



THE DEVELOPMENT OF DIGITAL COMIC MEDIA TO INCREASE STUDENT INTEREST IN LEARNING INDONESIAN

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Abstract-- During the current COVID-19 pandemic, the learning system is required to be conducted online. Changes in the learning system like this make it difficult for students to digest learning, especially in learning Indonesian, so that learning becomes monotonous and boring. In such circumstances, we need a medium that can increase students' interest and motivation in learning. The development of digital comics aims to increase students' interest and motivation in learning Indonesian. In this study, the author has a goal, namely to describe digital comic media to help students and increase student interest in learning Indonesian. This research was conducted at the Eria Medan Private High School in class X. The results of the study were conducted by interviewing the Indonesian language teacher at the high school. Based on the research that has been done, the development of digital comic media during online learning is currently increasing students' interest and motivation in learning, especially in learning Indonesian at SMA Swasta Eria Medan as a whole. With the media, teachers are easier to convey material, and students are happier in learning because the material is presented in the form of comics because there are pictures. Besides that, digital comics can be used anytime and anywhere for learning. Therefore, it is expected that with the digital comic medium, students will be able to understand the material and can increase their interest in learning.

Keywords : Development, Digital Comic Media, Interest in Learning, Indonesian Language Learning.

INTRODUCTION

Currently, Indonesia and other countries are being hit by a virus outbreak, namely COVID-19. As a result of the outbreak, it had an impact on the learning system, which required teaching and learning activities to be carried out online or only from home. Learning and teaching activities are no longer carried out face-to-face or offline but are currently carried out online with an online system by schools in Indonesia.

Online learning is carried out without direct face-to-face contact between students and teachers. The current learning conditions require the use of technology and communication. Currently, technology and communication are good enough to support teaching and learning activities. With the existence of technology and communication, a medium is needed that can facilitate the teaching and learning process so that learning is not monotonous.

In the learning process, a plan is needed. Planning consisting of syllabus, implementation plan, learning objectives, learning methods, learning media. All learning processes are needed in teaching, one of which is learning media. Learning media is the most important part as an intermediary, this is what makes the media one of the most important aspects of learning as a tool used by teachers for students in delivering material, but currently there are still learning media that are not optimal in their use. Munir (2012:134) states that learning media is important because with the existence of learning media the learning process will be more interesting, the material presented will be easier to understand, the time used is more efficient, the quality and motivation of students in learning can be improved. used anywhere without having to be in the classroom. Online learning nowadays students use electronic media more to find information about the subject matter. Therefore we need a media development that can increase students' interest and



motivation in learning, especially during this pandemic, the level of willingness and understanding of students on the material is low.

The type of media that students can use today is comic media because it has an image display that can be seen, read, and used anywhere, namely learning media whose material is presented in the form of comic media that can attract students' attention. This comic medium is one of the alternative facilities for carrying out the online learning process. Because it is presented in the form of images, digital comic media is believed to be able to attract students' willingness to learn because it is presented in the form of images, which, by its own nature, is easy to package and more attractive. According to Waluyanto (2005:51), comics are a tool that can be used to convey material in a lesson. In this case, the learning media serve as an intermediary for the communication process of students with learning materials so as to be able to understand the material and increase student interest in learning. There are several things that can improve student learning outcomes with the existence of learning media. In Nurrita's research (2018:184), namely:

1. Media can make the teaching and learning process easier and more interesting.
2. The ease of student learning can be increased.
3. Helping student's learning concentration
4. Increase student learning motivation
5. Provide a comprehensive learning experience
6. In learning, students are more involed

This is what makes comics so popular. In line with Ahmad's (2009) research, there are four advantages to using digital comics, namely First, digital comics function as a means of written and visual interaction in placing the subject of the story, thereby fostering social relations between students and the characters in the comic story. Second, digital comics can be used for various types of subjects. Third, the existence of digital comics can attract readers of all ages. Fourth, digital comics have an attractive appearance with colorful image designs and a simple writing style that is not as complicated as a book. Many people, including students, love digital comics. With an attractive design, digital comic media can be used for learning Indonesian. In making digital comics, there are many supporting applications, namely Pixton, Comic Creator, Adobe Photoshop, Comicker, and so on.

Learning Indonesian at this time requires media that can help students understand the material provided by the teacher in learning the existing text in the Indonesian language material. Especially in learning Indonesian, which contains a lot of text, this makes students bored and bored reading the text. which is only presented in that way-that's all. Thus, media that can increase students' interest and motivation in learning are needed. In digital comics, the material is presented in the form of stories so that students are more enthusiastic about learning and to increase their interest in reading. Because the existence of this digital comic learning medium provides convenience and can be disseminated compared to comics in the form of books. These digital comics are easily accessed via a link, which then allows students to access the comic via a laptop or smartphone connected to the internet.

The purpose of this research is to describe digital comic media to help students and increase students' interest in learning Indonesian. This research also has practical and theoretical benefits. The theoretical benefit of this research is as a form to increase knowledge of comics media and as a means of motivation to develop learning media to be able to contribute to the world of education. The practical benefits of this research are that students and teachers are expected to be able to help problems that exist in learning, students understand learning more, and students' interest in learning is increasing.

RESEARCH METHOD



This research was conducted at Eria Private High School Medan. The research subjects were students. This type of research is a development research that uses the ADDIE development model. According to Mulyatiningsih (2019: 200) that the design of the ADDIE model consists of five stages, namely Analysis, Design, Development, Implementation, Evaluation. Analysis, is the stage where to analyze the needs that exist in the problems in the classroom. Design, is a plan made to compile the material to be developed with learning media. Development, this stage is development, by compiling materials using digital-based applications for making comics, namely photoshop, paint, and canva. Implementation, or implementation is to see how the use of the developed media. Evaluation, or evaluation as a reference to see the shortcomings that exist in the digital comic learning media.

In collecting data for this study during the pandemic, online learning was carried out by interviewing Indonesian language teachers. Interviews are one of the data collection techniques. According to Nana (2007:217), interviews were conducted face-to-face to obtain information.

FINDINGS AND DISCUSSION

The following are the results of interviews conducted with Indonesian language teachers as a form of the results of the research conducted.

1. How many students in class X MIPA 1?
The students in this class consist of 28 students.
2. What media do you often use before online learning?
The media used is more often based on learning books and occasionally I present material through powerpoint.
3. How is Indonesian learning done online?
Indonesian online learning at this time can still run well, it's just that students are less active in responding to the learning given, moreover students are required to be diligent in reading so that they are increasingly able to understand the material provided with Indonesian language material which is mostly text-based.
4. How are students' abilities in online learning Indonesian today?
The ability of students is not much different from offline learning, it's just that the activeness of students in asking and responding to learning reduces students becoming less active.
5. What kind of learning media are used in online learning today?
I usually deliver material via zoom, google classroom, via whatsapp group with voice notes which will be listened to by students. In addition, I distribute the material with powerpoints that I made and provide links to learning materials that can be accessed on YouTube.
6. Have you previously used digital comics as a medium for learning Indonesian?
As for digital comics, there was never before, at that time we used printed comics which could not be accessed using the internet.
7. What do you think about the use of digital comic media in learning Indonesian?
I think it's pretty good. Because the material or reading presented in comics can increase students' reading interest, moreover there are pictures and colors that are interesting and not boring so that they are more interested in reading. In addition, these comics can be accessed and disseminated easily by simply connecting to the internet, so you can read the comics anywhere and anytime. Maybe that way it can increase students' interest in learning which only relies on media that is just that, when they use printed comics they are already quite active in learning, even more so with digitally drawn comics, it will increase.
8. Is it so important to use learning media in Indonesian language material?



Yes very important. Because the media serves as a place to convey material information that we will provide in the learning process. With the media, students will be interested in participating in the learning process and their curiosity about the material will increase.

9. What are the obstacles that occur when applying the learning media to Indonesian text material?

There are obstacles experienced. These constraints are usually on the internet, sometimes there are students who do not have an internet quota so that learning is often left behind. Then the obstacle from the teacher or myself is that I have to really prepare the material that will be presented in the media so that students understand what is being conveyed.

10. As a teacher, what needs to be considered in choosing media so that students can understand the material well and increase their interest in learning.

Of course, the media that we make must be in accordance with the conditions and circumstances that are suitable for students, must be in accordance with the material and learning objectives that will be delivered. For example, in the negotiation text, we have to teach and prepare materials related to negotiations around the bargaining process between sellers and buyers like in a market. That way students will quickly be able to understand the material according to what they have seen or experienced.

This research produces comic media products using the ADDIE development model which consists of five stages, namely:

1. Analysis (analysis)

At this stage carry out an analysis in the form of a needs analysis to find out the problems that exist in learning, then determine the goals and functions of making media.

2. Design (design)

The design stage is a media design that will be made by designing a storyline that will be presented to the media.

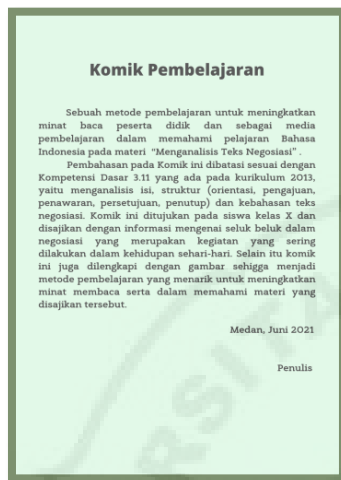
3. Development (development)

The development stage is the stage of producing comics that will be made as learning media. This learning media is made through digital applications for making comics, namely photoshop, paint, and canva. The comic file is made in the form of a pdf which can be accessed via the web by online via the internet at anyflip.com

Cover view An overview of some comic story displays

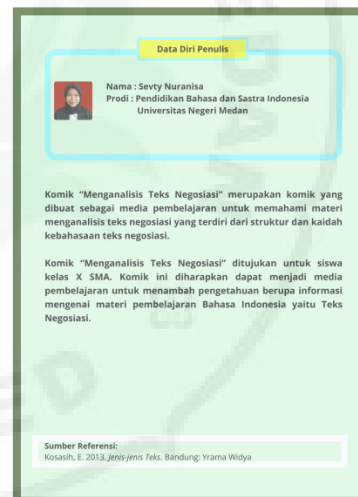


Preface view



Character appearance in comics

Personal information about author



4. Implementation

This stage is the validation stage of media experts, materials, teachers, and students in the form of a questionnaire.

No.	Validation	Percentage (%)	Kriteria
1.	Material Validation	91%	Valid
2.	Media Validation	88%	Valid
3.	Bahasa Teacher	96%	Valid
4.	Student Feedback	95%	Valid

5. Evaluation

At this stage, the evaluation is suggestions or criticism from the validator to improve the comic.

From the results of interviews and the results of the validation carried out, it is clear that in the online learning process carried out for high school students, it is not too difficult because they already know and can access the material by themselves, differently from elementary students. Usually, for high school students, teachers only need to provide



additional directions, but they also have to think about how to make the material presented easily understandable by students. Every learning requires media that can help students understand the material but not bore them, because with the media, it can make students able to understand the learning material and improve their learning achievement.

The benefits of the media are very influential in the learning process. Where the presence of the media allows students to understand the material, the teacher does not lose energy in providing the material because with the media there will be good communication between teachers and students. Students do not feel bored with the delivery of material that is just that-that's all that looks monotonous, so students can observe, implement, and demonstrate. The current learning system that is carried out online requires a medium. If the learning process is carried out without a medium, then what happens is that the students' understanding of the material is not really understood. Besides that, learning will be boring. So that means digital comic media is needed as a suggestion for delivering Indonesian language material.

CONCLUSION

Based on the results of the research and discussion described above, it can be concluded that:

1. Digital comics learning media is a medium that can be used in learning as a means in the learning process with teachers and students, with the existence of digital comics it can attract readers of all ages including students, digital comics have an attractive appearance with colorful image designs and has a simple writing style not as complicated as a book. With this media, it will increase students' interest in learning Indonesian.
2. The results of the validation by material experts show an assessment of 91% with a very decent category. The results of media expert validation obtained a percentage value of 88% with a very decent category. The results of the validation of Indonesian language teachers obtained a percentage score of 96% with a very decent category, and the results of student responses got a percentage score of 95% with a very decent category.

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