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# I-RoLE 2023

INTERNATIONAL CONFERENCE OF  
RESEARCH ON LANGUAGE EDUCATION 2023

**EMBRACING CHANGE:  
EMANCIPATING THE LANDSCAPE  
OF RESEARCH IN LINGUISTIC,  
LANGUAGE AND LITERATURE**

**13 - 14 MARCH 2023**

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# OF POWER, DEVOTION AND BETRAYAL: A COLLECTION OF MALAYSIAN PRINCESSES' FOLKLORES

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## ABSTRACT:

The increasing technological modernity has caused Malaysian folklore to head towards the sideline as a mere bygone of the past. As one of the attempts to bring back and revive known and forgotten folklores to the Alpha generation, a 3-in-1 storybook containing four penned adaptations of our local folklores was created and is available in three versions; e-book, physical book, as well as illustrative narration videos of the stories was produced. The project aims to reignite the interest in Malaysian folklore among children so that it will not die in time. Besides, this project also aims to teach children new vocabulary and test their understanding. Moreover, it also can be used to introduce reading lessons to the children using local folklore. Developing 'Of Power, Devotion And Betrayal: A Collection Of Malaysian Princesses Folklores' required a meticulous process of analysing, writing, illustrating, animating, as well as finalising the final product of the project. This project could contribute to resuscitating remnants from the past using future technology.

**Keywords:** adaptations, folklore, illustrative narration, storybook, vocabulary

## 1. INTRODUCTION

'Of Power, Devotion And Betrayal: A Collection Of Malaysian Princesses Folklores' is a project to reintroduce forgotten Malaysian folklore in English to the Alpha Generation. The project's final product is a storybook comprising four local lore combined with illustrations that make it look alive using a filter from TikTok and a video editor application. These folklores will be marketed to kindergartens and preschool students. The targeted community was chosen for two reasons; to introduce a reading lesson in an exciting way and to increase their probability of enjoying local folklore since children love stories.

The project focuses on introducing the Princesses in Malaysia to attract children's interest towards local folklore, especially girls. Not only do Disney Princesses exist, but our own country also has princesses with their own stories. All the stories contain the same feature: the stories are about the power, devotion and betrayal of the characters included in the stories. The chosen revolving theme will also trigger and enhance the children's imagination. Imagination is a key to brain-boosting, as it helps to develop creative skills and memorise information faster. To conclude, the final product of the project is 3 in 1. It will be available in an e-book, a physical book, a voice-over, and an illustration of the story.



### **1.1. Project Objective / Purpose**

Folklore is a culture's specific ideas, practices, and myths passed orally from generation to generation. However, it is no longer popular with today's generation as they are more interested in various types of modern entertainment, leaving folklore forgotten. Hence, this project aims to reignite the interest in Malaysian folklore among children so that it will not extinct in time.

Next, this project also aims to teach children new vocabulary and test their understanding. After reading, a crossword puzzle is also included to test the children's memory and knowledge of folklore. There are about ten questions provided for the answer to solve the puzzle.

Another purpose of this project is to introduce reading lessons using local folklore. Due to modern technology, children nowadays would rather play games than read books, compared to children back then. With the existence of this project, they will be more interested in reading since children like stories. Moreover, this project is done in three versions: digital, physical, and video. Since pictures are also provided, it will trigger their excitement and curiosity to read the book, especially for girls; it is about princesses in our country.

### **1.2. Entrepreneurial Opportunities**

The entrepreneurial opportunity of the project is providing interactive reading materials for children aged 4–6 years old. The book would be marketed to kindergartens and preschools. The product's price range will be only RM5 each, which is affordable and worth it since three book versions are included.

Another version of the book, a digital or so-called e-book, will also be available for the readers. The book will be published on the Google website and can be easily accessed by anyone. However, only those who paid for the product beforehand will be given the link to the website. There will also be a surprise gift for those who purchased the product; soft copies are provided at the bottom of the website. The soft documents are written in Google doc form. If the buyers lost their hard copy (physical book), they could easily print it using the soft copies provided. Nevertheless, only those who purchased the product can access the soft documents to avoid free books. After the purchase, the buyers will need permission from the author for the soft copy version of the product.

At the same time, there will also be voice-over videos combined with illustrations of the stories in the project, which will be uploaded to the YouTube channel. The channel will be promoted on social media platforms such as WhatsApp, Instagram, and Facebook to maximise audience reach and monetisation.

## **2. METHODOLOGY**

### **Phase One: Analysis and Planning**

Before beginning anything on the project, the first process was analysing the suitable Malaysian folklore in the book. After going through each one of the stories, the final selection of selected legendary Princesses' stories came down to Puteri Santubong and Puteri Sejinjang of Sarawak, Puteri Walinong Sari of Pahang, Che Siti Wan Kembang and Puteri Saadong, both from Kelantan. Only four titles were chosen to fit the timeline, which is 15 weeks. The selected titles contain the same feature: about power, devotion, and betrayal. Next, the process of collecting the source texts. As folklore is passed down through word from mouth to mouth, it is hard to keep its authenticity. However, after doing lots of research, the authenticity of the stories can be maintained with just a minimal difference from the actual story. The writer also planned the project's final product in three forms: e-book(website), physical book, and YouTube videos.





## **Phase Two: Writing**

The second method was writing folklore. Since folklore was adapted from source texts, translation and creative writing skills were derived from writing it successfully. There are a few stages included in this writing process: prewriting, drafting, writing, as well as proofreading, and editing. Since some of the stories had many versions of the story, they needed to be classified beforehand. The stories were classified according to their plot points: exposition, rising action, climax, falling action, and finally, the resolution. The story's appropriateness was also emphasised to fit the targeted community. The excessive violence part of the story was avoided, and some words were changed to a proper version. After prewriting and drafting, the writing part began and was sent to the supervisor to check beforehand. When everything looked good, the stories were perfected by proofreading and editing to ensure everything was correct. The writer's supervisor and her parents also did the final proofreading of the stories. After completing all the stories, the writer created a website and uploaded the stories.

## **Phase Three: Illustrating**

The illustrations in the stories were created with real person pictures and converted to cartoons. With the writer's friends' consent, the characters in the stories were demonstrated by them by wearing traditional clothing similar to the original characters' clothes. The writer used an animation app called "Toon Me" to convert the pictures into cartoons. The converted photos were uploaded to a Google website, and the same images were used to create the animation of the stories.

## **Phase Four: Animating**

The final method was implemented by creating a simple animation. A TikTok filter made the animated pictures make a basic motion, like smiling and moving their eyes. There will also be special effects to make the video look more attractive.

A narration of the stories was also added in the animations to engage auditory learners. The narration was recorded with GarageBand, a studio recording app, and was edited using a video editor application, CapCut, to merge it with the animation to create the videos.

As for the final product in this method, there will be four videos and four stories altogether. The writer decided to separate the stories to avoid it to mix up and confuse the audience. The videos were then uploaded to the writer's YouTube Channel.

### 3. RESULTS AND DISCUSSION



Google Website (e-book version)

A Google website was published as an e-book version of the stories. This is because most students prefer study materials that are simple to access and portable. They will gain comfort and the ability to access the information anywhere they are when they use their own devices for digital reading and viewing online course material. Plus, nowadays, even children have their own phones. They can easily access the website by scanning the QR code given after purchasing.

The hard copy/printed version of the project



Besides an e-book, a physical version of the project was also produced as some children prefer to read/study by using a book they can touch and see with their own eyes. Soft copies of the book are provided on the website for those who want to print out the storybook.



Puteri Santubong And Puteri Sejinjang (Sarawak) by Fawnnyna Menon



YouTube video (stories' narration + illustration)

The third final product of the project is YouTube videos. The videos contain a narration + an illustration of each folklore in the project. It was produced to engage auditory and other learners who prefer to watch and listen to the video besides reading it.

As a result, there were four adaptations of Malaysian folklore written. The original texts and sources of the stories are in Bahasa Malaysia and were translated into English to make the storybook. The stories were written for about 700-1300 words. This was deliberate because the book was meant to be light reading material to be enjoyed casually. The use of attractive fonts also affects whether the children are interested in reading the storybook. Hence, Comic Sans font was used to make it more attractive.

#### 4. CONCLUSION

It is hoped that it will help reintroduce known and forgotten Malaysian folklore to children in this generation, enhance their vocabularies and sharpen their minds through imagination on the stories. The completion of 'Of Power, Devotion And Betrayal: A Collection Of Malaysian Princesses Folklores' has brought valuable lessons and insights for the writer, improved translation skills, learned to publish a website, enhanced communication skills and learned to animate real-life pictures. We live in a technology era; thus, a 3-in-1 storybook might be an exciting idea to motivate generation Alpha to read instead of just playing games.

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