

## CHAPTER I

### INTRODUCTION

This chapter discusses the background of the research, the formulation of the research problem and limitation. It also discusses the purpose and the benefits of research.

#### 1.1 Background

Indonesia is blessed with many amazing places as tourism objects, not only with its nature but also its culture. The beauty of nature, such as lakes, beaches, waterfalls, and mountains spread out in Indonesia. Beside the natural beauty, the culture is also unique, because every region has its own different culture. Those beauty of nature and culture attract tourists to visit Indonesia.

There are some tourism objects that provide the combination between nature and culture. Moreover, the existence of the tourism objects has its own story. The story of the existence is called a legend. Danandjaja (1984, p67) in Rizky (2013, p6) states that the legend is a story which related to certain story about the story of the origin of place. By knowing the legend, tourists are more interested in visiting tourism objects, in order to fulfill their curiosity of the story.

Legend is one of the cultures in Indonesia that is told to generation to generation orally and still lives among people. Moreover, legend has also a role as local resource that contains moral values and tells the people to do good things, which are useful in life. One of the famous legends in Indonesia is *Malin Kundang* which comes from West Sumatera. It tells about a child who behaves badly to his mother and he was cursed to be stone by his mother. Ristiana & Soebijantoro (2014) state that the legend told the people not to be insubordinate to the parents, especially to mother. The legends of *Malin Kundang* has already been documented into a story book.

Although, there is a story book of Indonesian legend, most of Indonesian people prefer to reading stories published by foreign countries, especially from Japan. However, most of those comics or short stories contain of violence. Therefore, they can give bad impact for manner, attitude or morality to readers as well as many bullying cases, fights etc, such as *One Piece* comic. Pertiwi (2013) states that the content of this comic shows the violence. A figure 1.1 shows the violence when Franky hit Kuduro's face until bleeds.



Figure 1.1 The violence in *One Piece* comic

Furthermore, the result of the research done by Arieska (2010), the negative impacts from *Narutto* cartoon movie makes the people especially children imitate the violence scenes and do the violence to others. The cartoon movie is adopted from *Naruto Shippunden* comic. It can be concluded that the books do not support the building of the characters.

South Sumatera is also rich in legends. One of the famous legends is *Kemaro* Island from Palembang, which tells about love story between Tan Bun Ann and Siti Fatimah. Putri (2017) states that the story contains of moral value, which tells people not to make an immediate decision, because wrong decision can cause great regret. In Karang Raja village Muara Enim regency, there is a also legend called *Rumah Puteri Mati Melayang*. The legend is the most popular legend in Muara Enim regency. Unfortunately, the story of *Rumah Puteri Mati Melayang* is only known by local people in Karang Raja village, because there is no documentation of the legend in a story book, both in Bahasa Indonesia or

English version. Ideally, the legend can be read in story book in Bahasa Indonesia and English versions in order that people know about the legend. Based on writer's interview with a *Pemangku Adat* in Karang Raja village Muara Enim regency, the remains of the legend still exist in that village. Therefore, the writer is interested in writing a story book of *Rumah Puteri Mati Melayang* legend in Indonesia and English version, in order to keep and maintain an almost extinct legend in Karang Raja village, Muara Enim regency.

## **1.2 Problem Formulation**

Based on the background above, the problem formulation of this research is” how to write a story book of *Rumah Puteri Mati Melayang* legend: an English version?”

## **1.3 Problem Limitation**

The scope of this report is about story of *Rumah Puteri Mati Melayang* legend: an English version for the people.

## **1.4 Research Purpose**

The purpose of the research is how to write story of *Rumah Puteri Mati Melayang* Legend: an English version for the people.

## **1.5 Research Benefits**

The benefits of the research are the writer understands how to write a story book of *Rumah Puteri Mati Melayang* legend: an English version, and know about the legend of *Rumah Puteri Mati Melayang*.