CHAPTER 2

LITERATURE REVIEW

2.1 Designing

To make a good product, it needs to prepare everything well such as making a concept for the product and describing the product by using some ways. The process is called designing. According to Sachari (in istiqoma 2012), design is an outline, plan, such as in the art activities, in the building, or in the idea of the machine that will be made. According to Nurhayati (in istiqoma 2012) design is a process of organizing the elements of line, shape, size, texture, color, sound, light, aromas, and other design elements to nurture the work. While according to the great Indonesian language dictionary (in Sunarnana 2010) design is an initial idea, pattern, order planning framework form a building, the building's motif, pattern of building. Based on the statements above, the writer concludes that design is a pattern of planning frameworks made in the forms a picture that has many elements to create a masterpiece.

2.2 The Important Points in Designing Storybook

In designing story book there some important points that must be used by designer in order to make the picture and the text of story book interesting. According to Supriyono (2010) there are some points in designing such as:

1. The Grid

The grid is build upon the framework arrangement of lines with vertical and horizontal position. The grid is used as a tool to compose or arrange the objects in the image space so the images look more presentable and nice.

2. Color

Color is one of the most important elements in designing because color can speak through the image or design work. For example designing storybook that

the targets are children age 6-10 years old. So the appropriate color for this age is bright color.

3. Font

The font is an icon that is used to select the letter. In designing story book the font that used is formal font, it purpose to make the reader easy to read the text.

4. Layout

Layout is the arrangement of writings and pictures. The main purpose of the layout is displaying image and text elements to be communicative to make the readers easier to get the information.

5. Highlight

A highlight is the lighting, the dwarf in the dwarf in the withdrawal line or coloring to generate particular lights effects.

6. Negative space

Negative space is the empty space which there are not pictures or texts. In making the design leftover enough space, too much picture and text will make the layout design to be crowded so that the message becomes less effective.

7. Illustrations/sketches

Illustration is the result of writing in the form of painting, drawing, photography or other visual arts techniques. The function of illustration is to animate a story, illustration also serves giving shadows on every character in a story.

8. Icon

The icon is something that wants to show to the readers such as the title of the story book. Icon must be simple and easy to understand and universal. Icon is

used to let people understand the massage or thing at represent, not to distract the reader.

9. Simple technique

Technique is a way that uses to make something. In designing using simple technique is more beautiful than using 3d graphics or ornaments that have nothing to do with the topic.

2.3 Legend

Legend is a kind of folklore that describes the origins of the occurrence of a place. According to Danandjaja (2002) Legend is often seen as not only a story, but also regarded as historical collection. Legends make a place be interesting to visited by tourist.There are some examples of the famous legend in Indonesia, the story of the origins of "Banyuwangi", the origin of the Lake Toba, and formation of "Tangkuban Perahu". Relic in Central Java is famous with the story "New Klinting".

Rusyana (2000) mentions that there are some characteristics of the legend.They are: Legend is a traditional story because the story is owned by the people from long time ago, the story of legend is connected with the events and objects from the past, the actors in the legend imagined as actors who really lived in the past. They are a famous person, considered as agents of history, and also considered to do anything that is useful for the people, the relationship of each event in the legend shows a logical relationship, background of legend story consists of setting place and time, actors and actions as imagined actually happens, make legends occur in real time and place.

Legend is also has some classifications, according to Brunvand in Danandjaja (2002) They are religious legend, supernatural legend, personal legend, and local legend. (1) Religious legend belongs to the category religious legends are legends Christian saints. The legend like this has been recognized and approved by the Roman Catholic Church and will be a part of religious literature called

hagiography (legend of the saints), which means writing, essays, or books about the pious. Religious legends in Java is the guardian of the Islamic religion, the religion of Islam spreaders is a beginning of development Islamic religion in Java has a function as a spreader religion. (2) Supernatural legend refers to a legend that the experience of someone who is closely related to a belief and is considered really happened and its function is to affirms the truth of people's superstition or belief. While (3) Personal legend are about certain figures that are considered really happened. Indonesia has many personals legend. Because each region has their own story. This story is someone's experiences that really ever happened. (4) Local legend is related to a place, a name of place, and topography, which shape of the surface of an area just like hill, cliff etc.

2.4 Characteristics of school age Children

Children have different characteristic from adults. Children usually difficult to interpret somethings and still need helps from older people especially their parents. According to Mansur (2005), childhood is a group of children who are in the process of growth and development that is unique. They have a special pattern of growth and development based on the growth rates and its development. Children have a different interested in reading a storybook, usually children read storybooks that corresponding with their age and also the materials of their readings are proper with their age.

In the age between 6-10 years old children are often excited about going to school and their new responsibilities. Their parents are still the most important persons in their lives. With school-age children, it is important to set limits and let children know what is expected of them. Children in this stage are very enjoyable. They know more people and have more friends. During the early years of school, children are always curious and imaginative, very active and tired less..

In addition good stories revolved around familiar issues with children of a certain age. Figures must be tasted live and act and speak like human beings.The author uses the representations to help young readers saw the look of the figure,

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and understand why they behave like in that story. The tension increased when readers began to wonder what will happen next. A series of events laid out carefully towards the climax will cause the story keeps moving.

However School age Children really like fantasy but they always want to know if the story is true. It is not easy for a child to distinguish real ones with fantasy. Therefore, a writer should be careful in explaining the differences. It cannot be explained what should have known a child later on, when it is increasing age. Children at the age it liked the story that inspires fifth their senses. The author's attempt to make the reader see or hear something in the story they read.

2. 5 The Characteristics of Storybook for Children

Story book for children is different with story book for adults, because children and adults have different way in thinking. Story book for children is easier to understand than story book for adults. According to Puryanto (2008) Children's story is to contain the theme that educates, the plot is straight and uncomplicated, using settings that are around or in the child's world, characters and characterizations containing imitation of the good, the style of the language easily understood but was able to develop the children language, the viewpoint of the right and imagination is still within reach of children.

While according to Hunt (in Witakania 2008) defines children's story as reading books that are specifically suited to satisfy a group of members who are now called the children. So the children's story books that are intentionally written to be read by children. The contents of the book should be in accordance with the interests and the world of children, according to the degree of emotional and intellectual development of children, so as to satisfy them.

2. 6 The Elements of Children's Storybook

The good Children' storybook should have some elements to make the story is interesting and easy to be understood by the children. Based on Serumpaet (2003) elements of Children's storybook there are:

1. Theme

A story theme is the hidden meaning. Theme of story includes moral or message of the story. Theme for the children' story must be a necessary and good for them and able to translate the truth. The important things need to consider, that the themes do not defeat groove and the characters. Of course, a good written book would deliver a moral message, but also have to tell about something from where the messages are flowing. That way theme subtly conveyed to children. So, if trying to convey moral values to children theme must be arranged in the material powerful stories. So it can make children build a sense of good or bad without being indoctrinated.

2. Character

Character is a "player" of a story. People who can be described as a good friend, character identification, or even become parents while for the reader. Event will not be attractive to children, if the figures depicted   in the story they do not like. The important thing to understand about character is characterizations related with the author's way to help the reader to know the characters. It can be seen from physically depiction of character and personality. Another aspect is the development of character. Developments figure refers to the change good or bad character life in the stories.

3. Background

Background of time and place in children's storybook should be easy to be understood by the children because the children are getting confused to imagine the story about past and future.

4. Style of Language

How the author tells the writing that's called style. Aspects that are used to study the style of a fictional story is the choice of words include long or short, regular or not, boring or exciting. The words that are used must be appropriate with the story because the choice of words causes certain effect such as trouble sentences. Sentences in children' s stories should be simple and straight forward.

5. Plot

Plot determines an interesting story or not, and the important thing in plot is conflict. Conflicts could cause a person to cry, laugh, get angry, get happy, get annoyed when reading a story. Plot of kids' story is usually designed chronologically and connected with particular period. Another plot that is used is flashback. Flashback plot is used to inform something happened before.

6. Message

Children's storybook should contain a good moral message such as compassion, caring, honesty, fortitude, patience, and trust. So it can establish character and personality of the children