

# INDONESIA IN THE AMERICAN COMICBOOKS: A MIMESIS STUDY

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## Abstract:

*This research was aimed to know the forms of mimesis that are represented in the American comicbooks. The characters are mostly well-known fictional superheroes and active worldwide, but usually based in USA. The mimesis analysis was done by comparing some aspects in the real life and those in the comics. Those comparison aspects will be seen and examined to point out the true mimesis used by the writers and how Indonesia is pictured there. The mimesis theory was taken from Kroflič (2011). There, Indonesia was illustrated in three ways, i.e.: 1) by the picture; 2) by a character's explanation; and 2) by both. The comparison aspects were divided into two parts, i.e.: 1) the condition of Indonesia when they were written; and 2) the plots and their conotative meanings. Those illustrations and comparisons resulted 3 different point of views, i.e., positive, negative, or neutral. There are 30 data analyzed and it resulted only 12 data with full mimesis similarities and 18 data with partly similarities or completely different mimesis with the real conditions. The other aspects analyzed was about their description of Indonesia as a whole, and it turns out that only 3 data that have positive vibes, 11 data say negative things about Indonesia, and the other 16 are neutral.*

**Keywords:** *Marvel Comics; DC Comics; Indonesia; mimesis*

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## INTRODUCTION

Information is a very delicate matter. One information can be good for one party, but can also be bad for others. The information is also vulnerable; it is easily altered, bent, or even turned upside down just to make one party gains some advantages or benefits. In this era, the world is like one big village that every person is connected, thus makes every bit of information can be easily learned and interpreted by others. Through the internet, every single person can give their opinion(s) and states their ideology. They can see the information from one single perspective or see it from some different perspectives and compare them. It makes one particular information quite hard to cover once it was blown up to the internet. And for those who works as story tellers, or writers, the information can be quite an asset for their stories.

It also happens to the comicbooks writers. The comicbooks writer from DC or Marvel are quite often inserting some facts about a place or a country in order to make their stories feel closer to the reality and can be accepted by the readers. Well, of course some writers

use some imaginary places (Madripoor, Wakanda, Gotham, Sokovia), or institutions (Xavier Institute for the Gifted, SHIELD, Wayne Corp.), but some other writers use real city/country names (New York, Amsterdam, Jakarta), real places or institutions (Pentagon, FBI, CIA), and even real characters (Stan Lee, Jokowi, etc.) just like in the real life (Purwanto, 2018).

Since comicbooks are the sequential art (Eisner, 1985) (McCloud, 1994), meaning pictures being put together to form a story, it should be interesting to know the resemblance or the degree of similarity between those things that are pictured in the comicbook and the conditions in the real life. Handdrawn pictures are unique. Eventhough the object/character is the same, the way the pencillers draw and the colorists color could be different. It is about perspectives, drawing style, story requirements, and their own perception about the character. It also happens to the environment, background, surroundings, and other comics elements (panel line, gutter, balloons, etc.).

The big comicbook companies like DC Comics or Marvel Comics are usually have some top characters with some details and complex backgrounds. They usually base and operate in the USA. Though not all, most of the characters (or superheroes) are originated in the US soil, and the stories are commonly happens mostly – if not all – in the USA. It is quite uncommon for those major label comics to put a foreign third-world country such as Indonesia as a place where something ‘super’ happens in their comicbooks universe. But somehow, some comicbooks from DC and Marvel mention this country. Some are about the cultures, some are about the nature, and some are about the terrorists.

Indonesia is a third-world developed country that is located at the South-East Asia region. Indonesia archipelago which consists of some thousands of islands – with five large islands as its mark – is a very unique place since it holds a lot of different races, cultures, and languages. Worldwide, Indonesia is famous for its nature, its rich soil, and its culture. Bali, for example, is well-known all over the world for its combination of nature, food, and culture. It offers one-stop leisure-entertainment for tourists, both local and international. Other places are also offers those kinds of combination, such as: Jogjakarta, Bandung, and Raja Ampat in Papua. But apart from its beauty, the mix cultures and races in Indonesia also creates some critical threats, not only for Indonesia, but also for other countries.

This research would like to know the accuracy given by a single explanation about Indonesia that was given through a comicbook presentation. There are 30 data from 15 comicbooks taken as the research resources from DC Comics and Marvel Comics ranging from 1986 to 2016. A mimesis approach is taken in order to get a more detail comparison and see the differences and similarities between the one pictured and the one happened in the real life. Thus, the writer would also like to know whether Indonesia is pictured in positive or negative ways in those comicbooks stories.

## **LITERATURE REVIEW**

It is assumed that because of its popularity, everybody knows comicbook, in any kinds of forms. A series of drawings, bringing alive stories, and rather easy to read sentences become some of the main characteristics of them. Two major comicbook publishers in United States, namely the DC Comics and the Marvel Comics lead the development of the type into a global recognition with various characters (some of them are very famous), more twisted plots, and involves a lot of artists from all over the globe.

Some of the graphic novels – a collection series version of comics – were even becoming an international best sellers and gained some awards. *Maus* by Spiegelman (comicbook series 1980-1991) for example, gained a Pulitzer Prize in 1992. *The Watchmen* by Moore (1986), and *The Dark Knight Returns* by Miller (1986) are among the comicbooks that became breakthrough for comic industries for its dark plots and characters.

Teachers around the world have already started to use comicbooks and graphic novels as their material in teaching in the class or online (Shipwright et al., 2010). the materials are commonly used in – but not limited to – reading and writing classes (Schwarz & Crenshaw, 2011) (Yildirim, 2013). It is also used as a media to direct the readers’ preceptions and critical thinking in order to increase the leadership skills among the students (Krusemark, 2014).

Comicbooks and graphic novels are also not strangers in the marketing and advertising world. They are used to engage the target audiences’ attention and bond a strong relationship between the target and the product advertised (Ayer, 2014). It is a common knowledge now that consumers are better perceiving products through pictures

and it somehow conveys their messages to them. The consumers then are easier to receive the information and elaborate it with their needs (Ares et al., 2011). Nowadays, Game developers also continually use comics as their basic storyline to create a more realistic and understandable games (Ayer, 2014).

In order to engage the readers to the storyline, writers of the comicbooks often includes something related to the readers, such as: places, food and beverages, or some events that happened in the specific readers' area. This is of course a marketing trick used to gain more and more readers, but somehow, there are some other factors affected to them, such as: pride, connection, and inspiration.

Paintings and pictures, for short are considered as visual arts. "The earliest known examples of visual art belong to the category of painting and in the minds of many, painting is the paradigmatic visual art, if not the paradigm of art itself" (Alperson, 1992). They never become reality because they are not real. Even photograph, a media that can capture a reality, cannot be considered as the reality itself. There are always reductions on the result: in proportion, perspective, and color (Barthes, 1983). Paintings, pictures, and drawings are merely some sort of reproduction of the reality itself, thus mimesis.

Imitation was called *mimesis* in Greek and nowadays the term perceived relatively the same as copying. In his theory of *Mimesis*, Plato says that all art is mimetic by nature; art is an imitation of life. He believed that 'idea' is the ultimate reality. Art imitates idea and so it is imitation of reality. He gives an example of a carpenter and a chair. The idea of 'chair' first came in the mind of carpenter. He gave physical shape to his idea out of wood and created a chair. The painter imitated the chair of the carpenter in his picture of chair. Thus, painter's chair is twice removed from reality. Hence, he believed that art is twice removed from reality (Tantas, 2021).

Aristotle, on the other hand, thought that imitation is quite natural to humans, even since childhood period, in fact, that is how children learn. This is explained by (Kroflić, 2011), that said that the universal essence of phenomena is a mere reflection of their inner necessity, their inner determinacy and not a separate world of ideas. Reality is imperfect in Aristotle's view as well, however, art strives to reach beneath this imperfect outside form that is available to the senses and tries to unveil the deeper essence of things. Hence mimesis transcends mere mechanical imitation – it represents the act of active creativity, entering into the spirit of its subject matter, the active participation in the creation of an event.

This perspective runs along with the idea of this paper, that although mimesis is merely an imitation, it represents the reality in its best way: the good, the bad, and thus enrich the experience of the viewers. It broaden their understandings, and deepen their concern of the surrounding environment.

## **METHODS**

The method used in this paper is the descriptive analytics method. It was then followed by comparing the data with the real condition of the subject. There were 30 data that were taken from 15 American comic books. Those data then analyzed by identifying the writers' perspectives of Indonesia which were illustrated in three ways, i.e.: 1) by the picture; 2) by a character's explanation; and 2) by both). The comparison aspects were divided into two parts, i.e.: 1) the condition of Indonesia when they were written; and 2) the plots and their conotative meanings. Those illustrations and comparisons resulted 3 different point of views, i.e., positive, negative, or neutral.

## **RESULTS AND DISCUSSIONS**

Despite its status as the third world country, Indonesia seems to attract some major American comicbook writers to mention or even to place it (or one of its places) as a scene in their story. From here, we can analyze the data one by one and see their similarity and description about Indonesia.

The analysis is then based on the comicbook title which then separated into some data. This way, we can also see the flow of the story so that we can have a standpoint for the real information in the real life as a base for the comparison. Below are some of the analysis:

Comicbook 1: Batman Annual #1: Night of Owls, DC Comics, April-May 2012

It is pictured in it, Batgirl is fighting someone on a rooftop. At the background, we can clearly see the MONAS as a local landmark of Jakarta (Data 1). In the dialog box, it is written, “Little Jakarta, home of Gotham’s long-standing Indonesian community and the best take-out in the city.” (Data 2).



Source:  
<https://www.tripsavvy.com/ascending-jakartas-monas-national-monument-1629388>

We can see the resemblance of that National Monument. It is understandable since the penciller for the comics is Ardian Syaf, an Indonesian. The pictorial of the monument itself states that the scene happens in Indonesia, or, according to data 2, in someplace that copy the iconic monument. It is not uncommon to see some famous landmarks being copied and placed in another places, for example, the Statue of Liberty and the Eiffel Tower.

The mimesis presents in the comicbook and is the right way to picture a city, or even a country, in this matter. By taking a glance of that monument, people who know Indonesia will directly know that the scene happens in Jakarta, Indonesia. Thus, data 1 has a similarity with the real condition. But in the contrary, from data 2, the dialog box (for Batgirl’s own mind-voice) explains that it is not happening in Jakarta, Indonesia, but in Little Jakarta, in Gotham, USA. Here, the information does not meet the mimesis requirements and considered as different.



On the other page, we can see a whole “Indonesia” background, with soto ayam’s stand and Padang’s Restaurant (Data 3), right below a billboard inscribed Jokowi DKI 1 (data 4). The soto ayam stand is a great resemblance of how Indonesian street merchants would sell their food; with a to-go-stand that is set up in the early evening and open until an hour or two after midnight. It is necessary because they do not have a permanent place to sell their food, thus, they use the sidewalks as their space. The Padangnese restaurant is the other way around. They will rent a house or a rather permanent place to set up their business, even if it only a little space, but surely is a permanent space. The penciller of the comicbook was successfully caught the life and urban culture of the Indonesia people.

The billboard above the soto ayam stand is the Jokowi (currently the President of Indonesia) campaign item during his rally to be the governor of Jakarta. It is similar with the real event where in 2012, when the comicbook was still written, Jakarta had a governor election, and Jokowi (with his partner Basuki Tjahaja Purnama) was competing with Fauzi Bowo. Jokowi won the election.

So we can say from data 1 through 4 that there is a place in the DC Universe that looks like Jakarta, Indonesia, full of Indonesia people, acts like the Indonesian, and perhaps talk in Bahasa Indonesia too, but it is not really Jakarta. This thing is quite common in DC or Marvel universe where they make up new places along with the real places in the world.

#### Comicbook 2: Brightest Day Vol 1, DC Comics 2010

Hawkgirl says, “*Rangda, the demon queen* (Data 5). *Rangda put us under a spell when we were rulers in Bali back in the 12th century* (Data 6). *She made us turn our weapons and ourselves, ...*”.

Rangda is one of the main characters from Barong dance. It is a story-telling dance, narrating the fight between white forces – which is represented by Mpu Bharadah and his troops – and black forces – Calonarang (Rangda) and her disciples. The dance is the example of Balinese way of presenting local mythology, resulting in myth, legend, and history being blended into one true reality.

Rangda (Ind. *Janda*/widow) comes from the story of Calonarang. It came from 4 lontar scripts that contain the Calonarang story which was written in Old Balinese alphabet in Kawi or Old-Javanese language dated 1462 Çaka (1540 AD). It is now stored at Koninklijk Instituut voor Taal-Land-en Volkenkunde van Ned. Indies in Leiden, the Netherland.

According to the story, Calonarang lived in the era of King Airlangga (1009-1042 AD) who ruled in Kahuripan (now Sidoarjo, East Java). He was the son of King Udayana and Mahendradatta from Bali. It is now suitable to say that although the story of Calonarang happened in East Java, it lives and is preserved in Bali.

Based on the information above, data 5 (Rangda, the Demon Queen) is true and similar to the real condition, thus, there is a trace of mimesis here. But, data 6 seems to have some alteration to the story since Hawkmán and Hawkgirl says that they were became

rulers in Bali in the 12th century and encountered by Rangda there. While the story of Calonarang happened in East Java in 11th century. Data 6 presents a different timeline with the real event, and the rulers of Bali at that time was Jayasakti (1133-1150 AD).

Comicbook 3: Punisher War Zone Vol. 3 #3, Marvel Comics 2012

*Thor's Hammer, Mjollnir, lands in Palu, South-East Sulawesi (Data 7).*

Although hammer means 'palu' in Bahasa Indonesia, it does not have any relation to the city of Palu in South-East Sulawesi, Indonesia. The writer of the comicbook seems to want to make a pun, a word play, where he wanted to relate the Thor's hammer with the name of the city. Actually, the word Palu (for the city's name) came from 'Topalu'e' which means 'land that arise from the sea' (<https://chirpstory.com/li/405671>), and has nothing to do with a steel/hardwood tool for beating metals or driving a nail or smacking the enemy in Thor's case.

Comicbook 4: Invincible Iron Man Vol. 4 #15, Marvel Comics, April 2007

*One of the SHIELD's officer (under Director Stark) says, "We identified them as splinter elements of JEMAAH ISLAMIAH, an Indonesian Terrorist cell (Data 8).*

The organization was firstly founded in around 1980s by some of Indonesian extremist in Malaysia. It was then spread throughout Malaysia, Indonesia, Thailand, and the Philippines. Their most shocking appearance happened when they bombed two cafes/nightclubs in Bali in 2002 and continued by the bombing JW Marriot Hotel in 2003 and in front of Australian Embassy in 2004, both in Jakarta (Kompas, 2008).

The South-Jakarta Civil Court stated that the organization is prohibited to be in any parts of Indonesia archipelago in 2008. The statement about the organization's prohibition was based on the Indonesia's article 17 of Law No. 15 of 2003 concerning the Eradication of Criminal Acts of Terrorism (Kompas, 2008).

*They seized the facility during a special matinee performance of DON GIOVANNI by the Opera Australia Company for two hundred students of a local music academy." (Data 9)*

Don Giovanni is a popular drama performance created by W.A. Mozart and has been performed all over the world. The Australia Opera Company is one of the production company that continuously performs that play among other masterpieces. Although the information about the performance and the performers are true, there is no event in the real world about the seize of Jemaah Islamiyah group towards the play at the Sydney Opera House or anywhere.

*"They're demanding the release of thirty-four compatriots being held in the BARWON SUPERMAX." (Data 10)*

Barwon Supermax is Australia's only Supermax prison. Barwon was the first new prison in Victoria to be designed specifically for 'unit management'. There were some terrorists (the so called Sydney Five) that went there after planning various attacks on Australia's cities in 2005 (Bucci & Olding, 2017). There is no other information about their relation to the Jemaah Islamiyah group.

Based on those three data (8, 9 and 10), the presence of mimesis is only partial and not quite significant. The writer only wanted to use the available information in the real world but managed to make his own plot. The impression given, on the other hand, gives a rather negative nuance for Indonesia.

Comicbook 5: Wolverine Vol 1 #1, Marvel Comics, November 1988

*Telambang, a small, out-of-the-way island in the heart of the Indonesian Archipelago. (Data 11)*

Based on the information from [kompas.com](http://kompas.com) Indonesia has 16.056 islands that has already be named (Asril, 2018). The number would rise again since there are some other hundreds (maybe thousands) of islands that have not been named yet.

But of all those 16.056 islands, there is no island named 'Telambang'. This is understandable since, again, in Marvel universe, the writers tend to make an imaginary name to support their story plot. It is confirmed by [marvel.wikia.com](http://marvel.wikia.com) that Telambang is just a made-up name, just like 'Wakanda' or 'Sokovia'.

Comicbook 6: Ultimate Comics Captain America #3, Marvel Comics, 2011

The man says, “1965, U.S.-backed coup in Indonesia leads to widespread slaughter of suspected communist sympathizers.” (Data 12) and then, “Death toll passes one million.” (Data 13)

There are some theories floating around on the internet about the involvement of USA, especially CIA on the 1965 Communist Party’s Coup in Indonesia. There was some indications that point out to that matter. But there is no formal information or explanation from both Indonesia and USA about that matter. So it can be said that the writer of the comicbook was only gave his own intepretation about such event.

About the death-toll, there are some numbers that came up from some different groups, i.e.: 1) the Komisi Pencari Fakta 1965 (1965 Fact Finding Comission) formed by the former President Soekarno stated 80 thousands people; 2) the Oei Tjoe Tat’s group: 500-600 thousand people; 3) 2012 Human Rights National Comission (Komnas HAM): 500 thousands-3 millions people; and 4) the Washington Post: 300 thousand people (Purwanto, 2016). The Indonesia Government, up until this time, has not given any statement about the real number of the death toll. This also can be said that the number in data 13 was also the writer’s personal intepretation.

Comicbook 7: New Avengers - American Armed Forces Exclusive 10, Marvel Comics, 2010  
Commander Fury, “Apparently Abomination was returning from a trip to somewhere in Indonesia ...” (Data 14). Ironman replied, “Well someone decided to sic Foom on the city ... But for what? Destruction? Distraction? And they went to great lengths to do it. The last we knew, FOOM was in deep hibernation under an island somewhere in Indonesia.” (Data 15) and then Captain America said, “Whiplash, Abomination, ... Fin Fang Foom ...? Is there no end to the parade of villains that live only to challenge the system ... and tarnish This Great Country?” (Data 16)

All of the data (14, 15, and 16) have no significance to the real condition in Indonesia except for the writer’s assumption about Indonesia. Data 14 and 15 indicates that Indonesia is a place for some outlaws to hide – perhaps because of its vast and dense rainforests and its many unhibited islands – and develop their crime based organization. This thing gives a negative effect for Indonesia’s name around the globe. The writer even assumed that a giant green dragon like monster (Fin Fang Foom) was hiding under an island in this country. Although that Captain America said that Indonesia is a great country, he might refer it to its beautiful nature and culture, not the law enforcement or the government’s behavior.

Comicbook 8: Astonishing X-Men #25, Marvel Comics, 2008  
A woman, “...and if he’s right, detective, then your killer is currently on a plane headed towards Indonesia, where he’s engaged Local Services in advance to get him to Chaparanga Beach. (Data 17)

There are three local services (law enforcements) in Indoinesia that are classified as corrupt, can be bribed and bought; they are: the police department, judicial/court institution, and the civil servants, based on a survey institution in Indonesia (LSI). The people are quite often being asked for some extra money for their cases (Komara, 2018). While Chaparanga beach, is a beach in Marvel Universe that is located in a deserted island in Indonesia where the alien, outlaws, or supervillain hide or dump their ships. It contains a lot of junk materials from any space ships and has a high level of radioactive. Thus, it also becomes a place for the villains to meet and trade things.

Cyclops, “That was the police again. They say **the chances of extraditing the guy from Indonesia are slim to none.** ...” (Data 18)

Indonesia, actually, has already made a lot of extradition agreement with many countries, such as Malaysia, Singapore, Chile, and Australia. But if the crime was happening in Indonesia, it is quite hard for the Indonesia Government to extradite the prisoner to another country. Take the case of Sayed Abbas (the man-smuggler) from Afghanistan in 2007 which was also wanted by the Australian Government (bbc, 2013). The writer of the comicbook again, seemed to only see thing from surfaces and did not do any deep research about it.

Cyclops, “Almost a fifth of the population lives below the local poverty line. And when you take into account that half the country lives on less than two dollars a day, you’ve got to ask yourself...” (Data 19)

The data shown below were taken from the BPS (*Badan Pusat Statistik*/Central Statistic Bureau) of Indonesia’s website (BPS, 2018). It is shown that the number of the people live under the poverty line is quite high based on this calculation below:

People’s earnings/month in the city in 2008 : (aaprx.) Rp. 204.896,-  
 People’s earnings/day in the city in 2008 : (aaprx.) Rp. 6.830,-  
 USD to IDR in 2008 : (Nov. 2008) Rp. 12.400,-  
 People’s earnings/day in the city in 2008 in USD : USD 0.550,- thus, less than two dollars.

From the calculation we can see that Cyclops were right. Most of the people in Indonesia, live under the poverty line by only have to spend Rp. 6.830,-/day or USD 0.550,-/day.

**Table 1.** Jumlah Penduduk Miskin, Persentase Penduduk Miskin dan Garis Kemiskinan, 2004-2008

Tahun	Jumlah Penduduk Miskin (Juta Orang)			Persentase Penduduk Miskin			Garis Kemiskinan (Rp/Kapita/Bulan)	
	Kota	Desa	Kota+Desa	Kota	Desa	Kota+Desa	Kota	Desa
2004	11,37	24,78	36,15	12,13	20,11	16,66	143 455	108 725
2005	12,40	22,70	35,10	11,68	19,98	15,97	165 565	117 365
2006	14,49	24,81	39,30	13,47	21,81	17,75	174 290	130 584
2007	13,56	23,61	37,17	12,52	20,37	16,58	187 942	146 837
2008	12,77	22,19	34,96	11,65	18,93	15,42	204 896	161 831

Comicbook 9: Astonishing X-Men #26, Marvel Comics, 2008

Emma Stone, “Bahasa Indonesian, the national language. Holding a Sulawesi Dialect in reserve. (Data 20)

In the one hand, it appears that Emma Stone knows about Indonesia, especially its national language. Bahasa Indonesia is indeed a national language and stated in the UUD 1945 (the Indonesia Constitution 1945) article 36. It was appointed a day after the nation’s Independence day in 18 August 1945. But on the other hand, there is no such things as the Sulawesi Dialect. The Sulawesi people has their own local language(s) and dialect(s), and somehow it influence the way they speak Bahasa Indonesia, but it cannot be considered as a full dialect since there should be some traces of code-mixing and code-changing during the active conversation.

“Local tips: Don’t make extended eye contact, don’t put your hands on your hips, don’t take or offer anything with your left hand. And in the name of all that is sacred, do not use the toilets.” (Data 21)

In Eastern culture, extended eye contact, pulling one’s hand on the hips, the usage of left hand are prohibited. Extended eye contact expresses your will to challenge someone, the hands on the hips show an arrogance gesture, and the right hand is always the ‘good’ hand. The toilets, she uses the expression, “in the name of all that is sacred ...”, means that she was really serious about it, is mandatorily prohibited to be used. It might be because of the health and sanitary issues which are not completely right since Indonesia has develop a very good sense of cleanliness and health especially in their toilets.

Comicbook 10: Wolverine and the X-Men #14, Marvel Comics, 2012

Cyclops, “... (and I have) an extinct species of tiger to rekindle in Bali. (Data 22)

There were three species of tigers in Indonesia, namely: the Javanese Tiger (*panthera tigris sondaica*); the Balinese Tiger (*panthera tigris balica*); and the Sumateran Tiger (*panthera tigris sumatrae*) that roamed all around Java, Bali and Sumatra. But unfortunately, the first two species were extinct due to lack of available roaming area, food, and became human’s hunting target. The last couple of Balinese tigers were seen in the 1930s and stated as extinct in 1937 (Wikipedia.com). The fact that Cyclops, one of the X-



Men member, knows about the existence of the Tiger is really surprising, because even in Indonesia, the information about it is really limited, evenmore, wants to revive its existence.

It can be assumed that the author of the comicbook concerns about the tiger's existence, especially the Balinese tigers, and through one character he vocalized his thought in the comicbook. It is obvious that the author wanted to raise our awareness of the extinction of the tigers around the world, especially in Indonesia.

## CONCLUSION

The similarity is determined by the presence of the real name of the place or some special marks related to the place. If it is then found some anomalies based on the comparison (could be from the picture, explanation, or the real event), it would be considered partly similar or thus, different.

The description of Indonesia would come to three different aspects: positive, negative, or neutral. This would show on how foreigners picture Indonesia through comicbooks media. If they are talking about Indonesia's great culture, nature, or food, it can be considered as positive expressions, but if they are talking about the minor aspects, such as corruption or terrorism, it would be taken as negative expressions, but if it is not both, then it would be considered as neutral. The final result can be seen on the table below:

**Table 2.** Mimesis in Indonesia Comicbooks

NO	REFERENCE	SUB-TOTAL	%
1.	Similar	12	40%
2.	Different	18	60%
<b>Sub-Total</b>		<b>30</b>	<b>100%</b>
3.	Positive	4	13%
4.	Negative	11	37%
5.	Neutral	15	50%
<b>Sub-Total</b>		<b>30</b>	<b>100%</b>

As we can see from the table above, there are 40% (12 data) mimesis between the reality and those pictured on the comicbooks, while the rest (60% or 18 data) are considered different or just not exist (make-up names of places). With the exceptional of the 50% (15 data) neutral description, there are only 13% (4 data) that picture positive vibes of Indonesia, while the rest (37% or 11 data) are negatives. Those negatives are coming from: the terrorists, their terrors, the 1965 coup, the corrupt government, the poverty, the weak financial law, and the complex rural environments perfect for criminals hiding place.

The number of differences are high because of the place's entanglement to the fictional story and characters. The neutral state description is the highest since they only want to make Indonesia (or one of its cities of area) as a point of reference.

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