

ABSTRACT

Kerambit is increasingly recognized in the 21st century through pop culture outside of Indonesia, such as movies and games. Unfortunately, there are still not many developments in Indonesia to bring kerambit into creative industries apart from Merantau (2009) and The Raid 2: Berandal (2014) film. In addition, the lack of research on kerambit by academics makes it difficult for the public to access credible information about kerambit. If this condition continues, the Minangkabau kerambit might fade away and replaced by modern influences. Therefore, this research about kerambit and display typeface creation aims to maintain the existence of kerambit inside Indonesia and outside. The following data is needed for the identities of kerambit to be well-represented in the typeface: terminology, types, anatomy, history, philosophy, and development of kerambit to this day. The type of data collected is qualitative, with the collection method through observation, interviews, documentation, and literacy studies.

Keywords: *kerambit, traditional weapon, Minangkabau, typeface*