

The Children's Perception toward Comic in Developing Indonesia Children's Mentality

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Abstract— The purpose of this research is to see the moral values aspect in child comics by conducting sociology literature. It uses the qualitative method with the data sources are used by 10 comic Naruto. The results of this research are positive aspects of moral value, such as (1) life passion, (2) courage, (3) affection, (4) solidarity, (5) sacrifice, (6) love the homeland.

Keywords— Readers' Perception; Comic; Literature of Sociology.

I. INTRODUCTION

Japanese comics are typically known as Manga in Japan, it means funny illustration or spontaneous sketch. Manga in Japan started in Edo era, where a woodcarver and also a painter named Katsushika Hokusai (1760 – 1849), created name Hokusai manga in the sketch series that amount to 15 volume and published in 1814. Hokusai originated from 2 Chinese words that had the meaning of human illustration to tell something. Manga history in Indonesia, for the first time published in Indonesia, was adjusted with Indonesian's read style that is from left to right. So that, the manga that published in Indonesia commonly has the character that became left-handed because the illustration that generally flipped. That is why since the 2000s, a manga that afloat in Indonesia had adjusted with the real condition of manga that published in Japan. The first manga that published in Indonesia and used Japan method is Rurouni Kenshin.

The comic as a part of children's literature in Indonesia could give a positive contribution to the mental development of children with the character. The character development could be cover in cognitive aspect, emotion, and child skill. This is considered being an important thing in filter cultural onslaught that entering through online sites. As literature, of course, the children's literature has an educational function for the children in Indonesia. Sure enough by the good appreciation, people would more understand and improve the cognition skill, emotion, and children's psychomotor. It means the literature could be as one of the media to teach and educate them, since children and story like the world that inseparable. In its development, the children always love story (literature work) because they could improve their ability of intellectual imagination, emotional, and learn to identify themselves.

The imagination and existence become unity that could be a guideline in community social life. Sociology

and literature work has a close relationship. It means that sociology is the science that learns about human; also the literature is the result of expression human's life which cannot be separated from society (Endraswara, 2014:78). Therefore, the essence of literature sociology is to implement a set of perspective and sociology paradigms to analyze and interpret the literature work.

According to Franz and Meyer in Nurgiyantoro (2005:410), the comic is a story that focuses on movement and action that displayed in image sequence that specifically made with guide words. Visual and verbal aspects inside comic could be seen as a representative media which cause comic present in front of the readers, also has structural elements such as characterization, plot, background, value, language, and others. Perspective aspect more focuses on the character who speaks in that time, not personal perspective because the comic's character is the same as the play's character. It means that the elements more highlighted on comic.

As literature, the comic comes with its own unique, come forth with a series of images inside box panels and handwriting placed inside the bubbles. Comic illustrations itself generally "is already speaking", and made become a series of images that is a storyline. For the children who read this, of course, that looks like fun because they do not have to focus on reading the text, but look at more of illustrations. This children's literature in many ways is very different from adult's literature, and one of them is the element of illustrations in children's literature still dominant. Think the books that have "full of pictures" have the purpose to trigger the children's motor to read, also develop their imagination, and develop the aesthetics, while the things just same with comic, then comic could be categorized as one of children's literature. Besides that, except to present the story, the comic also capable to express any ideas, opinions or certain purposes as the way of literature work's function. The idea that was disclosed also could be varieties such as fiction, Mable, factual and historic, biography, and factual ideas to quip or present the funny story. All of those arranged in illustrations that contain short handwriting that displayed interestingly. So, read and enjoy the comic means enjoy the illustration and also the story. Both of them, tend mutually corroborate and complete each other.

II. METHOD

The method used in this research is the qualitative method. The qualitative style that has been used in this research is known with two analyses; those are qualitative and verification strategy model (Bungin, 2003:83). These two analyses model could be done together or separate. Same with the opinion above Moleong (1994:5) said that the qualitative method provides the essence of the relationship between the researcher and the respondent directly. It means that this method uses how to provide this research in description format and restricted by the social factual also a relevant social symptom. But, in this research, the qualitative method that has been used is aligned with the hermeneutical method, which is translating or interprets the literature text. The result of these interpretations analyzed using analytic descriptive, that is the method by way of deciphering and analysis at once. The purpose of this hermeneutical is to search and to find the meaning contained in this research object in the form of a phenomenon human's life through comprehension and interpretation.

III. RESULT AND DISCUSSION

Like fiction reading book, comic present to tell a story. But, different with fiction reading and non-fiction that present their story with the verbal and non-verbal text, while comic came out with the illustration and literature, by the verbal and non-verbal text once. In that of the essence of comic is the assimilation between the illustration and literature, visual and verbal text, the topic of comic structure also could not be separated from two elements that provide it directly. Visual and verbal aspects in comic could be seen as representative media that makes comic came in front of the readers. This means as a story, comic also consist of structural elements as well as fiction. According to Dwi Koendro (2007:31-40) explained that the main elements which formalize the comic those are; (1) a picture or illustration, (2) handwriting or text element, (3) box (frame) element, and (4) the bubbles. Besides that, Nurgiyantoro (2005:419) said that the structure in comic i.e. characterization, plot, background, theme, value, literature and others.

Because of that, the analysis of literature sociology towards the literature work could be start from any

aspect that considered attractive and unique with stay still keep the best aspect. In this section, sociological analysis in comic would be started from social factual as a background component. Social factual is a background scene which was made as the place where the entire story happened.

The Moral Value in Comic

The readers' perception is the readers' function when face with the text reading, both in terms of understanding the text, respond the text, and find the meaning that related with the literature work. It means that the readers have the power to judge the text. In Umar Junus' opinion (1985), literature work would not exist if there is no one creates that. The meaning is a work would be considered only capable known by the writer. The meaning by the readers would be rate false when they do not understand the real meaning from the writer.

From the Indonesia children's perception toward the moral value in comic is an important thing in children's life because this thing is an important function to develop the good moral values on children's mind. So that, they would become an independent children and could be able decide what the best for them. In the entire their life, human through the various times and stages, it would not be doubtful anymore that there is no more unforgettable moments than childhood. Adults would like to remember their childhood joyfully and they would tell their childhood's story with enthusiasm. Game, imagination, curiosity, and have no life burden. It makes childhood became interesting for everyone. But, for the future, the children over the world would not enjoy their childhood anymore, that is should be the important time to develop their personality. They should be introduce to the tough and struggle world gradually and with the specific language, so that they know the crime but, they would not imitate that. Except imitate that, they would stand for fight and face it. The right way to introduce this is by way of fairy tales by use the right method and with the soft-hearted voice.

According to the questioner that has been spread to the children's reader, actually in a comic children's reading contain three dominant values, those are; (1) value o violence, (2) feel of togetherness, and (3) build a feeling of nationality.

(1) Value of Violence in Comic of Children
In this life, the comic of children presented via print and electronic media. Through both of them, the comic may be an opinion of some people contain violence and could be influencing them when they "enjoy" to reading it. Since the function of media is inspired, people. People do their criminal because they saw and imitate from public media.

(2) Commissioner of Indonesian Broadcasting Commission, Bimo Nugroho, the writer of Society media (2005), said that there is violence aired on television that happened in real life. (Musbikin 2009:180). In spread out the result of the questioner, on children as much 50%, the boys' readers agree that the negative moral value from comic. In this case, the researcher gives them an example by a comic entitled Naruto. It was the moral value of hatred. One of the characters in Naruto is Sasuke Uchiha, who was the member of the seventh team, along with Naruto Uzumaki and Sakura. Sasuke is a genius and mysterious ninja. Sasuke's past was really dark, where all of his family slaughtered and murdered only in one night by his own brother. Eventually, Sasuke grew up to become a hateful person. On the questioner that spread out to the girls' readers, 63% agree that the moral value of "retaliation" contained in Naruto comic. The retaliation is action has been done to harm someone as a reaction to actions that have been received or experienced previously by the perpetrator (Satiti 2007:75).

That is all description about media's influence towards violence and wickedness, since so many cases that prove media has an impact especially television to children's behavior that leads to acting violence. Then, it is normal if a comic reading could be

influence children's behavior to act crime or violence, so that may be those things would happen.

(3) Feel of Togetherness

Feel of togetherness could be realized in the form of responsibility in *Naruto* comic. In "responsibility" has the meaning of "causes". People are responsible for the action that they did. In philosophy's meaning, responsibility is a human's ability to realize that all of their actions have consequences. According to Mufid (2009:219) responsibility is a restriction from human's violence without decrease human's mine. No one could limit people's freedom, except for people's freedom. The norm to manage freedom itself is social responsibility. The own responsibility is the implementation of human nature as a social being. Then for mutual freedom, implementation of human freedom should be careful of a social group where they belong.

(4) Build a Feeling of Nationality

Feel of nationality is very important because it could become strength and unity of the nation. In *Naruto* comic, there are emblems for the certain region. This was intended so people who wear those have feel of nationality towards their region and other people could recognize them. Instill a spirit of nationality, *Naruto* comic could be found at; (1) know various countries in *Naruto* comic's world, (2) building a feel of nationality, (3) grow the spirit to keep homeland.

IV. CONCLUSION

Comics in a serial story displayed with volume that the values were too explicit by the dialog or the figures' action. One of the values which could be taken from this comic is the moral values of togetherness or solidarity team. The departing approach from rationale, literature work could be the most effective media to build society's moral and personality. According to the Indonesia children's perception, toward the moral values in comic

interpreted in the characteristics of moral value, those are;

1. Violence, from the result of children's perception, the negative value which arises from comic because there is violence inside the comic. Some of the children or people judge that inside the comic show a lot of negative impacts, e.g. there are negative values like revenge or murdered. From the questioner that has been spread out to children, 10 boys admit that inside the comic contain hatred content. 10 girls agree that inside the children's comic contained retaliation content in *Naruto* comic.
2. Grow a Feel of Togetherness
Besides violence, there is another characteristic from *Naruto* comic. That is growing a feel of togetherness. This is manifested in responsibility form.
3. Build the Nationality
The positive impact of children's perception inside the *Naruto* comic is building the nationality. This is could be realized in the form of (1) know various countries in *Naruto*'s world, (2) build a feeling of nationality, (3) invest the spirit to defend our homeland. The responsibility in Indonesia children's perception is a meaning to be able to imitate good behavior in the form of moral value that would push children to act good to other people.

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