THE EFFECT OF DIGITAL COMICS LEARNING MEDIA IN IMPROVING STUDENTS' LITERACY

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Abstract

Reading is one of the skills that students must have. Students who don't like reading could have a bad impact on other people. For educators, increasing interest in reading is a struggle. Basically, because the material that students read is only printed books full of writing, their interest in reading becomes less. More impressive media is needed to arouse elementary school students' interest in reading. Students become engaged during reading when they discover charming illustrations and various writing fonts in books. Instructors must be more creative in creating reading materials for their students. For example, they might create digital comic learning materials that provide a different reading aesthetic than traditional books. This research takes a closer look at how innovation modifies conventional comic-based learning media into digital comics because the learning material delivered and interspersed with digital comic media can attract students' attention and trigger their passion for reading. This kind of research uses qualitative literature study techniques.

Keywords

Student Motivation, comic, student literacy, Creative learning

Introduction

Education is considered to be able to improve the quality of human life because it plays an important role in human development. The national education system regulates national education. To educate the nation, Law Number. 20 aims to improve skills and character education. In addition to a good education, the character that is formed helps a person achieve their life goals. According to Puskurbuk (Nugraha & Hasanah, 2021), there are more than ten character values derived from religion, Pancasila, Culture, and national education goals. These values are as follows; religion, honesty, tolerance, discipline, hard work, creativity, independence, democracy, curiosity, national spirit, love of the country, respect for achievement, friendship, love of peace, and responsibility.

The world is being hit by the Coronavirus outbreak, also known as COVID-19. This virus is spreading very quickly and affecting all fields. Online learning is one of the impacts of the world of education. During the COVID-19 pandemic, learning is carried out online. Learning activities based on digital content use electronic devices entirely. In a situation like this, teachers must utilize current technology as a method of learning Indonesian. To improve the quality of teaching and learning during the outbreak, teachers must develop and adapt to the online environment as professionals.

Students are also affected, especially elementary school students because they are not used to using technology such as devices and are not wise in using them. If students become addicted to electronic devices, their motivation to learn will decrease, which in turn will reduce their literacy. Reading content is hard to find, especially nowadays. He enjoys playing games on your device. Therefore, children must be fully supervised by their parents so that they can use smartphones wisely and without neglecting their learning obligations.

Comics are a medium that informs and educates. Comics that were originally ordinary reading books are now interesting thanks to the APK that can be downloaded for free and has many choices. Digital comics are not only amazing but also cheaper and easier to get and use because readers do not need to visit a bookstore to find and buy them but only need an internet connection to enjoy them. Comics can be read by various age groups that are appropriate. Comic messages are easy to understand and entertaining because of their attractive visuals. This learning tool can also increase accuracy, creativity, and imagination.

Several factors cause students to fail to read. These include teachers using conventional learning approaches and models, a lack of motivation and interest in students to learn to read, and a lack of learning tools. In reading comprehension learning, students are usually given props in the form of texts that are read. In the end, they are asked to read the text and then answer questions related to the core that is conveyed. The impact is that when students are asked to read on their own, they become restless and ultimately cannot understand what they are reading.

Now books are items that may be less touched by students, so comics that are still in the form of books are less popular with students when they are given a choice between books and Android smartphones, of course, at this time more people choose Android smartphones, even though the books in the choice are very good comics and in accordance with the stories they like.

Educational media functions to support student learning by making it simpler and more organized so that affective intelligence can be combined with the cognitive and psychomotor domains of students. Because the form of an educational environment supports students to facilitate the transmission of student motivation in literacy activities. Mistakes that sometimes arise when teachers teach can be reduced by modern learning

media. This can be used as a basis for innovative teaching aids to develop children's literacy skills.

The educational journal compiled by (Lubis et al., 2018) on comic-based learning media is a source of research on this title. The results of the journal he studied proved the development of student literacy through comic-based learning media for reading. Questionnaire measurements were used to measure this research. Additional references come from previous studies on more or less the same title, having a fairly successful basis in increasing student literacy. This study is based on the facts presented and the problem of low reading interest among students, especially in elementary schools. Innovation digital comics that act as a development medium for comics that were originally reading books can now be in the form of applications that are easily obtained by students when using Android smartphones to increase student literacy.

Method

The method used by researchers is a literature study that summarizes several primary sources of information. To collect data, various sources related to the research topic are examined and examined. Theories that can be researched are used as a basis for data collection, which are then arranged into subtopics that are relevant to the research topic. Efforts are also made as a comparison of arguments from various researchers. All hypotheses are collected as support for this journal.

Result and Discussion

Result

An action related to feelings is often a sign of love. A person must be willing to do what he likes. Therefore, the emergence of interest is based on a desire that is recognized by someone without

the involvement of outside parties. Reading is an activity that is carried out independently to obtain information from reading material. Seeing writing can also mean getting information from the text. In this way, reading has the potential to increase the imagination, creativity, and insight of students.

Detecting spelling affects the suitability of the core of the text being read. The material read must appeal to the desires of students so that learning feels easier. Furthermore, student learning outcomes will be influenced by this. The habit of reading becomes an easy habit to form. Literacy is still lacking in society, especially among school youth. Reading often helps to get better.

The role of teachers greatly influences students' desire to read (Harris & Sipay, 1980) in the journal (Nurlela, 2023). The main factor that causes students to read less is the lack of support from the school and family environment. To increase interest in reading, teachers face their challenges. Students are interested in reading books because of the attractive pictures and fonts. Teachers must be more innovative in creating an educational environment related to students' reading abilities. One example is creating a digital reading environment that is different from ordinary books.

Discussion

A teacher faces challenges in increasing interest in reading. Because the media that students read are only printed books, they are not interested in reading. Elementary school students need a more interesting environment so that they are more interested in reading. Students start to be interested in reading books because of the attractive pictures and fonts. Teachers are asked to be more innovative when they create reading aids for their students. For example, they can use digital comics as learning aids or create reading aids with a different appearance from ordinary books. Digital comics can attract students' interest in reading because they have interesting text and images. Thus, digital comics can

help students increase their interest in reading. Comics are a collection of images consisting of sequences of certain characters that provide an element of entertainment in their descriptions. Comics often depict stories about superheroes, cartoons, and legends which are just characters. Comics, on the other hand, can be used as a learning tool because they can be designed based on the material to be delivered. Comics function as a messenger of learning while using visual media that is packaged as attractively as possible to encourage student's interest in learning. Because comics are dominated by very prominent images, they are usually very popular among people who have a visual learning type.

Comics are not just light and fun illustrated stories. According to Rohani (1997:21) in the journal (Syahrir et al., n.d.), comics are a type of visual communication media that can convey information in a popular and easy-to-understand way. Comics combine the power of images and writing, which are combined in a network of images to make information easier to absorb. The flowing text makes it easier to follow and remember. Comedy media is informative and educational because it is more personal and easy to understand. Wurianto (2009:51) also stated something similar, saying that comics as a learning tool can convey learning messages. Comics, according to Wurianto (2009:51) in the journal (Musnar Indra Daulay & Nurmnalina, 2021), are a learning tool that can convey messages. In this situation, learning is defined as the process of communication between students and learning materials. If learning messages are delivered in a clear, coherent, and interesting way, educational communication will run well. In other words, comic learning is a method that can be used to overcome difficulties in understanding the material. Students can better understand the material by using analogies and stories from everyday life. Comics can present objects that are too small, too big, dangerous, or even not allowed to be visited by students. Comics can also attract students' interest in learning and teach them to translate stories into pictures, giving them a lasting

impression and helping them remember longer. The material in the comics can be explained clearly so that the material in the form of pictures can explain the whole story so that students can directly understand what is being told.

The Indonesian language subject is a subject that has an essence that is aimed at students, there are four essences, namely reading, listening, speaking, and writing, but researchers only focus on the realm of reading, with the aim of developing students' reading interest through digital comic media, so that students can maintain their literacy and even increase their motivation in literacy.

Literature studies from several sources obtained by researchers in developing student literacy include the implementation of digital comics with several stages, namely starting from analysis, design, development, and evaluation.

A. Analysis

Regarding the analysis that has been conducted by researchers on the learning process in the classroom and previous researchers, there is a picture of the use of learning models that are still conventional so that students are less concerned about what is conveyed by the teacher. This happens because there is still a lack of interesting strategies and media for delivering learning.

The results of the initial analysis found a solution to implement learning through digital comic-based media displays using projectors or LED TVs. So that on this occasion students see the display and learn directly about the use of digital comics, then they can access it via the smartphones they have at home in the end the comic media can improve their literacy not only at school but wherever they operate their smartphones.

B. Design

The design stage is a stage where researchers design how the use of this digital comic application is safe and appropriate for elementary school students. So that they can easily access, download, and use it, and most importantly free from dangerous content that appears from advertisements, or the default display of the application.

C. Development

The development stages of previous researchers about comics in the form of unique and interesting books but the titles are limited, and when you want to have it, you need to make an effort to come to the bookstore to buy it. The parts include covers, colors, fonts, ambiguous spelling, unattractive images, less fun language, etc. Now it is developed into a digital comic so that students only need to download the digital comic application via the Playstore or Appstore and then can choose various comic titles that they are interested in reading.

D. Implementation

Implementation is a stage that determines the feasibility of the product. At this stage, students start using the digital comic application as a medium for literacy, so that their level of saturation can also be known compared to reading comics in the form of books.

E. Evaluation

The evaluation stage of the implementation of this digital comic is certainly different from the evaluation of the implementation of comics in previous studies if in previous studies students were given questions to find out their learning outcomes after using comic-based media compiled by teachers or researchers who implemented it.

However, for the evaluation of the implementation of this digital comic, students were tested on how long they read and left the games on their smartphones. So that the development of students' literacy can be evaluated by asking them to tell as many stories as possible based on the results of their reading.

Conclusion

The results of this literature study are quite good because they can provide innovations for educators and increase students' reading motivation, but it would be nice if this study could be developed into a scientific paper with a wider scope, especially not only on reading motivation but learning motivation and improving student learning outcomes. Variations in student learning can be created through the creativity of the teachers who teach them, therefore, amid the weaknesses and declining reading interests of students today, it is necessary to include media that are inserted into students' hobbies, such as games, comics, crosswords, etc.

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