

The Art Of Panglima Bukit Sadok: The Process Of Developing Web Based Media Through Illustration And Graphic In Preserving Its Culture

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Abstract - This study established on developing a Web based media process through the used of illustration and graphic as a platform to channel the identity and information background of the Panglima Bukit Sadok (*The Hero Of Mount Sadok*). Emphasization on the application of new media through a up-to-date- Web media technologies could be seen as a resounding approach in preserving culture and heritage as its ability is undisputable being able in creating responsive features that enriches human interactions towards the desired information in a fastest and easiest way. Furthermore, it is a technology which has been shaped with a value that demands continual technology growth especially on its diversity in handling the applications in cross platforms devices such as mobile devices and computer devices. Waterfall model from the Multimedia Instructional Model was used and discussion on the overall process that leads to the final Website produced was made from pre-production until post-production. Thus, the idea of promoting the legendary figure namely Panglima Bukit Sadok from Sarawak, Malaysia would be a great breakthrough in preserving and introducing its identity locally and globally.

Index Terms –Culture Preservation, Web Media, New Media, Panglima Bukit Sadok

I. INTRODUCTION

The new media has posed new analytic challenges in the world of technology today with still reinforcing the new and traditional media. According to Silverstone (1999), there are a few distinct characteristics of new media such as digital convergence, many-to-many communication, interactivity, globalisation, virtuality and arguable. These characteristics have enables people to access it for free and thus far and can be very specific to a user's preferences when compared to the old media (Krekovic, 2003). Furthermore, Krekovic (2003) added that in the new media, every individual or institution is allowed to use it in two ways; as a recipient and as a content-creator.[2]

Since achieving a well-functioning cultural sector through the traditional or old media previously was too

expensive, the use of the new media can solve the cost factor problem (Krekovic, 2003). Moreover, a recent research found that young people use the new media as much and as often as possible (Ito, 2010) which seems to be a good reason to preserve culture for the young through this media.[3] Therefore, the purpose of this research is to promote the process of developing the web based media through illustration and graphic.

II. CONTEXT

Panglima Bukit Sadok – The Hero Of Mount Sadok

Once ago, there were Dayak (Iban) warrior well known as Panglima Bukit Sadok fought over their freedom at the peak of mount Sadok at Saribas territory , Borneo. They were Dayak (Iban) freedom fighter in Sarawak, Malaysia during the

Brooke White Rajah era. This made them the hero for the Iban Dayak in the State of Sarawak, Malaysia, located at the western part of the Borneo Island. Panglima Bukit Sadok in Iban means the "Warrior from mount Sadok". They were proclaimed by their followers as "The warrior of mount Sadok" at the height of their power at mount Sadok fort- They became well-known when they were selected to be one of the leading fighting trooper for a great war leader, Orang Kaya Pemancha Dana "Bayang" who led war expeditions to the areas around the mouth of Kapuas River in West Kalimantan, Indonesia. This by chance prepared the young warrior with war experience in fighting James Brooke later at the peak of mount Sadok known as The Ultimate fight of Sadok.

Web Media As A New Media Tool To Preserve Culture

New media is a term used to a new ways of representing the world, from printed-based media such as photography to a screen-based media such as computer games, Website or Internet. New media has the characteristics of digital, interactive, hypertextual, virtual, networked, and simulated. [4] In a current life of digital techno-culture, clearly new media has become a powerful approach in spreading the information as it consists of interaction design. According to Gillian Smith, the director of Interaction Design Institute Ivrea, interaction design through computers technologies, telecommunications, mobile phones and other interactive media is shaping our life in many ways such as for work, for play and for entertainment.[5]

Web media applications are one of the new media offered platforms to channel and bridge information in a fast way. Its existing have been widely use in today's life. It has been continuously and rapidly evolved as for now it brings the ability for users to reach data or any desired information in a high level of interactivity in which continuous application of media data such as multimedia elements like graphics, audio and video can be integrated in achieving a better mechanisms in capturing, processing, communicating, presenting and storing. Hence, numerous studies viewed that it can be used as a resource or platform to facilitate the broad public awareness towards the appreciation and awareness of a cultural heritage. The accessibility of the information it provides able to be channeled efficiently to the public. . For example, "The Hibulb Cultural Center & Natural History Preserve" Website in which creating a possibility to preserve, revive, restore, protect, interpret, collect and enhance the history cultural values and spiritual beliefs of the Tulalip Tribes.[6]

III. PROCEDURE OF THE STUDY

Website Model

In developing the web media in order to preserve the art of Panglima Bukit Sadok, a few steps have taken place. The methods used in the data collection are (i) Random sampling methods in river Saribas , Entanak up to Saka; (ii) obtaining the information from a variety of sources from responses (iii) Referencing methods through reference books and old writing; (iv) Designing a framework for creation of Panglima

Bukit Sadok synopsis construction; (v) Visualization process and (vi) Decode process with the information obtained. From the information gathered through the data collection process it is then brought forward to the Web development process.

Waterfall model was used as the development model of the Panglima Bukit Sadok Website as it brings the most applicable streamline of the Website development process as shown in the figure 1.0 below:

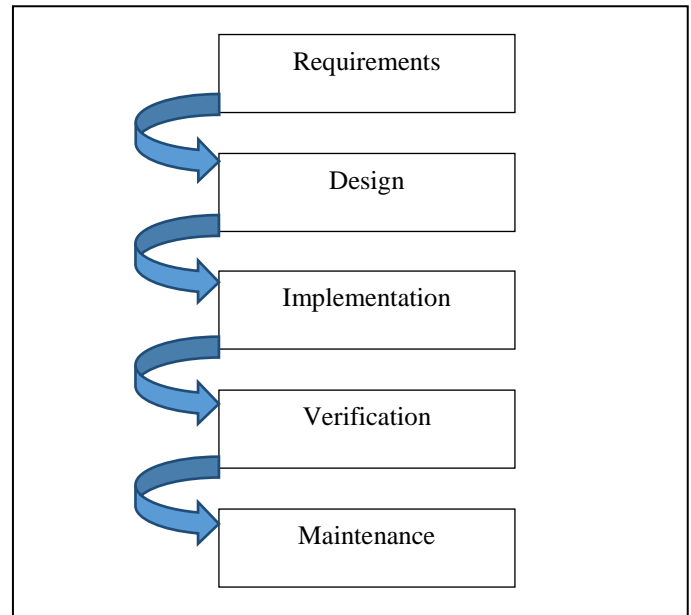


Fig. 1. Screen Capture Of Waterfall Multimedia Instruction Model.

However, since the whole other process before this process of creating web media are still under constructions, therefore only the first three steps will be included in this research.

The Website Development Process

This is where we define our work as for example the title of the project, the concept and theme, the contents that we want to have for each Webpage, and the structure of the Website (how we want to bring user from one page to other pages).

a) Information Architecture:

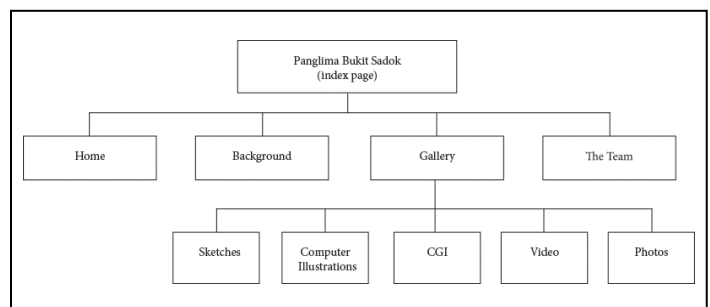


Fig. 2. Sitemap of Panglima Bukit Sadok Website.
b) Building The Wireframe

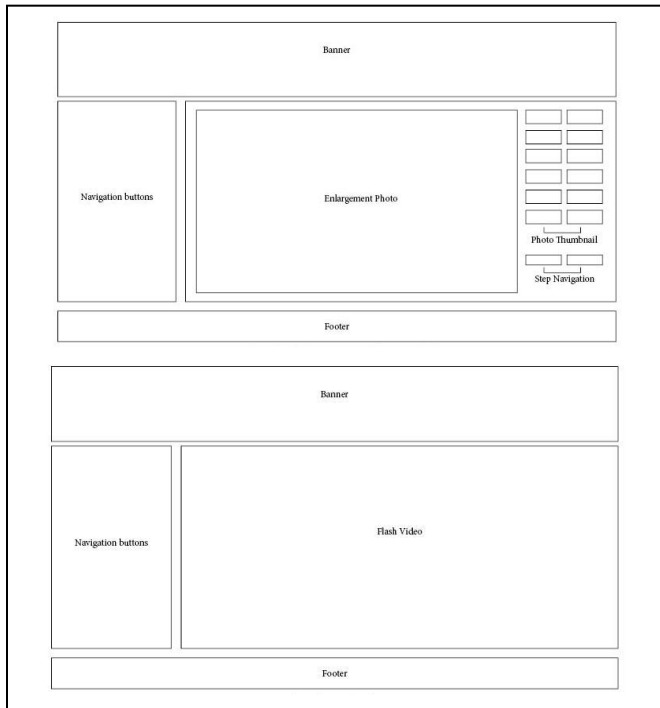


Fig. 3. Wireframe of Panglima Bukit Sadok Website.

Designing The Website

In designing Panglima Bukit Sadok Website, there are three components which need to be considered. The three component are:

(i) Working With Images:

The most important aspect when dealing with graphics is to make sure that they have been optimized. The benefit of having them optimized is that it can minimize the overall file size of Website and so the user can retrieve or load the Webpage faster. This technique can be applied by using Adobe Photoshop software.

(ii) Working With Text:

There are few things that required consideration when choosing the type for the text that will be placed on the Webpage which includes the size, the space, the contrast and the typeface.

(iii) Working With Multimedia Elements:

Multimedia elements can be incorporated in making the Website more interesting and more alive. As for the Panglima Bukit Sadok Website, the Multimedia elements of flash photo slideshow and a flash video are applied. There are many ways on creating a photo slideshow. We can achieve that by using jQuery which is a type of JavaScript library, or Adobe Flash but both required user's ability in handling basic programming language. There are also applications that does not require any programming background such as Aneesoft Flash Gallery. It is

a software that allows user to create a creative photo slideshow presentation in a flash format.

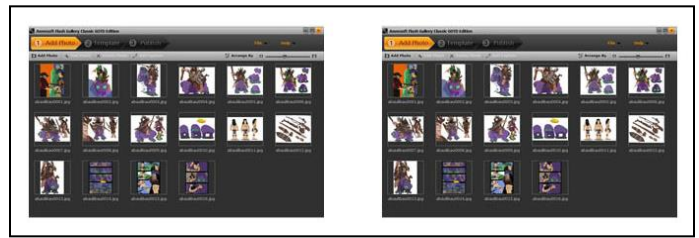


Fig. 4. Creating Photo Slideshow For Panglima Bukit Sadok Website.

Website Development

For the development of Panglima Bukit Sadok Website, Adobe Dreamweaver has been used for the development of Panglima Bukit Sadok Website. The main process involved during this stage are:

• Creating The Web Structure

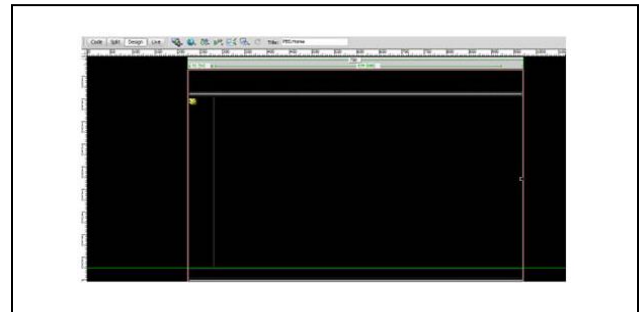


Fig. 5. Creating The Web Structure For Panglima Bukit Sadok Website.

• Inserting Image



Fig. 6. Inserting Images Process.

- Inserting Multimedia Elements

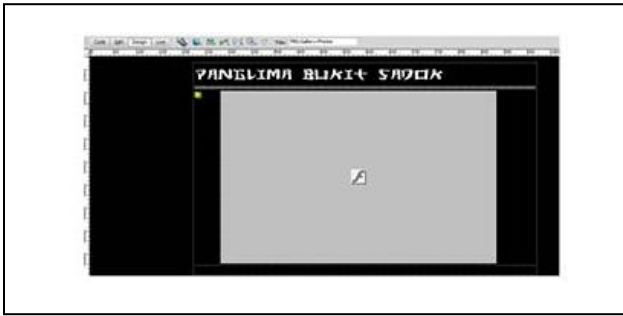


Fig. 7. Inserting Multimedia Elements.

- Designing Navigation System

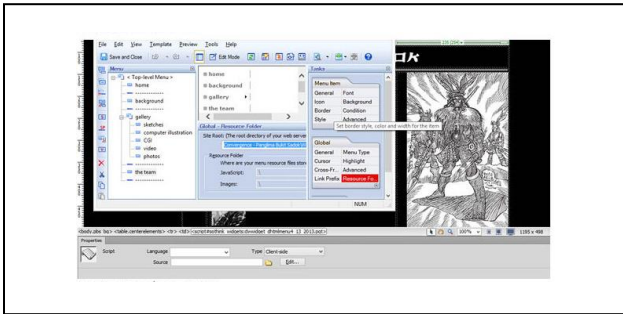


Fig. 8. Designing Navigation System.

- Save And Publish

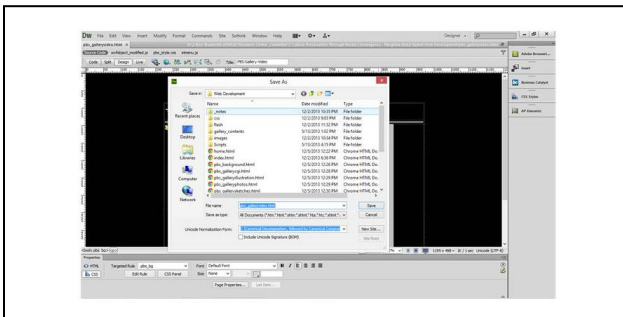


Fig. 9. Saving and Publishing the Webpage.

V. RESULTS AND DISCUSSIONS

With the current development in-progress, the Panglima Bukit Sadok Website has been successfully developed by going through the several progression and stages as discussed earlier. It now consists of nine Web pages in total (index page, homepage, background page, sketches page, computer illustrations page, CGI page, video page, photo page and the team page). Below are some of the final screen captures of Panglima Bukit Sadok Website:

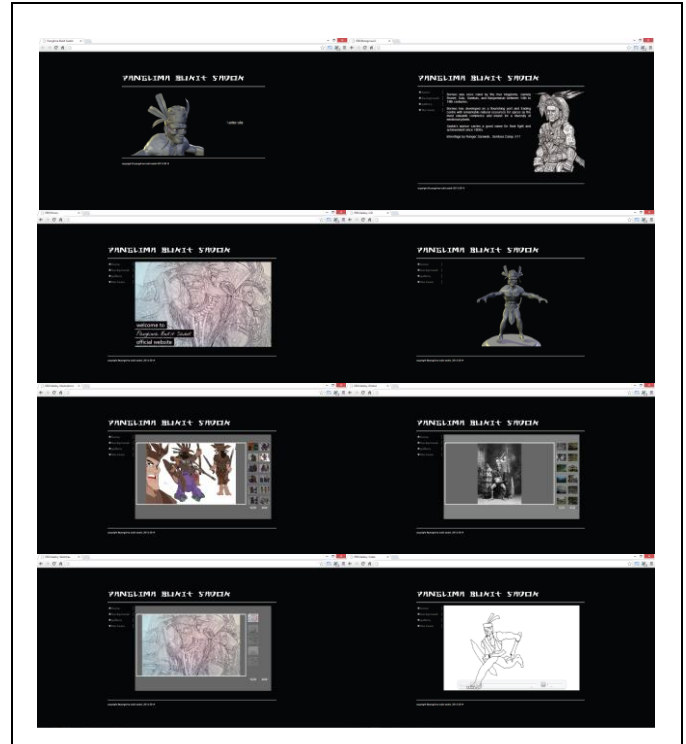


Fig. 10. Screen Captures of Panglima Bukit Sadok Website.

VI. CONCLUSIONS

This study has contributed towards a significant breakthrough on the application of developing a Web based media process with multimedia elements especially on illustration and graphic as a new approach in preserving the culture of Panglima Bukit Sadok. The idea of promoting its background through Web media would be a great milestone in preserving and introducing its unique identity locally and globally. It is suggested, a continuous research could be conducted in studying the acceptance Panglima Bukit Sadok through new media platforms. Besides, more future research can be executed and explored covering culture and heritage especially from Malaysia.

VII. REFERENCES

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