

Article

The Story of R.A Kartini As A Source of Ideas For Creating Digital Designs In The Wayang Beber Style

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Abstract: The creation of this digital design was inspired by the story of the struggle of R.A. Kartini, a female figure who pioneered women's emancipation in Indonesia. Through a visual approach that combines the style of wayang beber with modern digital design techniques, this work presents a harmony between tradition and innovation. Wayang beber, as one of Indonesia's traditional performing arts, is known for its rich symbolism and narrative power. These values are the main source of inspiration in designing a work that is not only aesthetic, but also full of meaning. By utilizing digital illustration techniques and image manipulation, this design presents distinctive patterns, strong color palettes, and dynamic visual compositions. This visual style not only strengthens the artistic aspect, but also represents the social and cultural values fought for by Kartini—such as equality, education, and freedom of thought for women.

Keywords: *Digital Design, Wayang Beber, R.A Kartini, Digital Illustration, modern technology.*

1. Introduction

In ancient times, the lives of women on the island of Java in the 19th to 20th centuries illustrate how the culture in Java in the past was quite identical to the name of the patriarchal ideology which was heavy with injustice towards gender differences. At that time, education was more important for men where after that a man had to lead and work hard so that men in that era would look tough and respectful [1].

At the beginning of the 20th century, in the Dutch East Indies there were only a few Javanese teacher and doctor schools. In the sub-district and district areas there were only second-level elementary schools. The lessons given were reading, writing, arithmetic and also learning the regional language in the Dutch East Indies format, with the aim that the people were not so clever. However, R.A. Kartini had a broad view and insight, so she felt that the lessons she received were not satisfactory enough. Therefore, Kartini voiced sharp criticism of the Dutch East Indies government and urged changes in policy and reforms that would benefit the wider community [2].

In this era of globalization, technological developments are increasingly advanced and competition in the business world is increasingly tight due to the existence of various innovations that have been created, for example digital design [3]. Collaboration between artists and technology allows for the creation of creative solutions that combine expertise from both fields, this collaboration can be in the form of digital products or digital designs[4].

Digital design creation is something that is being studied by many young people today. Digital design is the process of creating interactive visual content that is displayed through electronic devices such as smartphones, tablets, and computers. The purpose of design is a way of communicating in visual form that uses image facilities to convey information or messages as effectively as possible [5].

Wayang beber is a performing art which has its source story from the Ramayana and Mahabharata stories, previously used for preaching or performing performances [6]. Wayang Beber originally started from the sungging technique painted on gedhoq media, which was then shown to the public. Usually Wayang Beber performances are held during the day with a light display, this is useful as a lighting support to add aesthetic value to Wayang Beber works [7].

The idea for this design was inspired by the life story of R.A. Kartini, a fighter for the emancipation of Indonesian women, which was then manifested in the visual style of wayang beber a type of traditional Javanese art that explains narratives through images [8]. In creating this design, Kartini's spirit in fighting for education and equal rights for women is depicted through symbolic scenes arranged sequentially, like the narrative tradition in wayang beber. Kartini is depicted as a central figure with the characteristics of a Javanese woman, but with a firm and confident face, reflecting her intellectual and moral strength [9]. Traditional ornaments and classic color palettes are combined with a narrative that describes Kartini's journey from a life bound by customs to her efforts to write and fight for change. This design not only respects Indonesia's cultural heritage, but also emphasizes the values of women's struggle in a local aesthetic nuance that is full of meaning.

2. Literature Review

The purpose of making a digital design by taking the idea from the story of R.A. Kartini's struggle which is then applied to the Wayang Beber style, of course, cannot be separated from the literature review. The purpose of the literature review itself is useful as general knowledge in the process of making a digital work design in the Wayang Beber style.

Agus Sachari and Yan Yan Sunarya in their book entitled "History and Development of Design & Fine Arts in Indonesia" published in 2002 by ITB explain about design which is mutually continuous with fine arts which are increasingly developing in the modern era [10].

In an article entitled "The Struggle and Thoughts of R.A. Kartini on Women's Education" which explains the thoughts and efforts of R.A. Kartini in fighting for education for Indonesian women during the colonial era. Kartini argued that education is the key to freeing women from backwardness and oppression [11].

Abdul Rahman Prasetyo in an article entitled "The Educational Value of Pacitan Wayang Beber Art as an Idea for Creating Digital Decorative Illustrations" Pacitan wayang beber art contains educational values that can be adapted into digital decorative illustrations, thus enriching the art learning media [12].

3. Proposed Method

This study uses a qualitative method with a descriptive approach. The qualitative method has the purpose of processing descriptive data, for example interviews, recording, documentation, and video recordings. This study aims to determine the characteristics of the figure of R.A. Kartini for design creation so that it will describe the character in the visual of R.A. Kartini in the wayang beber style. The results of this study will be described in the form of writing and visual documentation, which are obtained through literature studies and direct observation of the character and values inherent in the figure of R.A. Kartini as design inspiration. The following are the stages of character research on R.A. Kartini.

3.1. Data collection

Data is a record of a collection of facts, data collection is used to obtain useful sources in the creation of the design work of the figure of R.A. Kartini in the style of wayang beber [13]. The data collection is in the form of data sources, observations, documentation, and interviews. The results of the data collection are as follows;

3.1.1 Data Sources

The data sources for this study were obtained from various sources that describe similar works, which function as sources of inspiration for the development of digital designs taken from the story of R.A. Kartini which is applied to the wayang beber style. Some of these works not only provide visual images, but also become important references in understanding the aesthetic approach, illustration techniques, and delivery of visual narratives that are typical of the wayang beber tradition. The source of this visual has a role to express in the exploration of form, color, and artistic composition which is then adapted and modified according to the character of R.A. Kartini as the main character.

The following are some examples of works that are used as references and sources of ideas in the process of creating digital designs in the wayang beber style, which are adapted to represent the figure and struggle of R.A. Kartini.



Figure 1. Wayang Beber Characters.

(Source: Personal Work of Dani Eka Ramdhani)



Figure 2. Wayang Beber background.

(Source: Personal Work of Dani Eka Ramdhani)



Figure 3. Character R.A Kartini.
(Source: Picture by Dani Eka Ramdhani)

3.1.2 Observation.

Observations were conducted to determine the character of R.A Kartini as a source of ideas and to learn about the anatomy of wayang beber in order to apply the character of R.A Kartini into the style of Wayang beber. Observations were conducted in the city of Jepara, precisely at the R.A Kartini Museum. In the museum there are sources such as relics of R.A Kartini, photos and many more.

3.1.3 Documentation.

Documentation is a record that can be proven or can be used as legal evidence [14]. Documentation has the purpose as a supporting role in the data collection process. It functions as complementary data and evidence of originality to strengthen the data collection process of the character of R.A Kartini. Documentation retrieval is carried out with a mobile phone that has a camera or with a camera that already supports the capture of documentation images.

3.1.4 Interviews

Apart from taking pictures which were carried out at the R.A Kartini museum. Interviews were also conducted with several people, especially teenagers, regarding the character of R.A Kartini. This is useful for collecting data regarding the depiction of R.A Kartini in the eyes of teenagers in the modern era.

4. Results and Discussion

This research aims to produce digital designs for the characters of R.A. Kartini who carries the visual style of wayang beber, a traditional Indonesian art form that is full of cultural values and historical narratives. In the design process, special attention was paid to the anatomical aspects of the characters, so that they remained proportional and communicative, even though they were framed in the typical visual style of wayang beber which has certain stylization characteristics.

The anatomical processing in this design not only serves to create a visually aesthetic figure, but also to maintain a balance between body shape, facial expressions and gestures that are relevant to R.A.'s character and personality. Kartini is a female figure who is intelligent, visionary and full of fighting spirit.

By combining the principles of illustrative anatomy and the wayang beber stylization approach, this digital design is expected to be able to present a visual representation of R.A. Kartini is not only artistic, but also full of meaning, and still respects the cultural roots of the archipelago.

4.1. Character Sketch of R.A Kartini

In creating the character of R.A Kartini, an application is needed which will help in the process of digital work. The following is a sketch of the character of R.A Kartini.

Figure 4. Character Sketch of R.A Kartini.

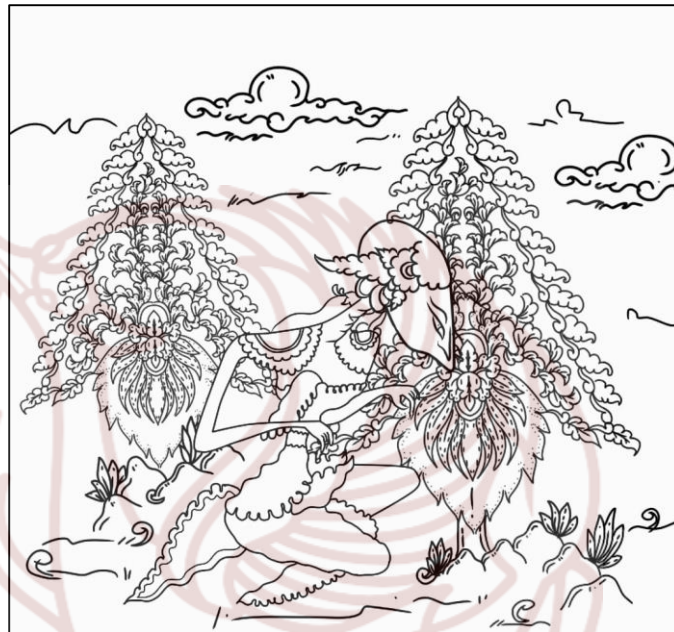


(Source: Personal Work of Dani Eka Ramdhani)

4.2 Background Sketch

The creation of the background was inspired by Pacitan's wayang beber, where Pacitan's wayang beber has a characteristic with a very crowded background, so that it has its own attractive impression for the author in making digital sketches of wayang beber. Here is a sketch of making a wayang beber background for the digital design of R.A Kartini.

Figure 5. Background Sketch of R.A Kartini
(Source: Personal Work of Dani Eka Ramdhani)



4.3 Sungging Coloring Technique

Sungging is a coloring technique with intricate patterns that are done regularly to produce a neat and beautiful gradation of colors that creates uniqueness.[6] In general, gradation means an arrangement of degrees or ranks, the transition of one state to another, or the process of changing from one position to another.[15] Generally, the sungging technique has levels ranging from 3 levels to 5 levels. The following are the results of the digital sungging technique.



Figure 6. Sungging Technigue of R.A Kartini
(Source: Personal Work of Dani Eka Ramdhani)

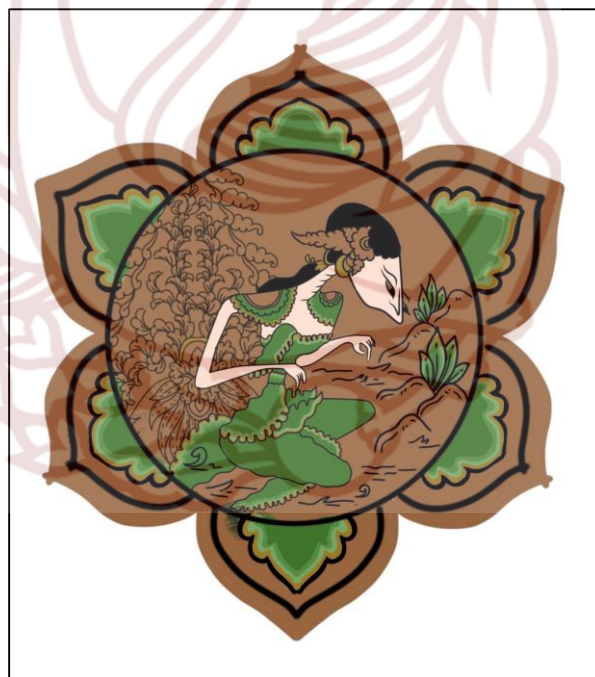


Figure 7. Final Sketch Digital Art of R.A Kartini
(Source: Personal Work of Dani Eka Ramdhani)

5. Conclusions

The research conducted by the author created a digital design of the heroine R.A. Kartini which was summarized into the wayang beber style, through several data exploration processes traced by the author. The data collection technique was carried out using direct observation techniques to the museum. Coming to the museum is the key to access for

collecting visual documentation, artifacts, and information about clothing, expressions, and cultural attributes that are relevant to the context of R.A. Kartini's life. The results of the data collection process were analyzed and arranged into character design sketches, which were arranged by paying attention to the important elements of the wayang beber style.

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