

CHAPTER I

INTRODUCTION

1.1 Background

Indonesia is a country that has a lot of diversity such as customs and culture. Each region in Indonesia has its own characteristics and uniqueness, for example, legend and folklore. Many legends and folklores developed in various regions in Indonesia such as the legend of Malin Kundang from West Sumatra and the legend of Lake Toba from North Sumatra.

Legend is part of the culture that must be preserved. According to Whipps (2006), legends are an important part of popular culture, experts say, offering insight into our fears and the state of society. It means that legend is a story that has a character or traits similar to myth, which is believed to occur but it is not believed to be sacred. But the development of the modern era makes the legend began to be forgotten and replaced by modern stories from other countries such as Harry Potter, Detective Conan, and Doraemon.

In Palembang, there are a lot of legends that can make people interested to visit Palembang and learn its legend. It can entertain and increase the knowledge of the visitors. The legends also contain the moral values that might be useful for the readers. The legend in Palembang is usually about the individual or the origin of some places, such as The Love Story of *Tan Bun Ann* and *Siti Fatimah* and The Legend of Bagus Kuning. The problem is that only some people know well about the legend. Therefore, the writer believed that there must be some ways to make the local legend popular. One of them is by converting the oral material into the written one.

There are many ways to attract people to read legend such as via printed magazines, e-magazines, and via some storybooks. The readability of the writing

should be on the level of the readers. Therefore, if the readers are still in Junior High School, the legend must be written as simple as possible so that the message of the story can be accepted by the reader easily.

At this time, the storybooks that tell about local legend for Junior High School level are still hard to find. Therefore, the writer is interested in designing and rewriting a prototype of storybook entitled “Putri Ayu Sundari” for Junior High School level in Indonesia. By designing this prototype of a storybook, the writer expects that it can introduce this story as one of the cultural heritages in Indonesia. The writer also expects that the reader will improve their reading skill because this storybook is written in English.

1.2 Research Problem

The following is the problem of the research:

How to design a prototype of storybook entitled “*Putri Ayu Sundari*” for junior high school level?

1.3 Research Purpose

The following is the purpose of the research:

The writer wants to know how to design a prototype of storybook entitled “*Putri Ayu Sundari*” for junior high school level.

1.4 Research Benefit

The following are the benefits of the research:

For the writer

Get knowledge how to design a prototype of storybook entitled “*Putri Ayu Sundari*” for junior high school level.

For the reader

- Get knowledge how to design a prototype of storybook entitled “*Putri Ayu Sundari*” for junior high school level.
- Get moral message from the storybook entitled “*Putri Ayu Sundari*”.