



Development of Comic Media for Children's Stories Material Characteristics of Poetry in Indonesian Subjects to Increase Students' Interest in Reading

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ABSTRACT

This research is motivated by the limited teaching materials in elementary schools and the lack of development of learning media that can attract students' interest in reading. This development research aims to produce children's story comic products, namely KOMPISA (Indonesian Smart Comics) and find out the practicality and effectiveness of students towards Children's Story Comics in Indonesian Language Subjects in class IV, so that the quality of learning at school is much more enjoyable and is better able to hone their skills. students in increasing interest in reading.. The results of this study, produce Children's Story Comics that can be used at the elementary school level as teaching materials for students who have met the very good criteria with an average score of the three experts, namely 96.9% in the very category. feasible to use, and the practicality level of 87.9% is in the very practical criteria and the level of effectiveness with an average of 90% is in the very effective category. The teaching materials for children's story comics are appropriate, practical and effective for use in learning Indonesian, material for the characteristics of poetry for grade IV elementary schools.

Comics, Children's Stories, Interest in Reading

ARTICLE INFO

Article history:

Received

10 August 2023

Revised

20 August 2023

Accepted

31 August 2023

Key Word

How to cite

Doi

<http://pusdikra-publishing.com/index.php/jsr>



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INTRODUCTION

Education is something that is considered important and primary in the progress of a country. The quality of education in a country can be seen from the progress of education in that country. UNESCO (United Nations Educational, Scientific and Cultural Organization) or the Educational, Scientific Organization emphasizes that education has an important role as the key to opening the way and improving the country (Nandika: 2007).

Schools are educational institutions that have the obligation to have four concepts, collectively referred to as "4Cs", namely: creativity (creative thinking), critical thinking and problem-solving (critical thinking and problem solving), communication

(communication), and cooperation (collaboration) . Changes were identified in the 2013 curriculum, especially in Minister of Education and Culture Regulation number 20 of 2016. These modifications include competencies that are essential for the progress of children's education in the country. Therefore, it is important to involve all parties, especially schools, to ensure that children have the various skills necessary for life in the 21st century.

Three Programs for International Student Assessment (PISA) from the Organization for Economic Co-Operation and Development (OECD) revealed Indonesia's position in the reading literacy category in their international studies. Indonesia ranks 74th out of 79 countries in the reading ability category of the 2018 International Student Examination (PISA) program, and ranks 73rd and 71st out of 79 PISA volunteer countries in math and science exams. Since the start of Indonesia's participation in the PISA exam, namely from 2000 to 2018, Indonesia's ranking achievements have tended to be stable in the Three Programs for International Student Assessment (PISA) from the Organization for Economic Co-Operation and Development (OECD).

What is the importance of instilling literacy in elementary schools. Literacy is very important to be instilled in elementary school? 1) Literacy greatly supports one's success in dealing with various problems. 2) Through literacy skills, a person not only gains knowledge but can also document a piece of experience that becomes a reference in the future. 3) Literacy culture has many benefits including increasing vocabulary, optimizing brain work, adding new insights and information, improving interpersonal skills, sharpening oneself in capturing the meaning of information being read, developing verbal skills, training thinking and analyzing skills, improving one's focus and concentration, training in terms of writing and stringing meaningful words.

In Indonesia, there are still many students who are not aware of the importance of literacy, especially in reading activities in school and outside school learning. The same problem when making observations in Indonesian language subjects, especially in class IV elementary school. According to observational data that has been carried out with teachers and students, it was found that there was a problem that occurred, namely the low interest in reading students which made it difficult for them to understand a material. (Sudjana: 2014) emphasized that children's story comic media is an approach to solving problems with learning, especially in fostering students' interest in reading.

By using learning media in the form of comics, it is hoped that it can help teachers convey learning material so that it is easier to understand, more interesting and fun for students. Based on the background mentioned above, the researcher will examine these problems through development research entitled "Development of Media Comics Children's Stories Material Characteristics of Poetry in Indonesian Subjects to Increase Students' Interest in Reading".

RESEARCH METHOD

In this research, researchers used a design and development research approach (Research and Development / R&D). Research and Development is a research method used to produce new products, test the effectiveness of new products. If a new product has been tested, the product will be easier and faster to use in work so that the quality and quantity of work products will increase (Sugiyono, 2017).

The research steps used in this research were adapted according to the development procedures using the ADDIE approach according to Borg and Gall. This procedure has detailed but simple steps. This procedure consists of five steps, namely (1) analysis, (2) design, (3) development, (4) implementation, and (5) evaluation which adapt to the research objectives, namely developing comic-based learning media with children's story material that can be used by teachers and students to improve the quality of learning, especially increasing interest in reading which has implications for achieving the expected learning objectives.

The location of this research was carried out at the Cicau 02 Central Cikarang State Elementary School, Bekasi Regency, West Java. The research subjects for this development included three validators consisting of media expert test validators, language expert test validators, material expert test validators and the target users of this product were fourth grade students of Cicau 02 State Elementary School.

There are 3 data collection techniques, namely: Questionnaire needs in product development will be analyzed using descriptive qualitative data and quantitative data in the form of numbers and interpreted with the guideline category assessment criteria to determine product quality. A validation questionnaire that will be given to media, language, and material experts. This research and development uses a Likert scale and measurements that refer to books written (Hayuwari, 2016) Quantitative analysis is the assignment of questions that will produce a score in this case can be seen in the formula below: The percentage formula used is as follows:

The percentage formula used is as follows:

$$P = \frac{f}{n \times 100\%}$$

Information:

P = Percentage value per aspect

f = Score obtained

n = Maximum score

To determine the criteria in determining the results of the validation, as follows:

Table 1.
Eligibility Criteria

Value presentation	Criteria
$0 \leq P < 25\%$	Invalid
$26 \leq P < 50\%$	Invalid
$51 \leq P < 75\%$	Valid
$76 \leq P \leq 100\%$	Very Valid

Source: Hayuwari, 2016

Counting the questionnaires that have been collected from validators will be calculated using a Likert scale as a measuring tool. The data that has been obtained by the researcher is then analyzed to find out whether the results are feasible or not from a product to be developed.

RESULTS AND DISCUSSION

The development carried out in this study resulted in Comic teaching materials for CHAPTER 4 learning "Slipping and Exploding" Main Material "Personification Pictures" on "Characteristics of Poetry" for class IV SDN Cicau 02. To develop KOMPISA "Smart Indonesian Comics", researchers using the ADDIE model stages with five stages, namely (Analysis, Design, Development, Implementation, and Evaluation). The steps for this development stage are as follows:

The results of the needs analysis were carried out through the interview stage with the class IV teacher. Based on the results of interviews with the homeroom teacher of class IV at SDN CICAU 02, students began to feel bored with learning that only used textbooks at school, because there were no interesting learning media that made understanding of Indonesian language learning less. The teaching materials used by students were in the form of simple worksheets so that students had less mastery of learning due to a lack of supporting material for the lesson, so the researchers made Children's Comic Books in the form of conventional books devoted to Indonesian language learning material Characteristics of Poetry for class IV SD.

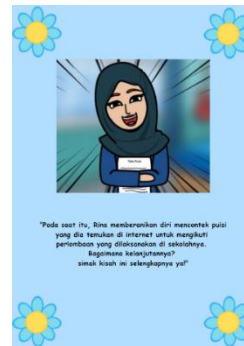
The product specifications that will be made are children's story comic media using the Photoshop 2023 application. The following is the design of the comic media that will be made:

- 1) The cover is a description of the material that will be presented, in image 1 the front cover and image 2 the back cover.

Picture 1



Picture 2



- 2) in Picture 3 there are Phase B Learning Outcomes, and Competency Achievement Elements that are in accordance with the material contained in the comic.
- 3) Learning objectives in comics containing material about the characteristics of this poem are shown in Picture 4.

Picture 3



Picture 4

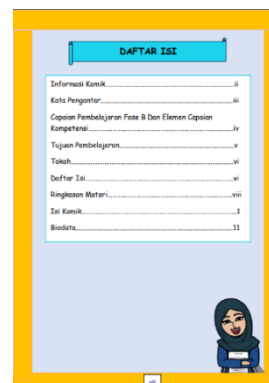


- 4) In Picture 7 there is a summary of the material contained in the comic book.
- 5) Picture 8 is an example of comic content

Picture 5



Picture 6



Picture 7



Picture 8



6) In Picture 7 there is a summary of the material contained in the comic book.

7) In Picture 8 is an example of comic content.

At this stage, comics that have been made using Photoshop 2023 graphic design are then printed into conventional books using A5-sized Art Paper.

The next step after this comic media is created is to validate the product. This product validation was carried out by presenting several experts, namely media experts, linguists and material experts to conduct an assessment of the feasibility of the Children's Story Comic product for the Indonesian language subject. Personification. Meanwhile, to evaluate the practicality of this comic, the researcher used an assessment questionnaire to educators or homeroom teachers for grade IV SD and grade IV students. The data obtained in this research are as follows:

a. Comic Feasibility Test Analysis

Comics that have been developed are then validated by the validator. Media expert validators, linguists, and material experts. After being assessed by each validator, an analysis was then carried out on the validation results sheet by the three experts. Comics teaching materials are said to be valid if they obtain and meet the eligibility requirements at the appropriate level. It is said to be valid if it meets the minimum criteria of 51-75%.

Table 2.
Expert Assessment Results

No.	Assessment Aspects	Mark
1.	Comic Cover	90%
	Comic Cover Design	
	Comic content design	
2.	Compliance with good Indonesian Rules and Correct	91%
	Text readability	

No.	Assessment Aspects	Mark
	Conformity with the development of participants Educate	
3.	Suitability of material content	95%
	Completeness of material content	
	Presentation of material	
	Presentation of learning	
	Average	92%

Based on the validation results of three validators, a value of 92% was obtained so that the comic was in the very valid criteria. So it can be concluded that this comic can be said to be very valid and feasible to use.

b. Comic Practicality Test Analysis

Practicality tests were carried out on comic products that had been developed by researchers. This practicality test aims to determine whether or not Comic products are easy for educators and students to use. This testing was carried out face to face in the class IV room. The questionnaire analysis of teacher and student responses to comics is as follows:

Table 3.
Results of the Teacher's Response Questionnaire

No.	Assessment aspect	Total score	Percentage	Category
1.	The material in the comic is clear	21	84%	Practical
2.	Comic Practicality			
3.	Help process learning			

Table 2.
Practicality of Teachers and Students

No.	Name	Mark
1.	Guru	84%
2.	Siswa	85,4%
Average Yield		84,7%

From the table above, it can be concluded that Comic teaching materials are said to be practical if they meet the minimum practical criteria equal to or more than 75. Based on the results of the average response from teachers and students, a score of 84.7% is obtained, which means that the Comics developed by researchers are within the criteria. very practical.

c. Comic Effectiveness Value Analysis

The results of a student questionnaire were conducted to test the effectiveness of Comic learning media. To test its effectiveness, 30 people filled out a questionnaire. The student was asked to fill out a questionnaire given by the researcher. This is done in order to know the effectiveness of the comic media that has been developed. The analysis of students' scores on Comics is as follows:

From the table above, it can be concluded that comic teaching materials are said to be effective if they meet the minimum effective criteria equal to or more than 70. Based on the results of the student questionnaire, a score of 85.4% was obtained, which means the comic developed by the researcher is in the very effective criteria.

d. Reading Interest Value Analysis

Analysis of students' reading interest was carried out to test the level of students' reading interest in filling out the questionnaire given. To test interest in reading, researchers used a questionnaire in the form of a checklist on 30 students. This testing was carried out face to face in the class IV room. It can be concluded that class IV students obtained an average reading interest ability test result of 89.4% and were in very good criteria.

CONCLUSION

The development of this Children's Story Comic was developed by taking into account the learning material, Learning Outcomes (CP) and learning objectives in accordance with CHAPTER 4 Twisting and Dashing Main Material of Picture 1. Personification of Material Characteristics of Poetry for fourth grade students at SDN Cicau 02. To make Comics, namely designing with designed using Photoshop 2023 graphic design then the comic is converted into a conventional form using A5 sized Art Paper. The comics that were developed had to go through the validation stages of media experts, linguists, and material experts as well as responses from grade IV teachers at SDN Cicau 02 and were tested on students consisting of 30 students. The quality of this comic learning media has reached the standard of feasibility and practicality for use in learning based on the results of assessments from media experts, linguists and material experts, teachers and students.

Based on the validation results of 3 experts, namely media experts, linguists, and material experts, the overall average score was 92% on very valid criteria. From the development of children's stories Comics teaching materials on the material

Characteristics of Poetry in which it contains front cover, preface, phase B learning achievements, elements of competency achievement, learning objectives, character introduction, table of contents, material summary, comic content and author's history that can be helps improve the quality of comic material, poetry characteristics. From the results of the practicality test by the teacher and students on comics, by giving a questionnaire to the teacher and 30 students, an overall average score of 84.7% was found in the very practical criteria. Meanwhile, based on the results of the effectiveness test, a questionnaire was given to 30 students who obtained an average score of 85.4%, which is in the very effective criteria. Finally, based on a creative thinking ability test on 30 students, an average of 89.7% was obtained in the very good category. So that the development of KOMPISA Children's Story Comic Media (Indonesian Smart Comics) produces products that are valid, effective and practical for use in the learning process on Indonesian language content: Characteristics of class IV poetry at SDN Cicau 02.

ACKNOWLEDGEMENT

The author would like to thank the parties related to the preparation of this research, including: parents, family, supervisors, teachers and students at SDN Cicau 02, fellow students and PGSD lecturers at Pelita Bangsa University for all the assistance that has been given in the preparation of this scientific work.

This is a short text to acknowledge the contributions of specific colleagues, institutions, or agencies that aided the efforts of the authors.

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