

Laporan Penelitian



Use of Used Newspaper for Making Animation as A Plumbing Learning Media in Early Age Children with Stop Motion Method

Pengusul

Nina Sariana

Universitas Trilogi

2018

Abstract

Newspapers, you are certainly no stranger to this one media that contains various news that is warm. Maybe every morning you always read it with a cup of warm coffee. After you read it, do you stack it up and store it in the warehouse? Or did you throw out the newspaper? You may already know that these used newspapers can be reused by creating an economic craft such as tissue boxes, flower vases, wall clocks and other products that can be sold. But this time I will try to use the newspaper to make animation as a learning media for early childhood farming with the stop motion method. To increase interest in early childhood farming so that the environment looks beautiful and reduces global warming.

Animation itself is a form of object that is intentionally made by humans which is sweetened with the appearance of color, can move with sound so that it feels dynamic. The existence of animation can always be accepted by children in almost all countries. In making the animation that we use is the stop motiop method which is a way in which objects are made from a particular media, then photographed one by one and put together in a frame and its sound.

Keywords: animation, learning media, plumbing, stop motion, use of used newspapers.

CONFERENCE HANDBOOK



ARTESH

INTERNATIONAL CONFERENCE ON ART
FOR TECHNOLOGY, SCIENCE AND HUMANITIES

1st International Conference 2018

**Trans-Discipline Approach :
“Challenges on Art for the Future
of Technology, Science, and Humanity”**

(Reflection, Interaction, and Projection)



Program Studi Seni & Rupa
Fakultas Seni dan Rupa & Desain
Institut Teknologi Bandung

**Aula Barat & Faculty of Art and Design
Bandung Institute of Technology**

30 November - 2 December 2018



TABLE OF CONTENTS

ABOUT IC ARTESH 2018	04
WELCOME REMARKS	11
Rector of Bandung Institute of Technology Prof. Dr. Ir. Kadasah Suryadi, DEA	
FOREWORD	13
Dean of Faculty of Art and Design, Bandung Institute of Technology Dr. Imam Santosa, M.Sn.	
COMMITTEE REPORT	16
Chairperson of the Organizing Committee IC ARTESH 2018 Dr. Nuring Y Damayanti	
PROGRAMS	19
KEYNOTE SPEAKER	22
Dr. Ignas Kleden, MA. Prof. Iwan Pranoto, M.Sc., Ph.d. Dr. Bitasta Das Dr. Edwin Juriens Prof. Dr. Yasraf A. Piliang, MA. Dr. Chaitanya Sambrani Prof. Ulrich Martin Plank Dr. Jean Couteau Prof. Dr. Setiawan Sabana, MFA. Dr. Irma Hutabarat, M.Sn.	
ABSTRACTS	33
COMMITTEE	103
ACKNOWLEDGEMENT	104



It is a great honor to welcome you to the 1st International Conference on Art for Technology, Science, and Humanities organized by Faculty of Art and Design, Institut Teknologi Bandung, and also welcome to Indonesia 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 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 an 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 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.

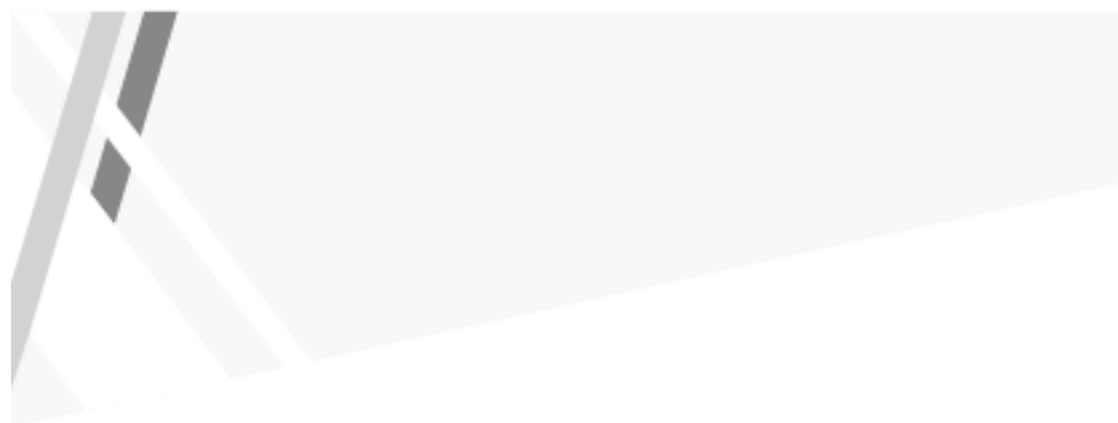
Art Higher Education takes a central part in this movement. Visual Art Study Program under the Faculty of Art and Design, Institut Teknologi Bandung, is one of the oldest institutions in Indonesia. It has contributed directly through alumni and indirectly through ideas that circulate in the art world. As a leading Art Higher Education, Faculty of Art and Design, Institut Teknologi Bandung has maintained its position on number 51-100 in QS World Ranking. Its unique position at an institute of technology gives it a special characteristic. Trans-disciplinary approach and research-based art creation are not new in its learning tradition.

Through this conference, a critical and timely idea is proposed, "How can art contribute further for technology, science, and humanities?". Participants would be able to look at and discuss how art has developed over the years, how relevant art higher education is in the middle of Industrial Revolution 4.0, and most importantly how the synergy between art, science, technology, and humanities can be

achieved to create not only better future, but the future led by a more sustainable and empathetic generation. We believe that the aforementioned aspects play an important role in creating an integrated Art in the new era in high Communication Technology and Unlimited Information era.

In this special occasion I would like to congratulate the organizing committee of the 1st International Conference on Art for Technology, Science, and Humanities 2018 for their success in hosting this remarkable event and I thank all participants for contributing to the betterment of our future.

Prof. Dr. Ir. Kadarsah Suryadi, DEA



Time	Activity	Speakers
07:30 – 08:30	Registration	
08:30 – 09:10	Opening Ceremony	Opening speeches by: 1. Head of Committee ARTESH 2018 2. Rector of Bandung Institute of Technology 3. DAAD Representative 4. Governor of West Java 5. Minister of Research, Technology, and Higher Education (on confirmation)
09:10 – 09:40	Keynote Speech	Dr. Ignas Kleden Art, Science, and Humanities
09:40 – 10:00	Coffee Break	
10:00 – 10:20	Plenary Session 1	Prof. Iwan Pranoto, Ph.D (FMIPA ITB) The Role of Art in Higher Education
10:20 – 10:40	Plenary Session 2	Dr. Bitasta Das (Center for Contemporary Studies, Bangalore India) Artistic Exploration in Scientific Research & Technology
10:40 – 11:00	Plenary Session 3	Dr. Edwin Jumiens (Asia Institute, University of Melbourne, Australia) Future Interdisciplinary Interaction between Art, Science, and Technology
11:00 – 11:30	Plenary Discussion (moderated)	Dr. Hafiz Ahmad, M.Desg.
11:30 – 12:30	Friday Prayer	
12:30 – 13:30	Lunch Break	
13:30 – 15:00	Parallel Presentation 1	
13:30 – 15:00	Parallel Presentation 2	
13:30 – 15:00	Parallel Presentation 3	
13:30 – 15:00	Parallel Presentation 4	
13:30 – 15:00	Parallel Presentation 5	
15:00 – 15:30	Coffee Break	
15:30 – 17:00	Parallel Presentation 6	
15:30 – 17:00	Parallel Presentation 7	
15:30 – 17:00	Parallel Presentation 8	
15:30 – 17:00	Parallel Presentation 9	
15:30 – 17:00	Parallel Presentation 10	

Time	Activity	Speakers
07:30 – 08:30	Registration	
08:30 – 08:40	Music Performance	
08:40 – 09:00	Plenary Session 4	Prof. Dr. Yasraf Amir Piliang, MA (FSRD ITB) The Relevance of Art Higher Education in the Era of Industrial Revolution 4.0
09:00 – 09:20	Plenary Session 5	Dr. Chaitanya Sambrani (Australia National University) Trans Disciplinary Approach in the Latest Art Creation and Studies
09:20 – 09:40	Plenary Session 6	Dr. Ulrich Plank (HBK Braunschweig, Germany) The Role of Technology in Art Education
09:30 – 10:10	Plenary Discussion (Moderated)	Dr. Agung Hujatnika, M.Sn.
10:10 – 10:30	Coffee Break	
10:30 – 10:50	Plenary Session 7	Dr. Jean Couteau (Art critic & writer, France) Art in Transcultural Development
10:50 – 11:10	Plenary Session 8	Prof. Dr. Setiawan Sabana, MFA (FSRD ITB) Traditional Art: Revitalization and New Technology
11:10 – 11:30	Plenary Session 9	Irma Hutabarat (Environmental Activist) Art and Environment
11:30 – 12:00	Plenary Discussion (Moderated)	Dr. Irma Damajanti, M.Sn
12:00 – 13:30	Lunch Break	
13:30 – 14:30	Parallel Presentation 1	
13:30 – 14:30	Parallel Presentation 2	
13:30 – 14:30	Parallel Presentation 3	
13:30 – 14:30	Parallel Presentation 4	
13:30 – 14:30	Parallel Presentation 5	
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14:30 – 15:30	Parallel Presentation 8	
14:30 – 15:30	Parallel Presentation 9	
14:30 – 15:30	Parallel Presentation 10	
15:30 – 16:00	Coffee Break	
16:00 – 17:00	Closing Ceremony	
18:30 – 21:30	Gala Dinner (tentative)	

Time	Activity	Participants	Workshop Instructors
07:30 – 08:30	Registration		
08.00 - 08.30	Coffee Break	Public & Professionals	Abdul Sobur, M.Sn.
10:30 – 12:00	Master Class I: "Innovation on Artworks to Embed Economical Values and Entrepreneurial Prospects in the Era of Infinite Technology"		
12.00 - 13.00	Lunch Break		
13.00 – 14.30	Workshop I: "Art and Environment: Innovation in Learning and Community Empowerment through Local-Based Art"	Public & Professionals	Rahmat Jabaril Co-instructor: Dr. Ika Ismurdayahwati, M.Sn.
14.30 – 15.00	Coffee Break		
15.00 – 17.00	Master Class II: "Methodology, Research, and Innovation in Art Creation" Workshop II: "Research and Creation on Sculpture: Kapal Bercadik from A Relief on Borobudur Temple"	Public & Professionals	Titirubi (Artist) Co-instructor: Deden Hendan Durahman, M.Sch.



A-01 14.00-14.15 30.11.18 EN Technology in Art Education P03-3 Implementation of Instructional System Design (Isd) in Ceramic Basic Techniques

Augmented Book

Rani Aryani Widjono, Gita Winata, Naomi Haswanto

Ceramics handmade in Jakarta currently has become a new hype. With handmade ceramics people having a direct connection with the makers by how it things made. Techniques, materials, and the process are the reasons why people more attracted to getting involved by making their ceramics by themselves. The hype caused highly demand of ceramic basic techniques information, but people bearly find ceramic books or other types of media which commissioned and developed by actual condition of Indonesia's independent ceramics studio especially Jakarta. This study structured through Instructional System Design (ISD) by two main cores. The first is formulate a mapping method to classify the information of ceramics techniques in different level. The intention is to gathered the specific information for beginner that would applied on instructional media. The second is designing a media such as conventional book and virtual information video through augmented book. The result constructs augmented book with systematically measurable information. It provides people an easy access information and offered a new learning experience by using augmented book.

Keywords: augmented book, ceramic basic techniques, instructional system design, video

A-01 14.15-14.30 30.11.18 EN Technology in Art Education P03-4 Use of Used Newspaper for Making Animation as A Plumbing Learning Media in Early Age

Children with Stop Motion Method

Nina Sariana

Newspapers, you are certainly no stranger to this one media that contains various news that is warm. Maybe every morning you always read it with a cup of warm coffee. After you read it, do you stack it up and store it in the warehouse? Or did you throw out the newspaper? You may already know that these used newspapers can be reused by creating an economic craft such as tissue boxes, flower vases, wall clocks and other products that can be sold. But this time I will try to use the newspaper to make animation as a learning media for early childhood farming with the stop motion method. To increase interest in early childhood farming so that the environment looks beautiful and reduces global warming.

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