

**2D KOMIK DIGITAL : DETEKTIF H
(EPISOD BUKTI)**

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**2D KOMIK DIGITAL : DETEKTIF H
(EPISOD BUKTI)**

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**This report is submitted in partial fulfillment of the requirement for the Bachelor
of Computer Science (Media Interactive)**

**FACULTY OF INFORMATION AND COMMUNICATION TECHNOLOGY
UNIVERSITI TEKNIKAL MALAYSIA MELAKA**


2011

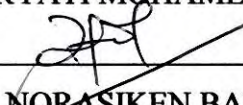
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I hereby declare that this project report entitled

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is written by me and my own effort and that no part has been plagiarized without citations.

STUDENT :  DATE : 14 July 2011
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SUPERVISOR :  DATE : 14 JULY 2011
(DR. HJH. NORASIKEN BAKAR)

DEDICATION

I dedicate a special thank you to my supervisor, Dr. Hjh Norasiken Bakar for the advices and consultations. The criticizes, comments and support that had given just to make sure that I can finish my project successfully. Special thanks to my parents who giving me support and understanding throughout my Projek Sarjana Muda (PSM). Last but not least to my friends, thanks for all the support.

ACKNOWLEDGEMENT

First of all, I would like to say thank you Allah SWT because with HIS blessing and grateful this project has successfully finished in the given time. Next, I would like to say thank you so much to my beloved supervisor Dr. HjH Norasiken Bakar for giving assistant to me to complete this project successfully. Her advices and ideas mean a lot to me to create this digital comic perfectly. Not to be forget my beloved parents who have been giving me support, deep understanding and some motivation throughout my project. Then a thousand thankful I dedicate to my friends for their encouragement, ideas, and opinions and sometime argued with me to let me do the best for my project. Last but not least, thank you to all people who involve directly and indirectly with helping me on doing this project.

ABSTRACT

This project is telling about developing a 2D digital comic in mystery solving based. The storyline of this digital comic based on how the detective helps the police solving the murder case by gathering all the proof and investigate it clearly until the murderer is caught. In this report it contains seven chapters including the introduction, literature review, analysis, design, implementation phase and testing and evaluation phase. In literature review chapter, has project methodology that need some research so that the comparison with the past and current scenario can be done to develop a perfect digital comic. In order to differentiate current digital comic with the others, some multimedia elements like sound, text, animation and graphics need to be implemented together and this will make the comic looks more interesting and enjoyable to read. To test whether this project is effectiveness to reader, a few testing must be done such as functionality testing, usability testing and user acceptance testing. From all the results, evaluation will be held and can know either the project is successful or not.

ABSTRAK

Projek ini adalah mengenai pembangunan komik digital 2 dimensi yang berasaskan penyiasatan dan misteri. Komik digital ini mengisahkan mengenai seorang detektif yang membantu pihak polis dalam menyelesaikan satu kes pembunuhan. Projek ini juga mengandungi beberapa bab yang penting seperti bab pengenalan, bab kajian lepas dan metodologi projek, bab analisis, bab rekabentuk, bab pelaksanaan dan juga akhir sekali bab ujian dan penilaian. Di dalam bab kajian lepas, terdapat projek metodologi yang digunakan untuk pembangunan komik digital ini dan ia memerlukan kajian mendalam di samping membuat perbandingan di antara senario terkini dan juga terdahulu. Beberapa elemen-elemen penting di dalam multimedia juga disertakan sekali di dalam komik digital ini seperti animasi, teks, grafik dan bunyi bagi menarik minat pembaca ketika membaca komik ini. Bagi bab ujian dan penilaian, satu ujian perlu dilakukan kepada beberapa peringkat pengguna bagi mendapatkan keputusan sama ada projek yang dibangunkan ini berkesan atau sebaliknya. Penilaian pula dilakukan bagi memastikan sebarang penambahbaikan perlu dilakukan atau sebaliknya juga. Daripada keputusan yang diperolehi, akan diketahui sama ada projek ini berjaya atau pun tidak.

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CHAPTER I

INTRODUCTION

1.1 Project Background

Reading comic among children, teenagers and adults are common way to fulfill their free time. By spending a lot of money is a worth way for them only to get favorites comic. But, there is one way that might catch the intention to read comic in an interactive way with little money spending and can read it continuously. It is called as digital comics. Digital comics will give reader an easy way to read it and access it. Furthermore, with the effect of real sound and movement it will make reading a comic become more interesting.

This project is an independent digital comic. Even there are many developers or publishers develop digital comics out there but basically, they are doing the same thing. Examples of mainstream comics, it is high-quality artwork and beautiful but often develop the same theme and commercial. People will getting bored and start to not reading comic because of less of new idea to deliver an interesting comic.

The digital comic will be a user friendly with a simple and easy way to read. If readers point the cursor at the particular image, there will be sound effects and movement that related to it. To compare with the print comic that we need to turn page to page and focus attention from every place, think that it is hard to match in the digital world.

1.2 Problem Statement

One of the problems that have been recognized is the time that had taken to read comic book. Most of readers will spend a lot of time reading it. The print comics are about replicating the experience of time in space but not in the digital comic, readers can actually use time as time.

Sometime, reader get confuse with the starting page of the comic because some of the comic are coming from outside country and the arrangement is not basically same. Furthermore, while reading the comic book readers will get boring and feel not interesting. So by inserting some multimedia elements will overcome this problem and reader will pay more attention in reading.

From some little research about this digital comic, some of reader hates clicking at the comic to go for the next page. So to overcome this problem readers can use keyboard navigation or just point the cursor at the arrow then it will move to the next page.

1.3 Project Objective

Here is list of objectives to be achieved from suggestion project:

- To identify the element of multimedia that can be implement in this digital comic such as text, graphics, audio and animation.

- To identify the suitable model to develop this digital comic.
- To implement the elements of multimedia in the digital comic.

1.4 Project Scope

The target user for this digital comic is general. Everybody who loves reading comic is suitable for this digital comic. This project also is just for proof-of-concept that digital comic is much more interesting and easy to read.

1.5 Project Significant

In this project, by developing digital comic it will give many advantages to the reader. It will help reader to reduce their time while reading the printed comic. Not only helping reduce the time but also it will help readers to enjoy the reading without turn page to page and focus attention from place to place. If this project meets the successful development, it will contribute to many people and make their way of reading more easy and interesting.

1.6 Expected Output

For this project expected output what can be discussing is after done read this digital comic, hopefully readers can understand the flow that need to be followed and help them to enjoy reading with the elements of multimedia like text, sound, animation and graphic. As a bonus, readers can also improve their language skill by learning a new word or how to spell it right.

1.7 Conclusion

As the conclusion and expectation hope that by developing this digital comic will meet the project objective where readers will feel more comfortable, easy and fun while reading their favorite comic. Additionally, the main point by creating digital comic is to reduce reader time while reading a printed comic. It will cause reader to read it from page to page to get and understand the story.

Last but not least for this chapter summary the project background and problem statements are linked to each other. From the project background there are problem statements that need to be reviewed so that it can be improved from time to time. For the next activities in the next chapter, literature review and project methodology will be reviewed in more details.

CHAPTER II

LITERATURE REVIEW AND PROJECT METHODOLOGY

2.1 Introduction

The main purpose for this chapter is to do some research and review for digital comic literature. Why the literature is important? Literature is important to deliver the knowledge and the main ideas to establish on certain topic. Literature review is a body of text that used to review the present knowledge in a particular topic. According to Cooper H. M (1988), a literature review uses as its database reports of primary or original scholarship and does not report new primary scholarship itself. The primary report used in the literature maybe verbal but in the vast majority of cases reports are written documents. The types of scholarship maybe empirical, theoretical, critical or analytic and methodological in nature. Reading comic as the matter of fact become a longstanding feature of world culture.

In addition, this chapter will discuss about what and which methodology will be used to approach any available techniques and tools in achieving the predetermined objectives. On the other way, all the listing of hardware and software specifications that will be used in developing this project will be explained.

2.2 Domain

After doing some researching, discussing and reviewing the domain for this project is e-comic or also known as digital comic. Usually digital comic will refer to either the comics were scanned entirely from the printed comic and convert it to adobe reader format (pdf) or other comic book reader applications like .cbr and .cbz and publish it at website or created entirely on a computer from sketching, drawing, scanning, colouring and lastly released it digitally.

Luke Arnott (2009), said digital comic cover a wide variety of comic book media. What scans, web comics, and motion comic is that all are read and distributed digitally. By this words, it is shown that digital comic have emerged as an alternative way to read comic books. It can be mostly narrow defined as not only created entirely by digitals way but also distributed digitally. There are a number of types of comics out there which are considered as digital comics in varying degrees. All these are called as scanned comics, web comics and motions comics.

For the deep explanations for web comics, according to Luke Arnott and Standford web comic is a comic which is posted on the web with pure and simple way. Comic strips and editorial cartoons are finding new life during the current decline of print media. These are meant that comics need to be read exclusively in a web browser. Just like the comic book, many cartoonists still favor conventional media for drawing the comics, preferring only to publish digitally.

What about if the digital comics are use for language learning? From the own experience during childhood, by looking at the beautiful and colourful drawn cartoon it was the beginning for learning how to read. According to Bill Zimmerman (2010), learning should be fun. Telling stories by building comic strip is a way to strengthen struggling students' emerging English language skills and make the difficult job of language learning a much more enjoyable experience. This is shown that digital comic is really helpful in learning matter especially in learning. Not only using by students but, it is enabling too for teachers, trainers and parents. Which funny and compelling characters live and go about their lives all readers with the limited

reading skills are not as overwhelmed in dealing with the size of comic strip. Digital comic strips don't require long sentences or paragraphs to create a story.

2.3 Existing System

Basically digital comics are use for entertainment rather than educational. But nowadays many people thinks forwardly and make some combinations between entertainment and educational and it's become edutainment. Making comics is fun for everyone and comic life makes it easy. Teachers and student will find comic life a very useful software tools. There are several benefits of using comics in education such as in reading and writing. It gives narrative experience for students for beginning to read and for students acquiring a new language. Students will follow the story from beginnings and endings, plot, characters, time and setting and sequencing without needing sophisticated word decoding skills. The images also give the students significant contextual clues to word meaning. In writing it gives the student some ideas to write. It's true that most of students can read fluently but find a difficult time to write nicely. Always complain that don't know how to start writing although they have some ideas because of lacking the written language skills. So in order to seek more proof, here are the comparisons from time to time about digital comic.

2.3.1 Case Study 1 : e-Comic

Before e-Comic become famous among reader, printed comic books were very popular reading materials not long time ago. It was very popular reading materials especially at America, Europe and Asian which is started from Japan. Comic book is a narrative work in the form of separate panels that represent individual scenes, accompanied by a dialog that usually in balloons as well as describe the movement of the story briefly. The first comic book was in 1930 at the United States and was printing in the newspaper comic strip. In United States, the superheroes genre dominates the market. Cultural historian divide the career of the comic book in United State into several ages like Proto-comic books, golden age,

silver age, bronze ages and modern age. The link for this website is <http://en.wikipedia.org/wiki/Scooby-Doo>.

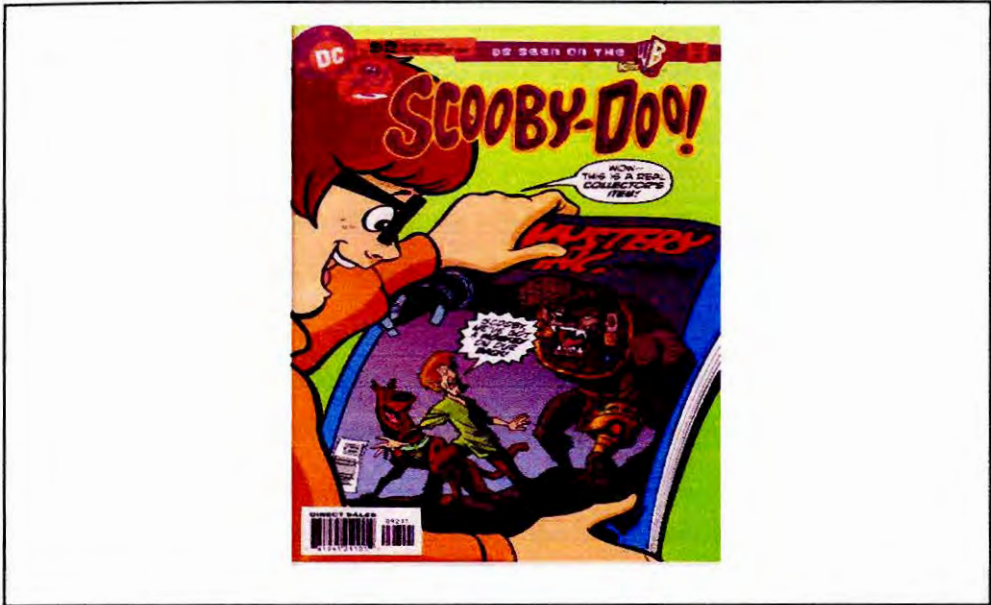


Figure 2.1 : Comic based on Mystery Solving : Scooby-Doo

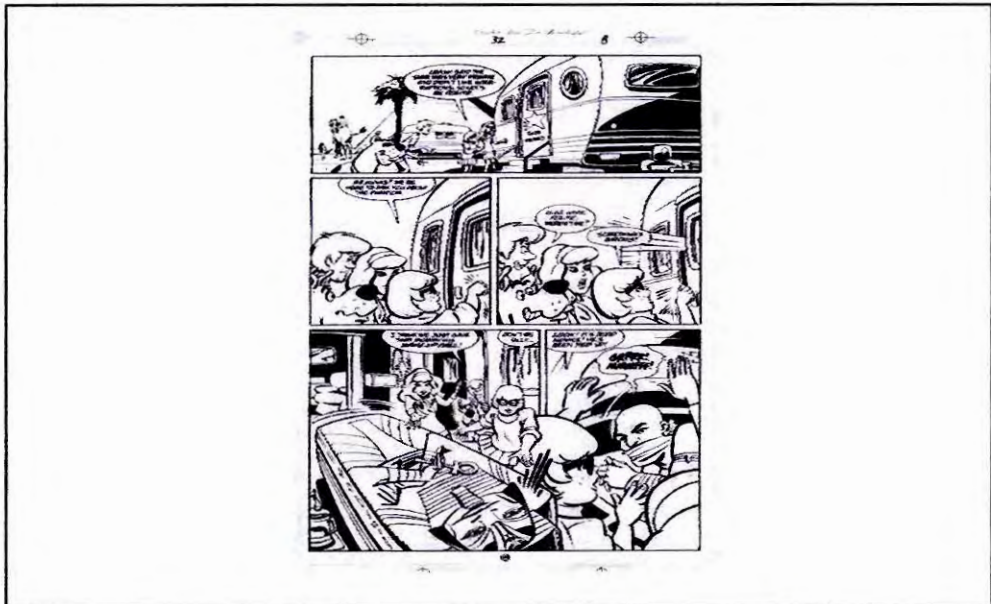


Figure 2.2 : Example of printed comic book

In France, authors control the publication of the most comics that want to be published. The author works within a self-appointed time-frame and it is common for readers to wait as long as six months or a year between installments. In British the

first comic published was aimed at an adult market and then the publishers quickly targeted a younger market to lead to most publications being for children and created an association in the public's mind of comics as somewhat juvenile. Comics in Italy made their debut as humor strips at the end of the nineteenth century. Mainstream comics are usually published on a monthly basis and in black and white format.

But the difference between printed comic and e-comic are e-comic come with a small screen and lack of control. Reader needs to look at the full page so it is going to be little tired with the tiny interface and reader need to press another button if provided to zoom into the first bit of action or speech balloon. This will cause the reader miss everything in between and there is also no facility to manually scan over the page. For the cost, it is become less expensive because some e-comics need reader to subscribe for a year to make them able read it and for some other company like Marvel let readers access to over seven thousand comics at their website. So from this readers can save a lot of money and read the comics heavenly.

From other researches some reader said that they don't find any enjoyable experiences as having the printed comic book. This is because they like to be able to flick through comics and maybe check back on something a few previously and they also find that the scrolling and zooming in and out a little awkward.

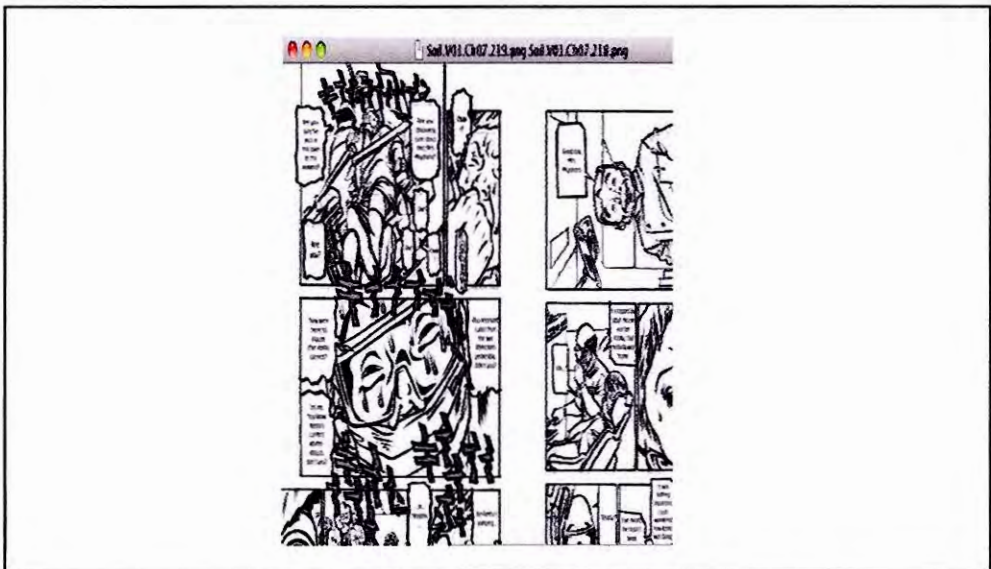


Figure 2.3 : Simple e-Comic using png format