People nowadays live in a convergence culture who witnessing how the meeting of old and new media open up new possibilities in the contemporary culture. One of the cultivated popular culture in late nineteenth century is the medium of comics. The amusement of comics invited its reader – young or adult – to be immersed into its world. Taking underrated subject matter in popular visual culture such as comics is an intriguing task. While people would agree that cartoons are valuable reflection of society, yet it is an arduous task to take since it was not yet count as a truly significant scholarship. The lack of appreciation made the richness of local comics unseen and as an important contemporary visual culture remains undiscovered. Articulating the expression of contemporary Malaysian comics is not even more a lucid mission. Working pace by pace in this study begins with documenting to perform an initial reading/viewing of all sources and to take notes about the general ways the visually appears in Malay literature. Through this study, the researcher will examine the novel genre, which is available on the Internet especially the novel in the form of multimedia, while investigating issues that might arise through observation, pilot survey and interviews conducted. Views and opinions obtained from this method will be used as data to form a model, which is a multimedia novel. This model will be tested on several respondents in order to collect data, which will be used as findings. Data, which are gathered, will be analyzed and a guideline about novel in the form of multimedia is created. Results from this research will benefit the field of literature in terms of literary knowledge in the form of multimedia that is distinguished from the conventional literature. With the advent of Internet, literary work must be more creative and not limited by the conventional literature alone but possesses its own distinct sets of disciplines.