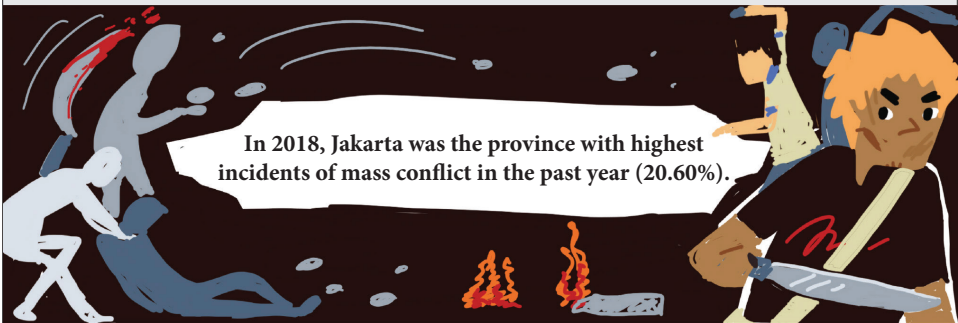


# Brawling in the name of solidarity?!

A participatory research using comic book to identify the impact of brawls in order to find workable solutions.



This research is part of the Mobile Arts for Peace (MAP) project, which aims to strengthen peace. The research is youth-led, using creative arts to express their ideas and feelings, and to take part in the civic engagement.



In 2018, Jakarta was the province with highest incidents of mass conflict in the past year (20.60%).

Based on 2021 statistics, percentage of village/urban village with incidents of mass fights (incl. brawls) between 2011, 2014 and 2018 are increasing in the country. In 2018, the percentage of students brawls in Indonesia was increased to 0.65% from 0.40% in 2014. Noting that in 2018, 94.09% of brawls in Indonesia were resolved while 5.91% were not, but the concern is that the brawls keep occurring. In 2018, Jakarta is the province with highest percentage of brawls in a year (20.60%)<sup>1</sup>.

Brawls is one of the deeply rooted problems in Jakarta and it is passed down from one generation to another. The impact of brawls takes several forms.

**First, from the perpetrators side**, the risks they face include dropping out of school, Smart Jakarta Card<sup>2</sup> being revoked, becoming fugitive and police's enemy, gaining a lot of enemies, being labelled as troublemaker, getting wounded even dead.


**Second, from the environment or society perspective**, the risks are damaged public facilities and people's homes; emotional impact such as losing the feeling of being safe; social economy impact, such as street-vendors losing income for not being able to work.

**Third, from the parents' perspective**, they face emotional effects, including sad, shocked, worry and disappointment.

1 Data from Statistik Kriminal, 2021, Katalog 4401002, Badan Pusat Statistik

2 Kartu Jakarta Pintar (Smart Jakarta Card) gives support for accessing education, such as uniforms, books, transport money, and so on


## Recommendations:




Campaign to eliminate stigma towards perpetrators of brawls within society.




Local community safety patrol to keep environment safe.



Funding for youth-favourite activities, such as indoor football competition, basketball, art activities, and so on.



Organisations that work for child welfare should work with young people to deliver effective workshops or trainings that use art-based methods to schools at risk of brawls, in order to increase their awareness on the danger of brawls and direct them to positive activities.



Peer support group to motivate young people to engage in positive activities instead of brawling.

## Arts-based research: comic book

Comic book was used as a research instrument because it is an art form that is popular among young people, and very well liked for its eye-catching visuals.

Thus a comic book was chosen to raise the problem of brawls that often happen between communities and young people. The storyline was based on incidents that took place in many neighborhoods in Jakarta, including those of young researchers'.

The comic book, which was developed by young researchers, was used as a discussion starter for women community members (Ibu- Ibu PKK) and male adolescents former perpetrators of brawls, to express their opinions and ideas, which were then formulated for stakeholders' recommendations.



The comic book 'JANGAN' (2022), 16 pages, created by young researchers, telling the story of three friends who are faced with the circumstances of a brawl taking place in their neighborhood.

## The making of the comic book for research

Discussions with women community members and male adolescents former perpetrators of brawls.



The young researchers used Problem Tree to identify a problem that took place often in their neighborhood.

The young researchers created the comic script.



The comic book was consulted with the local leader prior to be used in discussion groups.



The young researchers collaborated with an artist to visualise the comic book.



***"speaking of positive impact, there's none whatsoever. Because it (brawling) is a negative activity; it is negative and so no positive impact."***

(adolescent, male, 6 June 2022)

***"Doing activities...such as indoor football or....something like that, that adolescents like."***

(adolescent, male, 6 June 2022)

***"The comic book is relevant...It is about brawls indeed. And truly sad I say, it is exactly what happens in our own neighborhood."***

(women community members, 6 June 2022)

