

2nd International Conference on Art, Craft, Culture and Design (ICON-ARCCADE 2021)

Current Issues in the Study of Language,
Literature, Culture, and Teaching

Advances in Social Science, Education and Humanities
Research Volume 625

Online
29 – 30 September 2021

Editors:

**Bintan Titisari
Ardhana Riswarie
Dwi Hatmojo Danurdoro**

ISBN: 978-1-7138-4225-5

Printed from e-media with permission by:

Curran Associates, Inc.
57 Morehouse Lane
Red Hook, NY 12571



Some format issues inherent in the e-media version may also appear in this print version.

Copyright© (2021) by Atlantis Press
All rights reserved.
Copyright for individual electronic papers remains with the authors.

For permission requests, please contact the publisher:

Atlantis Press
Amsterdam / Paris

Email: contact@atlantis-press.com

Conference Website: <http://www.atlantis-press.com/php/pub.php?publication=icon-arccade-21>

Printed with permission by Curran Associates, Inc. (2022)

Additional copies of this publication are available from:

Curran Associates, Inc.
57 Morehouse Lane
Red Hook, NY 12571 USA
Phone: 845-758-0400
Fax: 845-758-2633
Email: curran@proceedings.com
Web: www.proceedings.com

TABLE OF CONTENTS

SESSION: RECONTEXTUALIZING THE URBAN ECOSYSTEMS

| | |
|---|----|
| HARMONIZE THE INTERIOR RETAIL SPACE IN ERA POST COVID-19, STUDY CASE THE ELEMENT OF SERVICESCAPE IN JAKARTA MALL | 1 |
| <i>Ulli Aulia Ruki</i> | |
| PERCEIVING COASTAL SPATIAL EXPRESSION: PLACE-MAKING STUDY IN SEDATI SIDOARJO AS CULTURAL SPACE | 8 |
| <i>Muchlisiniyati Safeyah, Fairuz Mutia, Wiwik Dwi Susanti</i> | |
| SYMBOL DIMENSIONS STATUE OF A SNAKE WITH THE HEAD OF GATOTKACA IN BANYUWANGI: SUSANNE K. LANGER'S SYMBOL STUDY | 14 |
| <i>Dwiki Nugroho Mukti, Wening Hesti Nawa Ruci, Warih Handayaniingrum</i> | |
| JEMPARINGAN TRADITION AS A TRADITIONAL MEDIA TO SHAPING THE CHARACTER OF TEENAGERS IN KLATEN..... | 20 |
| <i>Derena Martha Yohanda, Hafiz Aziz Ahmad</i> | |
| THE POTENTIAL OF DIGITAL APPLICATION DEVELOPMENT FOR LEARNING LOCAL LANGUAGE PASER | 25 |
| <i>Angga Saputra, Intan Rizky Mutiaz</i> | |
| SURREALIST AESTHETICS IN SENSORY ACTUATED SPATIAL SYSTEMS: A THEORETICAL EVALUATION ON SURREALISM AND LIVING ARCHITECTURE UNDER KRAUSS'S SURREALIST PRINCIPLES | 34 |
| <i>Raisya Hidayat, Jordi Piera</i> | |
| DIALECTICS OF SURAKARTA SOCIETY PERCEPTION OF MURALS AT GATOT SUBROTO STREET, SURAKARTA, INDONESIA..... | 41 |
| <i>Nurhayatu Nufut Alimin, Bedjo Riyanto, Apika Nurasi Sulistyati, Novia Nur Kartikasari</i> | |
| THE DESIGN OF CERAMIC WALL HANGING PRODUCTS FOR CAFÉ INTERIOR WITH AN INDUSTRIAL-STYLE THEME IN THE CITY OF TASIKMALAYA..... | 48 |
| <i>Adhi Rahmadi Nugraha, Gita Winata</i> | |
| THE INFLUENCE OF THE ACTIVITY OF STREET VENDORS ON ZONE UTILIZATION PATTERNS AND CIRCULATION PATTERNS IN TEGALLEGA PARK, BANDUNG, INDONESIA: SUBTITLE: HUMAN CENTERED AND SOCIAL INTERACTIONS, COMMUNITY RESILIENCE AND WELL-BEING | 54 |
| <i>Irwan Sudarisman, Muhizam Mustafa, Mohd Hafizal Bin Mohd Isa</i> | |
| THE ROLE OF CREATIVE PLACEMAKING IN UPSCALING BANDUNG MOBILE TOURISM INFORMATION CENTER..... | 60 |
| <i>Masda Ulfa Arianti, Ruly Darmawan</i> | |
| COFFEE SHOP PLACE ATTACHMENT DURING COVID-19 PANDEMIC IN BANDUNG | 67 |
| <i>Tesa Beta Hariandini, Yuni Maharani</i> | |

SESSION: HUMAN-CENTERED & SOCIAL INTERACTIONS

| | |
|--|-----|
| PUNTO: DESIGNING FOR PANDEMIC: IMPLEMENTING BEHAVIOR OBSERVATION TO REDESIGN HAND SANITIZER BOTTLE CAP | 75 |
| <i>Fitorio Leksono, Ismail Alif Siregar</i> | |
| PRINTMAKING EXPANSION BY THE OTHER FORM OF PRESENTATION | 80 |
| <i>Aurora Arazzi, Dikdik Sayahdikumullah</i> | |
| STUDIES ON THE APPLICATION OF NOSTALGIA SUPERGRAPHIC FOR INDUCING POSITIVE EMOTIONS AMONG ELDERLY IN THE ABIYOSO NURSING HOME, YOGYAKARTA..... | 86 |
| <i>Adinda Lisa Irmanti, Prabu Wardono</i> | |
| SEMIOTIC ANALYSIS OF THE ROLE OF COVID-19 PREVENTION PROTOCOL IN “L.A. BOLD: NEW NORMAL” 2020 CIGARETTE ADVERTISEMENT | 94 |
| <i>Dyah Kemalhayati, Kiki Rizky Soetisna Putri</i> | |
| A STUDY ON MUSEUM ARTIFACT DIGITIZATION USING PHOTOGRAMMETRY METHOD FOR PRESERVATION AND DESIGN EDUCATION | 101 |
| <i>Arianti A. Puspita, Meirina Triharini, Muhammad Risfan Badrus Salam</i> | |
| DESIGNING GAMES TO UNDERSTAND USER PREFERENCES BASED PLAYER-CENTERED DESIGN OF INDONESIAN NATIONAL HEROES | 109 |
| <i>Amirul Muminin, Andar Bagus Sriwarno, Intan Rizky Mutiaz</i> | |
| URBAN FARMING LEARNING APPLICATION IN SIMULATION GAMES FOR GENERATION Z IN INDONESIA | 117 |
| <i>Sara Melati Sijabat, Banung Grahita</i> | |
| USABILITY TESTING OVER E-TOURISM INFORMATION SYSTEM TO MEASURE DOMESTIC TOURIST SATISFACTION IN BALIKPAPAN | 123 |
| <i>Rabin Munthe, Agung Eko Budi Waspada</i> | |
| COMPARATIVE STUDY OF INFORMATION DISPLAY MEDIA FOR BANK INDONESIA MUSEUM AND BANK MANDIRI MUSEUM..... | 130 |
| <i>Bilyan Putra Sari, Andriyanto Wibisono</i> | |
| RELATIONSHIP BETWEEN COFFEE TO GO’S SERVISCAPE WITH BRAND LOYALTY PERCEPTIONS OF Z GENS..... | 137 |
| <i>Putu Surya Triana Dewi, Ardina Susanti, I Wayan Yogik Adnyana Putra</i> | |
| ENGAGING CHILDREN IN READING JATAKA RELIEFS OF BOROBUDUR TEMPLE IN INDONESIA THROUGH DIGITAL PICTURE BOOK | 145 |
| <i>Maria Karina Putri, Riama Maslan Sihombing, Dianing Ratri</i> | |
| THE MECHANISM OF NOSTALGIA AS A NARRATIVE IN XXI’S CAMPAIGN #RINDUNONTONDIXXI | 153 |
| <i>Eleanora Josephine, Fadilah Fadilah</i> | |
| ESSENTIAL ELEMENTS IN THE DEVELOPMENT OF EDUCATIONAL GAMES FOR LANGUAGE SCRIPTS | 161 |
| <i>Ahmad Ade Nugraha, Alvanov Zpalanzani Mansoor</i> | |

| | |
|--|-----|
| BANDUNG PHOTO SHOWCASE: CASE STUDY OF HYBRID PHOTOGRAPHY EXHIBITION..... | 171 |
| <i>Michael Binuko Sri Herawan</i> | |

SESSION: CREATIVE ECONOMY & POLICY DEVELOPMENT

| | |
|--|-----|
| EFFECT OF NARRATIVE WITH CROSS-CULTURAL INNOVATION AS CULTURAL HERITAGE BRANDING STRATEGY: A CASE OF INDONESIAN PALEMBANG SONGKET IN THE UK MARKET | 177 |
| <i>Mega Saffira</i> | |

| | |
|---|-----|
| PROCESSING VISUAL COMMUNICATION: DEVELOPING A CREATIVE ECONOMY IN THE ERA OF COVID-19 PANDEMIC IN BALI..... | 184 |
| <i>Anak Agung Gde Bagus Udayana</i> | |

| | |
|--|-----|
| FACTOR IDENTIFICATION ON CONSUMER BEHAVIOR OF FASHION DEPARTMENT STORE IN THE NEW NORMAL ERA OF COVID-19 IN INDONESIA..... | 190 |
| <i>Anita Rahayu, Dona Saphiranti, Prabu Wardono</i> | |

| | |
|--|-----|
| THE APPLICATION OF PHOTOGRAPHY AS AN ART MEDIUM IN THE CONTEMPORARY ERA: BACAA 2019 FINALISTS' WORKS ANALYSIS..... | 199 |
| <i>Ismi Nabilah, Kiki Rizky Soetisna Putri</i> | |

| | |
|---|-----|
| THE DYNAMIC WEBSITE OF ISLAMIC HISTORY IN GRESIK AS A HISTORICAL LEARNING MEDIUM..... | 206 |
| <i>Abdul Rokhim, Naomi Haswanto</i> | |

| | |
|--|-----|
| FORMAL GAME ELEMENT ANALYSIS OF RHYTHM FIGHTING GAME: CASE STUDY: RHYTHM FIGHTER, WELCOME TO THE FACTORY, SKYBOLT ZACK | 213 |
| <i>Adita Wening Octaviani, Irfansyah Irfansyah</i> | |

| | |
|--|-----|
| THE EMBODIMENT OF KÜBLER-ROSS MODEL THROUGH GAME ELEMENTS IN GRIS AND ITS IMPACT ON PLAYER EXPERIENCE..... | 222 |
| <i>Ni Putu Anindhitha Ayesha Sandra, Intan Rizky Mutiaz</i> | |

| | |
|--|-----|
| THE AUTONOMY OF DIGITAL NATIVE GENERATION IN BUILDING NATION BRANDING (CASE STUDY: YOUTUBER ALIP_BA_TA)..... | 231 |
| <i>Agung Eko Budiwaspada, Fadilah Fadilah</i> | |

| | |
|--|-----|
| DESIGNING STEREOSCOPIC ANIMATION FOR BROMO TENGGER NATIONAL PARK VIRTUAL TOUR AS ALTERNATIVE FOR CONSERVATION EDUCATION IN PANDEMIC ERA..... | 243 |
| <i>Stormy Yudo Prakoso, Banung Grahita</i> | |

| | |
|---|-----|
| SHARING SPACE EXPERIENCES THROUGH AUGMENTED REALITY AS AN ALTERNATIVE EDUCATIONAL GAME TO INTRODUCE HISTORIC BUILDINGS IN SEMARANG OLD TOWN | 249 |
| <i>Apsari Retno Wiratmi, Intan Rizky Mutiaz</i> | |

| | |
|--|-----|
| SERVICE DESIGN OF MOTOR VEHICLE TAX SERVICE IN WEST JAVA PROVINCE: A DESIGN APPROACH TOWARDS THE DIGITAL SERVICE UPDATE OF WEST JAVA REGIONAL REVENUE AGENCY | 257 |
| <i>Yannes Martinus Pasaribu, Slamet Riyadi, Damang Sarumpaet</i> | |

| | |
|--|-----|
| ANALYSIS OF TOURISM GAME EFFECTIVENESS AS PROMOTIONAL STRATEGY | 265 |
| <i>Annisa Nurrahmania, Banung Grahita</i> | |

DESIGN OF BORNEO VIRTUAL TOUR WEBSITE AS A MEDIA FOR PROMOTION OF
DAYAK CULTURAL TOURISM OBJECTS, PAMPANG VILLAGE SAMARINDA 272
Samosir Fanriston Riko Roradi, Intan Rizky Mutiaz

GESTURE IN VISUAL NARRATIVE RELIEFS OF KARMAWIBHANGGA BOROBUDUR AS
AN ANCIENT JAVANESE LOCALITY VALUE 277
Hendy Hertiasa, Imam Santosa, Irfansyah Irfansyah, Pindi Setiawan

SESSION: TECHNOLOGY AND ENVIRONMENTAL SUSTAINABILITY

BIODEGRADABLE PPE MADE OF PINEAPPLE FIBER PAPER 287
Stephanie Graciela Wiryadinata, Innamia Indriani, Sabrina Ilma Sakina

CRADLE-TO-GATE LIFE CYCLE ASSESSMENT OF PINEAPPLE LEAF FIBRES: AN
ALTERNATIVE TO NON-BIODEGRADABLE PPE BASE MATERIALS 296
*Putri Rizky Salsabila, Altair Boonraksa, Innamia Indriani, Sabrina Ilma Sakina, Benno
Rahardyan*

BAMBOO FURNITURE DESIGN DEVELOPMENT WITH USED NEWSPAPER AS AN
ENVIRONMENTALLY FRIENDLY PRODUCT IN SLEMAN REGENCY 306
Kristian Oentoro, Wiyatiningsih Wiyatiningsih

DEVELOPMENT OF TEXTILE MADE FROM CLOTHING FASTENERS MATERIAL USING
WEAVING TECHNIQUE (CASE STUDY: CIGONDEWAH KALER TEXTILE CENTER,
BANDUNG, INDONESIA) 313
Annisaa Nurfitriyana, Dian Widiawati, Bintan Titisari

THE EFFECTS OF PINE NEEDLES BIOCOMPOSITES FLOOR MATS ON CONSUMERS
TACTILE PERCEPTION OF COMFORT DURING SITTING ON THE FLOOR WHILE
EATING AT A RESTAURANT 322
Hatif Adiar Almantara, Prabu Wardono, Meirina Triharini

THE POTENTIAL OF ADVENTURE GAME AS A MEDIA TO VISUALIZE WASTE
DISPOSAL AS ENVIRONMENTAL PROBLEMS: STUDY CASE: THE SILENT AGE,
MACHINARIUM, THE INNER WORLD 332
Luh Tassya Nindyapratama, Hafiz Aziz Ahmad

RAPID PROTOTYPING AS AN EXPERIMENTATION METHOD OF DESIGNING TOOLS TO
IMPROVE THE QUALITY AND VARIETY OF STITCH-RESIST DYED MOTIFS 339
Bintan Titisari, Slamet Riyadi

LEAF PRINT: ENVIRONMENTALLY FRIENDLY ARTWORK 345
Sigit Purnomo Adi

ART INSTALLATION OF FARMER'S PLANT GUARDIAN 349
Mukhamad Aji Prasetyo, Dikdik Sayahdikumullah

THE IMPACT OF SLOW DESIGN METHOD ON DESIGNER IN INDONESIA 356
Dita Apriliani, Adhi Nugraha

BIODEGRADABLE FOOD CONTAINER MADE OF ABACA FIBER PULP WITH BEESWAX
BIOCOATING 361
Wafaa Letya Jahroo, Muhammad Dzulfiqar C. A., Sabrina Ilma Sakina

| | |
|---|-----|
| DESIGN ACTIVITIES AS A LITERATION FOR INTRODUCTION TO HORTICULTURE AGRICULTURE FOR CHILDREN AGED 5 - 12 YEARS OLD..... | 367 |
| <i>Lintang Aziz Pinastiti, Riama Maslan Sihombing, Irfansyah Irfansyah</i> | |

SESSION: TRADITION/HISTORY AS CULTURAL CAPITAL

| | |
|--|-----|
| STUDY OF THE FUNCTION, MEANING, AND SHAPE OF INDONESIAN BATIK FROM TIME TO TIME | 373 |
| <i>Jati Widagdo, Adzrool Idzwan Ismail, Asmidah Binti Alwi</i> | |

| | |
|---|-----|
| RECREATION AND COMMODIFICATION OF THE PALANG PINTU TRADITION IN THE BETAWI CULTURAL HERITAGE OF RAWA BELONG: ANALYSIS OF SANGGAR GAYA BANG BENS | 380 |
| <i>Diaz Ramadhansyah, Nuning Yanti Damayanti</i> | |

| | |
|--|-----|
| ATTRIBUTES FUNCTION STUDY ON BALIEM/ HUBULA TRIBE WARS COSTUMES..... | 389 |
| <i>Anggira Paramita Putri, Nuning Yanti Damayanti</i> | |

| | |
|--|-----|
| THE BATIK KOMPENI ORNAMENT VARIETY AS AN ACCULTURATION RESULT IN THE DEVELOPMENT OF BATIK DECORATIVE MOTIFS IN CIREBON COASTAL..... | 401 |
| <i>Nuning Yanti Damayanti, Ariesa Pandanwangi, Belinda Sukapura Dewi, Arleti Mochtar Apin</i> | |

| | |
|---|-----|
| A PRELIMINARY CONSERVATION STUDY FOR ART AND CULTURE IN INDONESIA: CASE STUDY OF MARGASATWA DAN PUSPITA INDONESIA PANEL PAINTING AT HOTEL INDONESIA JAKARTA | 412 |
| <i>Dikdik Sayahdikumullah, Rizky A. Zaelani, Zusfa Roihan, Michaela Anselmini</i> | |

| | |
|--|-----|
| FROM DOMESTIC TO PUBLIC: REPRESENTATION OF WORKING WOMEN IN DAMAR KURUNG PAINTING | 420 |
| <i>Aniendya Christianna, Acep Iwan Saidi, Riama Maslan Sihombing</i> | |

| | |
|--|-----|
| KARTONO YUDHOKUSUMO'S LANDSCAPES AND HIS INFLUENCE IN MODERN INDONESIAN ART | 427 |
| <i>Cristina Rodriguez Sosa, Yustiono, Ira Adriati</i> | |

| | |
|--|-----|
| THE ANALYSIS OF BAHASA RUPA AND DIGITAL STORYTELLING IN RAYA AND THE LAST DRAGON MOVIE..... | 434 |
| <i>Citra Kemala Putri</i> | |

| | |
|--|-----|
| DEVELOPMENT OF NATURAL DYEING COLOR DECORATIONS ON TRADITIONAL NIAS PANDANUS WEAVING AS A SOUVENIR PRODUCT..... | 441 |
| <i>Kezia Clarissa Langi, Dian Widiawati, Setiawan Sabana</i> | |

| | |
|--|-----|
| ARCHIVES DEVELOPMENT OF CULTURAL OBJECTS BASED ON 3D DOCUMENTATION METHOD FOR DIGITAL MUSEUM (CASE STUDY: POTTERY AND CERAMIC CENTER IN PLERED, PURWAKARTA)..... | 449 |
| <i>Inne Chaysalina, Achmad Syarief, Meirina Triharini</i> | |

| | |
|--|-----|
| PHYSICAL ELEMENTS TRANSFORMATION ON SOCIAL HOUSES AT KINIKDOG HAMLET MENTAWAI ISLANDS REGENCY | 456 |
| <i>Eljihadi Alfin, Gregorius Prasetyo Adhitama</i> | |

| | |
|---|-----|
| PRESERVATION OF TRADITIONAL IKAT ULOS BY MOTIF DESIGN DEVELOPMENT AND NATURAL DYE UTILIZATION IN MUARA DISTRICT, NORTH TAPANULI..... | 467 |
| <i>Asyifa Rachmadina Jiniputri, Ratna Panggabean, Dian Widiawati</i> | |

ORNAMENT EXPLORATION BASED ON THE BELIEFS OF SANGIHE 476
Alifia Putri Anindita, Sabrina Ilma Sakina

INNOVATION DESIGN ON BATIK KEMBANG TURI, BLITAR..... 486
Jeng Oetari, Morinta Rosandini

SESSION: COMMUNITY FOR RESILIENCE AND WELL-BEING

METALHEAD RISING: SUBCULTURAL ECONOMIC IMPROVEMENT BASED ON KOIL
BAND STUDY CASE 493
Rendy Pandita Bastari, Patra Aditia

THE STRUCTURAL ANALYSIS OF INDONESIAN HORROR WEBTOON'S VISUAL AND
NARRATIVE..... 502
Basyarayni Mawla Fatha, Alvanov Zpalanzani Mansoor

GENDER PERSPECTIVE IN DESIGN AND ILLUSTRATION OF CHILDREN'S BOOKS
(CASE STUDY IN BIOGRAPHICAL CHILDREN'S BOOKS OF INFLUENTIAL FEMALE
FIGURES IN INDONESIA) 510
Cintangya Sotya Ratri, Riama Maslan Sihombing

UTILIZATION OF GAMES AS A MEDIA OF INTRODUCTION TO INDONESIAN
ATTRACTIONS FOR TOURISTS (COMPARATIVE STUDY OF GAMES: PAPON, PROBO
AND DORANG)..... 520
Masniah Masniah, Irfansyah Irfansyah

MOBILE APPLICATION DESIGN TO DEVELOP A HEALTHY LIFESTYLE WITH
BALANCED NUTRITION FOR YOUNG ADULTS 527
Trezanor Fadli Munandar, Intan Rizky Mutiaz

COLLECTING ARTIFACT DATA FROM CRAFTSMEN WITH PARTICIPATORY DESIGN
METHODS..... 534
Fiona Yasmine, Arianti Ayu Puspita, Andar Bagus Sriwarno

ELABORATING VISUAL NARRATIVE INTO MODERN ADAPTATION CONCEPT FOR
PICTURE BOOK WITH INDONESIAN FOLKLORE THEME..... 542
Dianing Ratri, Riama Maslan Sihombing, Novita Elisa Fahmi, Refita Ika Indrayati

THE MEANING OF VISUAL REPRESENTATION OF THE COVID-19 PANDEMIC IN THE
VISUAL JOURNALS OF CHILDREN AGED 6-8 YEARS..... 550
Alzena Ardhanawari Afinidyani, Riama Maslan Sihombing

DESIGNING CHILDREN PICTURE BOOK THEMED EMPATHY FOR HIGH FUNCTION
AUTISM CLASSMATE: DIGITAL FIELD-TESTING METHOD AS DESIGN ETHNOGRAPHY 559
Wenny Yosselina, Riama Maslan Sihombing, Vanesha Nathalia Ignacia

DESIGNING PICTURE BOOK ABOUT THE JAVANESE VOCABULARY THROUGH LIFT A
FLAP FOR CHILDREN 4-5 YEARS OLD 567
Ester Anggun Kusumaningtyas, Riama Maslan Sihombing

REIMAGINING OTHER NARRATIVES: NAVIGATING THE ROLE OF DESIGN IN
FOSTERING THE CULTURES OF INCLUSIVE INNOVATION IN RURAL INDONESIA 575
Gamia Dewanggamanik

THE ROLE OF DIGITAL BOOKS IN INCREASING READING MOTIVATION AMONG CHILDREN WITH DYSLEXIA..... 583
Hutami Dwijayanti, Riama Maslan Sihombing

Author Index