

The 2nd Conference on Management, Business, Innovation, Education, and Social Science (CoMBInES) Taichung, Taiwan 3-6 March, 2022

DESIGN AND DEVELOPMENT OF LIFE STORY AND WISDOM OF THE ELDERLY SHORT FILM

Deli, Jose Armando

Faculty of Information System, University Internasional Batam

{ delistan17@gmail.com, 1831107.jose@uib.edu }

ABSTRACT

The increasing population of elderly people has become a global phenomenon. Most developing countries have had this special achievement, including southeast Asia, countries like Singapore, Indonesia. Storytelling is the activity of telling stories. Digital video is rapidly spreading across modern life from television to Youtube to private streaming channels. Technological advances in Digital Video have been widely use and availability in the field of social services, Digital Video provides new possibilities for service provision, allows elderly people to provide stories of their life experiences, and new possibilities for social research, through recording and analyzing data video

Keywords : *DigitalVideo, Video, Elderly, Storytelling, Youtube*

Introduction

The increase in the elderly population has become a global phenomenon. Most developing countries have had this special achievement, including Southeast Asia, countries such as Singapore, Indonesia. The population of the elderly in Indonesia increased from 4.5 percent in 1971 to 9.6 percent in 2019 (Sumini et al. 2020). The future population of elderly people, over the age of 65 is expected to more than double from 357 million in 1990 to 761 million in 2025. With up to 50% of those over 85 likely to be placed in a nursing home at some point in their lives . However, their involvement in social connections is limited, and social isolation is widespread among them (Li et al. 2019).

Living in the era of screens is used to inform, entertain and communicate.

Technological developments have led to many television stations, the internet and digital resources for the public to access information. The video format has become a popular and effective communication channel to spread audiences because film is a language that

everyone learns to read from an early age (Stoldt, Uwe Trapp, and Toussai 2019). Digital Video is rapidly spreading

in modern life from television to Youtube to private streaming channels. Technological advances in Digital video have been widely used and available in the field of social services, Digital Video is providing new possibilities for service delivery, enabling older people to tell stories of their life experiences, and new possibilities for social research, through recording and analyzing video data (Miller Scarnato 2019). People love to tell stories, and people love to listen to fairy tales. People who live in a certain place have considerable experience in that place and often develop a deep love for that place. Through modern digital media, they can tell their stories and share experiences about their life experiences (Bassano et al. 2019).

Digital Storytelling is a way to tell a story through computer applications such as video or animated films (Wu and Chen 2020). Storytelling is part of the new communication modality and is related to the ability of an integrated territorial system to be

The 2nd Conference on Management, Business, Innovation, Education, and Social Science (CoMBInES) Taichung, Taiwan 3-6 March, 2022

narrative (Bassano et al. 2019). Storytelling is an activity to tell stories (Li 2019). Narratives are testimony to the power of stories to preserve and consolidate these principles. Over the centuries, people have always told each other about where they came from, where they lived, and the places they had visited. The sense of place is very important to human life. Strongly felt stories can motivate young people (Bassano et al. 2019). Recently, a new practice of sharing private content has emerged with the rapid growth of online sharing services, such as Flickr and Facebook. However, story sharing and preservation are still a problem for the elderly, especially those living in nursing homes. First, sitting together for face-to-face communication is the most common and enjoyable way to share stories and reminiscences as more and more elderly people move to nursing homes, and living with their children video calls help to some extent (Li et al. 2019). The sense of place is very important for human life. People love to tell stories, and people who live in a certain place have considerable experience in that place and often develop a deep love for it through modern digital media, they can tell their story and share experiences about their beloved place. feels can stimulate interest and motivate (Bassano et al. 2019). Based on the above background, the author would like to conduct a research entitled Design and Development of the short film Life Story

Proposed Innovation

The first purpose of this life story and wisdom of the elderly short film is To find out how to develop a video life story and wisdom of the elderly. The second purpose of the video To demonstrate expertise in designing video life story and wisdom of the elderly using Vegas Pro 19.0.

Literature Review

The research entitled "Design and Development of life story and wisdom of elderly short film". is

based on several studies that have been carried out previously, namely as follows:

The research conducted by Li et al., (2019) by is an applied research, the purpose of this research is to help elderly people to convey messages by storytelling. The method used is ADDIE (analysis, design, development, implementation, evaluation). In this study, the author analyzes the video material to be made, starting from 6 sources, materials and questions, after that at the design stage, the author will design a story line scenario based on what has been analyzed, then enter the development stage, at this stage The author will arrange all the materials that have been prepared. Then after completion it will be implemented and continued with the evaluation stage. The tools used are adobe premiere pro 2018. This research produces a storytelling video, to help elderly people share stories. From this research, it is stated that elderly people can easily convey the story they want to convey, delivery becomes practical and independent without having to meet directly with the audience, provides a new method of storytelling, namely storytelling through video storytelling.

The next research conducted by Li, (2019) is an applied research, the purpose of this research is to develop story telling media based on video story telling. The method used in this research is ADDIE (analysis, design, development, implementation, evaluation). In this study, the first stage of the analysis, the author identified the needs needed for a video design to be made for elderly people who would share stories. Then enter the design stage, at this stage the authors design the media based on data from the analysis stage. At the development stage there are two stages, namely the stage of making the product, and validation to material experts and media experts. After that, the implementation and evaluation of the designs that have been made will be carried out. The software used is Vegas pro 19.0. This research produces video story telling.

The 2nd Conference on Management, Business, Innovation, Education, and Social Science (CoMBInES)

Taichung, Taiwan 3-6 March, 2022

The next research conducted by Badung, (2020) is a qualitative descriptive study, this study aims to analyze the use of digital story telling in learning religious education for 4 students. The method used is interview and observation. In this study the authors tried to collect data. Each student has an individual task to watch digital story telling. Researchers found that students became more enthusiastic, enthusiastic and happy to learn.

The next research conducted by Arham, (2020) is a descriptive qualitative research, this study aims to analyze the use of youtube as a medium for sharing stories. The method used in this research is the interview method. In this study, the author tries to apply it to making story videos, each student has an individual task to create story video content that they play themselves, and then upload them to their personal YouTube. From the results of interviews, the researchers found that students believed that it was easier to tell stories without having to tell the story directly with the audience. The last research is research conducted by David, Arief, and Jacky (2019) is an applied research, the purp

ose of this research is to introduce the art of barong rampong dance which is packaged in the form of a documentary in a simple and interesting way. The method used in this research is 5W+1H (What, Where, When, Who, Why, How). This research uses software in the form of Vegas pro, for video editing and color grading, according to the video storyline that has been compiled. This research resulted in a documentary video about the art of the Barang Rampong dance. From this research, it is stated that with the existence of this documentary, the community can together preserve the existing culture and traditions. So that historical value is not simply forgotten.

Research Methodology

The development method used is the ADDIE method (Analysis, Design, Development, Implementation,

Evaluation). The following stages of development are the development method shown in Figure 1 as follows:

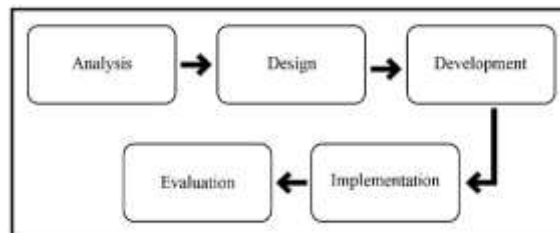


Figure 1. ADDIE Method

1. Analysis




In the analysis stage, the activities carried out are, analyzing the videolife story and wisdom of the elderly content that will be made, starting from determining 3 sources who will tell the story, the duration of the video, the concept of video and music that will be used in the video, the author also prepares a Vivo x60 pro 48 MP, f/1.5, 26mm (wide), 1/2.0", 0.8µm, PDAF, OIS gimbal and tripod tool to stabilize the cellphone camera rather not shake, and take pictures of elderly parents , as well as observations were made to determine the place of taking pictures that were also in accordance with the approval of the source regarding the video life story and wisdom of the elderly. At the stage of drafting the script, which was to determine the script of questions that would be asked to the source of elderly parents, by compiling them into storyline in the script, shooting, audio, and scene duration. At the shooting stage, the writer records or takes pictures . When finished recording, the author will edit the recorded video and audio, and combine them into one by also adding the Ambience Sound used, and after the video merging is complete, the video will be checked or tested before rendering.

2. Design

At the design stage, the author will design a video arrangement that will be made in the form of a storyline table according to the script that was made, with questions prepared by the author and arranged into a storyboard into the script, so that

The 2nd Conference on Management, Business, Innovation, Education, and Social Science (CoMBInES) Taichung, Taiwan 3-6 March, 2022



the author can take pictures of the source of elderly with fluently and more directed than the questions made by the author. In this storyboard table, the author makes a video intro or opening with an opening about the nature view, by narrating it in the video and the author's next stage, typing narration about the first source to the last source, the elderly source, and then doing interviews with the first to thrid sources and, as well as the author closing the video with the addition of the text "Thank you for watching" and the conclusion, with the support of the audio instrumental in the video, the determined storyboard is shown in figure 2 as

(Cut > Slide)	Story Line (Ahr Cerita)	Aset Visual (Gambar)	Musik	Durasi
1.	Intro video berisi teks <i>life story and wisdom of the elderly</i>		Musik Instrumental	15 detik
2.	Cinematic lokasi narasumber		Musik Instrumental	20 detik
3.	Pemulis akan mewawancarai narasumber pertama		Musik Instrumental Suara penulis membacakan bertanya	5-10 menit

follows:

Figure 2. Storyboard Scene 1-3

From this figure 2 is show storyboard scene 1 to scene 3, and shown in figure

4	Pemulis akan mewawancarai narasumber kedua		Musik Instrumental Suara penulis membacakan bertanya Suara narasumber bercerita	5-10 menit
5	Pemulis akan mewawancarai narasumber ketiga		Musik Instrumental Suara penulis membacakan bertanya	5-10 menit

3 as follows:

Figure 3. Storyboard Scene 6-10

6.	Outro video		Musik Instrumental	30 detik
----	-------------	---	--------------------	----------

From this figure 3 is show storyboard scene 4 to scene 5, and shown in figure 4 as follows:

Figure 4. Storyboard Scene 11-14

From this figure 4 is show storyboard scene 6.

3. Development

In the development stage, the author will carry out video recording and material preparation activities, which will be used in the video to be made such as text, music, and audio sound, through the editing stage, after everything is finished, it will be exported and produce a video that will be uploaded. export with the following video settings: Frame rate: 29.97 fps, Video Size: 1920 x 1080

(Horizontal), Codec: HEVC.264

Result and Discussion

1. Implementation

At this implementation stage, resulting in the design and development of a video of life story

The 2nd Conference on Management, Business, Innovation, Education, and Social Science (CoMBInES)

Taichung, Taiwan 3-6 March, 2022

and wisdom of the elderly. The purpose of this video story of elderly is to provide procedures and information about video editing techniques using Continuity Cutting. And knowing a story from other people who are aged 50 and over, to convey the story to the public, especially young people as knowledge. After merging videos and adjusting audio to suit using Vegas pro 19.0 software, the author will take screenshots or documentation at the finishing stage on the rendered video or during an interview.



Figure 5. Opening Video

At the opening of this video, the author presents a cinematic of the ocean accompanied by text containing the location and title of the video along with background music and the area around the speaker's house accompanied by text and background music.



Figure 6. First Source Identity

In this picture of the identity of the first source, the author narrates the identity of the first source named Yanti, 53 years old. With a video image as a layout appearance to be interviewed.



Figure 7. First Source Interview

In this first source interview picture, the author asks 3 questions to the first source, namely, the most memorable life experience for the source, the source's view on today's youth, messages from sources for today's youth. These questions were asked to the first source.



Figure 8. Second Source Identity

In this picture of the identity of the second source, the author narrates the identity of the second source, Mr. Parno, who is 63 years old. With video image as layout appearance for interview.



Figure 9. Second Source Interview

In this second source interview picture, the author asks 3 questions to the second source, namely, the most memorable life experience for the source, the source's view on today's youth, messages from

The 2nd Conference on Management, Business, Innovation, Education, and Social Science (CoMBInES)

Taichung, Taiwan 3-6 March, 2022

sources for today's youth. These questions were asked to a second source.



Figure 10. Third Source Identity

In this picture of the identity of the third source, the author narrates the identity of the third source named Nurpeni Siregar, who is 60 years old. With a video image as a layout appearance to be interviewed.



Figure 11. Third Source Interview

In this picture of the identity of the third source, the author narrates the identity of the third source named Nurpeni Siregar, who is 60 years old. In this third source interview image, the author asks 3 questions to the third source, namely, the most memorable life experience for the source, the source's view on today's youth, messages from sources for today's youth. These questions were asked to a third source.



Figure 12. Render

At the rendering stage, the author will wait until the video merge is finished rendering, and will

form the merged video according to the format that has been rendered.

2. Evaluation

At the evaluation stage, after producing a video that can be watched, then this video will be shown to the supervisor for suggestions and input that will be used as a guide for improvements to the video. And the author will upload a video of life story and wisdom of the elderly from the final results obtained from views, likes, and positive comments from the audience.

The final result of the video life story and wisdom of the elderly will be submitted to the supervisor first, to be given final feedback on the video design, and after obtaining approval, the video design will be fully implemented through the youtube channel.



Figure 13. Youtube

In this picture, the author uploads a video of life story and wisdom of the elderly with the title "life story and wisdom of the elderly" on youtube, after the video has been approved by the supervisor to upload it to youtube.

3. Implication

The implication that will be carried out is to develop in using features with more cinematographic elements, then require more than 3 sources to be interviewed in order to add information from stories from other sources. Based on the results of the study, about stories from sources of elderly parents with sources who tell them, it can be seen that there are stories that are quite sad and have difficulties in activities due

The 2nd Conference on Management, Business, Innovation, Education, and Social Science (CoMBInES) Taichung, Taiwan 3-6 March, 2022

to limitations in terms of technology, that with stories conveyed by sources can increase our awareness to be grateful take advantage of existing technology, as well as to the audience who hears stories from sources..

Limitation

There are still several limitations that can be considered, which follow:

1. The information presented is a video from the elderly or a source who will be interviewed, to get information from that source according to the questions asked. In this video, there are 3 sources that will be interviewed.
2. Source information that is welcome by the source is the name of the source and the age of the source, but from that it is not permitted by the source.
3. The target sources interviewed are aged 50-65 years and over, who are located in Indonesia, the Riau Archipelago in the city of Batam.
4. When interviewed, the source did not allow to be asked about family problems outside of the life story and wisdom of elderly.

Conclusion

1. Conclusions

The conclusions obtained in the results of the research conducted, namely "Design and Development of life story and wisdom of the elderly short film" are:

- a. At the end of the study, make a video or combine videos according to the storyboard, and do documentation with the ADDIE method that is determined with the aim of conveying the story to the public as knowledge that will be posted on youtube.

- b. In the Life story and wisdom of the elderly video or sources interviewed, by adjusting the camera angle to take pictures with the Vivo X60 Pro camera according to the shot you want to take. With the development of video when editing, moving the scene from the first to the next scene in realtime continuity by cutting unnecessary or unused scenes so as to form a continuous scene with the same movement when shooting, with Life story and wisdom of the elderly this is provide procedures and information about video editing techniques using continuity cutting.

- c. In the design using Vegas pro 19.0 software, using cross dissolve transitions, subtitles, and export with rendering. In the development stage, Cross dissolves transitions that move directly from video A or continue to video B slowly. For subtitles, to do or insert subtitles, edit the texts you want to enter, by selecting text & subtitles, then supported by Verdana font, bold font style, and 40 font size. Choose the font color #FEFB02. And at the export stage with rendering, To perform the rendering process on videos that have been edited according to the format, Frame rate: 23,000 fps, Video size 1920 x 608, Codec HEVC.264..

2. Suggestion

The authors would like to provide the following suggestions:

- a. Adding the number of sources to make it more varied..
- b. Adjusting the camera angle will be more effective in editing with the continuity cutting technique..
- c. Using Vegas pro 19.0 features such as transitions, filters, zoom in & zoom out, and subtitles will make it easier for

The 2nd Conference on Management, Business, Innovation, Education, and Social Science (CoMBInES) Taichung, Taiwan 3-6 March, 2022

viewers to see videos that have been posted on YouTube.

Futurework

Develop in using features with more cinematographic elements, then require more than 6 sources to be interviewed in order to add information from stories from other sources.

Reference

- Arham, Mutmainnah. 2020. "Efektivitas Penggunaan Youtube Sebagai Media Pembelajaran Mutmainnah Arham." : 1–13.
- Badung, S L B Negeri. 2020. "Penggunaan Digital Story Telling Dalam Pembelajaran Agama Hindu DI SLB NEGERI 1 BADUNG I Dewa Nyoman Adi Purnama Putra." 3(1): 60–66.
- Bassano, Clara et al. 2019. "Storytelling About Places: Tourism Marketing in the Digital Age." *Cities* 87(June 2018): 10–20. <https://doi.org/10.1016/j.cities.2018.12.025>.
- David, Halim Lim, Agung Arief, and Cahyadi Jacky. 2019. "Perancangan Film Dokumenter Tari Kreasi Baru Rampogan Macan Di Blitar Jawa Timur." *Jurnal DKV Adiwarna* 1(14): 9.
- Li, Cun. 2019. "Designing a System to Facilitate Intergenerational Story Sharing and Preservation for Older Adults." *TEI 2019 - Proceedings of the 13th International Conference on Tangible, Embedded, and Embodied Interaction*: 737–40.
- Li, Cun, Jun Hu, Bart Hengeveld, and Caroline Hummels. 2019. "Story-Me: Design of a System to Support Intergenerational Storytelling and Preservation for Older Adults." *DIS 2019 Companion - Companion Publication of the 2019 ACM Designing Interactive Systems Conference*: 245–50.
- Miller Scarnato, Jenn. 2019. "The Value of Digital Video Data for Qualitative Social Work Research: A Narrative Review." *Qualitative Social Work* 18(3): 382–96.
- Stoldt, Johannes, Thies Uwe Trapp, and Toussai. 2019. "The Power of Storytelling and Video: A Visual Rhetoric for Science Communication." 22(05): 1–8.
- Sumini et al. 2020. "Elderly Care: A Study on Community Care Services in Sleman, DIY, Indonesia." *Journal of Aging Research* 2020. Wu, Jing, and Der Thanq Victor Chen. 2020. "A Systematic Review of Educational Digital Storytelling." *Computers and Education* 147: 103786. <https://doi.org/10.1016/j.compedu.2019.103786>