

## ABSTRAK

Kesenian wayang merupakan seni tradisional yang berkembang di Indonesia terutama di pulau Jawa dan Bali. Wayang adalah wiracarita yang pada intinya mengisahkan kepahlawanan para tokoh yang berwatak baik menghadapi dan menumpas tokoh yang berwatak jahat. Kitab Mahabarata dan Ramayana dijadikan pakem berbagai lakon wayang yang dipentaskan dalam bentuk wayang kulit dan wayang orang. Menurunnya cerita wayang dikarenakan waktu pertunjukan yang lama, bahasa yang digunakan tidak dimengerti, menganggapnya terlalu kuno karena tidak *up to date* dengan perkembangan jaman yang ada.

Oleh karena itu dalam tugas akhir ini dibangun sebuah sistem untuk membantu melestarikan dan memperkenalkan cerita wayang dan tokoh pewayangan dengan menggunakan basis data multimedia. Sistem dibangun menggunakan metode Pengembangan Perangkat Lunak Multimedia versi Luther-Sutopo. Terdapat enam tahap dalam metode Pengembangan Perangkat Lunak Multimedia versi Luther-Sutopo yaitu *concept, design, material collecting, assembly, testing* dan *distribution*.

Dalam penelitian ini saya menyebarkan kuesioner kepada 20 orang responden yaitu remaja. Berdasarkan hasil analisa terhadap kuesioner, sistem Ensiklopedia Wayang dinilai bermanfaat/berguna untuk membantu mengenal informasi tentang pewayangan (cerita wayang, tokoh wayang, video wayang), efisien dalam pencarian informasi pewayangan (cerita wayang, tokoh wayang, video wayang) dan menu-menu yang terdapat pada sistem Ensiklopedia Wayang mudah dipahami dan digunakan.

Kata Kunci: Wayang, Ensiklopedia, Basis Data, Multimedia.

## ABSTRACT

Art puppet show is a traditional art which is developed in Indonesia, especially in Java and Bali islands. Puppet is a story that tells about the heroism of the good characters who face and fight against the bad characters. The book of Mahabarata and Ramayana are become the principle of many puppet shows which are performed in the form of shadow play and puppet. The reasons why people are less interested in puppet show are because the show takes a long time, the language is not understandable and it is old-fashioned.

Therefore, this final project created a system to help people in preserving and also introducing puppet story and the puppet character with the use of multimedia base data. The system is created with the principle in The Development of Multimedia Software method of Luther-Sutopo version. There are six steps in The Development of Multimedia Software method of Luther-Sutopo version which are concept, design, material collecting, assembly, testing, and distribution.

This research used quantitative research by spreading questionnaire to 20 respondents who are teenagers. According to the analysis of the questionnaire, Ensiklopedia Wayang system is considered as a useful system to help knowing the information about puppet (puppet story, puppet character, puppet video). Besides, it is efficient for searching the information about puppet (puppet story, puppet character, puppet video) and the menu which are contained in Ensiklopedia Wayang are understandable and easy to be used.

Keywords: Puppet, Ensiklopedia, Database, Multimedia