

CHAPTER I

INTRODUCTION

1. Background

Due to Covid-19, all kinds of activities and social activities that are usually carried out face-to-face have experienced a shift that has resulted in new habitual patterns being formed. It has triggered a massive transformation in global social life, presenting unprecedented challenges for various segments of society, including the youth. Amid concerns over the spread of the highly contagious virus of Covid-19, counter measures such as lockdowns, cancellation of social events, and self-isolation protocol have effectively forced people to isolate themselves from their friends and their social circles. This social isolation protocol not only affects their daily lives, but also has a significant impact on their mental and emotional well-being even after the pandemic.

Previous research has shown that the age of adolescence is an important period of time in an individual's social and emotional development as a human being. Social interaction and support from friends and family are significant influential factors in shaping the identity and psychological well-being of young growing individuals. According to Loades (2020), young people who had experienced social isolation tend to have a more difficult time understanding their role in society. They will lack the needs and ability on developing a sense of independence towards themselves on creating a healthy social connections. The activities of students and young people are known to be linked towards social interactions, but due to Covid-19, all kinds of activities and social activities that are usually carried out face-to-face have experienced a shift, leading to the formation of new routines, such as online classes, practicums, seminars, and gatherings. The research conducted by Nasrudin (2020) revealed that as many as 30 respondents out of 92 respondents (32.6%) experienced moderate stress due to a change in daily routines during the Covid-19 epidemic. Based off the phenomenon as mentioned, it is an important matter to disseminate information towards students who had experienced online classes during their time in college as they can have severe social withdrawal towards interacting with other students and not being able to form a meaningful bond and friendships because a lot of time had been spend to stay at home during the pandemic that it can left student self-isolating themselves in their home. In

a study by Loades et al. (2020), it was found that teenagers were more anxious during the Covid-19 pandemic with almost 40% of teenagers during their study were at risk of having mental health issues due to the pandemic.

Apart from that, the phenomenon of social isolation has also given rise to changes in social interaction patterns and the search for connections by young people. In an effort to stay connected with their friends, teenagers tend to rely more on technology and social media as they need to follow the self-isolation protocol. Social media can be used an important source of social support for young people during these periods of social isolation, but it can also increase the risk of depression and anxiety if used excessively. Not only that, it also sparked a concept closely related to the parasocial concept, where individuals form emotional relationships with media figures, such as celebrities or fictional characters, as a substitute for direct social interaction due to the disability to go outside and make face to face connections with other individuals. Social isolation has also been shown to be correlated with other mental well-being problems, such as depression, anxiety and stress. Research by Courtet (2020) indicate that young people whom had experience social isolation are at higher risk of experiencing serious mental well-being problems, including depression and anxiety.

Because of this phenomenon, the author and his team aimed to create a short film titled “Bayangku, Bayangmu” as a group final project which will be talking about the phenomenon of self-isolation in a pandemic setting, with the author assigned as the editor for the production of this film. The author and his team intention on creating this short film is to create a representation of the phenomenon in the form of an audiovisual artwork that is relatable towards the people who experienced this situation and to be created as a reminder towards one’s mental health and how this phenomenon still had it’s lingering effects towards many individuals everyday life as of now. Author as the editor will integrate editing concepts such as editing style, audio design, and colour grading for the short film to let the audience be able to enjoy the visual style of the short film while also effectively take in the message that is within it. The author aimed to create a visually appealing and well-made short film by applying editing concepts such as types of transition to create a smooth scene transition from one scene to another, the use of colour grading to create an aesthetic looks throughout the film and the use of sound design to set the mood of scenes in the film to show the power of editing and post-production works do to a film. From the use of editing to create a smooth continuity towards the storyline, colour grade to create appealing visual and sound

design to immerse the audience into the movie and creates depth within the cinematic universe of the film. The genre for the visual media is drama psychological as the visual message wanted to be conveyed in a serious manner for the audience, but still engaging towards the audience as it creates suspense and a sense of emotion towards the audience (Baker, 2015).

The use of short film as medium is to tell the perspectives of this phenomenon is to be able to convey the experience in a short and easy way for the mass audience to understand as with shorter duration, the message will be conveyed more concise. A short film highlights how every aspect of a short film, from cinematography and colour to sound and editing, plays a critical role in shaping the film's message. (Kelvin, 2024). This will be a challenge for the editor during post production as the editor need to decide the right editing style for the film, while also implementing the right sound and colour for the short film with a drama psychological genre so that it can be enjoyed by the audience while at the same time still being able to capture the sense of social isolation that is conveyed within the short film.

1.1 Problems

A. Problem Identification

Based off the background previously described, several problems can be identified, such as:

- a) The effects of social isolation towards individual due to the pandemic
- b) The importance of the creation of a representation and reminder on people's mental health issue that happened due to social isolation during the pandemic
- c) The importance of deciding how the editing style will work and be implemented into the plot to set a smooth continuity for the film.
- d) The importance of deciding the colour grading concept to set the right mood and feel towards the film.
- e) The importance of deciding the sound design concept of the project to command and create the right atmosphere and ambience for the film project.

B. Problem Formulation

How to decide and implement the right editing style, audio design, and colour grading for a self-isolation themed film with a drama psychological genre titled “Bayangku, Bayangmu?”

1.2 Scope of Problem

A. What

The design for this project focus on creating an output of short film titled “Bayangku, Bayangmu” that represents the phenomenon and effects of college student self-isolation from social interaction with other student in campus society due to the pandemic. The process of this project will start from pre-production, production and post-production with the writer working as editor during production and post production for the short film project.

B. Who

Target audiences for the project is college students who experienced the pandemic during Covid 19 and have to stay at home/alone without many interactions with others.

C. When

The project will be done during the even semester of 2024 after the 2nd preview or before the month of August with the aim that the film will be released for screening by August of 2024.

D. Where

Place of research and filming will take place in Bandung, West Java, Indonesia and Batujajar, Cimahi. With Bandung as the primary location of the film shooting and Cimahi as the last shooting place for the last segment of the film.

E. How

The writer will take part in the project as film editor during production and post production working on editing, sound, and colour for the short film “Bayangku. Bayangmu”. Writer will also explain the making of the short film through the perspective of an editor.

F. Why

In recent time, the short film medium had been one of the media output that can reached the mass public with ease to forward certain messages. The writer saw it as a solution for the output of the research and intended to showcase the power of post-production during filming of the short film “Bayangku, Bayangmu”.

1.3 Research Goals

This research is intended to create a visual artwork in the form of short film with a drama psychological genre that can be a reflection and educative media for people in general and those who have experienced social isolation and the negative impacts of this phenomenon.

1.4 Research Benefits

A. Theoretical Benefits

The result from this final project can be used as reference for other research with the same topic that may be conducted in the near future.

B. Practical Benefits

- a) For writer: to be able to showcase the knowledge of editing that had been gain throughout these years into the film project.
- b) For the institution: to add more references of film that centered around the topic of self-isolation.
- c) For society: to raise awareness for people to see the struggle of students having severe withdrawal towards social interaction in campus society after covid 19 through an entertaining visual artwork in the form of a short film.

1.5 Design Method

Methods used for data collection of the project will be using qualitative method as research method reference. Qualitative method approaches to research value depth of meaning and people’s subjective experiences and their meaning-making processes. These approaches allow us to build a robust understanding of a topic, unpacking the meanings people ascribe to their lives—to activities, situations, circumstances, people,

and objects aiming at generating meaningful and producing rich, descriptive data. (Leavy, 2017)

A. Data Collection Method

a) Literature Review

A qualitative literature review provides a solid base from which readers gain an understanding of what is already known about your topic through your synthesis of the recent and landmark studies in this area (Leavy, 2017). Writer will use literature review to gain data and knowledge of concepts of editing, sound design, and colour grading by reading through books, journal and article to help editor with writing and shooting of the final project.

b) Survey & Questionnaire

Questionnaire method will be done by handing out survey form to the public containing questions about experiences during the pandemic on limited social interaction and online classes to gain insight on people's perspectives towards their experiences to help during the post-production process of the film.

c) Interview Method

Interview is a commonly used research genre across disciplines. There are numerous interview methods available to qualitative researchers. Interview methods used conversation as a learning tool (Leavy, 2017), hence why writer will do interview with professional from the industry for insight towards the filming process and audiences who had experienced the phenomenon depicted on the film to find and gain suggestions for opinion towards the topic of the film. To analyse on how people see angles and perspectives of consideration on what they consider makes the film worth to watch and make representation of the phenomenon more genuine.

Interview with Muhammad Noverell Ramdhani, a professional editor and colourist with experience working for Bank Indonesia. The

interview will be conducted with the intention to gain knowledge and insight on how to deliver messages about social isolation because of the pandemic for a film with a drama psychological genre through the eyes of an editor and how can editor contribute in the succession of the film.

Interview will be conducted in person where the interviewer will meet the interviewee and conduct the interview on the spot. Interviewer will provide documentation in the form of a photo and screenshot as proof of the interview.

d) Visual Review

Visual data are used within visual research, with visual images study often include photographs or images from advertising (Leavy, 2017). Texts may also include audio data, such as music. Finally, audiovisual data are considered a multiple field because they contain visual and audio/textual components (Rose, 2000). For this research, writer will analyse and create comparisons between similar audio-visual artwork as references for editor during post-production.

e) Observation Method

Editor will compile data collected from direct observation. Direct observation data collection will be done by directly observing the set and place where the shoot will take place, making observation by listening and observing the location to decide and get a sense on how the source of sound and lighting of the location will affect the film output during production and post-production. These approaches to research rely on the researcher engaging in direct observations of people in their natural settings in order to understand social life from the perspective of the participants (Bailey, 2007).

B. Data Analysis

For data analysis, editor will do analysis of similar visual art using the 4 base level way of analysing a visual artwork which consist of description, analysis, interpretation, and evaluation for it then to be applied into the project with the intend

to create the right editing to help the audience understand the concepts that had been applied more easily to follow (Sachant, 2024.)

1.6 Design Framework

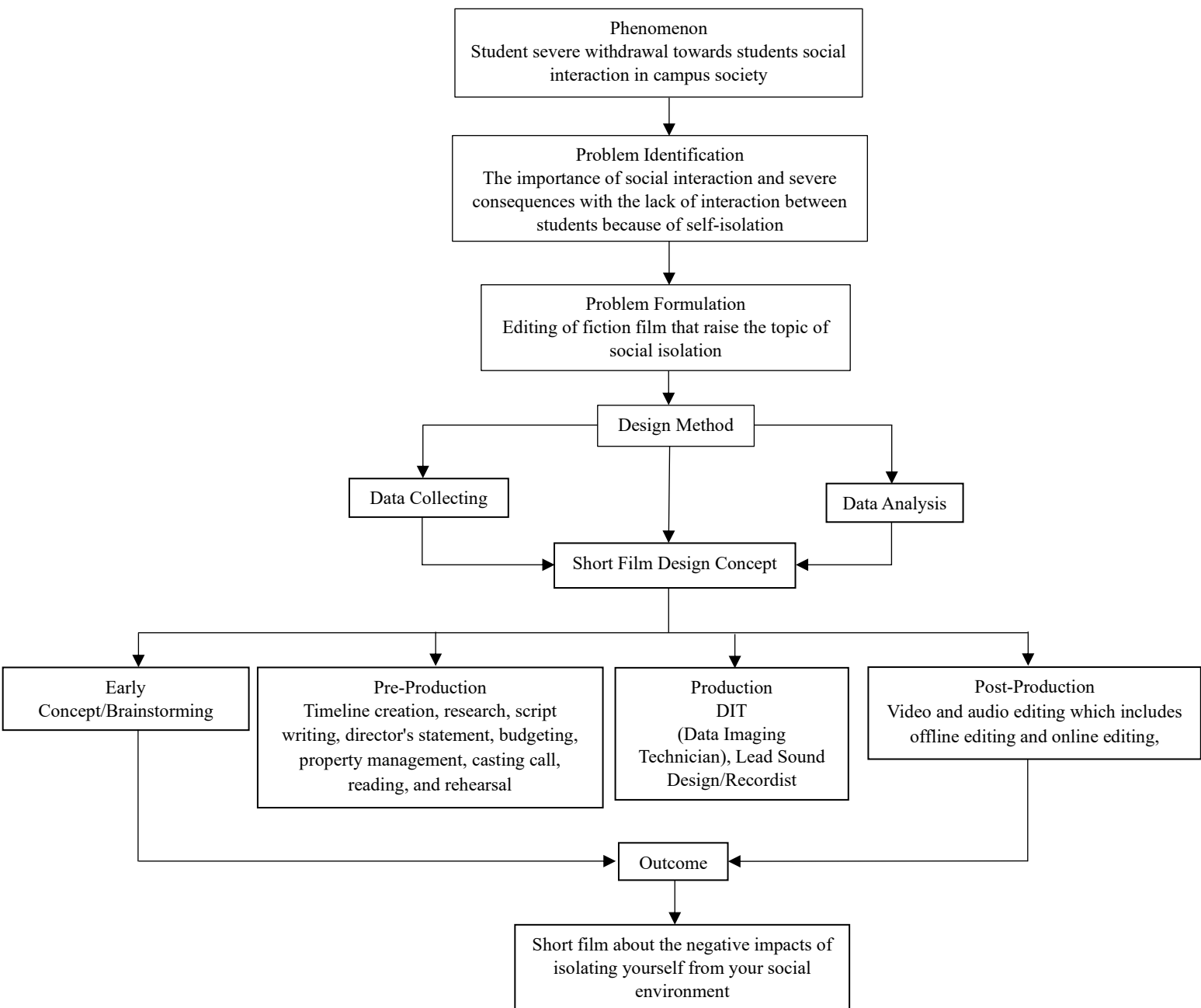


Figure 1 Design Frame

(Reference: Personal Document)