative method is used to compare the sensory and spatial qualities between real and virtual way of audience contact. Audiences that have been to wot batu were interviewed and done the virtual tour. The purpose is to present different qualities that can and cannot be achieved by virtual. The advantages are not only about accessibility, but also the vision of the audience can be directed through virtual interface. Audiences is also directed to follow the sequence of narration through the interface of Instagram story. While real experience, the audience follow the sequence through their body and spatial composition. Although real and virtual experience are using vision as the main senses, the virtual experience cannot grasp the qualities such as, haptic, skin, smell, and body wisdom. By virtual tour, the art can be accessed by wider audiences and how they perceived the message can be directed. However, the audiences can not feel the whole spiritual message since spatial qualities are reduced.

Keywords: site-specific art, virtual, experience, wot batu, spatial, sensory

Impact of the Pandemic: Creativity Batik Contemporary on Silk

Ariesa Pandanwangi

International government announced that to prevent the spread of the corona virus, museums, exhibitions, and festivals were temporarily closed and postponed. So, during a pandemic, people stay at home, avoid group gatherings, wear masks and wash their hands frequently. Working, creating from home is not an option, it makes some people feel bored, but for others it triggers creative energy in batik art creations. This study aims to determine how the batik art adopted from folklore is expressed in contemporary batik art. The data collection stage was carried out to identify folk tales originating from the island of Java, then a visual study was carried out, and the conch folk tales were selected. Based on this visual study, the art of batik is created which is visualized on silk cloth. The work creates a mutual and complementary dialogue between folklore from the past to the pandemic era. Artwork is made digital by raising an ongoing issue. Artists view their work from an artistic perspective, but also base the process on an appreciation of digitization. Artwork is visualized with the help of digital techniques. This article argues that the dialogue between digital art and the past helps artists cross borders and traditions.

Keywords: Batik, pandemic



Interactive Illustrated Booklet Design for Elementary School Students Visitors of the Sultan Mahmud Badaruddin II Museum in Palembang

Diani Apsari, Sri Maharani Budi Haswati, Wibisono Tegar Guna Putra

Sultan Mahmud Badaruddin II Museum is one of the regional museums in Indonesia which routinely holds museum visit programs for elementary school students in Palembang. When the pandemic arrives, the number of visits to this museum has also decreased as the impact from the government policy of remote learning. At the same time, on the other side, the elementary school students need knowledge of history, art and culture of the city of Palembang through the museum experience. We obtained the design process using qualitative methods through the observation process of museum visits, literature study, also handled the surveys and interviews with museum managers and visitors. From the data were obtained, interactive information media with illustration was needed to show the collection of the Sultan Mahmud Badaruddin II Museum to visitors, especially elementary school students. The research and design team made the information media in the form of illustrated booklets to introduce and explain the museum's profile and collections. And this booklet also paired with Augmented Reality application so students can explore content in further detail and develop a deeper understanding of museum's collections in remote learning.

Keywords: Information Media, Illustration, Interactive Media, Augmented Reality, Museum

Introducing Ceramic Craft Through Digital Platform: Trends and Opportunities in Indonesia

Akbar Adhi Satrio

This article explores the evolving changes on how ceramic craftsmen, including designer-craftsmen, expand their practices by introducing their works on digital platforms. Realizing the potential, craftsmen build website, social media, even podcast to not only sell their product but also build nuance and closeness with the public by staging their works and the process of them making it. A question then emerges on how they are leveraging digital platform and how they build their ceramic images in these particular media, because there will be a gap between expectation and reality where the tactility of ceramic is represented through digital images or even sound. The article examines the current trends of Indonesian ceramic craftsmen in publishing their works through this media and analyze the opportunities of this effort in building intimacy for their audience and potential market. By analyzing this matter, it aims to open more opportunity and insight to other ceramic craftsmen especially in the grass root level.

Keywords: Ceramic, Craft, Digital Platform, Kriya

Knockdown System In Pedati Gede Pekalangan Chassis

Hendhy Nansha, Agus Sachari, Setiawan Sabana

Pedati Gede site is one of the historical artifacts for the people of Cirebon, especially the Pekalangan area. This cart was made by Pangeran Cakrabuana in 1485 and became an important vehicle for the palace, especially in spreading Islam in the Cirebon area. These carts were used for material transport vehicles during the construction of the Agung Sang Cipta Rasa mosque in Cirebon. Besides having a very large size, this cart also has a unique chassis construction by applying a knockdown system. This system includes technology that transcends the times of its time. How this knockdown system is applied and functional will be the discussion in this study. The method used in this research is visual narrative using the design review stage to analyze, interpret, and assess the object of research. The results of this study explain how Pedati Gede Pekalangan lengthens the chassis and applies a larger number of wheels when needed.

Keywords: Knockdown, Pedati Gede, Keraton, Cirebon, Narasi Visual

Media Transformation of Fine Art Presentation in News Media Coverage

Genardi Atmadiredja

The practice of transforming the media presentation of art works that occurred due to the Covid-19 pandemic has become a phenomenon that is happening in today's global art scene. The news media covering the practice of this transformation gave various opinion responses. Some media respond positively to this media transformation, some others respond negatively. This study aims to analyze the direction of discourse that will be developed by the media in relation to the practice of transforming this media presentation of fine arts. Through Critical Discourse Analysis (CDA), this study carried out the stages of text analysis, context analysis, and analysis of social practices from news media that covering the transformation of visual arts presentation media during the pandemic. This study found that the practice of transforming visual art presentation media into the digital realm based on the analysis of mass media coverage, is a temporary practice that occurred during the pandemic and most media expressed a desire to continue to enjoy art works directly without going through screens / monitors after the pandemic has passed. On the other hand, the media also builds the discourse that through digital media, the opportunity to enjoy art in other parts of the world is also opened, so that the context of the universality of fine art is a factor that artists need to consider in making artworks that can be enjoyed by the wider public.

Keywords: Digital, Discourse, Transformation, Art.



Nawa Gapura Marga Raja, the Main Gate of Cirebon for Foreign Communities, Study of Form and Meaning

Fadhly Abdillah, Imam Santosa, Setiawan Sabana, R Achmad Opan Safari Hasyim

Nawa gapura marga raja is the work of the traditional culture of the geniuses of the past, including sacred buildings. Inside this building, there are 9 gates or gates, each of which is gathered in one building area. The shape and number of these gates for the author is a very interesting phenomenon to research, related to cultural expressions that allow full of symbolic values that can be interpreted. This study of form and meaning aims to analyze and acquire knowledge related to visual forms and meanings. To find out the meanings and symbols that exist in the physical form of Nawa Gapura Marga Raja, this study uses an art criticism approach with a visual narrative method. In the process, research goes through the stages of literature study, observation, and conducting interviews with related parties. From the results of the analysis, it is understood that the orientation and spatial structure patterns of buildings are heavily influenced by the concept of primordial cultural spatial planning which represents a myth or an incident around it, also has a meaning that is closely related to religious teachings, culture, and values of leadership values.

Keywords: form, art criticism, visual narrative, meaning, nawa gapura marga raja

Ngapak Tourism: The Concept of Strengthening Banyumasan Culture through the Tourism Sector in Cilacap

Yayan Suherlan

There are many accusations that the development of tourist areas has caused social, cultural and environmental problems. Tourism development has been considered to be the cause of the decline in local cultural values, deteriorating ecology, worsening income gap between community groups and economic inequality, and so on. In this case, the general view only sees that tourism development is solely carried out with an economic and tourism approach as an instrument to reap benefits from subjects who play a strong role and have large capital.

This study is a critical analysis of the common view trapped in a normative approach, which in many cases end with a debate whether tourism is damaging or protecting, and whether it has a positive or negative impact on indigenous culture. On the other hand, it is not yet realized how concrete the impacts of tourism development on local culture in that region.

Banyumasan ethnicity (often referred to as "wong ngapak") as one of the sub-ordinates of Gandhekan Javanese culture (Yogyakarta and Solo dialects) are cultural forms that are considered to be something "authentic". Ngapak culture was born from an egalitarian culture, it can be seen from the character of the people who always "stand the same height and sit the same low", respect each other, and uphold the values of togetherness which are manifested in various ways, forms of expression, and certain arts that are widely developed in Banyumas.

Reconstruction of community culture in the indigenous knowledge of traditional communities will be translated into scientific concepts and applied into a new discourse, namely ethno-tourism as a milestone in cultural development in sustainable tourism, which emerges from society and enjoyed by the people who own the culture itself. This theory has at least answered the problems of culture and tourism in general, which have positioned local culture in tourism which is considered marginalized. This theory at least has answered the problems of culture and tourism, which have positioned local culture in tourism that is considered marginalized.

Keywords: ethno-tourism, tourism, Ngapak culture

The Relevance Of Arts Education And Art Practice In The Contemporary Virtual Digital Age: Antawacana, Batuan-Gianyar Style Panji Pagambuhan Figures

I Wayan Budiarsa

The progress of the times accompanied by the development of science and technology makes humans have to learn to adjust themselves in the midst of the global flow marked by the all-digital era. One of them, digital culture has penetrated the art education system in Indonesia. Art education, seen from the ontological aspect, aims to shape humans to be sensitive to the elements of beauty, epistemologically, art education requires methods or ways to achieve its goals, as well as from the axiological aspects of art education to shape humans in order to understand the values of life and culture based on Satyam (truth), Siwam (holiness), and Sundharam (beauty). It is undeniable that the digital era has influenced the world of art, especially dance education / practice, which was originally by way of lectures, imitations or demonstrations, which developed into a virtual digital system. Moreover, this year we have experienced a world disaster with the outbreak of Covid-19. The Covid-19 outbreak changed the way in which the dance learning process was initially carried out face to face such as the practice of anti-discourse which is speech, dialogue or monologue carried out by a main character in the Gambuh dance and drama performance in Bali. Now, the Panji character's anti-discourse learning method is virtually very relevant when the situation and condition of the Indonesian people are still facing a pandemic, for example through audio-visual recording media, zoom meet, and others are a way of education, art practice of the present era.

Keywords: Relevant, Art Education, Practice, Antawacana Panji, Virtual, Digital.

The Spatial Discourse in Mediated Reality: an Existential Challenge for Contemporary Virtual Culture?

Ruly Darmawan

This paper focuses on the spatial discourse in the mediated reality where most contemporary people are living in. In technocultural perspective, the current euphoria on virtualization is not a new issue. People got mentally shifted when digital epoch provides opportunities, in Merleau-Ponty's sense, for "schema" to be actualized, if not took, over the "image". Understanding of space, for instance, also begins to be "refined" continually as the mediated reality becomes a popular discourse in some cultural dialogues. Nowadays, this discourse on mediated reality, including dialectic of real/virtual space therein, seems to find new potential context as "new" virtualization spirit is strengthening due to the global pandemic. Many factual spaces are flourishing and raise, consequently, a question on the space production in this virtual culture era. This paper is based on the image-based research which focused on some images of factual spaces. The research finding is expected to be a sort of conceptual modality in answering the challenge of spatially-related issue in contemporary virtual culture.

Keywords: Technoculture, Virtualization, Factual Space, Spatiality.

The Leather Wayang Puppets of Priangan: Giriharja and Hybridity

Moh. Isa Pramana Koesoemadinata

Leather Wayang Puppet of Priangan is a form of wayang puppet theatre artistic innovation in West Java, which is initiated by Ki Bhatara Sena Sunandar, a puppeteer of Giriharja School in Bandung. The innovation is the use of leather wayang puppet, Sundanese music and narration, and also other elements from Cirebon, Indramayu and Central Java simultaneously in less than 2 hours compacted duration. The interesting part is due the mixture of cross-regional and intermedia, broadcasted within the internet, displays a hybridity phenomenon in traditional art which is analogous to the contemporary Sundanese society itself. This research has qualitative characteristics, designed within phenomenological studies framework. Data are obtained from direct observation, interviews, and literature studies, as the results are discussed in descriptive qualitative manner, dissected from common wayang convention and philosophical perspective, then analysed with theories of hybridity, creativity studies, sociology of art, and discourses of Sundanese. The research findings show the creativity of Giriharja School which is ever-innovative, very responsive to changes which much more becoming openly and connected to each other, also as the reflection of Sundanese characteristic whose are open minded and flexible in responding changes.

Keywords: Leather Wayang Puppet, Sundanese, Giriharja, Hybridity, Phenomenology, Sociology of Art

The Effect Of Virtual Fashion Show On Experience And Oriented Impulse Buying : A Costumer Perspective

Rahayu Purnama, Suryawati, Vivi Radiona

This paper presents a systems perspective on the consumer experience of fashion and impulsive buying oriented towards virtual fashion shows. The pandemic has led to promotional efforts using virtual fashion as a stimulus from a perspective that is expected to bring together sellers and buyers online, thereby influencing impulsive online buying behavior. The method used in this research is a qualitative descriptive approach with the aim of understanding and assessing the deep meaning of the consumer's perspective regarding the facts, symptoms, and reality of virtual fashion shows. This study aims to examine the causal relationship between the experience of watching a virtual fashion show and impulsive fashion-oriented purchases in the context of consumer shopping. The results show that understanding the importance of virtual mode as a consumer reference before making a purchase. This study concludes that changes in the promotional media for virtual fashion shows have a positive effect and generate interest in purchasing decisions for these brand products.

Keywords: Virtual Fashion Show, Impulse Buying, Costumer Perspective.

The Effectiveness of The Use of Video-Based Learning in Supporting Self-Directed Learning During a Pandemic

Tubagus Zufri, Dodi Hilman, Emmanuel Putro Prakoso , Octavianus Frans

Video has become an important part of higher education. It is integrated as part of traditional courses, serves as a cornerstone of many blended courses, and is often the main information-delivery mechanism in online courses. During a disruptive era when people no longer can go to school ,carefully designed video-based learning is a way to enhance the self-learning experience. Well-defined material that is consistently communicated to students is an important element in the learning process that has the potential to succeed as expected. In this paper, we will explore the effectiveness of video-based which supports independent learning to be carried out well. The starting point that we take is that there must be a way to assess the effectiveness of using video-based learning developed in self-learning as a very important basis of the learning process. This is close to the argument that being an integral part of self- directed learning is a key element of video-based learning. Therefore , Video-based learning experiences should be designed to be not only fun but also it have to be able to achieve the Self-directed learning desired results.

Keywords: VBL, Self-directed learning, Education,

Trouble History Of Kebo Bule "Kyai Slamet" And The History Art Of Kebo Bule As A Media Of Islamic Dakwah In Ponorogo

Rudianto, Ida Widaningrum, Bambang Widiyahseno

The problem in this research is how the history of kebo bule in the Keraton Surakarta and the emergence of the art of kebo bule as a medium of preaching in Ponorogo. This study aims to explain to the public that the kebo bule that Javanese society has in the Keraton Surakarta is an ordinary animal gift from the Duke of Ponorogo to Pakubuwono II. Kebo Caucasian art in Ponorogo as a medium for historical education and Islamic preaching in Ponorogo. Researchers used a historical approach through observation, interviews, documentation and FGD. Data analysis was carried out through the principle of continuous analysis with the stages of data collection, data presentation, data reduction, and conclusion drawing. The results showed that: 1) Kebo Caucasians at Keraton Surakarta were a gift from the Duke of Ponorogo to Pakubowono II in 1742; 2) Kebo Caucasians in Ponorogo is a local culture that aims to commemorate the history and media of Islamic preaching in Ponorogo.

Keywords: History, Kebo Bule, Local Culture, and Islamic Religious Broadcasting



Virtual Spatial Experience: Exploring Cultural Value of Lasem, Central Java in Virtual Activities

Tessa Eka Darmayanti, Azizi Bahauddin

The Covid-19 Pandemic actively triggered and pushed the movement of several virtual activities through community, seminar, exhibition, or online media. The virtual space is defined as the perception of bounded space imbued with value and meaning. A lot of people struggling in the new normal era and the virtual space is automatically connected, reconnect or exchange the knowledge and experiences of people in a different time frame in a wider area and larger scope of interest. The research aims to give a different perspective through personal experience in exploring space and, at the same time can know various knowledge and experiences attached to Lasem in a cultural value context. This qualitative research is to use a phenomenological approach and narrative techniques. Phenomenology is closely related to space, experience, and perception in any media. The results of this research show that activities through virtual space do not close the door of opportunity to be able to continue experiencing and finally understanding the existence of culture in Lasem. So that the learning process will not stop and the sustainability of its culture is alive, and one of the national identities not be diminished.

Keywords: Lasem, Virtual Space, Spatial Experience, Culture, Phenomenology

Virtual Reality as a New Reality in the Sustainability of Cultural Heritage

Ferric Limano, Yasraf Amir Piliang, Irma Damajanti

The Globalization is rapidly changing the world, but cultural heritage is playing an increasingly important role in providing people with a sense about their identity, where they have come from and what their lives mean. Heritage buildings, locations and sites, artworks and artifacts as well as languages, customs, communal practices, traditional skills and so on are all becoming more widely recognized as essential means of articulating identity and meaning for local communities, regions, nations and humankind as a whole. The challenge is how to maintain the sustainability cultural heritage, because now facing new society with greater interest in technology than cultural heritage. It is necessary to apply technology, to get a local or even global audience. In the 20th century a new reality was discovered, namely virtual reality by creating a world in three dimensions, even reaching four dimensions where the audience can interact with the virtual artificial world. This study uses a qualitative method, by studying cases applying virtual reality to showcase cultural heritage. The result of this study, find recommendations how to produce virtual reality within limitation of cultural heritage.

Keywords: Cultural Heritage, New Media, Sustainability, Virtual Reality

Virtual Space Discourse As Fun And Fast Learning Medium To Educate IPT Students In Malaysia

Florence Ejot Masanat, Elia Md Zain, Nur Fatiyah Roslan

Coronavirus disease COVID-19 has been effected education systems all over the country nowadays. Although COVID-19 outbreak posses globally, education system "Virtual Space Discourse" maintains on learning via online. The study is to investigates the impact of online distance learning towards education focusing on Art & Design into teaching and learning especially in Malaysia. As for now the new norm in Malaysia, online distance learning introduced to the new intake year 1 students with online platform in teaching and learning. Data were collected throughout questionnaires administered to 100 respondents that consist of new students from different branch of Art & Design in Malaysia. The findings also show that many students relied on technology and a good connections of network to assure the continuity on teaching and learning during outbreak of Coronavirus pandemic. Taken together these study is to adopt a new platform for new intake of Art& Design year 1 students as Online Distance Learning emerging globally as a new trends facing new norm in educational systems.

Keywords: Online Distance Learning, Virtual Space Discourse, Coronavirus Pandemic, Teaching and Learning, Higher Educational

Clo3D as a Tool for Fashion Design After Pandemic

Susi Hartanto

The advancement of technology changes a lot of fashion business processes (R&D, production, marketing, sales, and many others), from manual to digital. Global pandemic accelerates this shift, indicated with many virtual fashion show, live streaming commerce, 3D design tools, and many others. Pandemic changes the way people work, from office to home, including all fashion designers. Pandemic brings the world to crisis, each fashion brand is under survival mode. When closing is not an option, fashion brands are doing business as efficient as possible, means cutting unnecessary or inefficient process. This research collaborates with local SME clothing brand, and focuses on R&D area with Clo3D as a design tool. Clo3D is a software which helps visualize 3D realistic avatar view of a garment pattern. This method is found useful during pandemic, as physical contact is limited for sample fitting (replaceable by avatar), pattern making is a lot more efficient and cost-friendly (where SMEs are in efficiency mode). This research aims to: 1) Produce ready-to-print clothing patterns using Clo3D; 2) provide general recommendation for fashion brands regarding R&D process after pandemic; 3) provide general recommendation for fashion academics regarding study content after pandemic.

Keywords: Design, Fashion, Clo3D, Digital

Local Values of Interior Catholic Church in Kevikepan Surakarta

IF Bambang, Andrik Purwasito, Wardo, Titis Srimuda Pitana

Some ideas of newcomers in Javanese culture, were able to survive with the purity of their original doctrine. Whereas, some of them had dissolved into Javanese sociological and anthropological 'taste of worship'. As an assimilative and acculturative phenomenon is massive for all new religions there. The former Surakarta residency was the core area of the Kraton Kasunanan Surakarta in XVII-XX century. It has social characteristics that lives in Javanese culture. By accepting the cultural and newcomers belief, the adaptation and assimilation culture happen in various steps. One of these phenomenon occurs in Catholic religion in Kevikepan, Surakarta. It shows in forms of local artefacts from interior Catholic church. This is not coincidence, so this study comes as a qualitative research based on theory of symbolic interactionism. It found an interesting cultural interaction where the values of Javanese locality were elaborated to build congregational persuasion. Like the mass room as main interior of the Church, which is enriched with artifact signs of Javanese culture. It's able to build homey feeling. Moreover, symbols and meanings of Javanese culture are able to motivate the congregation to attend Catholic mass processions more intensively and comfortably.

Keywords: catholic, interactionism, javanese culture, local wisdom, Surakarta, symbolic

Suggestion of Designing an ASD (Autism Spectrum Disorder) Themed Picture Book For Preschool Online Class

Wenny Yosselina, Sihombing, R. M.

Children's low empathy for ASD correlates with high levels of aggressive attitudes such as bullying, which is 63% more likely than other students. Bullying can be prevented by cultivating empathy, one of which is through the Picture book in preschool online classes. Picture books help children learn to empathize with ASD characters and story plots in a way that is fun and understandable to children. ASD has increased by 500 per year in Indonesia, but the existing schools are not ready to handle special children and media such as the ASD theme picture book is not yet available in Indonesian. Picture book MBC (My Brother Charlie), SWF (Since we're Friends), and AMS (All My Stripes) are references that are studied through qualitative-descriptive analysis to produce visual suggestions, figures-plots for designing the ASD theme picture book. Visuals are studied using the Visual Language approach, plot-text with a narrative approach to the story, and ASD characters based on the DSM V (Diagnostic and Statistical Manual of Mental Disorder). The data were obtained from the online documentation of the MBC, SWF, and AMS books. Structured interviews were conducted with three teachers from three different schools and a literature study was conducted to find out suggestions for using picture books in online classes. The results show how the wimba (image) of the three books is dominated: the long shoot angle, front view, enlarged scale, 2:3 background composition of the characters, the image uses a hairline / unlined line, and the contrast colour of the characters and the background. The clarity of gestures, faces, and interactions is very important in describing a character with ASD. Charlie in MBC shows most of the ASD characteristics of the DSM-IV list (three categories: social interaction difficulties, language difficulties, and repetitive behaviour). Suggestions for using books are as follows: 1. Maximize interaction during online classes: applications, audio-visual slides, intonation, facial expressions, and gestures 2. Teach the general characteristics of autism and focus on the unique qualities of the individual. 3. Discuss How ASD Children should be accepted, not changed. 4. If there are students with ASD, Communicate with parents about Using This Book in Online Class.

Keywords: Picture Book, Autism, Wimba, Visual, Online Class

The Challenges of Analog Photography in the Digital World; A Critical Phenomenology Study

Yurif Setya Darmawan

Since photographic sensor technology was invented, analog photo image recording technology is slowly being replaced by digital sensors. In 2012 Kodak decided to stop producing Ektachrome film, signaling that the analog photography industry was getting worse. This is the result of the increasingly massive use of digital photography. Digital photography is believed to have the advantage of speed and quantity in producing photos. Supported by social media and cyber interconnectivity, digital photography is considered to be the right choice for sharing photos with the wider community, without the need to be printed first. Thus, the existence of a virtual space in the form of social media such as Instagram has the potential to change the culture of sharing photos. Through the perspective of critical phenomenology, this study aims to understand the condition of analog photography in the digital world. So that it can be seen possible opportunities for the practice of analog photography to survive in the future. In the end, this research is a critical reflection on the culture of sharing photos, the analog photography industry, changes in materiality and the discourse of the world of photography in general.


Keywords: Photography, Analog Photography, Instagram, Social Media, Critical Phenomenology

The Meaning of Lecturer Professionalism in Responding to Changes in the Visual Presentation Teaching System with Manual Methods in the Scope of Interior Design Science through CMC during the Pandemic

Sri Riswanti HS, Nita Sri Handayani

The purpose of this research is to understand the meaning of educators, who are competent to educate on basic visual presentation courses. The achievement is to build basic creativity sensitivity in the form of understanding the context of visual thinking in accordance with the basic principles of art, able to process the taste that will be represented by hand into various paper media as a result. Using qualitative methods with a grounded theory approach. Researchers try to find dimensions in terms of competent lecturers, especially during the transition from face-to-face teaching systems that switch to platforms that use computer media as communicators (CMC). The benefits of this research include: (1) Specifically in the field of Industrial and Organizational Psychology, can contribute theories regarding the development of lecturer competence obtained from a student perspective through a naturalistic approach that is typical of Indonesian education. (2) The results of this theoretical model will be able to compile appropriate intervention designs to develop lecturer competences in accordance with student expectations. The theoretical model can represent that every early stage of learning associated with manual visual presentation is highly dependent on the direction and participation of the educator. Lecturer competence and professionalism are needed as student mediators in improving their learning abilities. (2) The results of this theoretical model will be able to formulate appropriate intervention designs to develop lecturer competencies in accordance with student expectations. The theoretical model can represent that every early stage of learning associated with manual visual presentation is highly dependent on the direction and participation of the educator. Lecturer competence and professionalism are needed as student mediators in improving their learning abilities.

Keywords: lecturer, competence, professional, student



Virtual Exhibition of bachelor's thesis artwork in pandemic era COVID 19 : Case Study - Art and Design Department Universitas Negeri Malang

Swastika Dhesti Anggriani, Febri Yohanes Aldi Wicaksono

As one of the graduation requirements for students majoring in art and design at Universitas Negeri Malang, students must hold an exhibition of the work they have created. However, with the COVID 19 pandemic, exhibitions will not be possible. Based on this problem, the researcher created a media in the form of a website (web-based) as an alternative to online exhibition media. This research aims to know the effectiveness of the use of exhibition media conducted online. The methodology used for this research is quantitative, using a questionnaire distributed online to students, lecturers, and alumni. The results showed that 70% of users stated that the website was able to accommodate the needs of virtual exhibitions, 25% of users stated that the website was sufficient to accommodate the needs of virtual exhibitions, and 5% of users stated that the website still needed further development.

Keywords: Virtual Exhibition, Thesis Artwork, Website

Virtual Set as a Solution for Virtual Space Design in Digital Era

Trianita Hermawati, Ria Ariani

In the digital era, various community activities were performed with a number of digital applications. Today's people are expected to keep their distances and remain at home during the pandemic situation, so that digital technologies have been a great assistant for them. All activities which need gathering people are conducted in an online format then the use of online meetings have certainly increased also the need for virtual spaces. Several television stations have used the ideal technique of virtual space design called a virtual set. Virtual set is a newest chroma key technology which makes the movement of the camera object and the room as if it were one. For the method of this research, besides the literature and narrative review, interviews were also carried out with The Head of Art Creative Division at TransTv. In this research, the aspects we examine are about how to design a virtual space, from software to supporting hardware and the design process that covers the concept, virtual spaces design process and rehearsal blocking. The high need for virtual set design is a challenge for designers to be able to create various virtual spaces by increasing the skills and creativity in using virtual set.

Keywords: Virtual Set, Virtual Space, Design Process, Technology, Digital era

Virtual Excursions to Urban Villages: Participatory Design Model for Place Promotion

Ernest Irwandi, Setiawan Sabana, Andryanto Rikrik Kusmara, Tisna Sanjaya

For over a decade, transforming urban villages into thematic tourist villages has become a creative movement across Java, Indonesia. The creative movement not just transformed the village physically but had empowered local communities and enhancing local economy. Several urban villages expressed their local identities by decorating the village with colorful murals, innovating local food, organizing festivals, rejuvenating tradition and heritage. Since the beginning of year 2020, the Covid-19 pandemic has put tourism to a halt and impacting global economy. Destination accessibility is important for the sustainable tourism development especially in the emerging regions. Available virtual technologies today provide opportunities for communication which can aid residents to tell about local activities or promote local creativity. Virtual excursions are a great way to promote destination or to simulate experiences that enhance knowledge about a place. This study explores virtual excursions models suited for urban village tourism. The virtual excursions model should provide local communities to participate in the creation process. The model is expected to enhance the accessibility of destinations for users of different categories, whether it is aimed to researchers or activist to take part in the development process of the urban village, or tourists who are looking for new experiences.

Keywords: Virtual Excursion, Participatory Model, Place Promotion

Virtual Heritage In Architectural Conservation: Understanding The Sense Of Place

Maya Rosa, YanYan Sunarya

In many instances, heritage sites have become either inaccessible for tourists or visitors, due to security risks or isolated in a remote location that is hard to reach. New modes of conservation and engagement with heritage have become essential. Due to the advancement of technology, trends in virtual reality applications are driven towards the use of captivating technology for real-time interaction with a high degree of detail. Virtual heritage, in this sense, is considered as an important application of state-of-the-art advancement of technologies, that we cannot ignore to this date. For the architectural application, it virtually transfers the users, by visual reconstruction, to another world and makes them feel as if they were experiencing the site with all the details of the past. As a result, virtual heritage is a visual-based reconstructing the materiality or the tangible. However, cultural heritage in Asian conservation emphasizes intangible heritage, one of which is the sense of place. A sense of place is defined as a collection of symbols, values, feelings, and meanings ascribed to a specific place. Cultural heritage is very important for humans as identity, self-esteem, and dignity, which applies to all levels of society. Cultural heritage consists of various forms including buildings, sites, dances, food, clothing, events, values, lifestyles, arts, and handicrafts. Given the importance of these cultural properties, many problems will arise when the cultural heritage is damaged, destroyed, or lost from the context. Strategies, practices, and advancement in technologies that can protect and sustain this heritage in other forms of reproduction such as digital modeling, virtual and augmented reality, and audio-visual archives have been key aspects of cultural heritage conservation effort since the past decades. This paper will explore the possibilities of how the virtual heritage can also be relevant to the Asian conservation that emphasizes more intangible heritage rather than the tangible heritage by applying a content analysis of published works and conservation charters related to virtual heritage and sense of place over time.

Keywords: Virtual heritage, visual-based, heritage conservation, intangible heritage, sense of place.



Digitizing Traditional Illustration Art as an Alternative Company Batik style in Cirebon

Nuning Yanti Damayanti

For over a decade, transforming urban villages into thematic tourist villages has become a creative Indonesian society has legacy of traditional art in cultural artefacts including temple reliefs, texts, carvings and textiles. This picture reflects the intellectuality of the creator society in making cultural products with elements of harmony. The manuscripts became beautiful books containing characters and pictures. Some of these artifacts contain images that are unique to local identities. This reflects the culture of thinking and the artistic aesthetic achievement of the Indonesian nation. This paper will discuss the digitization of images in Javanese manuscripts that are applied in batik cloth with the motif of telling the story of Batik Kompeni which has developed since the Dutch colonial era. The methodology and research were carried out in a descriptive qualitative manner using a visual approach through recording images of manuscripts combined with digital engineering. It is hoped that it can enrich the aesthetics of the visual elements in batik and design in creating Batik Kompeni motifs / patterns tailored to the needs of the present and the future.

Keywords: batik Kompeni, digitizing, old manuscript illustration, traditional art

Indung as Sundanese Mother In Visual Artworks

Rini Maulina, Setiawan Sabana, Nuning Yanti Damayanti, Teddi Muhtadin

Mother is a figure who is very close to human life, mothers in various cultures have various names, Indonesia which has various ethnic groups has many names for mothers. Mamak, bundo, enyak, simbok, ebo, umai, biyang, nande, mace, and so on. The term for mother in Sundanese besides mamah, ambu, ema is indung. Indung as mother in all cultures have a spirit of love. Spirit indung which is interpreted as the basic belief of Sundanese people contained in the cosmology of the Baduy Dalam community, the Rancakalong of Sumedang community, and the Cimande of Sukabumi community interpreted in visual art. Indung's visual artworks obtained from Sundanese cultural cosmology consist of the works i.e. Ngabandungan Banda Indung, Indung of Aing, Nyi Sri Pohaci Indung Pare, and Tanaga Indung. The artworks is created through the Art Based Research method, data generated from literature studies and interviews. The artworks are made through visual experiments. Indung's visual artworks are presented on websites and social media to reach 21st century people who use information and communication technology advancements that have an impact on the social life of today's people who depend on connection to the internet network.

Keywords: art based research, indung, sundanese, visual artworks

Reimagining The Past: Analytical Study of the Reinterpretation of Majapahit Costume

Waridah Muthi'ah, Agus Sachari

Classical era, especially Majapahit kingdom, was an inspiration for numerous works of designs and arts, either for entertainment or for educational purposes. When portrayed a character based on historical figures, such as a king, the main source of information about the costume and attire is Raden Wijaya's embodiment statue as Harihara. Nevertheless, since the info is rare and also cannot be accessed widely, in the reconstruction of Majapahit's characters, it is usual the artist or designer to took liberties and portray them as they commonly known. The problem is, the portrayal of Majapahit era's attire in the source, namely movies, television, even plays originated from Surakarta or Mataram era, have been flawed, and it contributed to the misinterpretation of Majapahit costume's portrayal in media. This research will highlight the problem, by comparing and analyzing the portrayal of Majapahit costume in contemporary medias. The object of the study is the portrayal of a king's costume in samples of movie, television, comic, and video game, as compared with more traditional portrayal of Majapahit costume, wayang wong and arca as the main source. The research is held with comparative and descriptive method. From the research, it is concluded that the misconception of the reinterpretation of Majapahit costume mainly caused by its portrayal in wayang wong, which was initially designed to facilitate various movements in the play while still maintaining the aesthetical value of the Mataram era, rather than the honest and historically-accurate portrayal of the costume from Majapahit era.

Keywords: contemporary media, costume, Majapahit, reinterpretation

Abstracts Sub Theme 2

The Role of Art and Design in Social Science and Humanities in the era of Virtual Technology

Camera Movement' Concept on Social Media in Digitizing Era

Agustina Kusuma Dewi, Irfansyah

Digital advertisement' with various visualization techniques affects human daily-life and lifestyle. Movement' Concept in advertising is in line with kinetic on digitizing era. It visualized through videography. The lack of research that has been done regarding the characteristics of camera movement as visual stimuli exposure in advertisements has led to further research on consumer perceptions. The case study is Adidas Originals Nite Jogger version DAY&NIGHT' GISEOK CHO that has been released on YouTube, April 2019. Using Documentation Analysis with Computer Web-Based Q's for collecting data, this research aimed to identify Camera Movement' Concept which applied into digitizing process. Several logical explanations of the audience's perceptions constructed by visual stimuli of Camera Movement Concept on social media in Digitizing' era have been resulted; it relates to audience cognition and affection. The research concluded Distortion as one of Camera Movement' Concept to gain audience attraction; and if it applied with Camera 360° could have more possibilities to construct exaggerated visual stimuli exposure in advertising.

Keywords : digitizing, movement concept, advertising, visual perception

Development and Analysis of Video Game for Heavy Over-Thinker

Putu Deny Pratama Saputra, Maria Wahyuni, Muhammad Agni Catur Bhakti, Arya Pageh Wibawa

This research will study about overthinking behaviour and tendencies during the decision-making process in daily life. Overthinking is a mental state of mind causes a person to over-think about situations. Thus, an overthinker often regards their overthinking as negative quirks because it makes them exhausted and tired. There are four levels of over-thinker which are (1) Rarely over-thinker; (2) Sometimes over-thinker; (3) Usually over-thinker; (4) Always over-thinker. Everybody commonly experiences as either Rarely or Sometimes over-thinker, meanwhile few people will be affirmed as heavy over-thinker when they are in the third and fourth level of over-thinker. A video game titled "Decision" is going to be developed for heavy over-thinker, to motivate them to reduce their particularly unfavourable habit as an indecisive person. In addition to that, a mirror reflection technique and simulation process is going to be implemented throughout graphic adventure video game series genre.

Keywords: Game design, Game development, Graphic Adventure Video Game, Heavy Over-thinker, Overthinking

Quantification Studies on the Effectiveness of Input Device Interface Design on Digital Gadgets for the Visually Impaired People

Fariz Fadhlillah

Input device technology greatly affects the visually impaired performance in using digital gadgets. The most basic and simple thing that determines the inclusivity level of input device interface is its accessibility design. The objective of the input device interface is to enable a user to quickly and precisely input commands. Although now gadgets accessibility has been supported by the Talkback feature, the input device interface design that complicates system working memory (SWM) work still needs to be updated. The design concept needs to be based on visually impaired ability and habits in accessing spatial information. As the first step to reveal the most optimal input device interface design for the visually impaired, this research begins with quantification studies on the effectiveness of existing input device interface designs that are often used by them, namely keyboard and keypad. The data collected are related to interface usage preferences by visually impaired include its reason. The data collection method was carried out by interviewing both directly personal and group format. This research is not only specified to answer the visually impaired needs for inclusive technology but also directed as a universal standard recommendation in developing hardware and software design for all.

Keywords: quantification data, input device interface design, digital gadget, visually impaired people

Quantifying Studies: Designing Universal Haptic Code for Touchscreen Accessibility Based on General Perception of Visually Impaired People in Using Smartphone

Fariz Fadhlillah

A touchscreen is now a standard feature for accessibility. It is functioned as a technology to operate digital gadgets. With the increasing human need for digital gadgets today, the more needed touchscreen technology can be used for all. Not only a sophisticated engine and user interface, but the haptic code design for touchscreen accessibility also needs to be updated to be more universal. The idea offered in this study is that the design is based on the general perception of visually impaired people. Specifically, the perception referred to presentational information related to haptic perceptual organization recorded in memory as a way to use electronic gadgets. This urgency is viewed from who will experience difficulties in using existing touchscreen design and what are the difficulties. This segmentation is none other than the user with sight is no longer functioning at normal capacity. The review is also supported by data on the number of visually impaired who are predicted to increase to 1.3 billion in 2050. Furthermore, data collection is carried out by quantifying studies of smartphone use cases. Its reason is visually impaired often use smartphone gadget for daily activities and its touchscreen design representative of other digital gadgets. This study is hoped to be an effort towards inclusive technology for the future.

Keywords: quantification data, universal haptic code design, touchscreen accessibility, general perception, visually impaired people, smartphone use



Rice Bowl Packaging Design Functionality As A Representation Of The Urban Lifestyle

Niken Savitri Anggraeni, Joachim David Magetanapuang

Rice bowl is ready-to-eat meals in the form of rice along with side dishes that served in boxes or boxes. These meals have recently become a trend among urban people because of the variety of menus and the practical side of eating it. The Indonesian culture that uses rice as a staple food has contributed to the popularity of this type of meal. Coupled with the rise of restaurants selling these meals on social media or collaborating with food delivery applications such as Go Food and Grab Food, it encourages consumer curiosity to consume it. The development of digital technology has changed people's lifestyles, including the culture of eating. In the life of urban communities in big cities that are so busy and demand high mobility, it indirectly reduces eating to become more practical. This practical value demand the rice bowl packaging design emphasizes its functionality so that it is easy to carry and not inconvenient when consumers eat these meals. This study aims to see the effect of virtual technology advances on changes in eating culture that reduces rice-eating to be more practical in a rice bowl packaging. This study was studied with a qualitative research methodology with a cultural anthropology approach to determine the factors that influence the eating culture of urbanites and their impact on the design of rice bowl packaging as a representation of practical values adopted by urban communities.

Keywords: Functionality, rice bowl, urban lifestyle, representation, packaging

The Pandemic and Internet Memes: How The Indonesian Netizens Respond The Pandemic COVID-19 Through Internet Memes

Lingga Agung, Wibisono Tegar Guna Putra

An Internet search for "COVID-19" yields not only thousands of news but also memes. Memes were sought for the humor. This is important in order to ease the tense in this frightening time. Internet memes is an entertaining form of popular culture that can also be seen as another insight in our times during this pandemic. Thus, the Internet memes is a discourse and discourse is formed from the relationship of power and knowledge. The method used in this research is virtual ethnography because it examines Internet memes as artifacts of visual culture on the Internet. This study seeks to understand how power and knowledge relations in memes were constructed. By using Foucault's theory in power and knowledge, this research will explore memes in Facebook as a response of the Indonesian Netizens to the COVID-19 pandemic.

Keywords: COVID-19, Internet Memes, Foucault, facebook

The Preferences of Interior Design Behavior to Enhance The Employee's Motivation in Lighting Design Consultants's Office

Akhmadi Akhmadi, Syifa Putri Nugraha, Andreas D. Handoyo

The interior design office should be able to encourage the residents to continue working with fully motivated. Interior design that directly touches the occupants has the main function in motivating workers to be more diligent in the office. This research aims to look for interior design references that can increase the motivation of workers in the office. Workers at the Lighting Consultant's Office PT. Lumina Jakarta was chosen as the case study because the office include in creative industry which is requires high motivation in finding ideas. The method used in this study is a quantitative method by searching data using a questionnaire survey of 30 office workers. The results showed that the preferences for interior behavioral elements sequently agreed by office workers to enhance the work motivation was starting from paying attention to worker privacy well, keeping personal space comfortable, having enough distress or density and having clear territoriality.

Keywords: Behavior, Interior, Privacy, Crowding, Density, Territory

The Relation between The Visual Appearance of Commercial Culinary Spaces on Instagram and Decision in Choosing Destinations Based on User Preferences

Widyaningrum Ama'rufita

Instagram is one of the social media product that currently has a role as a digital marketing tool for commercial spaces, exclusively culinary destinations. Culinary destinations that are rapidly growing nowadays have a diversity of variations in spatial designs for potential customers to visit these culinary places. However, considering that humans have unique characters, different views, and varied subjective perceptions, studying and producing data regarding image capture of spatial design and its relation to the deciding process in this study is involute. In one space, visual form, light quality, dimension, and scale depend entirely on the boundaries that have been determined by the physical form elements. The process of this psychological interaction is by going through a process of 'capturing' by perception and processing a cognitive system that involves imagination, thinking process, reasoning, and deciding. Digital marketing is firmly related to the use of the visual display of the commercial culinary space that is promoted with reciprocal results obtained from target consumers. Based on these conditions, this research aims to analyze and find out systematically how the relationship between the visual appearance of commercial culinary spaces on Instagram and potential consumer's decisions in choosing culinary destinations in terms of preferences.

Keywords: Digital, Visual, Commercial, Space, Instagram

The ATUMICS Method for the Digital Wayang Orang "SIRNANING PAGEBLUG" in During Zoom

Martinus Deny, Indah Amelia, Andy Aryani, Valentina Ambarwati

Types of art appear in human life, one of which is the art of movement in the field of wayang orang. The understanding of motion art as an object that we know is the artist himself. And with the development of technology, it is possible that there will be no senior who is enriched with a digital base but still must be able to maintain the characteristics of their traditions. With Pademic COVID 19 current situation, the Sirnaning Pageblug puppet artists are trying to use technology to keep it workable, the work that is made through courage without leaving the characteristics of the wayang tradition and as a visual element to form virtual characters using ATUMICS theory, in cultural transformation with visual grouping. The defining elements in the SITUSIRU model are Expressions, Objectives, functions and Elements as the basis for transformations for visual characters..

Keywords: ATUMICS, wayang orang sirnaning pageblug, arts, digital arts

The Philosophy Meanings of Singa Barong and Macan Ali at Keraton Kasepuhan Cirebon

Ismet Zainal Effendi

The people of Cirebon were a society with a royal background, so the entire mindset and lifestyle of the people were influenced by the standards of rules, norms, and values by the royal community in sporadically and comprehensively from generation to generation. Singa Barong and Macan Ali in Keraton Kasepuhan Cirebon are historical-diachronic symbols of acculturation and multiculturalism, which are the influence of Islamic culture, Chinese culture, and Hinduism culture. These mythical images are synchronously that provide symbolic and philosophical meanings of the importance of the real-life in the "three worlds" or 'triloka': first, the Upper World, namely the spiritual and transcendent realm. Second, the Underworld which is an imaginative and subconscious world. Third is the Middle World, it is the materialistic, or immanent world. The philosophical values that exist in the mythical-imaginative figure in the Keraton Kasepuhan Cirebon are elaborated with qualitative research methods by conducting direct interviews with the Keraton Kasepuhan community, also by studying literature, so the research results become a treasure trove of science and publication efforts in the context of supporting local-wisdom.

Keywords : mythical-imaginative figure, multiculturalism, phylosophical meanings, acculturation, historical-diachronic symbols



The Concept of Art in Geological Map: Finding Informative-Like Visualization for Public

Yuniarti Ulfa, Roishe Miyafto Prabowo, Deny Juanda Puradimaja, Dasapta Erwin Irawan, B. Kombaitan

A two-dimensional map is handy to provide information about a state of the Earth's features such as a mountain, lake, river, settlement, etc. Currently, thematic-geological maps have become the most option to provide information on the dangers of natural disasters. However, these maps have a low interest in society (non-geoscientist) to understand the information provided by related institutions or agencies. By comparing various types of maps from government agencies and the technicality of the art information in visualizing (graphic design), this paper aims to show how the thematic-geological map will be fascinating. It can also help experts from geoscience to visualize maps more interactive and informative for the public. World historical trajectories of geological maps' development support the paradigm and practice for a better map presentation. As a result, this paper presents an example of a 2D geological map for the case study of the Bodebekkarpur Metropolitan Area, which is communicative for the public.

Keywords: Geological Map, Visual Art, Urban, Natural Hazards, Disaster

The Effectiveness of The Use of Video-Based Learning in Supporting Self-Directed Learning During a Pandemic (Study Case : Drawing class at Bina Nusantara University Jakarta)

Tubagus Zufri, Dodi Hilman, Emmanuel Putro Prakoso, Octavianus Frans

Carefully designed video-based learning is a way to enhance the self-learning experience. Well-defined material that is consistently communicated to students is an important element in the learning process that has the potential to succeed as expected. In this paper, we will explore the effectiveness of video-based learning (a case study in a drawing class at Bina Nusantara University Kemanggis, Jakarta) which supports independent learning to be carried out well. The starting point that we take is that there must be a way to assess the effectiveness of using video-based learning developed in self-learning as a very important basis of the learning process. This is close to the argument that being an integral part of video-based learning is a key element of self-learning. Therefore, independent learning experiences should be designed to be not only fun but also able to achieve the desired results.

Transportation and Cost Issues in Modular Construction for IBS (Industrialized Building System)

Wan Mohamad Firdaus W. Sorazan, Irma Hanie Ibrahim, Wan Mohd Nurdden Wan Muhammad

Modular construction (MC) is one of the IBS construction method which can improve the quality of product, reduce the construction cost and reduce construction period. But the usage is still lack in Malaysia due to issues arise in handling and managing the MC. Most of the issues are related to transportation and cost. Due to this, the aim of this research is to improve the transportation and cost issues in managing the MC for IBS industry. In order to achieve this aim, the objective of research is to investigate the transportation and pertinent cost involved in MC, to identify issue related to delay in delivering the component to site and to suggest a way to overcome the issues and problems related to it. Scope of this research are focused on construction player in Selangor since Selangor is the most develop state in Malaysia. All data are collected from journal and questionnaire survey that has been responded by randomly selected construction player that involve in managing the modular component. The results revealed that long distance between factory and site will increase the risk of cost and safety of transportation. In conclusion, proper planning in estimating the distance and delivery time of MC system is the key for success.

Keywords: Modular Construction, Transportation, Cost

Virtual performances of Pinisi Festival in Bulukumba Regency

Linah Zulfina Akmal, Kun Setyaning Astuti, Warid Moga Nugraha

This research aims to find out about pinisi festival held in Bulukumba Regency in 2020 held virtually. To know what obstacles are passed in the process of conducting the pinisi festival and how the efforts in the implementation process and the delivery of messages in the pinisi festival event held in virtual performances. This type of research is qualitative research with a case study approach aimed at studying in depth about the current state of life and current conditions. Data collection techniques are carried out with observation, interviews, documentation and literature review. Pinisi Festival is an annual activity of Bulukumba Regency and is also part of 100 Wonderful Events of the Ministry of Tourism. This activity is routinely carried out every year directly witnessed by Bulukumba Community until it attracts many tourists because it is filled with various series of art and cultural events held for three days. However, this year the Pinisi Festival cannot be held directly. This is due to the current situation and conditions of the covid 19 pandemic, however, Pinisi Festival will still be held in the midst of the current pandemic by performing a show that will be watched by the public virtually.

Keywords: Pinisi, Festival of Pinisi, Virtual Performance

Collaboration between Virtual Technology Advances in Science to Support Modern Restaurants Interior

Polniwati Salim

In this modern era, digital technology has entered most aspects of our daily life, including art and design field. Memorable experiences in restaurant settings are not well understood while nowadays people see the need of eating is not only for fulfill the body, but also has become a lifestyle. The presence of an immerse dining experience which involving the latest virtual technology that enriching the interior design concept is one of the example. The purpose of this research is to study the relevance of a technology-based design creation that has an effect on the culture of today's society. How technology plays a role today in art design in people's daily lives is the main focus of this research topic. This research using existing social exposure that exists with qualitative and descriptive methods. This study gives knowledge about the immerse dining experience that affects the restaurant interior which bring the continuity of the leading edge technology through virtual one, and also can give an impact on the development of the design aspects. Researcher finds out that in the digital modern era, collaboration without any boundaries between art design and technology can be applied for the daily life.

Keywords: virtual technology, immerse dining, interior design, art design, dining experience.

Cultural Products That Never Age: The Visual Language In Form Grammar Of Film And Television At Reliefs Plaosan Lor Temple

Ika Ismurdiyahwati, Tantra Sakre

Cultural products will never absolute, because of humans do. There is much that human can do and produce, proven from before human was born, to the time that human will left his life in the world. Production continues. Including works of an artistic nature, until later technology, to the point of thinking, all of which were used to solve problems in the necessities of life. The likeness point, first discovered by Primadi Tabrani, was tested for wayang bebers, child images and temple relief of Borobudur. In subsequent research, Pindi Setiawan was devoted to pre history rock, and then passed on by his students to various artistic disciplines, including the writer of the shadow of marionettes at the time of their conception. The problem is, the thought of a likeness language that can be used as a reading aid for traditional pictures, shadow puppets that are played, as well as on motifs of batik and other contemporary works, that is little known to the public, and the art community in particular. Research methods use qualitative research with a theoretical approach Visual Language to the similitudes found in Primadi Tabrani, on the relief of temple Plaosan-lor, Prambanan, Central Java. The result is, made evident through the reading of the relief temple of Plaosan lor, that it was a temple of religious meetings of Hindu and Buddha religion by seeing the relief of prayers.

Keyword: visual language, traditional pictures, relief temples

Mangkunegara VII's Leadership in Arts and Culture Development as Inspiration for Cultural Diplomacy in The Age of Virtual Technology

Dhian Lestari Hastuti, Imam Santosa, Achmad Syarief, Pribadi Widodo

This research focuses on the development of arts and culture in the Mangkunegaran Kadipaten during the Mangkunegara VII era in the early 20th century. The policy of King KGPA Mangkunegara VII was inseparable from his interests as a leader for his people in the eyes of other self-governing bodies and the colonial government, which formed the identity of his government at the level of the duchy. Understanding of the thinking and leadership of KGPA Mangkunegara VII became the basis for revealing the art and cultural development system in that era with the political situation and conditions of the Dutch East Indies, and even the world. Based on the interaction analysis method of a qualitative approach with historical studies, this study collected informant insights and reference data through interviews, observation and document analysis. The results showed that KGPA Mangkunegara VII was a visionary king in leadership, open-minded, and modern and was able to improve the welfare of its people beyond other self-governing bodies throughout the Indies. The changing times are not an obstacle for him. Arts and culture have experienced extraordinary developments, even women have become part of cultural diplomacy for their leadership in the eyes of the world.

Keywords: Cultural diplomacy, Kadipaten Mangkunegaran, Mangkunegara VII, women

Maras Taun Tradition In Virtual Technology Era

Reza Pahlawan, Martono, Rapi Rendra

Maras Taun Tradition Nowadays, it is familiar to the people of Belitung, one of the causes of this unfamiliarity is due to virtual technology which currently spreads to almost all corners of the universe. The Maras Taun tradition is a rice harvest thanksgiving ceremony which is held once a year. This study aims to see how much impact the current virtual technology has on the Maras Taun tradition in Selat Nasik sub-district in Belitung Regency. The research method used in this research is qualitative with a phenomenological approach. The phenomenological approach is used to find out the phenomena that occur in the Maras Taun tradition in the current era of virtual technology. The results of this study indicate that in the current era of virtual technology it does have a significant influence on the Maras Taun tradition, this is indicated by the crowd of spectators who attend the traditional event, and the crowd that comes every year makes changes to the size of one food. which will later be distributed to the audience, so that all spectators present can taste the food.

Keywords: Maras taun, Technology, Virtual

Representation Of Digital Native Generation In Visual Images

Rizki Taufik Rakhman

Digital Native is a term given to generations who are born, grow and develop in line with digital technology. In general, the term is given to generation Z whose birth span is between 1995-2010, where the development of digital technology is on the rise. This has an impact on the character of Generation Z itself. One of the characters that appears is self-existence. They do not hesitate to present themselves to the general public, especially on social media. The Problem of this research lies in excessive self-existence without thinking that content can cause a bad image in the generation itself. Through this research, it is hoped that the digital native generation can express through visual images what their characters really want to be known and recognized as. Not following a trend that sometimes traps them in uniformity which results in dull creativity and not being themselves. The method uses in this research is an experimental method by making several experimental groups from the digital native generation with various backgrounds. Experiments in the form of visual images that represent themselves. The experimental results will be analyzed with visual language and produce category group of representation of digital native generation.

Keywords: Representation, Digital Native Generation, Visual Image

Semiotic Analysis of Typography in Virtual Advertisements

Desi Indrawati, Rr Ratna Amalia

Today, the form of digital technology consents advertisers to insert virtual advertisements such as brand names and logos into formerly recorded television programs and YouTube channels. Meanwhile, product placement in those platforms has become a commonplace marketing technique that has become a specialized advertising field in its own right. Two research questions are answered in this research, they are: (1) What are the semiotic typography components found in virtual advertisements; and (2) What are the meanings constructed in virtual advertisements. This research aims to analyze the semiotic typography components in virtual advertisements that are often emerged on YouTube channels and to find out the meanings constructed in virtual advertisements. This research was conducted qualitatively to analyze the semiotic typography components and the meanings constructed in virtual advertisements. Furthermore, this research deals with the semiotic analysis of typography suggested by Van Leeuwen (2006). The result of this research shows that the semiotic components of typography are proven to have certain meanings that adequate to the concept of virtual advertisements.

Keywords: Semiotic, Typography, Virtual Advertisements

Study of Symbolic Meanings: Cosmology of the Tangah Room in the Interior of Rumah Gadang Nagari Batagak, West Sumatra.

Rosalinda Wiemar, Yasraf Amir Piliang, Deddy Wahjudi, Ruly Darmawan

Information and communication technology is increasingly advanced, various media can be used easily to broaden horizons, including virtual technology. The rumah gadang building is a cultural heritage of the Minangkabau tradition in the West Sumatra, apart from having aesthetic and functional meanings, the rumah gadang has a deep symbolic meaning. Associated with cosmology, the interior of the rumah gadang is full of meanings, symbolically related to the traditional advice: Adat Basandi Syarak, Syarak Basandi Kitabullah. The main part of the interior of the rumah gadang is the tangah room, used as a means of daily activities and traditional ceremonies. In order to know better and to understand how the symbolic meaning of cosmology is reflected in the interior of the house gadang, it is necessary to research it in order to obtain complete and in-depth physical data, in order to increase people's appreciation of traditional culture and to help preserve it. The research method used is virtual ethnographic method and qualitative analysis approach. Based on the results of the research, it was found that the tangah room in the interior of the rumah gadang has many cosmological symbolic meanings, which are interesting and useful to be documented and published to the wider community to be known and studied further, both physically and virtually.

Keywords: symbolic meaning, cosmology, tangah room, rumah gadang, virtual

The Impact Analysis of Alphabet and Basic Numeric Learning Tool Based on Indonesian Sign Language in Language Development of Deaf Children Aged 3-5 Years Old

Nurul Fitriana Bahri, Naomi Haswanto

Deaf children are interested in visual object and must be repeated continuously to understand what is being taught. Learning tools are needed to accommodate visual needs in learning process of basic sign language. Currently there are three types of learning tools that has been used. Based on preliminary study result, wooden-made educational toy is the most appealing for deaf children aged 3-5 years old. The aim of this research is to analyze the impact or significance of using educational toy to introduce alphabet and basic numeric based on Indonesian Sign Language. This research uses quantitative approach, that is pre-experimental design with with one group pre-test post-test design. Data was analyzed by using SPSS 25.0 with paired sample t-test that resulted there is knowledge improvement of deaf children language ability aged 3-5 years old based on 38.816% average N-Gain score.

Keywords: Deaf Children, Learning Tool, Educational Toy, Sign Language

The Aesthetic Value of the Woman Sculptor's Work in a Pandemic Era

Ira Adriati, Almira Belinda Z., Irma Damajanti

There are six women sculptor alumni of the Visual Art Study Program of Institute of Technology Bandung who are currently active in work, namely Prilla Tania, Dita Gambiranom, Octora, Patricia, and Alfiah. This research examines the aesthetic value of the works made by these women sculptor. The methodology used in the research is a historical approach, gender equality, and Terry Barret's art criticism. Based on the data obtained, it can be seen the diversity of themes and materials used by them. Octora chose a theme related to women from ethnic minorities, Patricia made works from glass material, Dita Gambiranom made works from hair and wire materials, while Alfiah is currently making sculptures in public spaces. All of these women sculptors raise women's experiences in life. The conclusion of this study is that women sculptors show their creativity in producing sculpture. The visualization of their work shows their uniqueness in processing material and in visualizing the concept of their work.

Keywords: women sculptor, aesthetic value, visualization

The Success of The Song Banyu Langit as a Tourism Promotion Media at Mount Merapi Purba Nglanggeran

Diah Natarina, Agus Sachari, Agung Eko Budiwaspada

It is necessary to do a variety of creativity in raising tourism potential so that it is known by a wide audience. This was experienced when the Kelompok Sadar Wisata (Pokdarwis) at Mount Merapi Purba Nglanggeran, Wonosari in the Yogyakarta Special Region in an effort to promote its tourism potential. Geographically, Nglanggeran is included in the site of the Gunung Kidul area with the stigma of being barren, water scarcity and barren land. One of the several programs of the Gunung Kidul Youth Organization in early 2000 was calling for local people to return to their homeland who work abroad and collect them into the Pokdarwis forum. This fact is the basis for the successful research of the Pokdarwis program in raising the potential of the area to become a tourist destination? The purpose of this research is to reveal the success of the efforts made in order to provide alternative ideas for making tourism programs on an ongoing basis. With a focus on observing in-depth the program carried out by one Pokdarwis member. For this reason, the qualitative methodology used is descriptive analytical. Data collection techniques by conducting in-depth interviews, literature studies and exploration of digital data. As a result, Nglanggeran tourism has increased significantly through the song Banyu Langit, created and sung by the late music artist Didi Kempot, which airs on YouTube social media. On the idea of making a song that emerged after participating in the inauguration of an outlet in Nglanggeran. The conclusion virtual technology proves its effectiveness in increasing Nglanggeran tourism.

Keywords: tourism, music artists, virtual technology

Aesthetic Study Of Interior Design For Millenial Generation

Dwi Sulistyawati, Imam Santosa

Aesthetics are part of the interior design elements. The aesthetic element in interior design is influenced by several things related to individual perceptions and has a value of relativity and subjectivity for space users and the times. Based on the results of previous research released by the Pew Research Center and the Indonesia Millennial Report 2020, the millennial generation as individuals is a generation that is quite unique when compared to the previous generation. The use of the internet and online behavior dominates the attention of the millennial generation in carrying out their daily activities, making the millennial generation a person who is full of confidence, creativity and intelligence in building connections in cyberspace and reality. This can affect the aesthetic perception of the space as a place for them to carry out their activities. The space for the millennial generation has two preferences, namely virtual space (gadget screens) and real space. In this article, we will discuss how real space is for the millennial generation in terms of interior design aesthetics. The method used is descriptive qualitative with the aim of knowing and explaining the aesthetic phenomena of millennial generation interior design, which is based on the observation that it is known that the aesthetics of millennial generation interior design are influenced by information technology.

Keyword: Aesthetics, Interior Design, Millennial generation

Corporate Identity Visualization Study on CSR Activities at Ngalnggeran Ancient Volcano

Diah Natarina, Agus Sachari, Agung Eko Budiwaspada, Hafiz Aziz Ahmad

Consistency on application of corporate identity on public zone is a must in order to build public awareness of it existency. At the other side is one of several objectives of a corporation is profit gaining. When profits have been made, corporations are supposed to share to external public. There are times problems apeared such as environmental harmony distraction from corporate identity implementation. Pertamina endowment distract natural aesthetics through it visual identity at Nglanggeran Ancient Volcano as example. Activities of social aid to external public from corporate communication discipline perspective seen as activities of corporate social responsibility (CSR). As part of Gunung Sewu UNESCO Global Geopark banded by an obligation to keep nature as natural as possible without any artificial contrast elements. It must be resolved and aimed that in the future there are visual regulations regarding corporations role in conservation areas. With a qualitative approach using analytical descriptive methodology is the method chosen. Data collection is done through field observations, deep interviews and literature studies. Analysis done and came to conclusion it was necessary to construct a visual strategy for a geopark. Socialize to corporations via official websites so CSR in conservation could appear harmonious and mutually beneficial.

Keywords: CSR, distraction, geopark, harmony, visual identity

Abstracts Sub Theme 3

New Media Arts in Contemporary Virtual Space Culture

Indonesian New Media Art Exhibition in the Post-human Era

Jeong Ok Jeon, Eko Hadi Prayitno, Zaitun Y.A. Kherid

This research aims to examine how recent new media art exhibitions held in Indonesia pursue a new tendency towards the post-human aesthetic that represents hybrid and symbiotic relation between human and non-human. This research begins with an awareness of the problem as to the fundamental transformation and challenges in the entire human civilization experienced by the development of science and technology in every corner of life. Therefore, this research focuses on scrutinizing numerous experimental aspects and characteristics of art presented in three innovative new media art exhibitions held in Jakarta, Indonesia in 2019, i.e., "Media Art Globale 19: Trans Human Code", "Five Passages to the Future", and "Instrumenta #2: Machine/Magic". To support the theoretical foundation, this research explores the concept of "ANT: Actor-Network Theory" by Bruno Latour, which provides an insight of a post-human perspective by criticizing anthropocentric ideal that has been dominating for centuries. By analyzing the post-human characteristics, summarized as "hybrid" found in the three new media art exhibitions, exploring the most up-to-date artistic practices, and investigating the most compelling issues regarding human and non-human at present time, this research hopes to suggest the progressive and creative possibilities towards the future art in the post-human era.

Keywords: New media art, post-human, post-human aesthetic, Actor-Network Theory, hybrid

Relation of Memory Based on Olfactorial Techniques with Consumer Loyalty on Brand Identity:
A Case Study of Hamzah Batik Store Yogyakarta

Riska Indika Surya, Hafiz Aziz Ahmad

Abstract. As the middle-class society increases in Indonesia, so does the purchasing power. Hence, every corporate has an identity that serves as an identification or corporate identity to the public. Corporate identity is capable to affect the total overall impression (beliefs and feelings) of a corporate that is in the public mind. The corporate nowadays is aware of its usefulness in communicating with consumers, leading to the emergence of Olfactory Branding, creating an experienced retail environment that has the scent to stimulate the overall consumer experience. Branding was previously guided more by audio visual stimulation. However due to the enormous chaos of advertising, it became gradually difficult for corporates to create a niche. It begins with the application of sensory branding using the five sense organs, notwithstanding it was initially observed that senses such as vision and hearing are widely used, while odor / aroma is potentially underutilized. This paper endeavors to apprehend and create awareness about the proper use of branding trends in Hamzah Batik Store Yogyakarta to persuade and turn potential customers into buyers and also to find out how consumers remember the identity of Hamzah Batik Store which provides a basis of relevance to influence consumer loyalty. This research uses quantitative methods. Each variable of this aspect is analyzed with a quantitative explanation of the analysis and then the data of the availability of this aspect is presented with a percentage, which uses in-depth data analysis in the form of numbers.

Keywords: scent, identity, loyalty

The Place Attachment Of Virtual Worship On Television Programs

Carina Tjandradipura, Imam Santosa, Ida Ayu Dyah Maharani

During the COVID-19 pandemic in 2020, the rule of "stay at home" must be obeyed by almost everyone in the world. This causes people to be unable to go anywhere, including to places of worship. On the other hand, people can only rely on virtual worship programs as a television program. These virtual worship programs feature lectures on a particular religion, which are held in television studios, outdoors or sometimes at places of worship. Meanwhile, the viewers who watch may be in the family room, bedroom, study room and so on. It is possible for both, virtual worship programs on television and the audience to be carried out in a room that is not a religious space category. These various places raise the question whether religious messages can still be brought to life? This paper tries to analyze the effectiveness and efficiency of delivering religious messages from the point of view of the place (indoor and outdoor) where the virtual worship programs are being held and their audiences, using the theory of place attachment and design psychology. As a result, the religious aspect of space is no longer important in such virtual worship and its audience, because the audio aspect is more important than the visual aspect. This, of course also causes a change in the level of appreciation of the religious messages conveyed.

Keywords: place attachment, religious space, virtual worship, religious television program

Batik exhibition in new media as a solution in the Pandemic era

Christianto Roesli, Amarena Nediari, Polin Marsahala Simanjuntak

Batik is one of the cultural heritage of the archipelago. Its existence is getting stronger with the recognition of batik as an Intangible Cultural Heritage of Humanity by UNESCO since 2 October 2009 in Abu Dhabi. So that every October 2, becomes a day that is celebrated as National Batik Day. How does batik continue to exist and is loved by the younger generation? It takes continuous activities in maintaining this cultural heritage so that it can be enjoyed by the younger generation and want to use it. The continuity of Batik as a work of art and a life philosophy must often be instilled in the younger generation in various ways, one of which is by holding various batik exhibitions so that the younger generation can find out how difficult and unique batik is as a masterpiece and as a way of life for the community. The emergence of the Covid 19 Pandemic has made batik artists have to find solutions in introducing batik so that it can still be in demand by the younger generation while still being able to follow the health protocols set by the government. For this reason, new media are needed so that the batik exhibition can continue to be held. One of the solutions is to use virtual exhibitions so that visitors can enjoy the beauty of the Batik in order to remain sustainable.

Keywords: Batik, cultural heritage, new media, virtual exhibition.

Cultivating Character Education Through Digital Comics With The Story of "Api Di Bukit Menoreh" for Teens

Diesta Noor Shinta, Hadjar Pamadhi

In the era of hyperreality, the rapid spread of information can affect the way of thinking and the pattern of human life, especially in adolescents whose personalities are still unstable. Comics are a medium for disseminating interesting information. Technological advances have made comics readable digitally so that they can be read practically with any gadget. Therefore, digital comics can be used as an attractive medium for teenagers by telling the story "Api di Bukit Menoreh" by S.H. Mintardja as a material for character education and dissemination of information about Javanese culture. From the results of these thoughts, it is hoped that the actual comic products can be realized.

Keywords: Comic Digital, Character Education, Culture

Projection of Cultural Translation Model for Integrated Virtual Cultural Tourism

Ruly Darmawan

This paper emphasizes on how cultural translation model can be implemented towards integrated tourism development program. Discourse of this projection, or framework towards implementation, derives from a theoretical research on model of cultural translation for cultural heritage revitalization. The main finding of this preliminary research is on the affinities of cultural heritage objects through its intangible values. In the context of revitalization, it is found that cultural heritage objects and its structures can be integrated. Such integration will be useful for identifying the similarity/difference of values which can eventually be benefit to, particularly, content development for cultural tourism. By referring to this preliminary research finding, the practical logic of virtual cultural tourism can initially be structured. The description of this paper begins from the report of research on model of cultural translation and its finding to the ideas of framework for virtual cultural tourism development. It is expected that this paper will also be benefit for other developmental ideas on contextualizing new media in society.

Keywords: Cultural Heritage, Cultural Translation, Cultural Virtual Tourism.



Virtual Fine Arts Exhibition in Era of Pandemic

Arya Page Wibawa, Eko Budhi Susanto

The Covid-19 pandemic has completely changed the order of people's lives. Various community activities have changed due to strict health protocols. Many activities shifting from real world to digital world. Creativity and innovation needed in order to bring various form of digital shifted activity. Basic idea in shifting virtual arts exhibition is to create virtual space and represent it in screen. The emergence of various digital media applications to support the transfer of an exhibition space that used to be a digital space has fostered a new spirit of innovation. Ranging from the two to three dimension spaces were made. Starting from being limited to displaying works to taking a walk in a virtual space, forming a world of extraordinary hyperreality. The purpose of this research is to see the meanings contained in a digital exhibition space. The methodology used is descriptive qualitative using the semiotic method of Roland Barthes. Based on the research conducted, it was found that the simulations were made in the form of fragmentary representations. No simulation has been made completely in one digital media. In addition, art and design exhibition spaces provide a different sensation compared to art and design exhibition spaces in general. The impressions received by exhibition visitors felt very different compared to the actual exhibition space. For this reason, new creativities are still needed that can unite the representation and sensation of visitors so that they can experience art and design exhibitions that are truly exhibitions of fine art and design.

Keywords : arts and design exhibition, Covid-19, exhibition room, simulation, virtual exhibition

Abstracts Sub Theme 4

Art Management and Art Curatorial in Contemporary Virtual Space Culture

Self-Actualization of Women Artists through a Virtual Gallery

Ira Adriati

Women artists are still difficult to conduct a solo exhibition in galleries. The COVID-19 pandemic conditions make it more difficult for the artists to hold exhibitions, on the other hand it has led to innovation in exhibiting through a virtual exhibition. This research will analyze virtual galleries and the aesthetic value of art works in exhibitions of women artists who work as lecturers. The research sample was the Nuning Yanti Damayanti and Ariesa Pandanwangi solo exhibition which was exhibited in August 2020. The method used was a qualitative method with a scientific approach of art management using Van Maneen's Production Audience Means (PAM) Triangle theory, Saparinah Sadli's self-actualization theory, and Feldman's art critique. The solo exhibitions by the two women artists are aesthetically styled with a virtual gallery that resembles a real gallery, attractive layouts and visualization techniques that make appreciators feel like in an exhibition room. The art works on display are laid out with theme groupings so that they show good aesthetic value. The existence of technology in making this virtual gallery makes it easier for women artists to self-actualize. They can design a virtual exhibition which can be accessed without time limit on a youtube link.

Keywords: women artists, virtual gallery, self-actualization

Transit-Transition of Performativity in ARTJOG Art Exhibition during COVID-19 Pandemic Era

Karen Hardini

ARTJOG 2020: RESILIENCE is conducted as a phase, during COVID-19 pandemic era in Indonesia. As an annual event, ARTJOG has been exploring and adapting through the combination of non-virtual and virtual exhibition modes (offline and online), which give new experiences for the audiences. This research aimed to discuss the changes on ARTJOG 2020, compared with the previous years. Qualitative method and netnography (internet-etnography) approach were implemented in analyzing ARTJOG and its virtual room. Then, the data were analyzed based on Maruška Svašek point of view, regarding transit and transition, in order to identify the process of transit-transition occurred in the performativity of ARTJOG 2020: RESILIENCE exhibition, during COVID-19 pandemic era. The findings revealed that in ARTJOG 2020: RESILIENCE, changes occur in the concepts of transit, such as crossing the boundaries of virtual room, while the transition went beyond the values and meanings of the implementation of new normal adaptation process.

Keywords: ARTJOG, change, pandemic, Svašek



Abstracts Sub Theme 5

The Relevance of Art Education and Art Practice in the Contemporary Virtual Digital Age

An Analysis of the International Style Formed by the Staatliches Bauhaus during the Years 1919 - 1933

Christophera Ratnasari Lucius, Imam Santosa, Widjaja Martokusumo, Adhi Nugraha

The word Bauhaus reaps respect around the world for its role in the reformation of the art and design school. Its principle of combining imaginative design and technical proficiency forms the basis of instruction throughout the school. There are numerous ideas about modern education from the Bauhaus school that have been emulated and are still being implemented today. The aim of this paper is to study how the Bauhaus School brought the International Style to orientation in its education and how its ideas have been received internationally. A literary approach by utilizing the documentation of the Staatliches Bauhaus from 1910 to 1933 as analysis material is the method of this research. The term of International Style comes from the field of architecture as a concept removing cultural and material barriers in response to technological developments. International Style is also known as International Modern stated the independence from unique requirements of culture, place, and time. The finding of the study present data on the term of International Style which grouped on the ideas, activities, and artifacts from the Staatliches Bauhaus.

Keywords: International Style, Idea Activity Artifact, Staatliches Bauhaus

Art Education and Integrating Technology in Digital Age

Sri Hermawati Dwi Arini, Dini Devi Triana, Luci Maryati Nst.

Art and technology are elements of culture. Culture and art experience dynamics according to changing times. However, a quality traditional art will be able to survive and develop, side by side with modern art. The elements of cultural art and technology can develop as blended learning. The theory used (Bloom, 2015), (Giddens, 1990), (Harvey, 1980), (Bergman & Sams, 2012). The artistic, creative and innovative works of art can use technology in their creative processes. Art education contributes to the preservation and development of cultural arts, while maintaining Indonesian cultural identity. This study is a systematic review of 25 journals from the proquest database, research gate and google scholar using the keywords: Digital Bloom, Virtual Community, Flipped Learning Art and Technology. The results of the review of the journal show: Virtual Community, is a medium of artistic and educational expression, which contributes to the preservation and development of art. Flipped Learning, is a new learning method that is suitable for art education in the digital age.

Keyword: Virtual Community, Flipped Learning, Art Education and Technology

Art Learning Process Based on Digital Learning Media

Denik Ristya Rini, Ike Ratnawati, Retno Tri Wulandari

The world of education always experiences significant changes from time to time. One significant change is in the learning process. In the era of the industrial revolution 4.0, which is also called the era of digital progress, this greatly affects the learning process. The way of delivering material has also shifted from teacher-centered learning to student-centered learning. In the digital era, the learning process is very unlimited, learning media is not only paper-based, but has turned into various digital learning media that can be accessed from various kinds of electronic devices. In carrying out the learning process, art teachers are required to be creative in developing digital-based learning media as a tool to convey material that will be provided by students. In this article, we discuss the effectiveness of using flip book-based digital learning media in the art learning process.

Keywords: Learning Media, Art, Flip book

Benefits And Potential Of Computer Aided Measurement Software: The Undergraduate's Perspective

Wan Mohd Nurdden Wan Muhammad, Nur Husnina Abdul Halim, Irma Hanie Ibrahim

Computer Aided Measurement (CAM) software has been adopted by the construction industry players in their activities with the purpose in enhancing quality and accuracy of construction process. Besides being a part of Building Information Modelling (BIM), CAM software offers efficient and effective solutions particularly in quantity take-off and estimating for construction works. However, the adoption of the CAM software requires the players to be well-equipped with the knowledge and skill in using the software. The higher learning institutions notice with this situation and gradually embark into software application in the syllabus for undergraduates. Therefore, this study explores the undergraduates' perspective on the benefit and potential of CAM software. A quantitative method is used to collect the consensus among undergraduates and analysed through statistical analysis to meet the specific criteria. The findings may contribute in raising the attention among other higher learning institutions toward the further adoption of CAM software besides to provide message to the construction industry players on the undergraduate's readiness on the CAM software knowledge and skill in the future.

Keywords: Computer-aided measurement, Building Information Modelling, Construction industry



Comparative Study Between The Workspace of Interior Design Studio Students Before and After The Pandemic

Kukuh Rizki Satriaji, Arsaika Widasati, Mutiara Ayu Larasati

An interior design studio course is a compulsory subject that demands creativity and a good working system from each student to produce design solutions related to the problem. Before the pandemic, students worked in-studio classes using the facilities provided, such as work desks, chairs, multifunctional partitions, electricity sources, internet access, and so on. Besides, the classroom layout has also been arranged in such a way as to motivate and encourage students to carry out discussions and collaborations with lecturers and other students. But when the Covid-19 pandemic hit, there was a major change in the studio learning system. Various health protocols that are implemented force all forms of learning activities to be done virtually, from classrooms to workspaces at home, from face-to-face to computer screens, etc. This study was conducted to compare the workspace of students before and after the pandemic, as well as the uniqueness of the workspace attributes during the virtual course. Data collection was carried out by conducting interviews, discussions, and distributing questionnaires to students participating in studio design courses. In conclusion, the discussion about the pros and cons related to the conditions of the student work area is expected to be a recommendation or consideration for students in preparing the work area.

Keywords: Workspace, Studio Culture, Interior Design Studio, Virtual Course

Evaluation on Effectiveness of Music E-Learning for 9th Grades Kanisius Junior High School Temanggung during COVID-19 Pandemic

Tony Anwar Rosidy

Art education aims to build human character by developing feelings through creativity and expression. The art education scheme at the secondary school has now undergone a transformation due to cultural changes occurred during COVID-19 pandemic. This has become a new challenge for art educators to create the creative e-learning strategies while still prioritizing cognitive, psychomotor and affective aspects. This study was done to determine the learning strategies of musical art conducted by the teachers to the 9th grade students of Kanisius Temanggung Junior High School during the pandemic. The method used in this study is qualitative with a multisited ethnographic approach by combining ethnography and netnography methods. The obtained data were analyzed with Svasek's theory of transit, transition and transformation. The result of this study shows that the students have actively participated in the class, indicated by their ability to answer the questions given through discussions. The problem that occurred is that not all music lesson practices could be optimally implemented because not all students have adequate facilities for it, thus the teachers took focus on practicing vocal because it was considered to be more efficient and can be taught without any music instruments beside their voice.

Keywords: art education, students, teachers, music, e-learning.

Infographic Development Of Old School Games Philosophics As A Traditional Games Learning Media For Tourists In Kampoeng Heritage Kajoetangan

Lisa Sidiyawati, Joko Sayono, Swastika Dhesti Anggriani, Moch. Nurfahrul Lukmanul Khakim

Kampoeng Heritage Kajoetangan is a historical tourism village which in colonial times was a settlement of Dutch and Indigenous people who lived in Indische Empire-style houses. This village is located on Jl. Jend. Basuki Rachmat Gg. VI, Kauman, Kec. Klojen, Malang City, East Java, in an alley which is 1 km from Aloon-Aloon Kota Malang. Kampoeng Heritage Kajoetangan is an educational tour and historical cultural tourism place in Malang that is managed by the community. There is Pojok Dolanan spot which in 2017 is one of the favorite spots for tourists to unwind while playing old school games, there are traditional games, namely dakon, catapult, gangsing, tandem clogs and yoyo, but as an educational tourist spot, it feels incomplete if this game has no philosophical information that can be read by tourists. In order to become a learning medium, researchers develop philosophical infographics of Dolanan Jadoel as a complement to information on traditional games that are there. This infographic development research method uses the Borg and Gall development model which was simplified into 7 steps taking into account the time available, namely: Research and Information Collecting, Planning, Developing Preliminary Forms of Product, Main Field Testing, Operational Product Revision, Final Product Revision, Dissemination and Implementation. The results of this study are 5 philosophical infographic posters of Dolanan Jadoel.

Keywords: Development, Infographics, Games, Old School, Learning Media, Kampoeng Heritage Kajoetangan

The Implementation of Bahasa Rupa in Storytelling Batik

Belinda Sukapura Dewi

A storytelling batik has existed since ancient times, namely since the Dutch who lived in Indonesia made batik, such as batik with the Cinderella or Red Riding Hood theme. The development of storytelling batik is also becoming increasingly common in exhibitions. The story chosen as the theme is folklore or Disney stories, such as Cinderella or Snow White and the 7 Dwarves. Unlike Disney's batik, which imitates its original character, batik with a folklore theme still use Bahasa Rupa in its depiction. This research discusses how the implementation of Bahasa Rupa in storytelling batik and aims to provide new insights related to contemporary batik making that use Bahasa Rupa to visualize it and exploration method. The author hopes that with this research, craftsmen can make contemporary batik with visualization that still follows the traditional form.

Keywords: Storytelling Batik, Contemporary Batik, Bahasa Rupa, Disney, Tradition

The Next Big Thing In Art Integrated Learning: Asynchronous learning video by using Youtube

Riyan Hidayatullah

Performing arts are supported by numerous aspects of art, such as music, dance, and theater. Integrated learning was implemented in a traditional Lampung music class held by the Department of Dance Education, University of Lampung. Although the course is done on the subject of music, the materials and learning models applied in the form of merging music and dance. In performance art, especially Lampung, dance and music are always combined into full performance music, and vice versa. It emphasizes dance accompaniment music in this course because music accompanying skills are often needed for dance and music students. This learning model was developed in traditional music classes organized by the department of dance education. Before conducting field research, questionnaires are given to students and alumni (N=45) to find out the level of their needs on this course. Student activity, music knowledge, and complimentary dance and music course materials were identified in this study. Learning is recorded and uploaded to YouTube so that the material can be re-accessed (asynchronous) by students whenever they need it. As a result, dance and music competencies are completely mastered in this course. Through student's and alumni's answers, the skills of accompanying dance music are needed to teach and produce performances. Alumni and last students are spread throughout Lampung, and this course has been taught for several years. Especially in the Lampung region, music and dance competencies are needed for art scholars. This instructional model is needed to teach art, manage art groups, the art community, and the dampness of non-formal art education healed by "sanggar."


Keywords: Integrated learning, YouTube, music, traditional, Lampung, asynchronous

The Development of Video for Digital Illustration Tutorial

Vidya Kharishma

Learning video is a popular medium for the digital illustration tutorial. However, these videos vary on how it delivers the instructions and information. This research aims to provide a strategy and structural development of video for the digital illustration tutorial. The video development for this research is based on screencast video that usually used for making a video for the digital illustration tutorial. Therefore, video software that has a screencast tool is a must on development video based on this research. The design methods for developing a video is a multimedia development model assisted by four-step screen capture processes. The model consists of several stages, namely: (1) Assessment or Analysis, (2) Design, (3) Development, (4) Implementation, and (5) Evaluation. To determine the feasibility of the product, media experts and subject experts tested the video. After that, students give feedback on video by filling questionnaires. The results show that the video is very suitable and feasible to be used.

Keywords: Learning video, Digital illustration, Screencast, Tutorial video



Art and Design Education through Virtual Space during the Pandemic Era as an Acceleration for Contemporary Virtual Digital Age

Amarena Nediari, Dila Hendrassukma, Reno Fanthi

Art and design education has entered the digital era. This pandemic era is an acceleration to realize various discourses in the digital era, including art and design education in virtual spaces. The latest technology has become a phenomenon that is always developing and requires people to keep on moving forward. Thus the use of technology is an inevitable necessity in the implementation of learning specifically in art and design education. Then how art and design institutions deal with this condition? For the moment it is undeniable that learning art and design requires manual technical skills at the beginning of the lesson. Field studies are conducted as an effort to collect data at School of Design in Bina Nusantara University, comparing theoretical and practical courses that held in a virtual space as a virtual classroom. The study aims to find out how art and design learning can utilize virtual space as an effective or ineffective learning space. Through this research it is expected that appropriate methods can be prepared in optimize the technology where art and design institution shall be ready to encounter this contemporary virtual digital era.

Keywords: education, digital era, virtual space

A Study Case of Short-term Project-based e-Learning for College Students in Design Education in Indonesia during the Pandemic

Sabrina Ilma Sakina

The COVID-19 pandemic forced most higher education institutions in Indonesia to hold their classes online since March 2020. The switch from offline to online happened nearly overnight. During this shift, without changing the course outcomes, a shorter term project was applied as an alternative to a half-term project for a course in arts and design higher education. The project given was an individual project, led by three weeks of theoretical knowledge and closed by a virtual presentation of a design based on the theoretical knowledge. This study case compared the end-of-term questionnaire results of the same course before the shift to online learning as the constant, and after the shift to online learning. Additionally, another course using a half-term project was measured to compare the difference. The study found that shorter-term projects consisting of four weeks, instead of half-term projects, could deliver more similar results to offline courses, despite the sudden shift and lack of immediate resources.

Keywords: design education, e-learning, project-based

Damar Kurung Animation As A Distance Learning Media During A Covid-19 Pandemic

Aniendya Christianna, Yan Yan Sunarya

The designation of Damar Kurung as a National cultural heritage on October 4 2017 in the category of intangible Traditional Crafts Skills by the Ministry of Education and Culture of the Republic of Indonesia initiated the idea of this research. However, unfortunately, public knowledge was contrary to the values contained in Damar Kurung. The public generally sees Damar Kurung as mere lanterns and ignores the philosophical meaning of the painting that decorates the lantern. Though Damar Kurung can be the foundation of national identity because the paintings in it contain local wisdom values that support the formation of a person's character and personality. Where character formation, a person's character personality needs to be formed from childhood through family and educational institutions. The goal to be achieved in this research is to help elementary school students and/or teachers to develop creativity, talents, and skills based on local cultural heritage. Using creative, interactive, and educational learning media, namely animation. Where the learning process and media designed are synergized with cultural arts and craft subjects. Methods of implementing activities include research and brainstorming activities to find out about the concepts and techniques of Damar Kurung visual language, design and development activities, activities to implement learning media, and showcase student work through distance learning (Pembelajaran Jarak Jauh).

Keywords: Damar Kurung, Animations, Distance Learning

Design Exploration with Morphological Chart Study Case: A Coffee Table Designed Inspired By The 1980s Memphis Style

Devanny Gumulya, Jessica Elizabeth Kwee

The paper studies how morphological charts from engineering methods are applied in a creative design process. The method allows designers to think differently and logically. Morphological chart offers vast possibilities for design exploration that can be useful in educating nascent designers. On the other hand, history have inspired many designers to create many new things. Memphis is postmodern design style that occurred between 1981-1987, characterized by form following fun paradigm by creating objects that are bizarre from common object over time. This is a paper analyzing student design history projects to create a design inspired by Memphis design. It presents the framework for exploring design with morphological charts. The chart generating five new ideas ranging from very to less similar to Memphis-like style. Using the morphological chart method, the study discovered three key factors affecting the difference of ideas generated on the study: level of variation, which deals with how many variations the means can provide, the more variations the more new ideas can be generated. Unity level means showing how each element is in harmony with each other. Level of abstraction means the degree of inspiration from the original idea. By having the three levels, morphological chart ideas can produce better design.

Keywords: product design, memphis design, morphological chart

Finding Supra-functionality on Big Hit Entertainment Management for BTS During Pandemic Covid-19

Bayyinah Nurrul Haq, Ranti Mardianti

The meaning of virtual space as a place of escape has changed, since the COVID pandemic hits. But amid the pandemic COVID-19, it acted as a counter-engineering tool that useful for citizen outreach and education, news, online shopping, entertainment, e-banking, online education, and much more. It's no longer an escape. Need a new outlook for digital space to be interpreted for new purposes. Digitalization changes patterns of music consumption, particularly among millennials. Shift the type of own music" to "on-call" and "on-the go." Immersed technology support helps to promote innovation and interaction between the industry and its customers. Since millennials represent most of the proportion of consumers, they expect industry players to be able to play a role at the level of super-functionality. It means that they have more to play than a producer-consumer relationship, but that they accommodate more extensive and personal value. This concept paper explores, how in the age of disruption consumers, and the economic trends of the content industry view the COVID-19 pandemic by using the K-Pop-BTS industry as a study material. As a result, artist management has effectively used social media as a tool for marketing, and interaction has been able to achieve the level of supra-functionality. So, when the pandemic happens, there is a kind of focus in virtual space to help them succeed.


Keywords: pandemic covid-19, virtual space, escapism, supra-functionality economy, fandom, BTS

Negotiating Creative Storytelling In 21st Century and Virtual Contemporary Arts Teaching

Diki Triwahyupriadi

In the 21st century, the development of an art learning model is needed. Encourage by disruptive movement in the current virtual digital era, as well as the pandemic era, which requires learning to be carried out online. So, in the 21st-century art learning needs development, one of these is the Virtual Storytelling model, where this learning process be able to trigger the emergence of imagination, creativity, and critical thinking, in order to deal with the dynamic changes recently. The aim of this study is to provide an alternative in the art learning process and also describing the effect of the Virtual Storytelling method on creative education. This study uses a qualitative method and also a descriptive qualitative approach study towards product from the work of the children age 10 – 11 years old also the society age 20 – 25 years old. Data gathered through interviews and virtual observation, taken in the 2019 – 2020 period. Then the collected data will be analyzed with the 21st century Creativity perspective by Fadel and Triling. It has a purpose that is to dissect the values of creativity and effectiveness in the art learning process using the Virtual Storytelling method. In the art learning process be able to encourage the emergence of imagination, communication, critical thinking, and collaboration which is an important aspect of 21st century creative education.

Keywords : 21st Century Creativity, Contemporary Art Education, Virtual Storytelling Methods



The Impact of Using Biomimicry in Design Process: Designing A Kitchen Utensil by Industrial Design Students

Muhamad Aiman Afiq Mohd Noor, Nurazlina Jamalludin, Norarifah Ali, Normaziana Hassan

From the earliest days of history, humans/designers have 'designed' goods or products by looking at nature. However, in recent times, the use of nature in design has become more systematic and detailed. This practice is often referred to as 'biomimicry' innovation inspired by nature. In this paper, we explained how undergraduate industrial design students developed a kitchen utensil product through biomimicry as inspiration to find a solution in terms of innovation, evolution and adaptation. In addition, we briefly review what students have achieved in the process of producing product designs using biomimicry as influence. This process is based primarily on morphological analysis where the procedure is more systematic which helps students to carry out the transformation concept of biomimicry characteristic in developing a kitchen utensil product. Furthermore, the relationship between artifact analyses such as the limitation of symbol function through specific product design and how far morphological analysis can be developed in the process of idea generation through its aesthetics form. This helps industrial practitioners and designers find an easy starting point to work with any artifact/object.

Keywords: Biomimicry, Design Process, Inspiration, Kitchen Utensil, Morphological Chart

Warak Ngendhog In Dugdheran Tradition: Changes Of Shape And Function in Digital Age

M. Ibban Syarif, Dwi Budi Harto, Arif Fiyanto, M. Fahmi Zuhri Romadhon

One thing that is considered unique and becomes the mascot in the Dugdheran tradition in Semarang is warak ngendhog. Judging from its form and function, warak has changed in today's digital era. This is an interesting phenomenon to study. The purpose of this research is to explain the form and function of Warak Ngendhog in the Dugdheran tradition in the digital era. The results showed that: (1) Warak Ngendhog was originally a toy in the shape of a wooden four-legged animal wrapped in colorful glossy paper as feathers, on wheels, and an egg between its two front legs. Warak Ngendhog later became the main mascot in the Dugdheran carnival, which took the form of a Warak statue, and in today's digital era, Warak is displayed in the form of realistic to cartoonish images that are applied in various uses; (2) Warak Ngendhog initially functioned as a children's toy and later changed its function to become the main mascot in the Dugdheran carnival, which functions more as entertainment. Warak Ngendhog in the digital era is now one of Semarang's identities in various uses.

Keywords: Warak Ngendhog, dugdheran, form, function, digital.

Designing professional learning feedback loops from spaces between COVID19

Abbey MacDonald, Kathryn Coleman, Kit Wise

Prior to COVID19, teacher professional learning typically relied upon educators' physical access to sites of arts, cultural and educational enrichment. In COVID normal times, artists and art educators have had to reimagine the ways they activate and participate in professional learning beyond the complexities of COVID circumstances. Through an initial content analysis of pre COVID (2018) and COVID normal (2020) textual data sites, this paper asks 'What do educator stories tell us about their professional learning needs?' And, "How can we use these data site encounters to shape COVID normal professional learning needs in the future?' Through collaborative conversation, care, deep listening and storying, we identify points of convergence from spaces between data sites in cross-educational sectors. From these intersections, we highlight individual and collective instances where educators adopt 'slippery dispositions' (Deleuze & Guatarri, 1988), cultivating new insights for the sites where professional learning for Arts Education thrives. This paper argues for the design and delivery of educator professional learning that explicitly enables opportunities to practice 'slippage' activated by relational feedback loops. Affording space for slippage enables educators to explore pedagogical interventions from the human, non-human and more-than-human contexts they find themselves in (Coleman & MacDonald, 2020).

Keywords: Professional Learning, slippage, pedagogy, practice, educators, COVID19, data

Cultural Products That Never Age: The Visual Language in Form Grammar of Film and Television at Reliefs Plaosan Lor Temple

Ika Ismurdiyahwati, Tantra Sakre

Cultural products will never obsolete, because of humans do. There is much that human can do and produce, proven from before human was born, to the time that human will left his life in the world. Production continues. Including works of an artistic nature, until later technology, to the point of thinking, all of which were used to solve problems in the necessities of life. The likeness point, first discovered by Primadi Tabrani, was tested for wayang bebers, child images and temple relief of Borobudur. In subsequent research, Pindi Setiawan was devoted to pre history rock, and then passed on by his students to various artistic disciplines, including the writer of the shadow of marionettes at the time of their conception. The problem is, the thought of a likeness language that can be used as a reading aid for traditional pictures, shadow puppets that are played, as well as on motifs of batik and other contemporary works, that is little known to the public, and the art community in particular. Research methods use qualitative research with a theoretical approach Visual Language to the similitudes found in Primadi Tabrani, on the relief of temple Plaosan-lor, Prambanan, Central Java. The result is, made evident through the reading of the relief temple of Plaosan lor, that it was a temple of religious meetings of Hindu and Buddha religion by seeing the relief of prayers.

Keyword: visual language, traditional pictures, relief temples



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