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REDESIGN THE TRADITIONAL FOLKLORE: ACHIEVING A SUSTAINABLE FOLKLORE FOR THE FUTURE GENERATION

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Abstract: *Traditional folklore has experienced a decline in interest from generation to generation, leaving a significant question as to why younger generations are losing their interest in traditional tales. Despite the positive effects of traditional folklore on readers, this phenomenon calls for investigation. This study employs a descriptive-comparative preliminary investigation to address the decrease in interest in traditional folklore. Firstly, the present study aims to investigate the underlying reasons for the observed decline in the popularity of traditional folklore. Secondly, the study endeavors to comprehend the efforts undertaken by researchers and artists to counteract this waning interest. The previously identified determining factors will serve as guiding criteria to address the second research question. The ultimate outcome of this study will provide a comprehensive summary of the factors associated with the diminished appeal of traditional folklore among the younger generation, as well as the diverse attempts made by artists and researchers to rejuvenate this cultural heritage.*

Keywords: *traditional; folklore; storytelling; descriptive study*

Introduction

Traditional folklore is a cultural heritage that has been passed down from our ancestors. Indonesia, as a culturally rich nation, possesses various types of traditional folklore. Nevertheless, the abundance of traditional folklore is not met by the interest of younger generations towards these tales (Putra et al., 2023) .In fact, this interest tends to decrease from generation to generation.

While this phenomenon is widely known among various researchers, many attempts have already been made to resolve it, such as the research conducted by Astriani & Turman (2022). The biggest question surrounding this phenom-enon remains unanswered: how could it happen? In terms of the benefits of traditional folklore, research conducted by Agbenyega et al (2017) shows that providing oral storytelling about traditional folklore to children during their formative years does not yield any negative results. On the contrary, telling children traditional folklore may help them develop reflective thinking about their social lives in the future. The narrative of traditional folklore reflects the moral character (Babamuradova L, 2022), and values (Gafurovna, 2022) of a given population. Neglecting these Folklores could be equated to disregarding the long-standing moral values that have been upheld over time. The phenomenon of losing interest in traditional

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folklore has now become a liability. An exploratory research conducted by Utami & Sama (2022) has pointed out a possible explanation for this phenomenon.

The way in which traditional folklore is presented may be a contributing factor to the declining interest of younger generations. Specifically, the manner in which these tales are conveyed could provide insight into this trend. According to Utami & Sama (2022), changing the medium of storytelling can affect the level of interest in a particular folklore among the Generation Z. The study also found that animation has become one of the most popular ways to convey folklore stories, with a 46% acceptance rate, followed by film and comics, which only garnered 33% and 21% acceptance respectively. Pop (1964) show different way of thinking. While the exploratory studies by Utami & Sama (2022) pointed out storytelling media can affect the acceptance of a traditional folklore, Pop (1964) show that the content of traditional folklore itself might affect the acceptance of traditional folklore. Whereas (Hidayat et al., 2019) mentioned that younger generations prefer instant process, differ from the older generations. The younger generation has vastly different lifestyles and cultures compared to the generation when traditional folklore was being told. These differences may be a reason why the younger generation loses interest in traditional folklore. The way the main characters behave in their daily lives is just different from how the younger generation behaves in today's era. Through this phenomenon, the mentioned research also shows that traditional folklore, mainly in Romania Pop (1964), undergoes drastic modifications to make their story relevant to the younger generation. These modifications could vary in terms of genre, interrelation, and artistic form.

The introduction of this study has prompted several inquiries. Firstly, an investigation is warranted into the underlying causes and mechanisms that contribute to this declining of interest phenomenon. Secondly, it is essential to explore the collective efforts made by researchers and artists thus far to mitigate this phenomenon. Prior to addressing the second question, it is necessary to identify the factors that may shed light on the answer to the first question. By examining the types of actions undertaken by researchers and artists in response to the second research question, it becomes possible to discern the suitable actions required due to the vast changes and possibilities associated with Folklore redesign.

Thus, the research question for current study can be written as follow:

1. What are the contributing factors that have led to the declining interest of the younger generation (under 20 years old) in traditional folklore?

2. What measures have researchers and artists implemented to counteract the influencing factors and reintroduce traditional folklore to the younger generations?

Methodology

To examine the decreasing interest of younger generations in traditional folklore, a descriptive-comparative research study will be undertaken. This particular method has been selected for its capacity to provide insights into a social phenomenon by employing comparative analysis utilizing specific criteria within smaller case studies that are relevant to the phenomenon and not being limited by the type of the phenomenon, whether it's a culture or psychological phenomenon. Utilizing descriptive-comparative, this study will entail an extensive review of literature to acquire pertinent data, not only from contemporary scientific re-

search pertaining to the phenomenon, but also from recent artistic works related to traditional folklore. The collated data will subsequently be scrutinized using a comparative analysis approach, wherein each data point will be assessed based on predetermined criteria.

In addition to seeking a better understanding of the reasons behind this phenomenon, the research will also investigate what has been done in previous scientific and artistic works to reintroduce traditional folklore to younger generations. The research procedure can be summarized as follows:

1. Collect The Data

2. Construct The Criteria

3. Compare The Data

4. Analyze The Comparison

5. Answer The Question

Collect The Data

As previously stated, the data collected for this study will not be restricted to recent academic and scientific research, but will also include works of art related to traditional folklore. The criteria for the data below:

1. Any scientific research published within the last five years, including but not limited to journals, articles, conferences, and reports with the main objective of promoting traditional folklore.

2. Any films adapted from traditional folklore within the last ten years.

3. Any animated cartoons adapted from traditional folklore within the last ten years.

4. Any comics, whether in physical or website form, adapted from traditional folklore within the last ten years.

In order to ensure the relevance of the sources under investigation, it is crucial to prioritize the utilization of the most recent available sources as the primary criteria. This optimal criterion can be effectively applied to research articles and conference proceedings, given the extensive availability of such sources. However, considering the limited availability of resources in the realm of films, cartoons, and comics, the timeframe for the criterion has been extended to accommodate this constraint.

The primary focus of this study revolves around the artistic works and research endeavors aimed at reintroducing traditional folklore within the context of Indonesia.

Construct The Criteria

The comparative study method will be employed in this research to compare the data collected from the previous steps. To ensure consistency in the comparison, a set of criteria will be established based on past research related to the phenomenon. This set of criteria will be used as a standard for evaluating the data collected from various scientific and artistic works.

The study will use a comparative method to analyze the collected data from previous research and works of art. A set of criteria will be established as a standard for the comparison process, which will be constructed based on past research related to the phenomenon. For instance, research conducted by Utami & Sama (2022) and Lee et al (2021) suggests that the media used to tell folklore can affect the acceptance of traditional folklore by the younger generation. Similarly, Febriani et al (2021) found that changing the storytelling media to comics made traditional folklore more appealing. Another research conducted to understand the appeal of comic were also conducted by

Hadi & Mansoor (2021). It is important to note that different media require different storytelling techniques, and not all techniques may be favored by the audience. Past research by Amelia et al (2021) categorized the differences in media and how information is conveyed despite the same title and character. Both Utami & Sama (2022) and Lee et al (2021) also indicated that animation cartoons have become one of the most popular media for the younger generation. Therefore, first criteria based on the type of media used in scientific research or works of art will be established.

These criteria are expected to provide answers related to the type of media used, whether it is digital media such as webcomics and digital games or physical media such as board games or even oral storytelling.

Second criteria were inspired from research that has been conducted by Pop (1964) and Hidayat et al (2019). The third criteria will inquire about the impact of the research and artwork that has been conducted. While the processes of changing the media and adapting traditional folklore to appeal to younger generations are interesting processes, the impact of these efforts is also a critical consideration. Hence, the third criterion, "What is the extent of impact caused by scientific research or artwork?" was developed. To answer this criterion, there are differences between scientific research and artwork. In scientific research, such as journals and conferences, the impact of the research is measured through the evaluation phase of the journal or conference. The opinions of respondents and the number of respondents are examples that can be used for the third criterion. In contrast, unlike scientific research, there is no evaluation phase for artwork. To measure the impact of artwork that has been produced, the number of viewers is taken as a measure. For different types of artwork, such as films or physical comics, the number

of tickets and copies sold can be used as measurements.

Compare The Data

The criteria for comparison have been established based on the previous step. The answers for each of the criteria will be extracted from the data collected in the first step. The criteria from each data set will be presented in a tabular format that includes the title, type of data, and creator of the scientific research or work of art. The year of creation will also be presented, along with a timeline. An example of a table for research conducted by Astriani & Turman (2022) can be found in Table 1.

Analyze The Comparison

During the comparison step, each criteria of the research will be examined. Table 1 provides an example of this process. For criteria 1, the research by Astriani & Turman (2022) used digital games as a medium to attract the youth. The research acknowledged the popularity and rapid growth of the digital game industry, which made it an ideal medium. For criteria 2, the research did not provide any information about changes made to the story or characters of the traditional folklore, except for the title which was altered to appeal to the young generation. For criteria 3, the research distributed a questionnaire to 21 respondents to better understand whether they gained new knowledge about traditional folklore. In summary, the focus of the research in Table 1 was mainly on criteria 1, using popular media to appeal to the young generation. Although there were changes made to the traditional folklore elements, the research did not explain them in detail. These changes may have been accidental or due to execution obstacles. The impact of the research showed a significant result for the survey group. Prior to playing the

games, the survey group had only 50% knowledge of traditional folklore, but after playing the games, their knowledge increased to 95.4%.

Table 1. Example of The Comparison Table
Source : Writer

(Astriani & Turman, 2022)	
Year	2022
Type	Research Proceeding
Title	Eden Eternal: Game Based on Candi Prambanan Indonesian Folklore
Criterion One	Digital Game – The conducted research attempted to utilize diverse media to attract the younger generation
Criterion Two	Title – The research altered the title of the traditional folklore about Candi Prambanan to "Eden Eternal" in order to make it more appealing to the younger generation.
Criterion Three	The research was evaluated by 21 respondents, and the results showed that 95.4% of the respondents learned many new things related to traditional folklore.

Answer The Question

Indeed, at the end of the research, the insights gained from the analysis of the data can help answer the initial research question and provide valuable information about the traditional folklore and its adaptation to appeal to younger generations. Additionally, the analysis may also uncover research gaps and suggest potential research guidelines for future studies in this field. By identifying these gaps, researchers can focus on areas that require more attention and investigate further to improve the understanding of the adaptation of traditional folklore in modern media. Furthermore, research guidelines can provide a roadmap for future studies, outlining the steps and methods required to conduct thorough research in this field.

Result

The compared data are as shown at Table 2.

Table 2. Comparation Table
Source : Writer

(Putra et al., 2023)	
Type	Research Proceeding
Tittle	Development of Timun Mas Game Platformer for Increasing Generation Z Interest in Indonesian Folklore.
Criterion 1	Digital Games - The research aimed to compare the effectiveness of digital games and text in capturing the attention of Gen Z.
Criterion 2	The research did not make any changes to the traditional folklore besides the storytelling technique. This could be due to the objective of the research,

	which was to compare the effectiveness of digital games and text in appealing to the younger generation.
Criterion 3	It appears that the digital games were found to be more efficient than the text version of the traditional folklore in the research's group, although not significantly so.
(Bramantyo et al., 2022)	
Type	Work of Art : Film
Tittle	Satria Dewa : Gatotkaca
Criterion 1	Film - "Satria Dewa: Gatotkaca" utilized film as the media to convey the story of mighty Gatotkaca.
Criterion 2	Change of stories – The work of art, "Satria Dewa: Gatotkaca," utilized the medium of film to modernize and retell the story of the mighty Gatotkaca. The storyline was updated to the modern era, and the characters were portrayed wearing science-fiction-inspired costumes and using modern devices to align with the trend of western superhero movies. Additionally, the story of Pandhawa vs Kurawa was

	transformed to fit into the modern era.(Saptanto & Dewi, 2020)
Criterion 3	The film "Satria Dewa : Gatotkaca" has been watched more than 2 million times with 23 thousand likes. (Aditya, 2022)
(Prihantanti et al., 2022)	
Type	Research Journal
Tittle	Skenario Film Roro A Paradox Adaptasi Cerita Rakyat Roro Jonggrang.
Criterion 1	The conducted research used a film scenario, which is a written description of the events, actions, and dialogue that will take place in a movie. The scenario was based on the famous traditional folklore called "Roro Jonggrang," which was adapted for the film.
Criterion 2	The study modified the storyline of Roro Jonggrang to suit contemporary social issues, such as feminism
Criterion 3	It seems that the research did not include an evaluation phase and mainly focused on the creative process of adapting traditional folklore to fit modern issues.

(Astriani & Turman, 2022)	
Type	Research Proceeding
Tittle	Eden Eternal: Game Based on Candi Prambanan Indonesian Folklore
Criterion 1	Digital Game – The conducted research attempted to utilize diverse media to attract the younger generation
Criterion 2	Title – The research altered the title of the traditional folklore about Candi Prambanan to "Eden Eternal" in order to make it more appealing to the younger generation.
Criterion 3	The research was evaluated by 21 respondents, and the results showed that 95.4% of the respondents learned many new things related to traditional folklore.
(Anantarupa, 2022)	
Type	Work of Art : Digital Games
Tittle	LOKAPALA
Criterion 1	The work of art "LOKAPALA" utilized digital games as its medium to reintroduce traditional folklore to the younger generation. Through the game, players can explore the story of Lokapala, a group of legendary warriors, and their journey to save the world from evil forces. The game is designed with various features, such as character customization, multiplayer mode, and in-game purchases, to engage players and make the game more appealing to the younger generation.
Criterion 2	The LOKAPALA game made aesthetic modifications to the appearance and presentation of the traditional folklore characters. These modifications encompassed various aspects such as the characters' physical forms, art style, and other elements used in the game. (Agung et al., 2021)
Criterion 3	According to Google Playstore, LOKAPALA has been downloaded for 1 million times and earn rating of 3.8 from 5. LOKAPALA itself, have target audience of teenager mostly at age of 17 to 25
(Satria & Herumurti, 2021)	

Type	Research Journal
Tittle	Role-Playing Game as Learning Media To Support Online Learning
Criterion 1	The conducted research used digital games as the media to create an adaptation of folklore.
Criterion 2	The conducted research utilized a digital game as a medium to adapt the traditional folklore of "Bandung Bondowoso." In addition to the original story, the research incorporated modern social problems such as environmental issues. The art style of the characters was also changed from its traditional form to a more contemporary *chibi* style.
Criterion 3	The research included an evaluation phase to the target audience, junior high school students. However, the objective of the evaluation was to assess the degree of enjoyment and learning that occurred during gameplay rather than to measure the impact on traditional folklore.

(Winatha et al., 2020)	
Type	Research Journal
Tittle	Adopting Indonesian Folklore as an Instructional Media Through Cards Games
Criterion 1	The conducted research put traditional folklore into cover of card game to tell the stories of the folklore
Criterion 2	The research did not mention about changing the aspect of the folklore
Criterion 3	The research conducted was focused on the creation of card games as learning media to learn traditional folklore. The research did not mention any user participation in the research.
(Storytale Studios, 2018)	
Type	Work of Art : Digital Games
Tittle	Pamali : Indonesian Horror Folklore
Criterion 1	"PAMALI" Indonesian digital game about mythical traditional folklore such as kuntilanak and pocong
Criterion 2	The game underwent an artistic transformation to align with Western modern horror games, utilizing 3D assets and a dark ambience

	to enhance the game's atmosphere. Additionally, a narrative story was added to provide depth to the folklore's ghosts. (Trattner, 2020)
Criterion 3	The research did not mention any specific evaluation process. However, the game Pamali received positive feedback from users, with 487 recommending it on the Steam platform. With player 0
	(Yuniarto, 2013)
Type	Work of Art : Comic
Tittle	Garudayana Saga
Criterion 1	The work of Art "Garudayana Saga" use comic as it's media to tell the stories of Kurawa vs Pandhawa
Criterion 2	The "Garudayana" made a change to the art style and how the character looked while still maintaining a certain aspect of the original folklore. The stories of Garudayana also earn a modification to fits modern interaction (Dadi et al., 2018)

Criterion 3	Garudayana became one of the most influential comics in the effort of adapting traditional folklore and became the most favorable comic at its era in Indonesia (Putra, 2021) With the target audience of teen (OPAC Perpustakaan Nasional RI., n.d.)

First Criteria

Based on the available data, it is likely that adjusting to the suitable media of storytelling can have an impact on appealing to younger generations. The use of modern media, such as digital games, films, and digital platforms, can help make traditional folklore more accessible and relatable to younger audiences. Additionally, making changes to the aesthetics, narrative, and themes of traditional folklore can also help make them more relevant to modern audiences.

However, it is important to note that this conclusion is based on the analysis of the first criteria only. To have a more comprehensive understanding of the impact of media on appealing to younger generations, further analysis of the other criterion is required.

From the analysis of the first criteria, it can be observed that games are the most preferred media for both scientific research and works of art. However, some studies use different types of games, such as card games, as seen in the research conducted by Winatha et al (2020). Both physical and digital forms of games have been found to enhance the interactivity

of the storytelling process, which can attract the audience better, as mentioned by Amelia et al (2021). Research conducted by Rachmavita (2020) also noted that the interactivity of games can aid in better audience engagement. Moreover, Nugraha & Mansoor (2021) found that interactive games can help students learn better, making them an effective educational media.

On the contrary, while the use of media such as games and digital platforms have been widely employed in both scientific research and artistic works, the film medium has been exclusively used by the latter, with little to no utilization in scientific research. The reasons for this phenomenon remain unclear; however, it may be attributed to the significant resources required in producing films, including manpower and materials. To date, there is a dearth of reported scientific research that has extensively utilized films in studying traditional folklore. Nonetheless, Prihantanti et al (2022) conducted a research in which they attempted to create a complete scenario for a modified traditional folklore film.

Second Criteria

In contrast to the first criteria, not all data adheres to the second criteria of changing the media of storytelling. Some researchers choose to keep the original stories intact and only modify the medium for conveying them. This raises a question: "Is changing the element of traditional folklore not that effective?" However, as with the previous statement from the first criteria, this question can only be answered after analyzing the impact of such modifications, which is the third criteria. Currently, research conducted by Baihaqi et al. (2022) may provide an answer to this question. While Pop (1964) mentions the importance of changing the elements of traditional folklore to fit the younger

generation due to the different culture Hidayat et al (2019), Baihaqi et al. (2022) explain that the process of adaptation is not easy. Extensive research on the original material is necessary to maintain the core values of the material in the adaptation process and differentiate between creating adaptations of existing folklore and creating new stories. The difficulty of this process is exemplified in the adaptation attempt of LOKAPALA.

Research by Agung et al. (2021) mentions that the new design of traditional characters in LOKAPALA succeeds in delivering the aesthetic aspect of "Nusantara" through the costume and physical appearance of each character in the game. However, Feldman's theory of aesthetics reveals that the philosophy value of character adaptation in LOKAPALA is somewhat lacking. The research also mentions that this lack of depth in adapting the character can be caused by market demand, mostly player of MOBA Games that can be described as mostly male and at age of 17 to 25. More than just philosophical aspects need to be considered during the adaptation process. In addition to the creation of "Satria Dewa: Gatotkaca", there are other notable efforts to create adaptations that should be considered in the research. However, these works are intended to reintroduce old superhero comics rather than traditional folklore, rendering them unsuitable for the research. One example of such a work is the 2019 movie "Gundala Putra Petir", which attempts to revive a superhero with the same name from 1969.

The "Satria Dewa Universe" and "Bumi Langit Cinematic Universe", as shown in Figure 1, are creative endeavors by filmmakers in Indonesia to reintroduce traditional folklore and past fictional stories to younger generations. To achieve this, both works of art adapt the formula of well-known superhero movies, such as the "Marvel Cinematic Uni-

verse" (Saptanto & Dewi, 2020) They create a universe where all the superheroes and traditional folklore characters come together and engage in action-packed fantasy movies to capture the attention of younger audiences.

Figure 1. Satria Dewa Gatotkaca and Gundala Putra Petir
[Source: https://www.kompas.com, https://tribun-news.com]

Third Criteria

After reviewing the previous research and work attempts to reintroduce traditional folklore to the younger generation, the question arises regarding the impact of these efforts. Although some of the work did not report the impact of their efforts, the available data is sufficient to answer the first and second criteria. While the first criteria was previously identified as the most critical one, based on the number of research conducted and the findings related to media interactivity, it is too simplistic to assume that this criteria is the most critical. Although most scientific research agrees on the effectiveness of

changing media, the work of art that had a larger impact due to a larger audience also agrees that changing media is an important step in redesigning traditional folklore, but did not stop at only changing the media of the traditional folklore.

The use of different media to adapt traditional folklore, such as from text to film, has been found to attract younger generations to consume the content (Utami & Sama, 2022). However, the effectiveness of this approach in retaining audience interest remains uncertain. This raises the second criterion of whether changes made to traditional folklore elements have an impact on attracting younger generations. PAMALI, a game mentioned by Trattner (2020) is an example of a media adaptation that lacks traditional folklore elements but is still engaging to play. The adaptation of traditional folklore elements can vary due to the absence of standards and guidelines on how to do so, and depends on the researcher or artist's approach. For instance, Satria & Herumurti (2021) and Prihantanti et al. (2022) changed the stories of traditional folklore, similar to the adaptations made in works of art such as PAMALI and Garudayana Saga. Other researchers chose not to change the stories but instead altered the presentation, such as Putra et al. (2023) It is a mistake to say that this criterion has no significant impact on the effort to attract younger generations. Garudayana Saga, as mentioned by Wayan Dadi et al. (2018) is proof of its significance. Despite not using the most preferred media of games, Garudayana Saga remains one of the most influential works in reintroducing traditional folklore.

The comparative study has been completed, and several novel insights have been obtained from each criterion. The question now is whether these new insights can address the questions that were raised.

Answering The Question

The comparative study has been completed, and several novel insights have been obtained from each criterion. The question now is whether these new insights can address the questions that were raised. "How did the younger generation lose its interest in traditional folklore?" The research findings indicate that the primary reasons for the decline in interest of younger generations in traditional folklore lie in the first and second criteria for data collection. Specifically, the medium used to present traditional folklore has been identified as a contributing factor. Traditional folklore is commonly presented in the form of text-based books, sometimes accompanied by illustrations. However, the use of pure text as a storytelling medium is now considered obsolete (Lee et al., 2021).

To rekindle the interest of younger generations in traditional folklore, the use of text-based media is no longer recommended. Nevertheless, some questions still remain regarding this medium. For instance, what are the most effective media for reintroducing folklore? The research points to several popular media, including comics, games, and films. Each of these media can be further subcategorized; games, for example, can be divided into board games, card games, and digital games, while films can be divided into real-life and animated formats. Thus making this question require an extensive research in the future.

The second criteria concern the alteration of elements in traditional folklore, as originally proposed by (Pop, 1964) in the need for renewal of traditional folklore. Despite the medium used, traditional folklore often contains outdated ways of life that may not be relevant to younger generations. However, the research has shown that the changes made to traditional folklore vary widely in terms of which elements are altered by researchers or artists and how they are changed. As mentioned by (Baihaqi et al., 2022) adaptation is a complex process that requires a thorough understanding of the original source. Some works have successfully adapted these sources and gained popularity, while others are still lacking. A comprehensive guideline addressing this issue could be immensely helpful in the future.

Discussion

Departing from question number 2 of the research: What actions have researchers and artists taken to reintroduce traditional folklore to younger generations?" can be answered by referring to Table 2. The research also identified another criteria that could be useful for future studies. This criteria was based on the work of Choi et al. (2022) who developed tools to stimulate cognitive function in the elderly. The adaptation of traditional folklore created in their study may differ from adaptations created for a younger audience, as age can affect the ability to retrieve information, as noted in Ajayi (2019) research. A new criterion, "Age of Audience," was established from both studies. However, for the current study, the criterion for age has been stated at the beginning of study. Therefore, the study did not take into account the variations in the age of the audience. It is possible for the future research to include the age variation to have better understanding related to interest in traditional folklore.

Conclusion

The preliminary studies on the phenomenon of declining interest in traditional folklore have been conducted and the questions raised have been answered. The first question regarding why this

could happen has been explained through two points. First, the medium of traditional folklore, which is predominantly in pure text form, is no longer effective in capturing the interest of the younger generation. Second, the elements of traditional folklore need to be changed to remain relevant to the current generation. However, the process of adapting traditional folklore is complex and requires maintaining the core values of the original stories.

Several studies have been conducted to address the declining interest of traditional folklore to younger generations (age <20). Many artists have attempted to reintroduce traditional folklore in various forms, but these efforts have not been sufficient. Further research is required to ensure the preservation of traditional folklore, or else they may become forgotten by future generations. If this continue, this might lead to the loss of character, value and moral (Babamuradova L, 2022) that become the identity of a society.

Future Research

The study that has been done found many blank fields from each criterion that require extensive research in the future. These fields are:

1. Media, what are the most effective media for telling a traditional folklore that could appeal to the younger (age <20) generation?

2. Guidelines, adapting a traditional folklore require extensive understanding for the original source. What are the steps required to successfully making adaptation of a traditional folklore?

3. The declining interest of Traditional Folklore is happening in the younger generation. The question was, what about other age groups?

Each of these questions require exten-

sive research in the future.

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