

ABSTRAK

Penelitian ini membahas mengenai pasang – surut kebudayaan seni pedalangan serta wayang di Kadipaten Pakualaman pada masa pemerintahan Adipati Paku Alam II hingga masa pemerintahan Adipati Paku Alam IV. Kajian ini ialah bentuk identifikasi dari karakteristik gaya wayang yang diciptakan oleh para Adipati Pakualaman sebagai seorang raja dalam mewujudkan legitimasi kekuasaan melalui budaya wayang kulit. Selain hal tersebut, dalam kajian ini akan mengungkapkan kontribusi para *abdi dalem* bagian seni pedalangan yang memberi kontribusi dalam hal hasil karya kesenimanan mereka, serta mengungkap bentuk dukungan dari Kadipaten Pakualaman terhadap kelestarian seni pedalangan di Kadipaten Pakualaman dalam wujud seni pertunjukan.

Kata Kunci : *Kadipaten Pakualaman, Wayang Pakualaman, Adipati Pakualaman, Legitimasi Kekuasaan, Seni Pedalangan.*

ABSTRACT

This study examines the rise and decline of puppetry arts and wayang culture in the Kadipaten Pakualaman during the reigns of Adipati Paku Alam II through Adipati Paku Alam IV. The study identifies the distinctive characteristics of the wayang style developed by the rulers of Kadipaten Pakualaman as a means of establishing and expressing political legitimacy through the medium of wayang kulit. Furthermore, this research explores the contributions of the abdi dalem involved in the field of puppetry arts, particularly through their artistic achievements and creative works. The study also reveals the forms of support provided by the Kadipaten Pakualaman for the preservation and development of puppetry traditions, especially through wayang performances as a cultural expression. The findings demonstrate that wayang in the Kadipaten Pakualaman Court functioned not only as a form of artistic and cultural expression but also as an important instrument for strengthening royal authority, preserving cultural identity, and sustaining court-sponsored artistic traditions.

Keywords : *Kadipaten Pakualaman, Wayang Pakualaman, Adipati Pakualaman, Legitimasi Kekuasaan, Seni Pedalangan*

