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DIGITAL PETOK

PLATFORM – ENTERTAINMENT – TECHNOLOGY – ONLINE – KEYWORD

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Purnama**

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Digital Petok

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MESSAGE FROM HEAD OF CENTER FOR BOOK AFFAIRS



Dear Children,

For your love of reading, we present interesting and fun storybooks, each with fascinating illustrations. The book in your hand is one of them!

Feel free to choose whichever you like. For a more fun experience, get your friends and parents to read with you.

Keep on reading as reading softens your heart, helps you gain more knowledge, and boosts your creativity.

Happy reading!

Jakarta, September 2024

Head of Center for Book Affairs,

Supriyatno, S.Pd., M.A.

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FOREWORD



Hi Everyone!

Welcome to Nay's world, the smart – and perhaps a little cocky – hen with a unique perspective on the digital world. We, the author and illustrator, are excited to take you on a journey through this book.

When we first came up with this idea, we wanted to create something that is not only entertaining but also offers insights about the ever-growing, complex digital world. It is crucial for all of us, especially you, Teens, to understand how to use technology wisely and smartly.

And who can be a better guide than a tech-savvy and humorous hen?

We hope this story helps you to reflect in a fun yet meaningful way. Technology offers many benefits, but it can also be dangerous if misused. Through Nay's character and her owner, Dipta, we'd like you to be more critical about everything you read, watch, and share online.

The illustrations are meant to spark your imagination and make your journey with Nay more lively. Every picture is designed to help you understand our message in a fun way. We want you to enjoy every page while learning something important.

Finally, we hope this book can be your faithful friend in this digital adventure. Remember, there's a world full of information behind the screen you're looking at every day. You hold the power to decide what to believe and share.

Happy reading. Hope you enjoy the ride!

Warm greeting

Hendra & Anisa

Meet The Characters

DIGITAL PETOK



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INFORMATION TSUNAMI



Hi guys, I am Nay,
the techie hen! It's not uncommon, really. Many
chickens are familiar with human technology. Too
bad humans can't understand us!



I live at Dipta's house, a nerdy high schooler who prefers lying on the bed over interacting with other human beings. If Dipta ever goes missing, you could easily find him in one of these places: school, the toilet, or his bed.

What is he doing there? Well, he might be watching movies, playing video games, scrolling through social media, or listening to music. Every day, he gets new information, which he indirectly shares with me. Perhaps that's the reason why I am smarter than the other chicken.



As a loyal chicken, I watch over my master and the humans around him. One thing for sure: I always find them drowning in the ocean of information.

In this digital era, information is like a vast ocean. Every day, we are flooded with various kinds of information from different sources. From social media, online news, to instant messages. It seems we can't escape from information, even when we are relaxing or sleeping.

From a chicken's point of view, the information torrent has turned into a tsunami! The tide is rising, surrounding you from every corner, drowning you, and even sometimes destroying you.



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Information can't be suppressed.

Humans, have you ever felt that information chases you like a pack of dogs?

Relax. You are not alone. In this digital era, the world is like a cup of bubble tea*. I mean, finding boba in that drink is effortless. We don't have to wait for information; *they* will find a way to us.

With just one tap on your phone screen, all of us (chickens included) will know the latest news from across the world. From watching pictures of your friends' silly acts to watching the viral videos that pique your curiosity, social media is like a fun playground. Instagram, X, TikTok, Facebook, and WhatsApp compete to deliver information as fast as possible: either news or stories.

**a popular Taiwanese drink made with a tea base, milk or fruit, and chewy tapioca pearls called "boba"*





Social media's sophisticated algorithm is like a momma hen who knows every chick's favourite thing. She knows when her chicks want to eat worms, sunbathe, or hang out with other chicks. No wonder we are constantly surrounded by information. Even I, merely a chicken, know when my owner updates his status.

We can never outrun information. Better control it than avoid it.

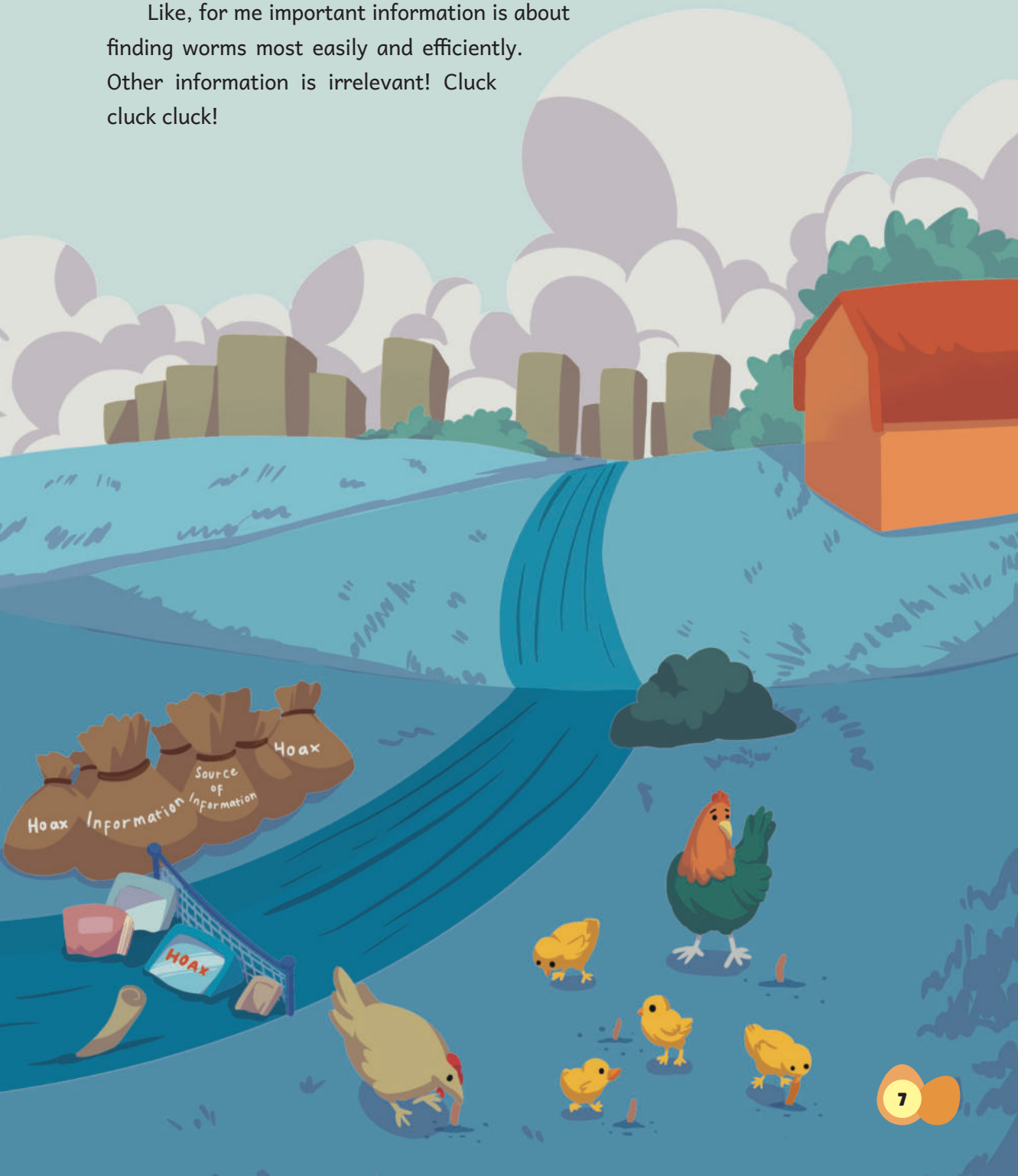
It can be exhausting, but we must accept that information is unstoppable. It will always flow like a never-ending river.

The only thing that we can do is learn to be wiser in filtering all that information. We have to be able to choose what is important and useful, and ignore the rest. In chicken's world, it's like choosing the right soil, separating those filled with healthy worms from those with only skinny worms.



In short, let's face this digital age by being smart. Don't get swept away by useless information or waste time on harmful stuff. Always seek practical information that can improve our lives.

Like, for me important information is about finding worms most easily and efficiently. Other information is irrelevant! Cluck cluck cluck!



The Commotion in the Cinema

Have you ever been in a cinema, watching a horror movie for adults, when you suddenly heard a child's cry? I'm talking about the audience's cry, not the ghostly "cry" coming from the screen. Dipta had experienced that—he told me when he came to the coop with my breakfast. He was so upset.

For a single boy like Dipta, the ultimate cinema experience comes from the movie itself, not the company. Surely, that kind of disturbance annoys him.

As an empathic chicken, I can only listen to his story. That's when I realized that paying attention to movie ratings before watching a movie is very important.

Apparently, many human parents take their young children to watch adult movies. As a result, their kids cry out of fear or boredom, which disturbs other moviegoers. Sometimes the parents think, "It's okay if my kids watch this movie." But the truth is, most adult movies contain unsuitable content for children, such as violent scenes, harsh language, and others. Children who are not emotionally or mentally ready will surely feel uncomfortable. Hence, they may either cry or become cranky, distracting others.

Whereas today we can easily watch the movie trailer and read the review to ensure whether the movies are suitable for children. Besides, many cinemas offer family sessions, wherein movies are shown for all ages.



Ignoring a rating means ignoring the information our brain will receive.

As a chicken, I am prohibited from entering any cinemas. But I can imagine the situation. Hey, don't think that there isn't any entertainment in the chicken world. Once, I was enjoying a chicken dance performance when some chicks started to scream because they were afraid of the loud music. How annoying!

Things like that convinced me that ratings are more than just numbers and symbols. They are an essential guide for all mankind, especially parents, to ensure the content that we watch is suitable for the viewer's age and emotional readiness.

Even I, a chicken, understand that. Why can't you? Duh ...



IMDb (Internet Movie Database)

IMDb is a website that provides complete information about movies and TV shows and their ratings.



Rotten Tomatoes

Rotten Tomatoes is a website that provides movie and TV show ratings based on the critics' and viewers' positive reviews.



CinemaScore

CinemaScore is a research company that measures viewers' reactions to newly released movies by conducting direct surveys at the cinema during the premiere.



The Movie Database (TMDb)

The Movie Database (TMDb) is a website offering data about movies and TV shows that is managed by the viewers. It can be a reliable source for movie enthusiasts.



The Horrible Reading

In this digital era, the internet has become a vast information field. Information can be easily found, from the latest news to a DIY guide. Unfortunately, not all information is suitable for all ages, especially teenagers. Many stories and articles contain negativity and inappropriate things for young humans. They don't even need to look for that kind of information; the content pops up on its own.

My owner, Dipta, experiences that a lot. As Dipta was looking for the best fried chicken recipe (Ironic, right? The owner of the world's smartest chicken was trying to find a chicken recipe), he found a creepy story that kept him awake all night.

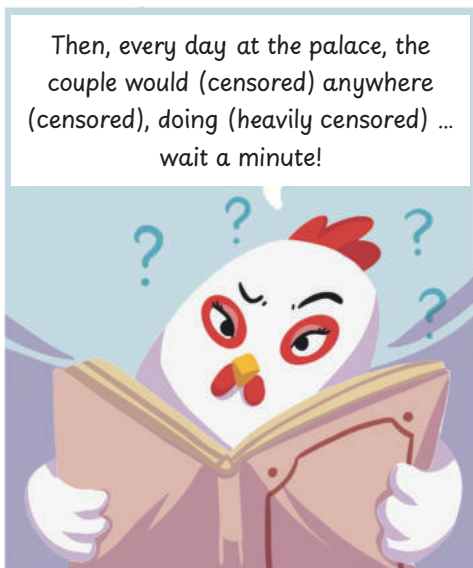
Yup. It's a secret only known to me. Dipta is a scaredy-cat. Give me thirty minutes and I'll list 100 things Dipta is scared of (including receiving phone calls from unknown numbers!)

Nowadays, we regard speed more than the truth of information.

The same thing happens in the chicken world. One day, my overthinking egg-laying neighbour, Kak* Titin, read a hoax saying that chicken eggs can give humans superpowers. Since that day, she has refused to lay eggs because she fears all egg lovers will be superheroes and start World War 3. Well... what can I say? Overthinking is her specialty.

Those are only examples of the importance of choosing the right information source or factual reading. Though we can still find funny things online and also factual information, we should be aware of irrelevant, inappropriate, and false content.

**A reference to call an older female*

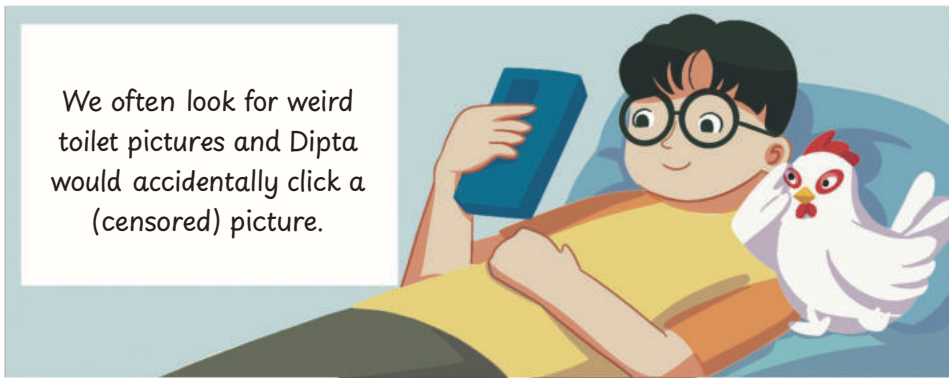


**the reference for older male figure*

Scattered Pictures

Information not only surrounds you, but also comes from the least suspected direction, just like fortune or a soulmate. On the internet, some uncensored videos or pictures show explicit violence. These can pop up on social media, forums, or news websites. Watching uncensored violence harms humans' mentality. Humans can feel scared, worried, or even worse, get used to it.

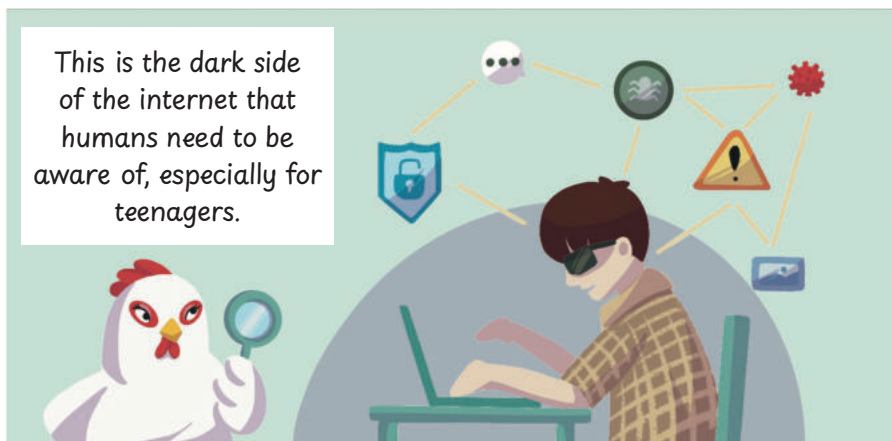
Sometimes, those pictures come from other internet users, commonly called netizens. They share photos showing the bleeding victims of accidents or war, or splattered blood just for fun. Imagine a person who is scared of blood stumbled upon those pictures. I don't understand why humans seem proud to share uncensored cruel pictures, despite their lack of knowledge. They don't even know the chronology of the events, and will not be able to answer any questions about it anyway.



Pictures are also sources of information. Perceive them with caution.

The thing is, ads for online gambling, online loans, or political stuff that are irrelevant to teenagers pop up frequently. These are unnecessary information that not everyone should know about, especially innocent teenagers.

As a clever and tech-savvy hen, I always warn my fellow chickens about the dangers of pictures. No need to worry about us; I have everything under control. The problem is, humans see those pop-up pictures as something normal. That perspective needs to be fixed.

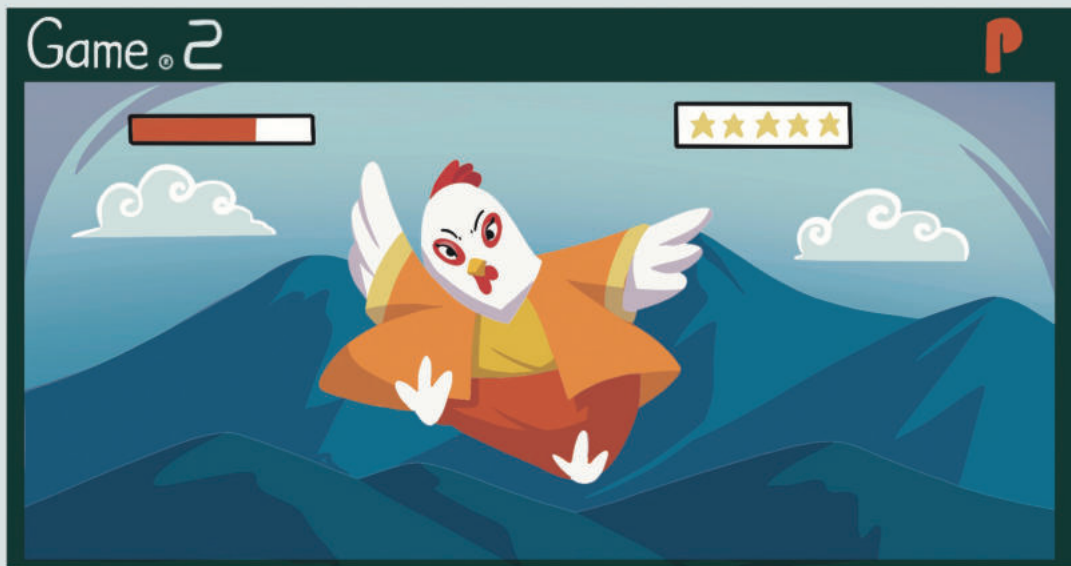


Buzzing Video Games

Everyone loves playing video games! However, I once watched an infotainment show in which the interviewee claimed that he doesn't like to play video games. Never mind. Anomalies do exist. Humans may or may not like playing video games. But as far as I can remember, during my interactions with humans, most of them have favourite video games.

Dipta obviously loves video games. He can play one single game on his gadget for ten hours straight during school holidays. His parents scolded him so many times for it. What concerns me is not the duration that a person spends playing video games daily, but the stream of information.

Video games can be a good way to have fun. But humans need to remember that video games impact the players' lives.



**Video games contain audio and visual information.
Viewers' discretion is a must.**

Video games rated for adults may contain characters and scenes that are inappropriate for teenagers, not to mention acts of violence, dangerous substances, and even nudity. These can affect how humans perceive their bodies and their relationships with others. They may also send the wrong message about how humans should interact with each other. This kind of content is completely unsuitable for teenagers.

There is also another problem with uncensored violent acts. Many popular video games depict fighting scenes and violence in a detailed and realistic way. At first, it might seem challenging and exciting. But too much exposure to violence can make humans more aggressive.

The issue is not the game itself, but the information within it. Prohibiting teenagers or children from playing video games is not a wise approach. The real solution is to inform them beforehand about what they might encounter in the game.

I tend not to prohibit chickens from playing video games as long as they understand that violence happens for a reason. We, the chickens, know that, but not humans.



The history of electronic video games began around 1950 when computer scientists started to program a simple gaming system to maximize or showcase a computer's ability. As a result, the first computer games were born. They were Bertie the Brain (1950), Nim (1951), Tennis for Two (developed in 1958 by William Higinbotham), and Spacewar! (1961), which was developed in the MIT lab.

As you can see, humans have created video games to test technology and provide entertainment. The goals remain the same. Therefore, the real issue is not the game itself, but the information within it.

Since the beginning, video games have been created to test technology and provide entertainment to the players.

Prohibiting anyone from playing video games is not a good solution since modern humans are inseparable from video games. It's better to inform gamers about useful and dangerous information within the game.

As a wise hen, I never forbid any chicks from playing video games. As long as they understand that violent acts shown in the game, like hitting each other, cannot be done without a valid reason.

We, the chicken, understand that. But I don't think humans do. So I'll teach them something.

Chicken Combat Arena



I swear that wasn't what we were watching, Aunty!



Soothing Music

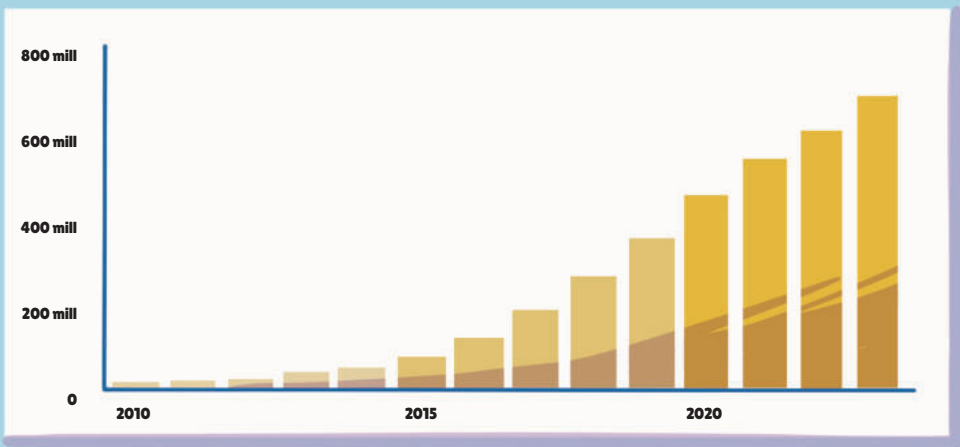
My life is very noisy. Perhaps Dipta had only realized that a nerd like him has little chance of being popular in his circle. That's why he decided to gain popularity by becoming a band member.

I have no idea who tricked him into joining a band or who chose a bamboo flute for him. I don't intend to undermine flutes, but I wish Dipta knew that the most popular band members are either the lead vocalist or the guitarist.

But, never mind. His choice wasn't such a big mistake. Music does influence human hearts, moving them or making them look cool.

Music also serves as a source of information, conveying a lot of messages to its audience in seconds.

Trends in paid music (app) and streaming globally (2010–2023)



Music is such a big part of our lives, from free-rapping in the bathroom to dancing at a concert. But negative lyrics might lurk behind that catchy beat, danceable, and easy-listening music.

For example, songs about fighting, revenge, or weapon glorification exist. Those lyrics may influence how we perceive violence. They either make violence seem normal or cool. Not to mention drugs. Many songs from various genres explicitly mention drugs, experiences of getting high, or promote a lifestyle involving substances. Sometimes, the lyrics are sneaked in cleverly so we don't realize the danger of the message.

Music imitates real life. Musicians often share personal experiences or stories from other humans around them in their music. That doesn't mean those stories are always worth consuming. When we love a song, we not only enjoy the melody but also absorb the message in the lyrics.

That's the fact, whether you realize it or not.



The Rating System

So, let's talk about the importance of a rating system. I'm concerned about my owner, who most of the time ignores ratings when playing video games and watching movies. Not much different from chicks that eat anything without choosing. It was not entirely his mistake, though. A lot of us don't care about ratings. Perhaps we do not even know what a rating is.

Now, let me explain.

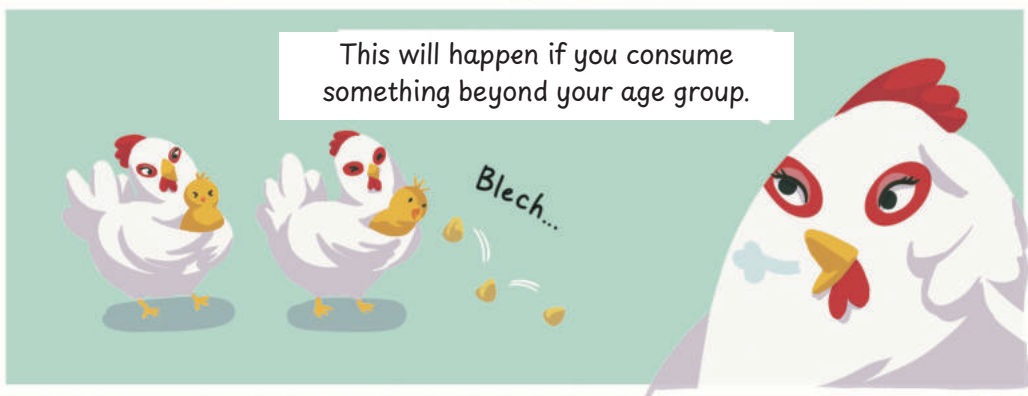
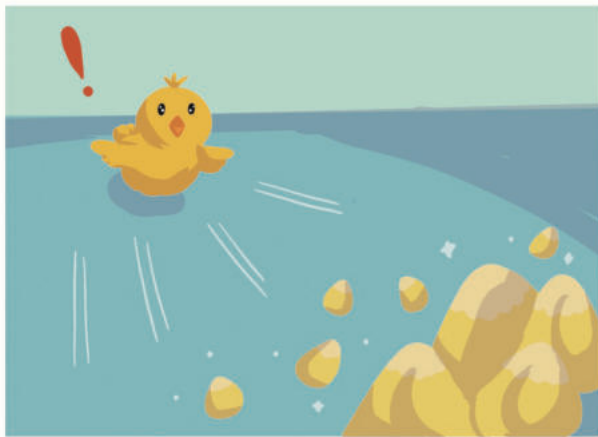
Understanding the rating system is easy-peasy. It is like an age guide on chicken food packaging. Some foods are for chicks, and some are for adult chickens. Some video games or movies are labelled "13+" or "18+". It explains why my owner is not ready to watch movies for grown-ups, because he is still a teenager. Just like chicks that're not ready to eat a big corn seed! Or babies who eat a cheeseburger instead of puree. Can you imagine that?

So, before we enjoy any digital content, make sure to check the rating. Remember, the rating system is designed to protect us from inappropriate content. Be a smart teen and choose your content wisely.

Next, we will discuss different kinds of ratings and how they work. Keep up the good work, and don't click anything without checking the rating!



The rating protects us from unsuitable content.



The History of Ratings



I notice that as the media advances, humans start to think about categorizing media based on its users. I mean, if the content is intended for adults, then only adults should access it. Don't forget about the age group, too. That's how the policy of the rating system began.

From Chicken Today, I learnt that Hollywood had created the “Hays Code” in the 1930s to arrange what could and could not occur in a movie. That is the earliest form of movie rating. Then, in 1968, the Motion Picture Association of America (MPAA) was founded. It began to create a rating system in Hollywood movies, such as G for general, PG for Parental Guide, R for restricted, etc. This system helps humans, especially parents, to ensure the movie suits them. A similar system exists for music, though it is not exactly a rating. Just stickers.

In the 1980s, American humans were worried that their children listened to inappropriate song lyrics. Therefore, the Recording Industry Association of America (RIAA) created the Parental Advisory Label, or PAL. This label guides humans to avoid lyrics that are not appropriate for their age.

The rating system in the gaming industry developed later. The Entertainment Software Rating Board (ESRB) was established in 1994. It created labels for video games, for example, “Everyone,” “Teen,” and “Mature”. ESRB helps young gamers and their parents choose video games based on age and maturity.

In conclusion, rating systems are essential in protecting humans from inappropriate content. If only humans realized that the digital world is not much different from the wild, where dangers await, they would be more cautious.





All kinds of media have (or should have) rating guides to help them reach their targeted customers according to age.



Movie rating

Instead of watching Korean series or Indian movies, my owner is more of a Hollywood fanatic. After school, he loved watching movies on various streaming platforms.

I feel somewhat relaxed because most Hollywood movies follow a very organized rating system based on the MPAA standard.

If you're still confused about all this, let me make it simpler. The rating system is like the eating rules in the chicken world. It shows us what food is safe to eat and what food upsets our stomachs.

So, that's it. The MPPA rating is essential to prevent humans from viewing inappropriate content. Just imagine a little chick getting a stomachache from eating food meant for adult chickens.

It's best to pay attention and follow this organized rating system. I will also keep reminding Dipta because he still chooses movies carelessly.



The MPPA rating system



G

General Audience

It means all humans are allowed to watch these movies. All ages admitted.



PG

Parental Guidance

Teen humans need their parents' guidance when watching these movies since the movie contains unsuitable material for children, such as drug use, offensive language, or violence.



PG-13

Parents Strongly Cautioned

This means that the material in the movies can only be viewed by humans over 13 years old.



R

Restricted

This means the movies contain disturbing scenes, and young viewers need special education before watching them.



NC-17

No One 17 and Under Admitted

This movie is strictly for adults. No one under seventeen can watch it. Period.

Now...
how do I explain
this to Dipta?



Music Rating

The rating system in the human music industry is not as strict or complex as in the movie industry. However, there is a mechanism used to inform humans about inappropriate content for children and teenagers. It is called the Parental Advisory label.

The label appeared in the 1980s because American parents worried inappropriate content would mess up their children.

In the chicken world, this label is like a warning sign for chicks not to eat carelessly. Some foods can cause tummy aches.

The label is usually placed on the cover of albums containing explicit content, such as rude words, violence, or other adult themes.

The problem is, like most today's young generation, I never see Dipta buy music albums, let alone vinyl records. He always listens to songs on platforms like Spotify, Apple Music, YouTube Music, or Amazon Music. Is there a parental advisory label on those platforms? Where, exactly?

Actually, those platforms do have the label. It appears as the "Explicit" label on a song or an album. The label indicates that certain songs contain lyrics that are not suitable for children.

In addition, many platforms offer settings where parents can enable filters to block explicit content on their children's accounts. Some artists also release clean or edited versions of their songs or albums by deleting or censoring rude words or explicit material.



The Parental Advisory label doesn't limit humans from buying or listening to music. It serves more as a warning than a restriction.

BEST SELLER

TOP HITS



Book Rating

When Dipta has had enough of gaming or watching movies, he will turn to reading—not only books but also online articles, game reviews, or novels on digital library platforms such as ipusnas or SIBI. Anything!

It's a good thing, right? Reading is a useful activity. It gives us plenty of information. The more we read, the more doors of knowledge will open. That's what Aunty Sinta said.

The problem is, not all reading material is appropriate—particularly online articles or stories on reading platforms. Many of them contain violence, drug use, offensive language, and other unsuitable content for young children.

Ideally, there should be a rating system to determine who should read what.

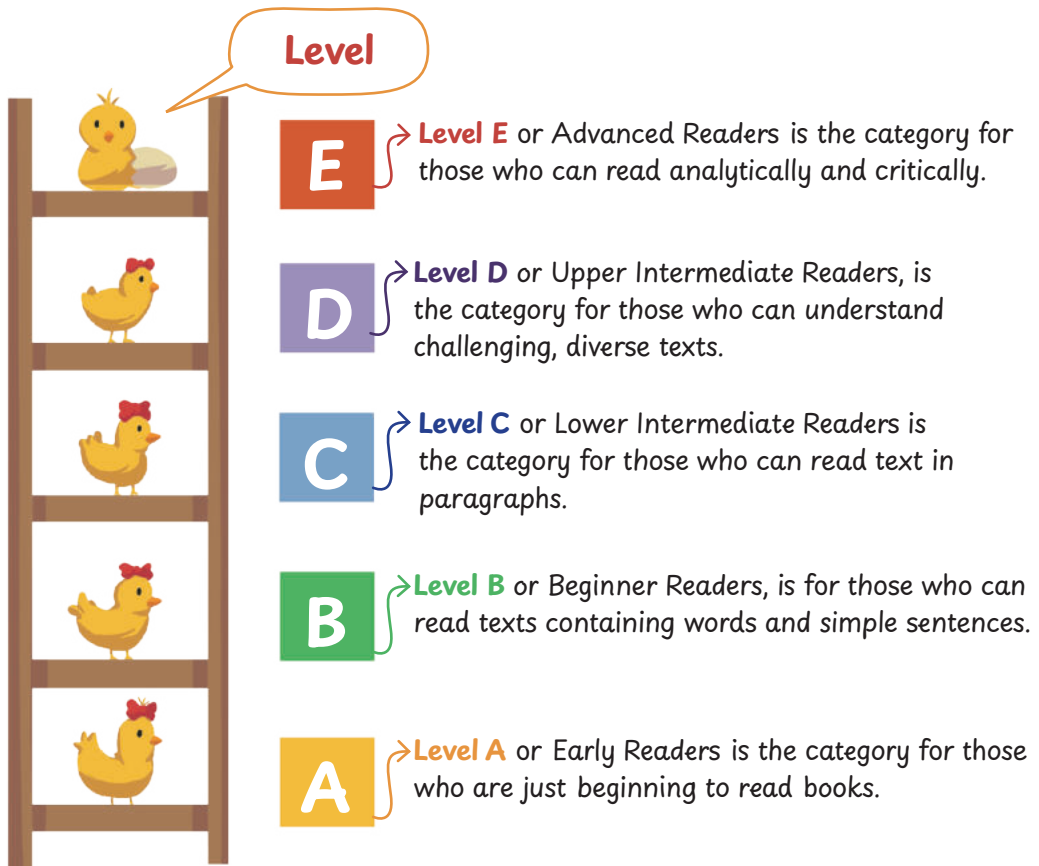
I read an article on Chicken Today stating that the Indonesian Government has applied book levelling so everyone can choose books based on age and reading ability.

If publishers or book reader communities want to create their own rating system, they can refer to the Indonesian government's.



Reading provides information. Paying attention to the book rating helps us decide which information can be stored in our brains.

Unfortunately, book ratings don't exist in the chicken world. So I need to have self-discipline to choose books based on my age. I can ask Aunty Sinta for a reference when in doubt. She always gives me the proper guidance.



Video Games Rating

Besides watching movies, Dipta's favorite after-school activity is playing video games. Once he starts, his eyes are glued to the screen. I agree that video games are fun. But the question is: are they age-appropriate for him?

Not only music and movies, video games also have their own rating system. The goal is to raise human awareness of the importance of choosing appropriate video games.

Video games are more than just a game. When humans play video games, they absorb information, such as fights, language, music, weaponry, and more.

The most well-known rating system in the gaming industry is ESRB (Entertainment Software Rating Board). These ratings are as follows:



E means the game is suitable for everyone. Until 1998, this rating used to be known as K-A (kids to adults).



E10+ is ideal for children older than 10 years old.



T is suitable for teenagers older than 13 years old.



M17+ is made for humans older than 17 years old.



AO18+ is made for adults over 18 years old.



Other than the ESRB version, Indonesia also has its own rating. It is called the IGRS or Indonesia Game Rating System, which is an implementation of the Minister of Communication and Information Technology Regulation Number 11 of 2016 concerning the Classification of Interactive Electronic Games.

**Video games are more than entertainment.
They are also a source of information that
we store in our minds. Therefore, we have to
control them well.**



Places Humans Use to Watch Movies

In my opinion, one similarity between humans and chickens is that they both can eat corn while watching movies!

History has recorded that movies have gone through changes related to technology. From the form of the show to the human habits that were portrayed during each period. Before streaming services were available, humans went to the cinema to watch movies. Sadly, even since the day when cinemas were still very simple, they never allowed chicken to enter

Today, cinemas use comfy chairs, bigger screens, and surround sound. Some even offer a 4D experience, which allows their audience to feel earthquakes and rain inside the room. Still, they discriminate against chickens!

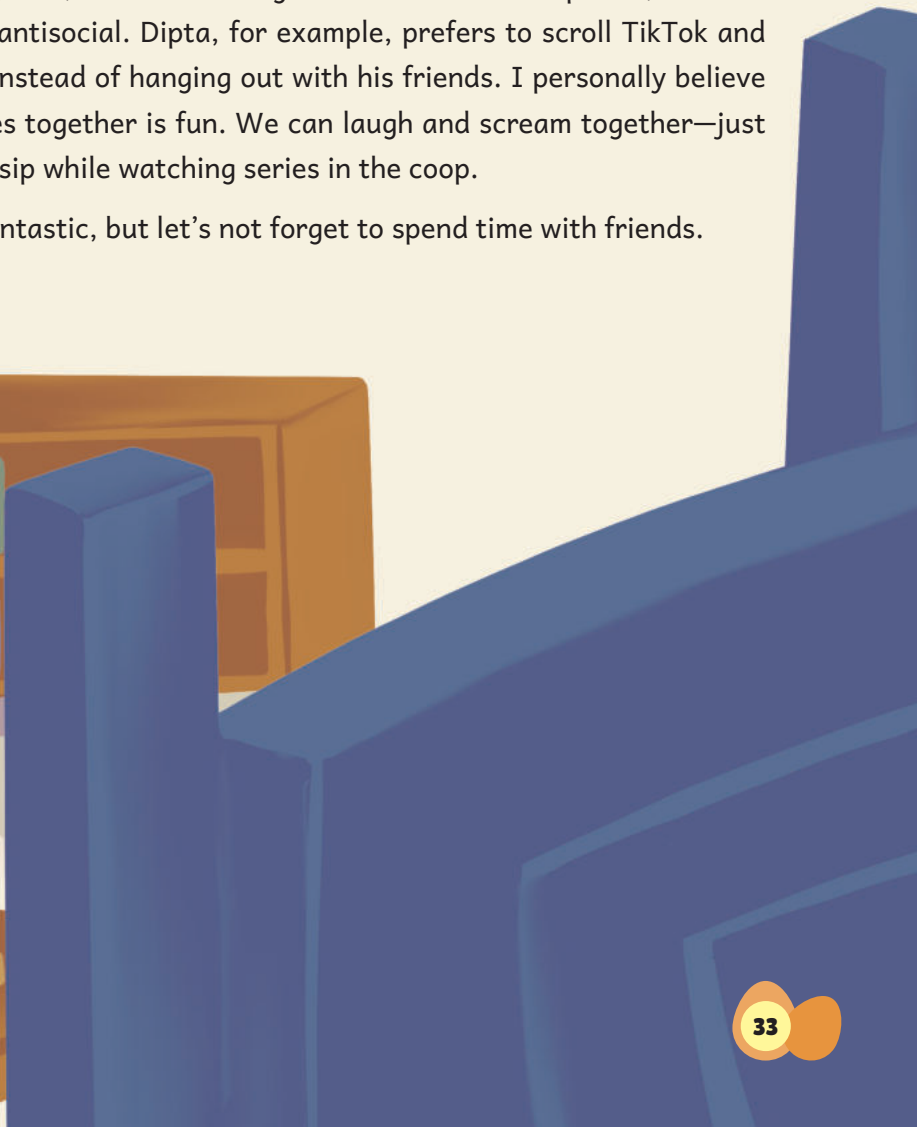


Fortunately, there are more options for watching movies nowadays. Humans tend to watch movies from home, thanks to technology, which makes it all possible. So now, chickens can gather in the coop to eat corn while watching *Chicken in Paris*. Meanwhile, my nerdy owner can roll on the bed all he likes while watching box office movies.

Technology helps humans enjoy movies anywhere. However, there is a concern that it can increase antisocial behavior.

This development has its pros and cons. On the positive side, we can watch anything, anytime, without leaving home. But on the flip side, humans are becoming more antisocial. Dipta, for example, prefers to scroll TikTok and binge-watch series instead of hanging out with his friends. I personally believe that watching movies together is fun. We can laugh and scream together—just like us hens, we gossip while watching series in the coop.

Technology is fantastic, but let's not forget to spend time with friends.



Outdoor Cinemas

Though humans love to go to the cinemas, I don't. Why? Because I am not allowed to go there. Such a discrimination!

I read about the history of cinemas on Chicken Today. The first human cinema in Indonesia was built on December 5th, 1990, in Tanah Abang, Jakarta. Though I wasn't hatched around that time, I am sure chickens were prohibited from that cinema. I can tell from the guard they placed at the cinema.

The other problem is the costly ticket at the time. One ticket was equal to ten kilos of rice or 20 kilos of my favorite dried corn, making it only available for the nobles.

Then, a cheap version of cinemas appeared at the Gambir Market, Jakarta. It was not a building, but a cinema in an open field. Literally, humans called it a planted poles screen (because they push poles attached to a piece of white cloth to the ground and then move it again whenever the movies ended). I love these outdoor cinemas because chickens are allowed to watch and forage freely.

I suspect that's how my grandparents met .

Watching movies at the cinema is a social experience that bonds humans.

It's too bad outdoor cinemas are hard to find nowadays. They haven't entirely disappeared, but they are rarely spoken about. No wonder Dipta's generation is more familiar with cinemas in shopping malls.

Regardless of the form, I think watching movies at the cinema is a good social experience. It makes humans laugh, scream, and even cry together. It offers a different sensation than watching alone.



Anyway, chickens still face the same fate. Cinemas are getting fancier, but the discrimination remains. I wonder if cinemas will ever hold a special viewing day with chickens.



Home Cinema

Today, humans do not need to go to the cinema to watch movies. Cinemas have moved into humans' houses, or better yet, into their hands.

Yes. Human technology is evolving so they can have a cinema experience in their own living rooms. Dipta, for example, watches movies on his phone daily. But if he wants to watch them properly, he would use his parents' home theatre set.

A home theatre setup is like a mini cinema. It features a large screen, advanced technology, and a surround sound system that makes viewers feel like they are right in the middle of the live action. Humans can sit on a comfy couch, eat popcorn, and watch their favorite movies without leaving their houses. It's not much different from chickens who enjoy binge-watching complete seasons of Chickerton (watching Chickerella for a gazillionth time) in their own coop while eating corn.

This progress also benefits me because I finally get the chance to watch movies. All I need to do is perch on the windowsill and watch it with Dipta. And suddenly my life is more colorful than the other chickens.

But then I sense another threat. This technology might make humans feel too comfortable staying at home and become ignorant.

I mean, even chickens understand the value of being together. There's a saying in the chicken world: "It's not about the food, but rather the time we spend together". So, even though technology makes everything easier and more comfortable, don't forget to enjoy time with your friends. Just like chickens that always gang around together everywhere they go.

Technology enables humans to enjoy movies at home with cinema experience.



Cinema in the Palm of Your Hand

If home theater brings cinema into one's house, streaming service brings cinema into one's hand. Thanks to streaming services, Dipta only needs to turn on his gadget to watch movies. Snuggling up in bed, he can play his favorite movie.

Streaming services offer premium quality. It provides videos with 4K resolution, High Dynamic Range, and Dolby Atmos sound. In short, watching movies at home is just as enjoyable as going to the movie theater. This convenience makes Dipta even more reluctant to go out to the cinema.

Not to mention the amount of movies that are available to watch. Streaming services are like a coop with an ever-flowing corn supply. They offer movies, series, documentaries, and comedy shows. Pick whatever you like. Just click on it. Unlike at the cinemas, you don't have to wait for a certain schedule.

Streaming service has it all, whether the latest movies, trending series, cartoons, or superhero films. Some video platforms also offer short videos, vlogs, tutorials, and movies. The content varies widely. You can easily find something serious or hilarious.

Streaming service makes access to entertainment so much easier. However, it still needs regulation. Fortunately, each service has its own rating guide, like PG-13, R, or TV-MA. This is very important because many shows are inappropriate for young viewers, like Dipta.

But we have to remember that freedom to watch movies does not mean we can watch anything we want regardless of the rating.

So, even though watching movies alone at home is comfortable and convenient, it's important to always check the rating and ensure the content is age-appropriate. Don't watch malicious or inappropriate material, and be wise in choosing what to watch!

Five legal Indonesian Movie Streaming Applications



Streaming services enable access to legal, high-quality entertainment and various content but you still need to consider the rating.



Outdoor Cinemas

Aunty Sinta loved sharing stories about her joyful past. One is about how she met her soulmate while watching movies on the football field in the neighboring village.

No. I'm not talking about bringing a smartphone onto a football field.

A long time ago, outdoor cinemas were very popular. A large screen was set up on the ground, usually in an open field at night. The movie was projected from a projector. Interestingly, the film could be enjoyed from both sides.

According to Aunty Sinta, they brought their own *tikar*, traditional woven carpet, and folding chairs to watch whatever movie was playing. Under the stars and the moon, street vendors selling food. It was heaven for chickens. All chickens were free to roam and find bits of food. On top of it, chickens didn't have to pay to watch the movie.

Outdoor cinemas were unique. Humans could watch movies while sitting on the grass, surrounded by the chirping of crickets and sometimes mosquitoes. It offered a different sensation from watching a film in an air-conditioned room. Dipta might never experience it because he was born in the digital era—poor boy.

Now, outdoor cinemas are only history. The idea of setting up a large screen on the ground has disappeared. Technology is improving, more modern cinemas are being built, and more humans prefer to stream movies from home. Today, outdoor cinemas are just a distant memory that are rarely found.

I personally believe that outdoor cinemas promote togetherness. Everyone can watch a movie without having to spend a lot of money, and a whole village can laugh and scream together. In the chicken world, it's like a huge party in the coop that can be enjoyed by every chicken.

Though technology keeps expanding, let's not forget that outdoor cinemas once played an important role in society's entertainment. It is a shame that the young generation, like Dipta and you, never gets to experience watching movies under the night sky.

If you have never had this experience, try it one day. Don't let this amazing experience pass you by.



Reading in Many Ways

Aside from movies, humans and chickens can also enjoy books anywhere. And we don't need to carry books with us all the time.

Thanks to digital books. One of many digital book providers are writing platforms and digital libraries. Technology allows humans and chickens to enjoy books without carrying thick books everywhere. All we have to do is open the app, and voilà... interesting stories are ready to read.

Technology helps everyone read what they like.

**Technology allows everyone to read books more practically,
while still valuing traditional printed books.**

It is very important since reading is every living creature's right. From primitive humans to modern humans, from primitive chickens to modern chickens, we always have ways to read books. Books have gone through a long journey, from clay tablets in the Mesopotamian era to e-books on smartphones. For a long time, humans have understood the importance of writing and reading to save information and share knowledge.

According to the information I gathered from Chicken Today, the Egyptians used papyrus, while the Greeks used rolls. In the Middle Ages, Gutenberg's printing press made it possible for humans to print books in large quantities.

That is why, today we can choose practical e-books or "real" printed books.

Whether we prefer to read on our gadget screens or stick to printed books depends on our preference. What matters most is that reading can provide us with information and expand our knowledge. There are various reading formats, so we can choose one that suits us. Happy reading!

BOOK Revolution

1 Stone tablet (3500 BC)

In this era, the Mesopotamians wrote hieroglyphs by carving symbols on wet clay, then drying it.



2 Papyrus roll (2400 BC)

The papyrus rolls were made from papyrus stalks growing in Egypt. Papyrus was the early version of paper.

3 Printed book (1400 AC)

Johann Gutenberg invented the first printing machine that enabled humans to mass-produce books.



4 Covered books (1832 AC)

Books were initially bound with cheap paper, and then they started using more qualified covers.



5 Books inside a CD (1986 AC)

A Compact Disc is a digital disc that contains a file readable by computers. The first books sold on CDs were encyclopedias.



6 E-book (2000 AC)

E-books, or electronic books, are in PDF or EPUB format that can be accessed through an electronic device such as a computer, tablet, or e-reader.



7 E-Readers (2007 AC)

E-books prompt the birth of e-readers, leading to the vast growth of digital books.



Reading Anywhere, Everywhere

One thing Aunty Sinta often advises young chicks is to read. She says books are the window to the world. One can learn a lot from books, from serious topics to superficial ones. In short, Aunty Sinta teaches us to be knowledgeable chickens by reading.

I totally get it. We, chickens, do not want to be like Indonesians. According to UNESCO, only one among 1000 Indonesians loves reading. Compare that number with Americans who on average read 10-20 books per year or Japanese who read 10-15 books per year. Sad, isn't it?

So, let's start reading now. Any kind of book; printed, electronic, or online book is now available. Books are not only printed but also in digital form. Thick books or thin books can be read from your phone or tablet.

There are many reading platforms that you can try. For example, Ipusnas or Lentera.App are digital libraries that let you borrow books from home. You can choose books according to your interests and needs. There are also Kindle and Google Play Books, which have various e-books.

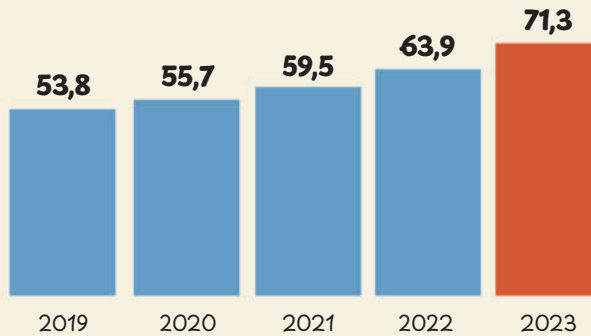
With that advanced technology, all humans can read what they like. In the chicken world, Aunty Sinta, the senior hen, loves to read printed books because she prefers something she can hold. Meanwhile, Kak Titin, the overthinking hen, prefers e-books because she doesn't want to lose important quotes.

What's important is to choose a book or a platform that matches your needs and goals. Remember, technology is meant to make things easier, but you must still be thoughtful and wise in choosing what you read. Don't let us chickens be smarter in choosing reading material.



The Rate of Reading Interest

(Based on National Library (Perpusnas) Data, March 2023)



Indonesians' Reading Activity in 2022



1 Reading frequency
5x a week

2 Reading duration
1 hour 38,8 minutes/day



3 Reading quantity
5 reading materials/3 months



Reading is one of the best ways
to be knowledgeable.

Writing Anywhere, Everywhere

One of the annoying things about being a chicken is the fact that there are not many chickens who become authors. In the pre-computer era, chickens could write. They only needed to hold a pencil or a pen with their feet. But in this computer era, honestly, typing on the keyboard is difficult and only slows us down.

No wonder more humans become authors. Not to mention that becoming an author nowadays is as easy as one, two, three. Humans don't need to wait for their manuscript to be published by a publisher. They only need to open their gadget, find one of the writing platforms, log in, and start typing their first work.

Today, writing platforms are as numerous as fish in the ocean. Humans can write anything, anywhere.

Each platform offers different functions. Some platforms only provide a place to write stories, poems, or articles for both amateur and professional authors. Other platforms also provide communities and mentors to help whenever their members find difficulties with their writing.

Technology, through digital platforms, makes the writing process easier. Anyone can easily be an author.

Some platforms serve as digital libraries. On these platforms, humans can only send finished manuscripts, not ongoing ones.

At a glance, this progress seems good. However, unlike a major publisher that heavily censors any writing materials, the writing platform doesn't apply that strict censorship. As a result, a lot of content is inappropriate for teenagers.

Authors need to be careful. Always ask yourself whether what you write will bring goodness or not.



Getting to Know Audiobooks

We have discussed different types of reading. Some books not only can be read, but also listened to. Wait ... what?!

Yup. It's called audiobook. Audiobook is not a new invention. They have existed since 1930, but their use was still limited. It wasn't very popular because they were only used by humans having difficulty in reading or limited sight. But now, a lot of humans are starting to listen to audiobook. One of them is Dipta. I see him using a lot of audiobooks published by Pusat Perbukuan.

In the chicken world, getting inside the audiobook universe is like getting inside a noisy coop, where all the chickens talk simultaneously. You need to choose who to listen to.

An article about human technology in Chicken Today reviewed audiobooks. According to the article, technically, audiobooks transfer text and pictures into sound. Books that used to be read can now be 'heard' while we do other things. Audiobooks are usually recorded on cassette, audio CD, MP3 CD, or as a downloadable file on the Internet.

Audiobooks enable books to be heard. It allows the audience to listen to the books while doing other things.

Some audiobooks are read unabridged, while some are abridged. As technology advances, humans can enjoy audiobooks in many ways, including websites, smartphones, and MP3 players.

I do not know a lot about audiobooks. I am only familiar with audiobooks from the Center of Book Affairs or Pusat Perbukuan because that's what my owner listened to daily. I think their audiobooks are great. If you want to benefit most from the books, listen closely. Don't listen to them while playing a game, like my owner Dipta often does.



The Benefit of Listening to Audiobooks



Free your hands, free your eyes

Listening to audiobooks allows you to multitask. It can be done while cleaning the house, driving, or playing sports. Audiobooks are effective for saving time.



Increasing your listening skills

Listening to audiobooks can increase your listening skills, especially in foreign languages.



Practical access

Audiobooks are more practical compared to printed books. You only need to save them in your gadget and tap some buttons to access it.



Salvaging ancient books

Ancient books or manuscripts can be preserved in the audiobook format.



Helping blind humans

Audiobooks can be a learning aid for blind humans, other than Braille.



Highly varied

Just like printed books, audiobooks have many topics.



It is suitable for auditory-type humans.

Audiobooks are the best choice for anyone who feels it's easier to understand things by listening.



Easy to share

The distribution of audiobooks is simpler than that of printed books. Audiobooks can be shared via broadcast/radio, the internet, or shared manually by copying the file to a flash disc or CD.



Helping illiterate humans or children who cannot read

Listening to audiobooks can increase your passion to learn without having to read printed books.



Can be listened anywhere

Thanks to its flexibility, audiobooks can be enjoyed at home, in the office, at school, or in vehicles—as long as you have the device to store audiobooks.



Theatre of mind

Audiobook narrators provide information, describe emotion, and help us understand the reading material better.

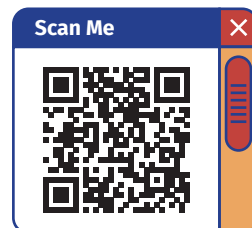


A much simpler production

Making audiobooks is simple. All you need is a recorder to read books in a silent room, or text-to-speech technology.

Our Best Friend SIBI

I want to share a digital book provider that Dipta uses the most: Sistem Informasi Perbukuan Indonesia (Information System of Books in Indonesia), commonly called SIBI. If you want to learn more about it, please visit <https://buku.kemendikdasmen.go.id/katalog>.



At first, Dipta visited this website to find the PDF version of his school textbooks. The more he visited the website, the more he (and I) realised that SIBI is more than just a school book provider.

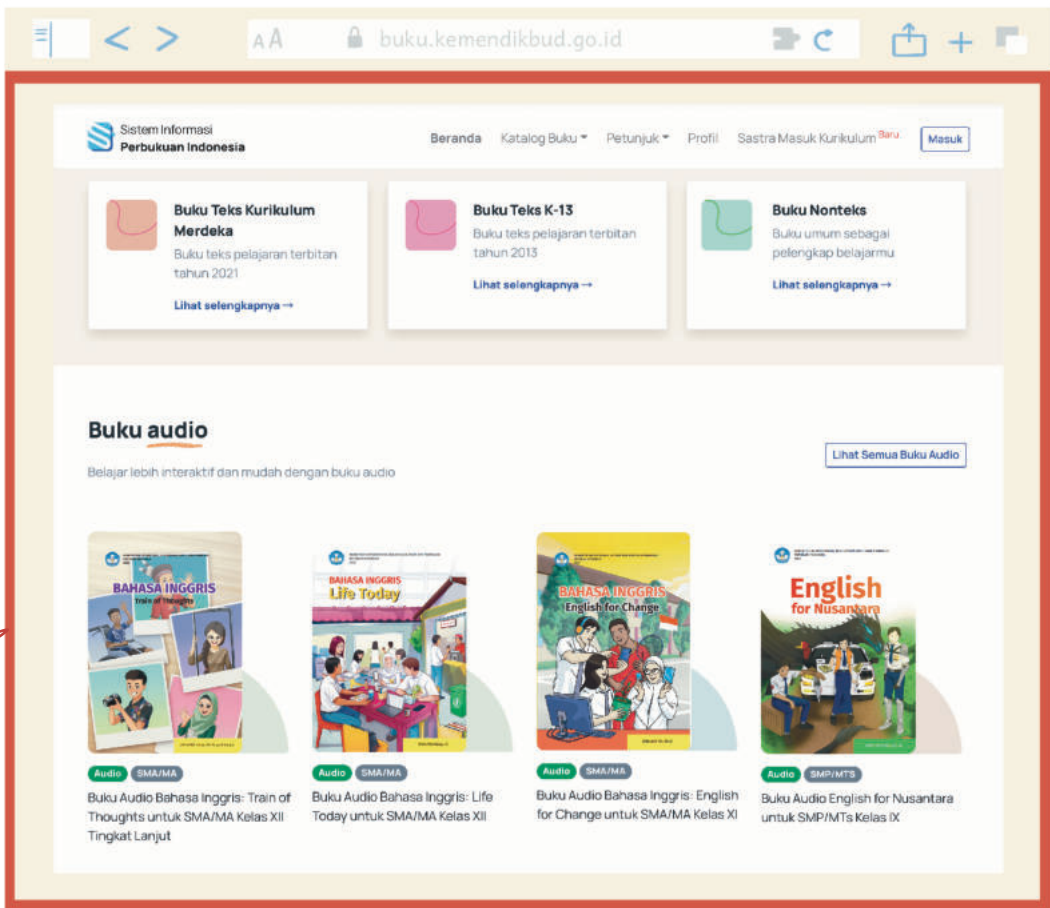
The website is made by the Pusat Perbukuan or PusBuk, an important element in creating the book ecosystem in Indonesia. One of PusBuk's main jobs is making educational books. No wonder it has become one of Dipta's many references for textbooks.

SIBI provides various educational digital books that can be downloaded for free.

I would say that SIBI is pretty much the headquarter of digital books. There are vast collections of textbooks and non-textbooks for all of us—yes, all of us. Chickens are also allowed to read. I think the PDF books and audiobooks are what stand out from the SIBI collection.

The textbooks in PDF format include the Curriculum 2013, the independent curriculum, and non-textbooks at various levels. The best thing is that everything can be downloaded for free.

So far, the only available audiobooks in SIBI websites are only textbooks. But don't worry—SIBI keeps on innovating. I'm sure that in no time at all, there will be audiobooks for all kinds of books on that website.



In short, SIBI can be our best friend when it comes to finding high-quality books.

I hope that SIBI's expansion in the future will include the creation of interactive electronic books, animation, motion graphics, simulation, and augmented reality. Learning can be fun and engaging. Imagine learning history from an animated video or learning science from an interactive simulation. It's like playing video games and gaining knowledge at the same time.

I hope SIBI will include chicken history one day. I do want to know about my ancestors.



Getting to Know Genre Before Reading

If only human beings understood that knowing the genre of a writing is essential in digital literacy, because it is closely related to the information stream they accept.

Genres are like food types. In the chicken world, we know that dried corn, rice, old rice, raw chicken food, and cooked chicken food will affect us differently. Some will make us full, some will make us sick.

The same thing applies to humans. Gado-gado (Indonesian vegetable salad served with peanut sauce), chips, and nasi padang* have different effects on human bodies. Every food has a particular taste, texture, and concept. That's what genre is all about. Some of the genres in writing are romance, science fiction, detective, action, fantasy, horror, comedy, etc. Each genre affects its readers differently.

Among all the chickens in our coop, Titin concerned the most about genre. Of course, because she is an overthinking hen. Just imagine, she can stay immobile at the corner of her cage, pondering all day about the amount of corn seeds in this world and even alien conspiracy.

**Minangkabau dish of steamed rice served with various choices of pre-cooked dishes originating from West Sumatra, Indonesia. It is named after the city of Padang, the capital of the West Sumatra province.*



In digital literacy, understanding genre is critical because genre influences the type of information stream humans will accept.

Imagine what's going on in Titin's mind after getting some information from books in the science fiction genre. She could spend all day thinking that all chickens can teleport. If she reads a fantasy book, she might believe that a chicken world in the sky, filled with magic and adventure, exists. If she ever reads horror, she could imagine chicken demons haunting at night. That's why Titin refuses to read books carelessly. She believes each genre has a specific effect on its audience or readers.

You might want to follow her steps. Don't just grab any book you want. Make sure the genre fits your preference and needs, as genre is closely related to the content you're getting.



Imagine yourself watching chicken stand-up comedy, chickens flying using a jetpack, or chickens chased by ghosts at the graveyard. All have different effects on their audiences.

Don't Read Horror Stories Unless ...

You are ready to be scared! I'm serious! Whether in the chicken or human world, the horror genre in movies, novels, short stories, comics, audiobooks, animation, or any media is created to scare and disgust its readers or audiences.

The word 'horror' originally comes from the old French word 'orror,' which means to shake or to make one's hair stand. So, this genre will make us uncomfortable, terrorized, jumpy, and tense.

The horror genre is designed to scare and create discomfort. Be cautious when enjoying it.

***The horror genre is designed to scare and create discomfort.
Be cautious when enjoying it.***

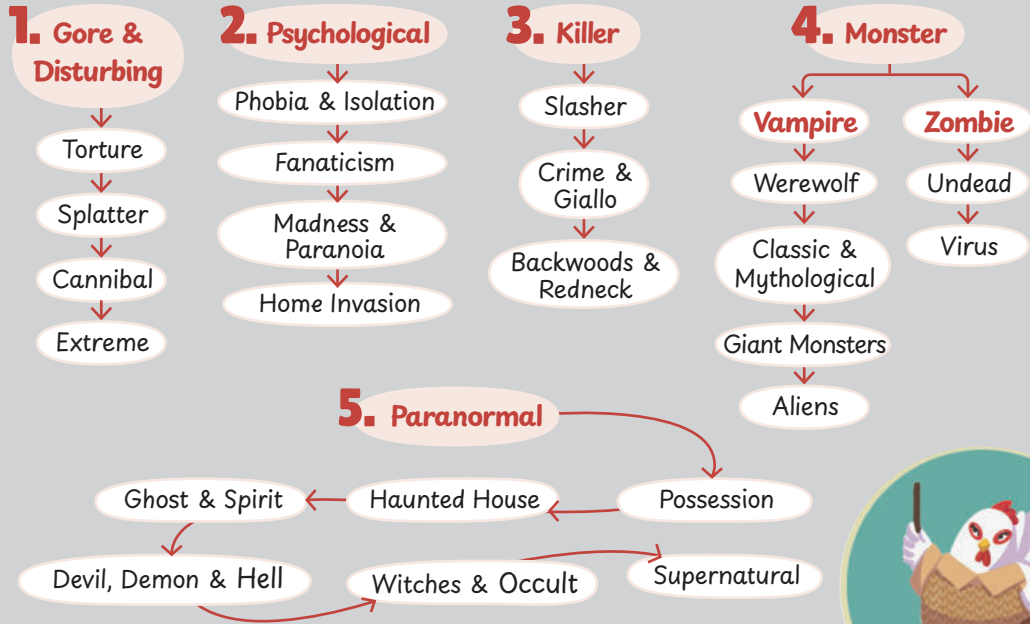
Horror is not always about ghosts. Many sources of fear can be developed into horror movies.

Why do we discuss the horror genre in this book? Because if you are not ready, your brain will be disturbed upon receiving information from horror stories.

Let's say you have a weak tummy. Reading a horror story is like sleeping on a stack of corn with a snake hidden in it. At first, you will feel tense because you know attacks might come from any direction. You'll have goose bumps. Your eyes widen, and your head is full of creepy images. You might get jumpy, too. Every little sound will startle you. Just like me, who's always paranoid if a weasel is hiding in the straw.

If you find yourself sleepless after reading horror stories, it might be a sign that the genre doesn't suit you. Please stay away from it. Read something fun instead. Horror is not for everyone. And it is okay if you don't like it.

Horror Genres and Sub-Genres



All sub-genres have different sources of fear.

- **Paranormal:**
demons, devils, angels, and other supernatural phenomena
- **Gore & Disturbing:**
focus on extreme and sadistic visuals of brutal attacks
- **Psychological:**
creating fear from human psychology, such as phobias and paranoia.
- **Killer:**
displaying humans as the source of fear, like in slasher movies.
- **Monster:**
presenting scary monsters like zombies, vampires, or aliens.

Don't Read Comedy If ...

You don't want to giggle out of the blue. If it happens when you are in a crowded place, like a market, they might take you to the nearest asylum!

FYI: the same rule does not apply to chickens. We are free to laugh out loud in the street.

That's why I beg Dipta—hopefully he'll understand—not to bring his gadget, open a reading platform, and read a funny book. He has this habit of giggling whenever he finds something funny, which worries his parents.

But I can't blame Dipta. Comedy is created to entertain its audience through humour. Laughing when watching a comedy movie is not a crime.

The comedy genre is created to entertain its audience through humour. It has certain elements that provoke laughter.

The bright side of comedy is its ability to make us all laugh and forget our problems for a while. Getting up early, badmouthing the neighbour, avoiding predators, and other daily stuff can stress a chicken out. We can forget all of those problems by watching or reading comedy.

Why is it important to talk about comedy?

Just like horror, comedy is a genre of storytelling that contains information for its audiences. It has its way of telling stories that might not be suitable for all humans.



Steve Kaplan, a scriptwriter for various comedy movies and series, claimed that it is very hard to create comedy. According to him, everyone has their own sense of humour, so it isn't easy to make everyone laugh.

Hence, comedy is divided into several sub-genres to meet the expectations of its audiences. Here are some comedy sub-genres.



While the horror genre uses scary things to tell its story, comedy has certain elements to stimulate our laughing nerves.

If we don't think comedy suits us, we'd better find other genres to accompany us in our spare time. On the other hand, if we love comedy, find any information conveyed through comedy movies or writing. It is all up to us.

Don't Read Romance If ...

You don't want to get trapped in a cliché drama. Let me explain.

You should know that romance is the most popular genre in writing and reading platforms. Many well-known and new authors write in this genre. With just one click, you can find romance everywhere.

The problem is, romance is identical to cliché. If you are the type of chicken or human who doesn't like love stories that are too sweet they may cause a toothache, this genre is a big no for you. Romance offers average conflicts that might bore you.

If you prefer adventure, action, or science fiction full of explosions and mystery, romance might seem too slow and dull. Imagine if a chicken must sit still in the coop watching romance. I'd say watching a chicken fight is better.

Romance is full of clichés. The main characters first meet each other at a park and fall in love at first sight. Then, they argue over something trivial, but they eventually make up and live happily ever after. Romance can get boring if you prefer stories with plot twists and surprises.

Aunty Sinta is a romance addict. She can spend hours reading *Love Inside the Coop* or *Chicken and Love in the Rain*. Once, we found her weeping after watching *Chicken Landing on Me*. Her heart is broken after following the love story of *Captain Chicken* and *Miss Chicken*, who live in separate coops.

It's okay if romance isn't your genre. Everyone has their preferences. Don't force yourself to watch romance. Read books that make you feel excited and eager to keep reading.

Reading books is like choosing food. Picking the wrong one can lead to trouble. If you're unsure about what to read, there are some practical tips to help you. It's similar to tips for finding delicious corn:



Romance often relies on clichés and drama that can bore adventure enthusiasts who prefer action or stories with plot twists and surprises.

First, check the synopsis. It tells you what you'll find in the book. It's like reading the label of a food package. It helps you decide whether it is the right food or just some hollow corn.

Next, read a review. A review is like listening to others' opinions about some food. If many chickens say the food is delicious and nutritious, you'll most likely like it too. But be careful. Don't just rely on one review. Check out some reviews so you don't get misled.

Then, find a recommendation from a friend or teacher. A recommendation is like a guide from a senior chicken; they usually know the best food that suits your taste and needs.

Lastly, make sure the book suits your preference. Don't be like a chicken that forces itself to eat food it dislikes. Choose a book that engages you and makes you feel satisfied. It is like choosing food that makes you full and happy.

With these tips, you can avoid boring books and choose the ones that keep you turning the page. Happy hunting!

Romance has some sub-genres. Here are the top six sub-genres in romance:

Contemporary Romance:

The most popular sub-genre with a modern setting. The theme varies from office romance to school romance with unequal protagonists, such as a beautiful woman and an ugly man.



Historical Romance:

It usually takes a setting before 1945 with a war background and details of that time's culture, technology, and traditions.



Romantic Suspense:

It blends romance, mystery, and thriller elements. Usually, it features many suspenseful and dangerous scenes.



Inspirational Romance:

A love story with religion or spirituality themes.



Speculative Romance:

A love story that includes futuristic or fantasy elements like time travel or supernatural creatures.



Young Adult:

Showing a teen romance with the theme of growing up and finding one's true self.



Tips on Choosing Books

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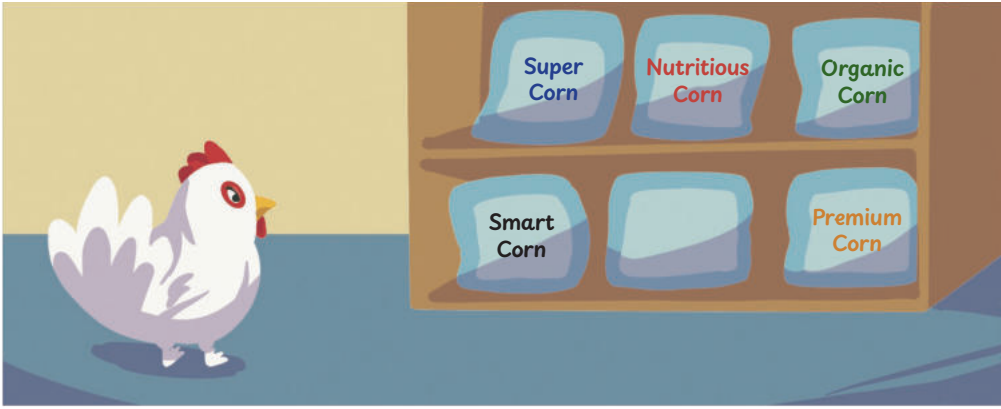
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Tips on Writing on Online Platforms

We have discussed reading; now, let's talk about writing. Here are some helpful tips for humans who want to be a widely-read author.



Write a story with clear objective

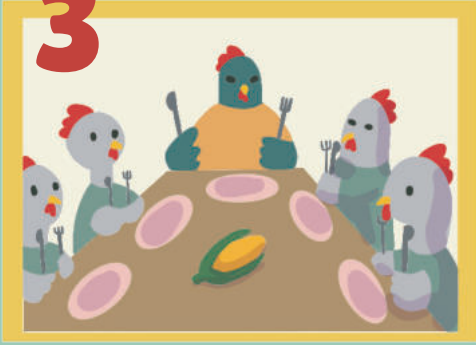
Don't be like a rooster that crows aimlessly at midnight! Make sure your writing is clear and captures your readers' interest. Then, your writing will be like tasty and nutritious food.

Use an inspiring title

Like a shiny chicken feather that draws attention, create a title that makes the visitor want to click immediately and read more.



3



Build an audience

Promote your work on social media or an online forum, just like a chicken inviting its friends to a corn party. Connect with potential readers and build communication.

4



Use the platform wisely

Choose a proper platform for your work, like a chicken choosing a comfy place to perch. Some writing platforms are suitable for long writing, while some are for short writing. Choose what you need.

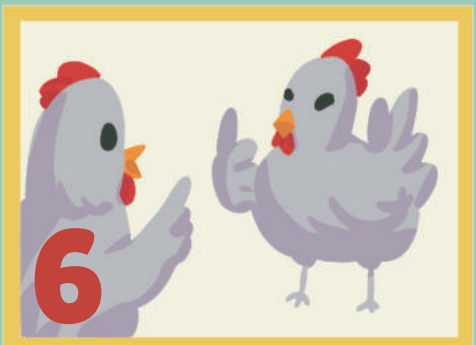
5



Consistency is the key

Post and write regularly to build a rhythm and improve your writing, just like a chicken that lays eggs regularly. Besides, consistency helps to earn the reader's trust and loyalty.

6



Get feedback from readers

Don't hesitate to ask for opinions from readers or other authors to improve your writing. It is like a chicken asking a friend about the taste of some food.

Playing Video Games is Okay, As Long As ...

Technology has changed the way we play video games. Technology brings both positive and negative effects, so it is important to play video games wisely and healthily.

Just like humans, chickens also enjoy playing video games. In the video games, you control a character who battles against enemies in various ways. Video games often feature music, dialogue, narration, and other elements that provide our brains with information. If we do not control this, improper information may enter our minds. In the end, video games can have a negative impact.

In the video games industry, technology has changed our way of enjoying video games. There are various video games, for example arcade, console games, and games played on smartphones, that enable us to play video games anytime and anywhere.

Not to mention virtual reality games or VR. You know that game, right? Humans usually play it using a large headset.

I haven't tried that one, because no one has ever made VR goggles for a chicken. But I hear that VR games can make their users feel as if they are inside the game.

According to the information in Chicken Today, VR was initially developed around the 1960s. The first VR Headset was invented by Morton Heilig, who was also known as the father of Virtual Reality.

VR technology is growing fast. In the 1990s, companies started to make more advanced VR sets, though they were still heavy and stiff—like a pot on top of a chicken's head. VR became very popular around the 2010s. But as long as VR technology for chickens is not available, I can't say much about this technology.

The point is that VR is a vastly developing gaming technology, and there is a possibility that it will be the world's standard in gaming in the future.

Since video games are included as a source of information, they are more than just playing. Video games are also about interacting, learning about strategy, enhancing skills, and providing information—whether it is good or less good information.

In this chapter, we will thoroughly discuss the positive and negative effects of playing video games and how to turn the passion for playing video games into something positive that makes the country proud.

Read carefully so you can play video games wisely and healthily.



Video Games Are Fun, But They Have Limits

Do you know that being a gamer has its good and bad sides? Let's talk about it one by one.

On the positive side, playing video games can increase your cognitive skills. Your brain is trained to do problem-solving, strategic thinking, and fast decision-making. Video games also enhance social skills, especially online video games that enable you to interact with other players worldwide. You can communicate better.

Besides, video games can also increase your ability to speak foreign languages, especially English. I'm sure if video games in chicken language are available, humans will gradually understand chicken language, too.

On the negative side, playing too many video games can cause addiction. You lost track of time; forgot to eat, or even sleep. Game addiction harms your mental and physical health. Your eyes get tired, your body doesn't move actively, and you lack social interaction in real life.

As for Dipta, he is addicted to a game called "Smashed Chicken, the new coop." In this game, players can build their dream coop, care for virtual chickens, and interact with other players. At first, Dipta played it for fun, in his spare time. But gradually, he became obsessed. He spent hours daily taking care of his virtual chickens, feeding them, cleaning the coop, and even participating in an online chicken fight tournament.

Do you know what happens? He forgot to take care of us! His real pets!

So most of the time, we have to find our own food during feeding time. This is a real example of how video games can change their players' life rhythm.

Dipta did benefit from playing "Smashed Chicken, the new coop." His management skills are improving. He is becoming more patient and learning to cooperate with other players. However, being addicted is causing him to lose his life balance.

Playing video games has both positive and negative sides, so it is crucial to keep a life balance to gain benefits without suffering the negative effects.

Balance playing video games with other activities so you can enjoy their benefits without experiencing their negative effects. If you want to play video games for hours, why not become an e-sports athlete and make Indonesia proud? As a chicken originally from Indonesia, I will be proud.

Maintain a balance between playing video games and other activities to enjoy the benefits of playing video games without experiencing their negative effects. If you want to play video games for hours, why not become an e-sports athlete and make Indonesia proud? As a chicken originally from Indonesia, I'll be proud of you too.

Anyway, what is e-sport? What does it have to do with making Indonesia proud?



Get to Know E-Sports

If you play video games, you must have heard about e-sports.

E-sports is a competition for gamers. It usually involves electronic devices such as a PC, a smartphone, or a gaming console. The players compete in various video games, such as Real-Time Strategy, shooting, or fighting arenas.

According to an article I read in Chicken Today, the first human video game competition was held in 1972 at Stanford University. The event was called the Intergalactic Spacewar Olympic. Since then, other game competitions started to take place. For example, Space Invaders (from Atari) in 1980, which was attended by 10000 gamers. But all of those competitions were held offline or at least used a local network.

E-sports has been developing for a long time. It attracts teens to play video games for hours. However, if we don't control e-sport, it can harm their mental and physical health.



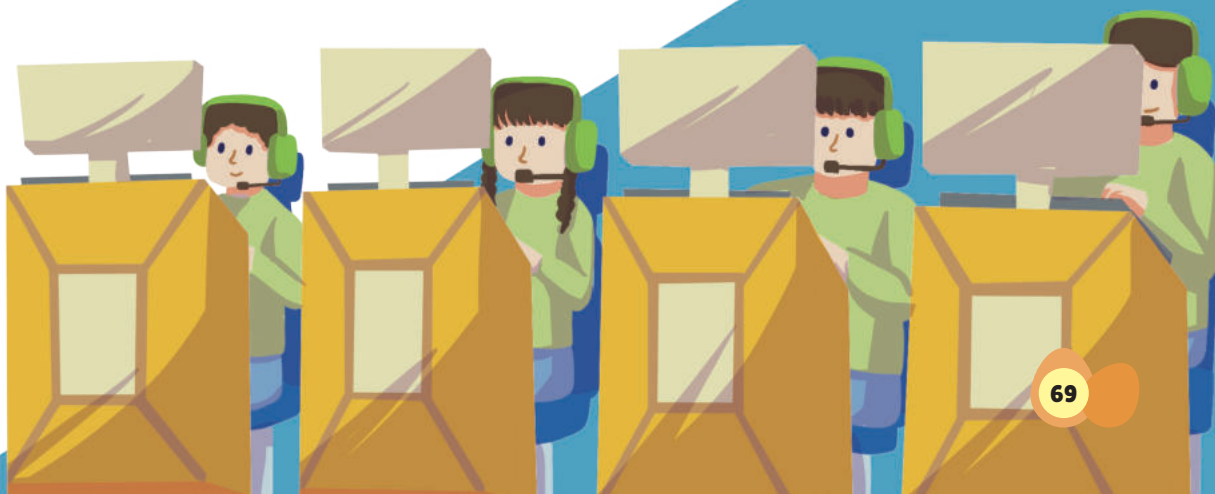
Only when the internet started to boom in the 90s did game competitions turned online. Some big competitions happened in the 90s. One of them, the Nintendo World Championship, was held in the United States. Nintendo continued the competition in 1994 with an event called Nintendo PowerFest, and then followed by many other competitions .

The first online game event in Indonesia took place in 1999, featuring Starcraft and Quake II. Later, in 2002, a tournament called Cyber Game was held. More video games were included in that event, such as Age of Empires II, Counter-Strike, and FIFA World Cup. E-sports competitions have continued to expand to this day.

It is clear that human e-sports, including that in Indonesia, has been developed for a long time and is still expanding today. As a result, many teens play video games for hours, hoping to be e-sports athletes one day. Dipta is one of them.

The problem is, uncontrolled game addiction can be harmful, mainly due to the information stream gained by our brain and the physical fatigue.

It can lead to disaster. Instead of becoming an athlete, one can become a recurring hospital patient.



How to Be an E-Sports Athlete



I wish I could tell Dipta that playing video games daily is just one of many requirements to become an e-sports athlete.

First of all, e-sports athletes indeed need eight to nine hours of exercise daily. However, they do not only need a gaming exercise. They also need physical and stamina exercises, just like real sports athletes. Plus, they need good intellectual and logical skills to make strategies.



Why? Because e-sport games aim to beat their opponents online, the players must exercise regularly to increase precision, concentration, body control, endurance, fast-moving ability, and team strategy.

Next, e-sports athletes must build a social network, not only staying at home with eyes glued to the screen. They have to participate actively in the community to guarantee online game event holders that their community will come and liven the events when they compete.



Lastly, e-sports athletes can't do it alone. They need support to do their daily activities, whether building their community, attending offline events, or finding sponsors.

So, don't you ever think being an e-sports athlete is easy. And don't assume that they are only playing video games. There are many other things that they need to do.

Being an e-sport athlete does not only require gaming exercise, but also physical exercise, strategies, a social network, and sponsor's support.



Indonesia's Best E-sports Team—The Consecutive World Champion

Today, many e-sports teams have become consecutive champions worldwide. Here are some of them:

1

EVOS is among the best esports teams and has won various national and international events. It was founded in 2016. It has won the Mobile Legends Professional League Indonesia (MPL ID) 7th season (2021) and the MPL 4th Season (2019). EVOS also became the world's champion in Mobile Legends M1 World Championship (2019), 1st champion of Free Fire World Cup (2019) and many more. Recently, EVOS Divine became one of the teams representing Indonesia in the final Free Fire World Series 2021 Singapore (FFWS 2021 SG).

2

ONIC, is Indonesia's top e-sports team. Although it was just founded in 2018, ONIC was known as an unbeatable Mobile Legends e-sports team at the start of the 2019 season. ONIC secured first place in the Mobile Legends: Bang Bang Southeast Asia Cup (MSC) 2019. It also became the champion in the Mobile Legends Mytel International Championship (2020) and Mobile Legends Bang Bang All-Star 2019.

3

Rex Regum Qeon (RRQ) is one of Indonesia's popular e-sports teams. Their achievements are undeniable. According to Total Cross Platform Action (2020), RRQ is the third-best e-sports team in the world. RRQ has also won other awards, including four at the Mobile Legends Bang Bang All-Star Awards 2020.

4

Bigetron is one of the best e-sports teams that has made Indonesia proud. Bigetron even became the top PUBG Mobile professional team in Indonesia after winning PUBG Mobile World League (PMPL) 2020 and securing third place in the 6th season of MPL.

5

BOOM is one of Indonesia's best e-sports teams. With over 100 achievements, it was recognized as one of Indonesia's favorite teams in 2021. Recently, BOOM won the ESL SEA Championship 2020, took 4th place in the StarLadder DOTA 2 tournament (2020), and achieved many more successes.

The achievements of Indonesia's e-sports teams prove that gaming, as a creative industry, has potential and a chance for greater success. Don't you agree?



Source: kemenparekraf.go.id/Baparekraf RI (2021)

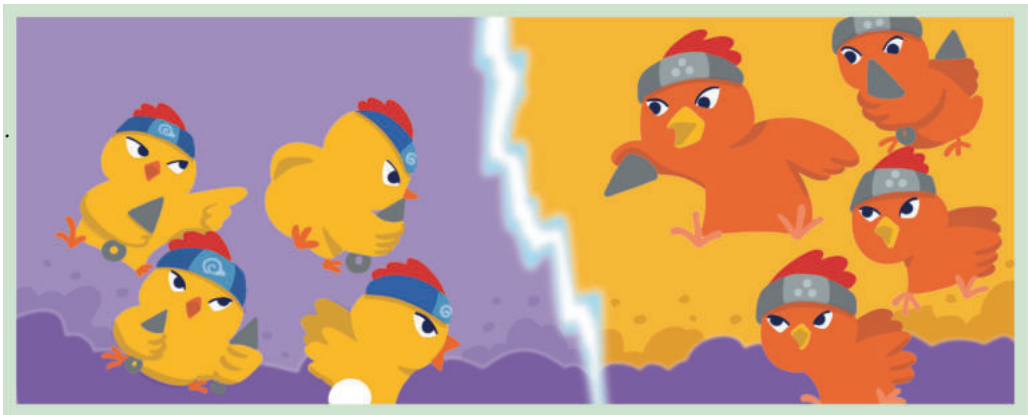
Types of E-sports



After paying attention to Dipta's habit and the other chickens in the coop who liked to play video games, I finally realized that video games have genres, just like movies and books.

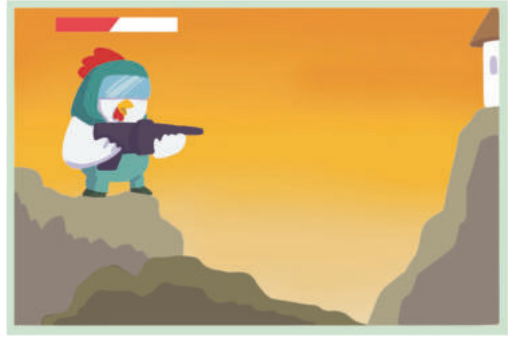
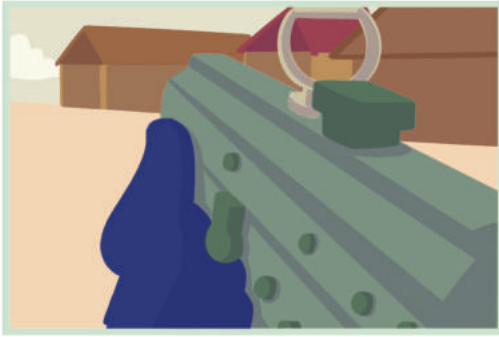
Players don't have to master all video games. Every player has a favorite game they have been training for a long time. So here's the formula of a challenging game: it has to be easy to play but difficult to master.

Now, I will tell you about some e-sports games, so in case you want to be an e-sports athlete, you can start choosing right now.



MOBA (Multiplayer Online Battle Arena)

The core of this type of game is battling two groups to get something or to destroy the other group's object in order to win. The battle can be five on five, or according to the game's setting. Each team member has their own task according to the team's needs.

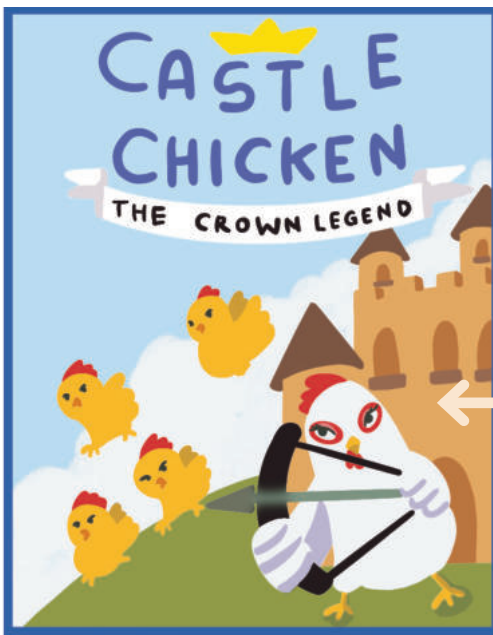
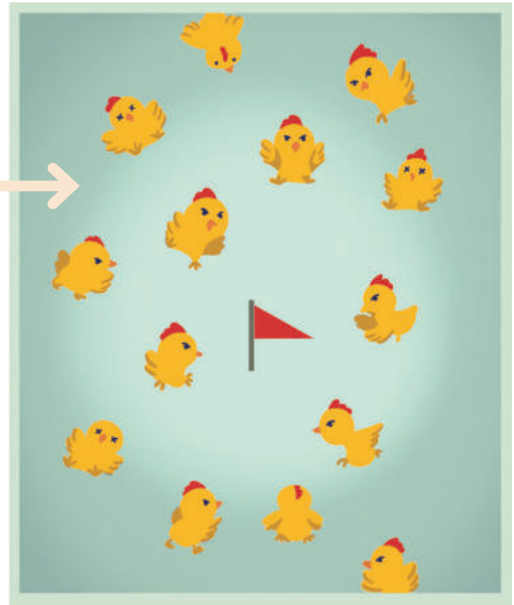


FPS/TPS (First Person Shooter-Third Person Shooter)

This is a shooting game. In an FPS-type game, the screen only shows the gun barrel, while in a TPS-type game, the screen shows the gun and the person who holds it.

Battle Royale

This is a unique game. Unlike MOBA or FPS, which are usually played five on five, in battle royale, a player can play against 100 players. You can play alone, in pairs, or in a team. The goal of this game is to be the last person to survive.



Real Time Strategy (RTS)

In an RTS game, you must build a power structure to defend a colony and invade other powers. The nuance of this game is like being a general in a war and leading divisions to win the war.

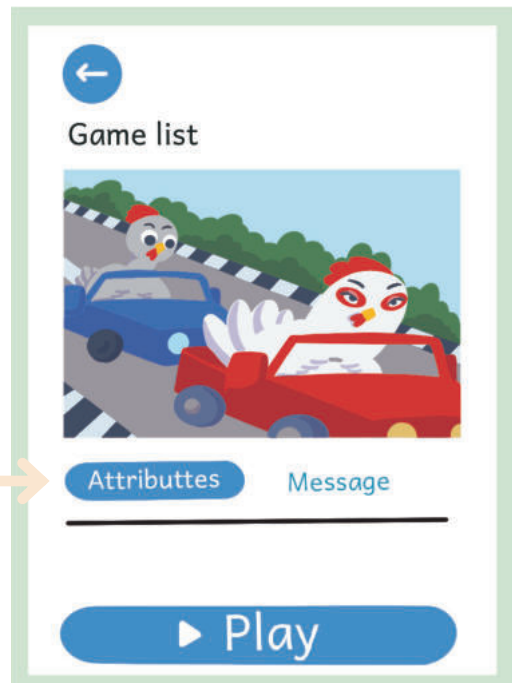


Collectible Card Games (CCG)

It is similar to an auto-battler, where each player has a deck or stack of cards containing unique pawns that can give extraordinary power. This genre demands thinking skills and the ability to recognize the enemy's strategy.

Racing & Sports

This game is about sports, such as football and basketball, and racing, such as bike racing. It offers different competition formats, like one-on-one or three-on-three.





Fighting Games

The goal of a fighting game is to beat the opponent. One player fights another player in a competition to choose a winner at the end of the tournament.



Auto Battler

This game is similar to electronic chess, but its gameplay differs from conventional chess. A player usually plays against multiple opponents using the same pawn composition. Every pawn has a distinct ability and can also work with other pawns to create a unique power.

Balancing Video Games and School

Please do not misunderstand my long explanation about the gaming world. Playing video games is not harmful as long as we have limitations. As I said, video games are a source of information that our brain absorbs. If we don't control them, inappropriate information might enter our brains. In the end, video games can harm us.

I will give you tips on balancing your study time and gaming time. I hope this might help you. You can enjoy playing video games, but your studies are not abandoned.

Plan your study and gaming schedule

Dipta always says, "I will study once I finish this game." But when he's finally done, it's already midnight. His study is messed up. Therefore, try to make a clear schedule. Prioritize your study and make gaming as a reward. For example, if you have an important examination tomorrow, focus on studying today. After the examination, you can play any game you like. Playing video games without any burden is better, right?

Make playing video games an event you're waiting for

I mean, don't play video games every day. Try to make a schedule where you only play video games on Saturdays for two hours. Then, Saturdays can be a moment you are waiting for and playing video games becomes fun.

Short, but regular

If you play video games briefly but regularly, you can still enjoy playing video games without feeling guilty. Playing for only two hours on Saturday will make you appreciate your gaming time. There's no burden—just fun.

In short, gaming is fun as long as it is not too much. You can still play, but remember your responsibility as a student.





Smart Chicken



PLAY

OPTIONS

QUIT

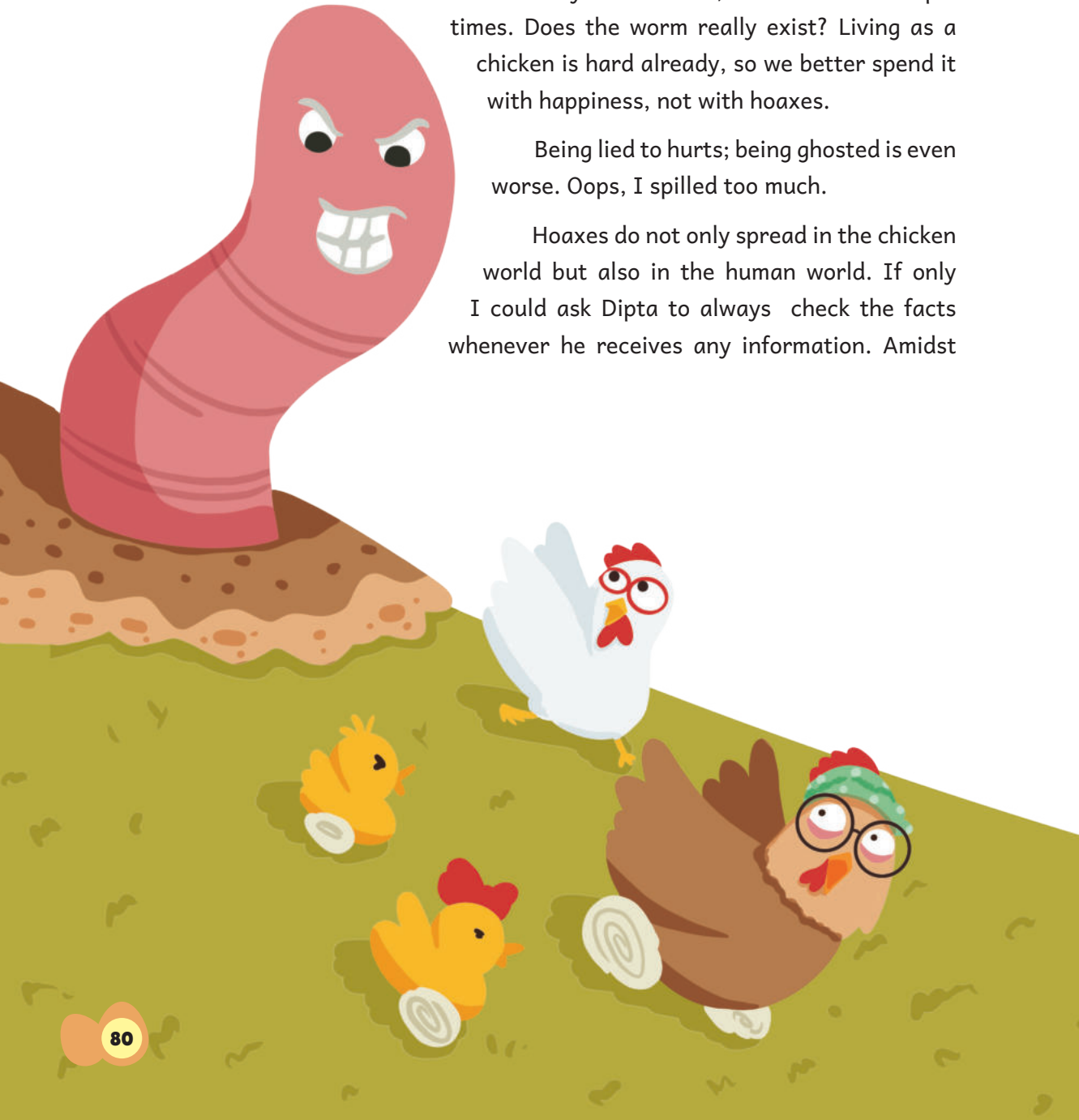


Let's Spread Kindness

In the chicken world, we will not directly believe news about the appearance of a gigantic worm outside the coop, especially because we have overthinking Titin. Every time we receive any information, we check it multiple times. Does the worm really exist? Living as a chicken is hard already, so we better spend it with happiness, not with hoaxes.

Being lied to hurts; being ghosted is even worse. Oops, I spilled too much.

Hoaxes do not only spread in the chicken world but also in the human world. If only I could ask Dipta to always check the facts whenever he receives any information. Amidst



the milling information, checking the facts before spreading any information is essential. Remember, wrong information can cause panic and misunderstanding.

Besides, I also invite you to start making positive and helpful content instead of harmful content or hoaxes. Instead of spreading useless news, we better focus on creating helpful content, such as effective learning tips or how to maintain mental health. Therefore, we can make the internet a positive and informative place.

From now on, let's use the internet more wisely. Create and spread positive content, always check the facts, and avoid falling for hoaxes. We have a big responsibility in this digital world.



Beware of Hoax

A hoax is like a fake corn seed in the middle of a corn field. It looks yummy and tempting, but it's made of plastic. In the digital world, hoaxes are fake information deliberately created to deceive and mislead.

Take Dipta as an example. Once, he believed in an information saying that his favorite game would be deleted. He panicked and quickly shared this information to his friends without checking the facts. Apparently, it was only a hoax. As a result, Dipta was ashamed, and everybody was mad at him.

According to an article in Chicken Tody, here are five steps to avoid hoaxes

1

Beware of provocative titles

Hoaxes usually use provocative and sensational titles. Try to find references from the official website. Compare it to the news you heard to check the facts.



2

Pay attention to the website address

Check the site URL. If a website is not verified as an official press institution, any information coming from it might be doubtful. According to the Indonesian press council, only 300 sites are verified among 43,000 in Indonesia.

3

Check the facts

Pay attention to the news source. Does it come from the government's official website? Pay attention to the neutrality of the news source. If there is only one source, you can't have a whole picture.

4

Check the pictures' originality

In this digital era, text isn't the only content that can be manipulated. Pictures and videos can too. You can check the originality of pictures using the Google search engine by dragging and dropping them into the Google Image search bar. The search result will show similar photos on the internet that you can compare.

5

Join the anti-hoax discussion groups

You can join a fanpage or an anti-hoax discussion group. In the group, you can confirm whether the information is a hoax or not, and seek clarification from others.



A Little Kindness Goes a Long Way

In the chicken world, we hear lots of crowing, but we don't need to listen to all of it. All roosters can crow, but the wise one knows when and what to crow.

The same rules apply in the human world. Every person can spread any information, but a wise one knows what information to spread and to whom.

Positive content is like a golden corn seed. It is fully nutritious and beneficial. For example, when Dipta shares learning tips while playing video games, his friends are excited to learn. Or when he makes an educational video about his favorite video games, humans know about the history and strategy of playing that game.

COCK-A-DOODLE-DOO!!!
COCK-A-DOODLE-DOO!!!
COCK-A-DOODLE-DOO!!!

But don't forget about damaging and dangerous content, such as hoaxes and online bullying. Like a rotten seed, this content will make our tummy ache, and the person who ate it will be in a bad mood.



Bad information causes damage. It can also make humans fight each other, lose trust, and cause more negative things.

Therefore, let's make the internet a positive and fun space. How?

- 1 **Always share good things:** such as inspirational stories, helpful tutorials, and valuable tips.
- 2 **Avoid harmful content:** don't spread hoaxes and things that may harm others.
- 3 **Prioritize education and entertainment:** make educational content that is also entertaining so everybody can benefit from our content..

Therefore, you can have a significant and positive effect on your community.

**Let's spread kindness and make the internet
a better space.**



Glossary

Algorithm	:	A set of instructions or rules used by a computer or application to solve a specific problem, or to determine what to display to a user.
Anomalies	:	Something different, abnormal, peculiar, or not easily classified.
Augmented Reality (AR)	:	An enhanced version of reality created by the use of technology to overlay digital information on an image of something being viewed through a device (such as a smartphone camera).
Cassette	:	a usually flat case or cartridge that can be easily loaded or unloaded, such as a plastic cartridge containing magnetic tape, with the tape passing from one reel to another.
Censor	:	to examine or to delete anything considered objectionable.
Center of Book Affairs	:	An institution under the Indonesian Ministry of Primary and Secondary Education, tasked with managing and compiling educational textbooks.
Cliché	:	something (such as a menu item) that has become overly familiar or commonplace.
Cognitive Skills	:	of, relating to, being, or involving conscious intellectual activity (such as thinking, reasoning, or memorizing).

Conspiracy	:	the act of joining in a secret agreement to do an unlawful or wrongful act or an act which becomes unlawful as a result of the secret agreement.
CD (Compact Disc)	:	a small optical disk usually containing recorded music or computer data such as music, video, audiobook, or a computer program.
Database	:	a usually large collection of data organized especially for rapid search and retrieval (as by a computer).
Do It Yourself (DIY)	:	the activity of doing or making something without professional training or assistance, an activity in which one does something oneself or on one's own initiative.
Dolby Atmos	:	a surround sound (audio) technology that provides a more immersive and realistic audio experience. With Dolby Atmos, sound appears to come from multiple directions, including above, rather than just from the front, back, left, or right. This creates a three-dimensional effect that makes listening to movies or music even more immersive.
Ecosystem	:	a network of businesses considered to resemble an ecological ecosystem, especially because of its complex interdependent parts.
Emotional readiness	:	a state in which a person feels prepared and able to control their feelings when facing certain situations.

Explicit	: open in the depiction of nudity or sexuality.
Formal	: following or according to established form, custom, or rule.
Gadget	: an often small mechanical or electronic device with a practical use, but often thought of as a novelty.
Glorification	: to make glorious by bestowing honor, praise, or admiration.
Google Images	: Google's image search feature allows users to search for images based on other images.
Google Play Books	: A digital service that provides a variety of books in eBook format, which can be accessed and read through the Google Play app on mobile phones or tablets.
HDR (High Dynamic Range)	: Technology that improves image quality by providing better contrast between light and dark areas, as well as more vibrant colors.
Ipusnas	: A digital library application from the National Library of the Republic of Indonesia that allows users to borrow books online.
Irrelevant	: inapplicable; meanwhile, relevant means having a significant and demonstrable bearing on the matter at hand.
Kindle	: An electronic device made by Amazon for reading eBooks, or an application that can be downloaded to other devices for the same purpose.
Manuscript	: a written document submitted for publication.

Mental health	: the general condition of one's mental and emotional state characterized by the absence of mental illness and by adequate adjustment, especially as reflected in feeling comfortable about oneself, positive feelings about others, and the ability to meet the demands of daily life.
Mentor	: a trusted counselor or guide.
Motion Graphic	: Moving graphics or animations that are used to convey information visually.
MP3	: a computer file format for the compression and storage of digital audio data, usually of a song.
Novel	: an invented prose narrative that is usually long and complex and deals especially with human experience through a usually connected sequence of events.
Paranoid	: characterized by suspiciousness, persecutory trends, or megalomania.
Platform	: an application or website that serves as a base from which a service is provided.
Provocative	: serving or tending to provoke, excite, or stimulate.
References	: a source of information (such as a book or passage) to which a reader or Consultant is referred.
4K Resolution	: The image quality is very high, with a resolution of 3840×2160 pixels, providing exceptionally clear and detailed images.
Review	: a critical evaluation (as of a book or play).

Romance	: a love story, especially in the form of a novel.
Storytelling	: The art or skill in telling a story, either orally or in writing, used to convey a message or story to an audience.
Surround sound	: Audio technology that creates sound effects that surround the listener, providing a more immersive listening experience.
Textbook	: a book used in the study of a subject, which is used as the primary material in the learning process at school. These books typically follow the applicable curriculum. On the other hand, non-textbooks contain additional or enriching material that is not directly related to the core curriculum but supports students' understanding of the subject matter.
Unabridged	: not abridged: complete.
UNESCO	: a specialized agency of the United Nations that promotes peace and security through international cooperation in education, science, culture, communication, and information.
URL	: the address of a resource (such as a document or website) on the internet that consists of a communications protocol followed by the name or address of a computer on the network and that often includes additional locating information (such as directory and file names).
Video Game	: an electronic game in which players control images on a video screen.

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Book Creators



Hendra Purnama, is a writer and director. Finalist of the 2012 Republika novel competition, founder of the Cinemaker SMKAA film community, and the Galak Writers community. Holder of BNSP certification for the non-fiction book writer (2023) and screenwriter (2024) categories. Since 2004, he has written short stories, novels, articles, essays, screenplays for several short films, soap operas, animated films, and TV series. In 2014, he received an award from the Ministry of Foreign Affairs for his active participation in developing the younger generation in the city of Bandung. He also teaches writing classes, both online and offline. He can be found on Instagram: @_hendrapurnama_

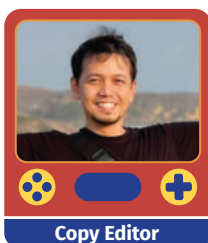


Anisa Nur Utami,

Anisa is an illustrator from Surabaya. She enjoys using her hobby of drawing to create educational projects for children. To see more of Anisa's work, visit her Instagram account @drawing.anisa.



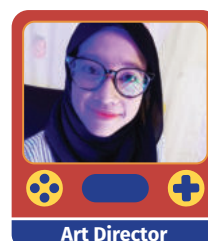
Sinta Yudisia is a writer and psychologist based in Surabaya. She observes Japanese and Korean culture and works as a counselor for young people and adults. She is the founder of Ruang Pelita (Psychology & Literacy Assistance Room) and a member of the advisory board of FLP (Forum Lingkar Pena). She was selected twice to participate in writer residencies in South Korea in 2016 and 2018. Her novel "Miss Jepun" won the "Attracting the Jury's Interest" award in the 2021 Jakarta Journal of Art and Culture (DKJ) competition. She has won twenty national writing awards, and several of her works have been translated into foreign languages. She can be contacted at psikologisinta@gmail.com or penulissinta@gmail.com. She is also active on Instagram @sintayudisia, Twitter @penasinta, and her blog <http://sintayudisia.com>.



Adi Setiawan Tri Wahyudi, is on a mission to instill wisdom and understanding through books produced by the Center for Book Affairs. Say hi to Adi at @zandalzapit.

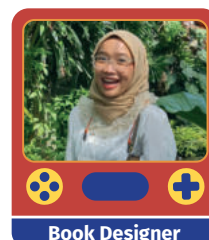


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Kiata Alma Setra, Kiata was born with a cloak of stone around her shoulders, grew up with sharp pebbles under her feet, and iron chains around her hands. Her mind is the only thing that was free. Her mind transformed into stories and songs, carrying her soul away to dreams of goodness for those around her. Say hello to Kiata on Instagram @kiatayaki.



Widjati Hartiningtyas, Besides writing, Widjati also translates fiction. She has translated several children's books published by Provisi Mandiri Pratama. In 2020, Widjati also translated a historical fiction novel, "Mengadang Pusaran," which was originally written by Lian Gouw.



Harisa Permatasari, Harisa was an English major graduate from Unpad Bandung. She has translated a wide variety of books, from children books by Alexander McCall Smith, tear-jerker Wonder by R.J. Palacio, and classics like Peter Pan by J.M. Barrie, to young adult paranormal romance series Vampire Academy and Netflix's adaptation historical romance Queen Charlotte by Julia Quinn & Shonda Rhimes.