UNIVERSITI TEKNOLOGI MARA

GRAPHIC DESIGN ACADEMIC WRITING & THESIS FORMAT

BANGSAWAN MELAYU DIGITAL THEATER

HASZREEN BINTI HASRI

Thesis submitted in fulfillment of the requirements for **Bachelor Degree (Hons) in Graphic Design**

Faculty of Art & Design

29th JULY 2022

AUTHOR'S DECLARATION

I declare that the work in this thesis was carried out in accordance with the regulations of Universiti Teknologi MARA. It is original and is the results of my own work unless otherwise indicated or acknowledged as referenced work. This thesis has not been submitted to any other academic institution or non-academic institution for any degree or qualification.

I, hereby, acknowledge that I have been supplied with the Academic Rules and Regulations for Undergraduate, Universiti Teknologi MARA, regulating the conduct of my study and research.

Name of Student : Haszreen Binti Hasri Student I.D. No. : 2020614778 Programme : Bachelor Degree (Hons) in Graphic Design- AD241 Faculty : Art & Design Thesis Title : *Bangsawan Melayu* Digital Theater

Signature of Student :

Date : 29th July 2022

ABSTRACT

Bangsawan Melayu Digital Theater is a type of performance which utilizes both "live" actors and co-present audiences along with digital media to create a hybrid art form revitalizing theatre for contemporary audiences. Because the world is becoming more sophisticated, Digital Theater is one of new alternative to create traditional theatre using digital media. The objective in this research is to study the origins and historical background of *Bangsawan Melayu* Theater in Malaysia. Besides, to ensure that the theater of *Bangsawan Melayu* can be easily staged digitally and accessed by everyone through web applications and to identify the visual communications that are suitable to promote *Bangsawan Melayu* Digital Theater. The method used in this research is mixed method which is quantitative method and will be supported by a qualitative method. The design of the quantitative method involves questionnaires for theater art activists and theater enthusiasts using a questionnaire form via online Google Forms. The outcome of the study include an interactive mobile application that is a web application that serves as a digital platform for the *Bangsawan Melayu* Digital Theater, as well as the ability to stage theater in this application and make it easier for users to watch *Bangsawan Melayu* Digital Theater at any time and anywhere.

Keyword: Hybrid Theater, Digital Theater, Bangsawan Melayu Theater

ACKNOWLEDGEMENT

Firstly, I wish to thank God for giving me the opportunity to embark on my Bachelor's Degree and for completing this long and challenging journey successfully. My gratitude and thanks go to my supervisor *Shaliza Binti Dasuki* Thank you for the support, patience, and ideas in assisting me with this project. I also would like to express my gratitude to the Universiti Teknologi MARA (UiTM) Cawangan Melaka, Alor Gajah Campus for provided the facilities and assistance during sampling. Special thanks to my colleagues and friends for helping me with this project. Finally, this thesis is dedicated to the loving memory of my *Rosidah Binti Ismail and Hasri Bin Hasan*. This piece of victory is dedicated to both of you. Alhamdulillah

TABLE OF CONTENTS

CONFIRMATION BY EXAMINER AUTHOR'S DECLARATION ABSTRACT	ii iii iv		
		ACKNOWLEDGEMENT	v
		TABLE OF CONTENTS	vi
CHAPTER ONE: INTRODUCTION	1		
1.1 Research Background	1		
1.2 Problem Statement	2		
1.3 Research Question	3		
1.4 Research Objective	4		
1.5 Significance of study	4		
CHAPTER TWO: LITERATURE REVIEW	5		
2.1 Introduction	5		
2.2 Bangsawan Melayu Theatre and it's Terminologies	5		
2.3 Bangsawan Melayu Theater Towards Digital / Hybrid Theater	8		
CHAPTER THREE: RESEARCH METHODOLOGY	14		
3.1 Introduction	14		
3.2 Methodology	14		
3.3 Data Collection	15		
3.3.1 Questionnaire	15		
3.3.2 Observation	15		
3.3.3 Secondary data	16		
3.4 Sample Study/Artwork	17		
3.5 Design and Development Process	18		
3.6 Sketches Ideation	18		