

**INCREASING VISUAL IMPACT IN MSME  
STUDY CASE:  
KUE GIPANG TIGA BUNDA  
FINAL PROJECT REPORT**

“Submitted to Visual Arts and Design  
Study in partial fulfillment of the  
requirements of the Degree of Bachelor  
Design in Visual Communication Design  
Major.”



Submitted by:

CAMILA ZAHRA ALRAZI

17151107

**VISUAL ARTS AND DESIGN  
INSTITUT SENI INDONESIA SURAKARTA  
SURAKARTA  
2024**

## **ABSTRACT**

Micro, Small, and Medium-Sized Enterprises (MSMEs) play a crucial role in Indonesia's economic growth, particularly in promoting local specialties. But many struggle due to a lack of strong visual branding in Cilegon. The study explores the potential of visual branding for MSMEs using design thinking with the focus of Kue Gipang Tiga Bunda MSME. Visual branding, including logos and key visuals, is essential for creating a strong brand identity. This research aims to creating new brand identity for Kue Gipang Tiga Bunda to differentiate them from competitors and improve brand recognition. Such branding can enhance recognition, attract customers, and support the growth of MSMEs, contributing to Cilegon's socio-economic development and competitiveness in the tourism sector. The results of this research indicate that a robust visual branding strategy has the potential to address the challenges faced by MSMEs in Cilegon, particularly those related to the promotion of local specialties. The newly established brand identity for Kue Gipang Tiga Bunda is anticipated to contribute to increased visibility, customer attraction, and overall growth for the MSME.

**Keywords:** MSME, Visual Branding, Kue Gipang Tiga Bunda, Brand Identity

## TABLE OF CONTENTS

<b>COVER</b>	<b>ii</b>
<b>DECLARATION OF AUTHENTICITY</b>	<b>iii</b>
<b>TABLE OF CONTENTS</b>	<b>iv</b>
<b>LIST OF FIGURES</b>	
<b>CHAPTER I INTRODUCTION</b>	<b>1</b>
A. Background	1
B. Research Problems	14
C. Objective of the Study	15
D. Study Contribution	17
E. Scope of Study	18
F. Literature Review	19
G. Theoretical Foundation	23
H. Methodology	30
1. Research Subjects and Objects	32
2. Research Medium or Tool	34
3. Research Conducts	35
I. Final Project Implementation Schedule	44
<b>REFERENCES</b>	<b>45</b>
<b>APPENDICES</b>	<b>47</b>

## REFERENCES

- Agustina, Y., Abdillah, A., Aini, K., Zadani, R. R., & Tias, T. A. W. (2021). Peningkatan Nilai Jual Produk Olahan Lokal UMKM Melalui Penciptaan Kemasan Logo Produk Kreatif di Desa Krejengan Probolinggo. *Menciptakan SDM Unggul Dan Inovasi Ekonomi*, 21–31.
- Airey, D. (2010). *Logo Design Love : A Guide to Creating Iconic Brand Identities*.
- Ambrose, G., & Harris, P. (2011). *Packaging The Brand*.
- Andi, M. R., Riyadhi, A. N., & Arifin, Z. (2022). *Perancangan Logo Toekang Nasi* [Jurusan Teknik Grafika Penerbitan]. Politeknik Negeri Jakarta.
- Appleton, J. (1975). *The Experience of Landscape*. Wiley.
- Auliasari, K., Kertaningtyas, M., & Willis, D. (2021). Penerapan Model AIDA Pada Pembuatan Konten Digital Marketing Kreasi Kayu IMMUX. *Suluah Bendang: Jurnal Ilmiah Pengabdian Kepada Masyarakat*, 21(3), 341. <https://doi.org/10.24036/sb.01730>
- Belch, G. E., & Belch, M. A. (2018). *Advertising and Promotion: An Integrated Marketing Communications Perspective* (Eleventh edition). McGraw-Hill Education.
- BPS Kota Cilegon. (2020). *Tingkat Pengangguran Terbuka (TPT) Banten Bulan Februari 2020*. <https://cilegonkota.bps.go.id/pressrelease/2020/05/07/136/tingkat-pengangguran-terbuka-tpt-banten-bulan-februari-2020-sebesar-8-01-persen.html>
- Dewi, M. K., Suhartono, D., & Subarkah, P. (2022). Implementasi Metode Bruce Archer dan Analisis SWOT pada Redesain Logo untuk Peningkatan Promosi Kripik Tempe Mama Ghusla. *DoubleClick: Journal of Computer and Information Technology*, 5(2), 99–110.
- Fadhilah, I. S., Antoro, R. D., & Maheni, T. (2021). *Perancangan Ulang Logo Sebagai Identitas Visual Praktik Dokter Hewan Get Vet* [Jurusan Teknik Grafika Penerbitan]. Politeknik Negeri Jakarta.
- Frederick, B. (2022). *Instagram Marketing: An In-Depth Guide*. Search Engine Journal. <https://www.searchenginejournal.com/instagram-marketing-guide/474070/#close>
- Ganis, D. S. (2023). *Pemanfaatan Instagram Sebagai Social Media Marketing Zenius Education Dalam Membangun Brand Awareness (Studi Deskriptif)*

- Kualitatif pada Startup Edutech Zenius Education).* Universitas Atma Jaya Yogyakarta.
- Jimi. (2020). Tentang Batik Krakatoa, Batik Khas Cilegon yang Kian Berkembang Pesat. In *bisnisbanten.com*. <https://bisnisbanten.com/tentang-batik-krakatoa-batik-khas-cilegon-yang-kian-berkembang-pesat/>
- Kabar 6. (2015). *Gipang, Camilan Khas Banten yang Mulai Langka*. Kabar6com. <https://kabar6.com/gipang-camilan-khas-banten-yang-mulai-langka/>
- Kemp, S. (2023). *The Changing World of Digital In 2023*. We Are Social. <https://wearesocial.com/us/blog/2023/01/the-changing-world-of-digital-in-2023/>
- Krause, J. (2012). *The Logo Brainstorm Book: a Comprehensive Guide for Exploring Design Directions*. HOW Books.
- Langton, D., & Campbell, A. (2011). *Visual Marketing: 99 Proven Ways for Small Businesses to Market with Images and Design*. John Wiley & Sons, Inc.
- Li, Y.-N., Zhang, K., Futer, Y., & Li, D.-J. (2014). Rule-Based Automatic Generation of Logo Designs. *Leonardo*, 50, 141105103503000. [https://doi.org/10.1162/LEON\\_a\\_00961](https://doi.org/10.1162/LEON_a_00961)
- Limanseto, H. (2022). *Government Program Support in Empowering MSMEs to Strengthen Regional Economic Stability*. <https://ekon.go.id/publikasi/detail/3688/government-program-support-in-empowering-msmes-to-strengthen-regional-economic-stability#:~:text=Empowerment%20of%20Micro%2C%20Small%20and,of%20the%20total%20national%20workforce.>
- Lucidpress. (2018). Brand Consistency—The Competitive Advantage and How to Achieve It. In *Marq-Lucidpress*. <https://www.marq.com/blog/brand-consistency-competitive-advantage>
- Malamed, C. (2015). *Visual Design Solutions: Principles and Creative Inspiration for Learning Professionals* (1st ed.). John Wiley & Sons.
- Matar, A. T., Anggraini, A., & Gunawan, C. (2022). Perancangan Logo Mataka. *PROSIDING SEMINAR NASIONAL TETAMEKRAF*, 1(2).
- Negoro, R. A., Triayudi, A., & Iskandar, A. (2023). Implementasi E-Commerce Clothing Line Menggunakan Metode Design Thinking dan System Usability Scale. *JURIKOM (Jurnal Riset Komputer)*, 10(1), 221–229.
- Neumeier, M. (2003). *The Brand Gap: How to Bridge The Distance Between Business Strategy and Design*.

- Pemkot Cilegon. (2021). *Helldy Ingin Dirikan Central UMKM Untuk Tingkatkan Penjualan UMKM Cilegon*. <https://berita.cilegon.go.id/baca/Helldy-Ingin-Dirikan-Central-UMKM-Untuk-Tingkatkan-Penjualan-UMKM-Cilegon/20230822/NzcyNg%3D%3D>
- Plattner, H. (2010). *An Introduction to Design Thinking Process Guide*. Stanford: Institute of Design at Stanford.
- Prastowo, D. H., Lukitasari, E. H., & Yulianto, A. (2022). Perancangan Logo “Rumah Makan Sate Sapi Suruh dan Bakso Salatiga” dan Media Promosinya. *JURNAL ASOSIATIF*, 1(2).
- Pulungan, Y. N. (2022). *Rancangan Kemasan Keripik Ubi Ungu Di UKM Ibu Anum Menggunakan Theory Inventive Problem Of Solving (TRIZ)*. Universitas Medan Area.
- Srihidayati, G. (2023). Perancangan Logo Dan Desain Kemasan Keripik Pisang Tanduk Arjuna Di Kota Palopo. *Perbal: Jurnal Pertanian Berkelanjutan*, 11(1), 75–82.
- Ware, C. (2008). *Visual Thinking: for Design*. Morgan Kaufmann Elsevier Science & Technology.