



Theoretical Framework

This research used the following frameworks: concept of Hybridity and the Third Space by Homi K. Bhaba from the analytical framework of postcolonialism and thematic analysis of Braun and Clarke (2006).

Methodology

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This study used a descriptive qualitative research method. It used online and other forms of resources as well as related frameworks. Physical copies of the graphic novels, Trese and The Mythology Class were also reviewed.

Data Collection: the researcher conducted an FGD among two Filipino groups aged 18 or above.

Data Analysis: this study used the descriptive method in analyzing the data. There are two procedures in data analysis.

Summary of Results

- The Philippine mythical creatures were identified to belong in the lower mythology and provided narrative and visual roles in the storytelling.
- These analyses revealed that the two graphic novels have characters that are perceived to embody hybridity through the merging of the natural and supernatural aspects reflected in the elements of the narrative and visual storytelling.
- One of the aspects reflected in the hybrid nature of the characters from both Trese and The Mythology Class, is the habitation of creatures from myths in modern urban settings.

Summary of Results

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It was also revealed that the perception of the audience highlighted the characters' intricate nature, the modern setting integration, the visual elements and design choices, the cultural markers, and the possibility for embodiment of multidimensional portrayals that challenge traditional archetypes.

Strengths

- The background of the study was clearly discussed, including the relevance of Komiket and Komikon. The shift in mode due to the pandemic was also highlighted.
- The theoretical framework was strong, and the entire study was well-connected to it, ensuring clarity throughout the research.
- The tables in the methodology are well-structured and easy to understand, as three volumes of comics were reviewed. The researcher also incorporated perspectives from viewers and artists, resulting in a well-discussed study.

STRENGTH &
WEAKNESSES OF
THE STUDY
(CRITIQUE)



Weaknesses

- The study effectively discussed the background of Trese (achievement wise) but could improve by briefly introducing the mythological creatures, as they are part of the statement of the problem.
- The results and discussions were thorough, but the supporting documents were lacking. The researcher did not include the interviews with the graphic novel authors and creators, as mentioned in the methodology.
- The study's methodology could improve by including non-professional interviewees, considering the stated age range starts at 18, while all participants were professionals.

STRENGTH &
WEAKNESSES OF
THE STUDY
(CRITIQUE)

Weaknesses

In the results and discussion, a few parts contradict the concept of hybridization, particularly in the summary of findings.

A) In the cultural identity of duwende, they are described as dwarf-like creatures that may give money to human friends. However, in the hybridity section, they are described as having a blend of human and supernatural traits, with magical abilities to ensure career and financial success, which was already mentioned in the cultural description.

B) For the kapre, the cultural identity section describes them as large, hairy men who reside in Balete trees and smoke cigars. However, in the hybridity section, they are only described as creatures with a blend of human and supernatural features, which is similar to the cultural description.

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