CHAPTER I

INTRODUCTION

1.1 Background of the Study

International world admits that *wayang* is pure art and culture product of Indonesia that has supreme percentages. United Nations (UN) pass by UNESCO publish the certificate on November 7th 2003, the content declare that Indonesian *wayang* is an amazing culture creature (*Masterpiece of the Oral and Intangible of Humanity*). Along with the technology expansion the culture that taking *wayang* has impact to left behind. Previous time, it was familiar as an entertain culture but now it is just a story. A young man right now it will be does not know *wayang* characters. Aizid in 2011 with the book "*Atlas Tokoh-Tokoh Wayang*" said that lower cause appreciations to *wayang* are technology. *Wayang* is not like just presentation. It is so important to do a preservation *wayang*, because we should proud with a real Indonesia culture that full with substances life. It is really hard, because *wayang* admitted to be the one of Indonesia culture, but now it's strange in country itself.

Increasingly the era, it is more the expansion of the technology. Technology makes life easy. At this moment, technology expansion was happening in our lives, one of them in communication that is Smartphone. Smartphone be main necessary to us that having busy and high mobility in order to them not left the information. Android is the one desired society

platform besides blackberry platform and IOS that most popular of Smartphone. Almost all of ages used android platform, from young until old ages (antaranews.com, 2011). Application for this platform is easy to take and get for free in Play Store.

At this time is not found yet android application base mobile that gives information about *wayang* characters in Play Store. These things motivated the researcher tries to combine the culture element and technology in the Smartphone that packages in mobile application inside be found material of *wayang* characters. This application used to help us to know the *wayang* characters and introducing the Indonesia culture, especially *wayang* for society and world.

Based on the problems appear an idea to build "INTRODUCING THE CHARACTERS OF *WAYANG* USING ANDROID MOBILE APPLICATION".

1.2 Problem Statement

Problem statements mentioned on the background of this study are "How to plan and build application that have education element, easy to understood and studied that can give information about *wayang* characters by society using Android Mobile?"

1.3 Limitation of the Study

1. Applications to be designed is an application that contains didactic

material *wayang* characters in the story Mahabharata using Eclipse support software based on Android mobile.

2. The contents of *wayang* characters application are:

   a. *Wayang* explanation

   b. *Wayang* history

   c. Mahabharata explanation

   d. Equipment *wayang* and *wayang* videos sample

   e. *Wayang* attribute

   f. 85 characteristics of Popular *Wayang* Mahabharata characters

   g. Quiz

1.4 Objective of the Study

The purpose of this research is to plan and build application that have education element, easy to understood and studied that can give information about *wayang* characters by society using Android Mobile.

1.5 Benefit of the Study

Result benefits from this research are:

1. For user

   This application can help user learn to recognize *wayang* characters include *wayang* explanation, *wayang* history, characteristics, voice, and *wayang* shape.

2. For researcher

   Benefit for researcher is can develop science gained from the college with science and new knowledge that cannot obtain from the college.

1.6 Writing Systematical

Systematic processes of final project that load paraphrase by majority contents of final project are:

Chapter I   Introduction

On this chapter contains about background of the study description, problem statement, limitation of the study, objective of the study, benefit of the study, and systematic process writing.

Chapter II   Literature Review

Literature Review includes two parts, there are research study and underlying theory. In the research study contains results of previous research related to research to be conducted. Whereas underlying theory consists of explanation definitions support the research.

Chapter III   Research Method

On this chapter will describe about time and research place, materials and tools, and plot. From the research plot can

knows what is being done to obtain research data and analysis method.

Chapter IV   Result and Discussion

On this chapter will describe about research results and discussions. Research data presented in table form, picture or graphic. Discussion presents an analysis for obtained data, including compare the descriptions results with the other results studies that have been exists.

Chapter V   Conclusion and Suggestion

On this conclusion chapter contains with conclusions and suggestions summarize that obtained in research and explain in results and discussion chapter.