

DESIGNING AN ILLUSTRATION BOOK OF TAROT REPRESENTATION VALUES ABOUT TEENAGERS' IDENTITY AS AN EDUCATIONAL MEDIA



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Backgrounds

In today's fast-paced and complex modern life, many people feel confused or lost in their lives. Self-discovery becomes important as an effort to understand who they really are, what values they hold, and their purpose in life. Therefore, people who are out of the "normal" circle are considered to be experiencing a "labile" period or, in some cases, "self-discovery". During their childhood, they learn about the types of femininity and masculinity, gentleness and strength, feelings and love, beliefs, culture and cultured, and the attitudes they take when making decisions between two important choices. This will cause various psychological conflicts.

Design Method



Graphic Novel

Designed this major arcana tarot Illustration book using the graphic novel genre presenting an imaginary story about the journey of self-identity. Graphic novel, in American and British usage, a type of text combining words and images—essentially a comic, although the term most commonly refers to a complete story presented as a book rather than a periodical.

Goal

The goal to be achieved from this illustrated book is to explain the process of searching for identity and introduce character representation in the major arcana tarot cards.



Design Project

Designing an illustrated book about a journey of searching self-identity for education purpose.

Use a graphic novel to designed and create a story about finding identity and how character development when facing it. In the story is intended to help children understand themselves

