DEVELOPMENT OF COMICS BASED LEARNING MEDIA IN CLASS 2 THEME 5 MATERIAL MY EXPERIENCE AT HOME

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ABSTRACT

This research is motivated by the low interest in reading of students in learning Indonesian because in the teaching and learning process teachers tend to use tools in the form of media in the form of books only and lecture methods, making it less interesting for students to pay attention to. This research aims to determine the development of comic-based learning media that is valid, practical and effective for use in class 11 in Indonesian language subjects. This research was carried out at SD Negeri 17 Palembang which is located on Jl. Enim Lorok Pakjo, Demang Lebar Daun, Palembang City, South Sumatra. This research is a type of ADDIE research, namely analysis, design, development, implementation and evaluation. The population and sample in this research were class 2 students at SD Negeri 17 Palembang, totaling 30 students in the class. Data collection techniques in this research are observation, interviews, questionnaires and documentation. , The results of this research are the results of the assessment of all validators, the percentage is 98% with the criteria "Very Valid" while one to one gets an average percentage of 84.5%. It can be concluded very practically, based on the criteria, the average percentage value is 81%-100 % that the comic media developed is very practical, the implementation of the Small Group trial phase obtained an average percentage of 90.7% Very Practical. The results of the data analysis of the Flied test product trial carried out by 30 class 2 students at SD Negeri 17 Palembang in the table show that It can be seen that the students' response to the total score was obtained with a percentage of 92.2% with very practical criteria, the potential effect on the 2nd class students at SD Negeri 17 Palembang, totaling 30 students, through 10 multiple choice test questions with a completion percentage of 86% or 27 students achieved the KKM score and 3 students below the KKM. Based on this percentage, the potential effect and final results or post test with a percentage result of 90% (p≥80%) so that comic media is categorized as very potential.

Keywords: *development of comic media, valid, practical and effective.*

1. INTRODUCTION

Making the nation's life intelligent is the State's goal stated in the preamble to the 1945 Constitution. The mandate contained therein is to form an intelligent Indonesian nation by increasing human resources, therefore it is a great responsibility for the Indonesian nation. One way to improve the quality of human resources is through education.

Law Number 20 of 2005 concerning the National education system states that "Education is a conscious and planned effort to create a learning atmosphere and learning process so that students actively develop their potential to have spiritual, religious strength, self-control, morals and skills that needed by the Indonesian people", while Republic of Indonesia Law No. 20 of 2003 concerning the National System states that "Education is a conscious and planned effort to create a learning atmosphere and learning process so that students actively develop their potential to have religious spiritual strength, self-control. , personality, intelligence, noble morals, and skills needed by himself, society, nation and state. The development of a nation that develops to become a developed nation is by advancing its education system within the nation itself because the problems that exist within a nation and hinder the nation from becoming a developed nation like Indonesia is currently found in its education system, therefore The government strives to develop the Indonesian nation starting from the aspect of education, to become a developed nation it must be built and developed by someone who is educated, intelligent and skilled.

According to (Handerson, 2012, p. 5.) "education is a process of growth and development, as a result of individual interactions with the social and physical environment, which lasts throughout life from the time humans are born. Social heritage is part of the community environment, is a tool for humans to develop the best human beings and intelligence, to improve their welfare." (Dalle & Dedy Santoso, 2012, p. 1.) that "Education is a conscious effort carried out by the family, society, and the government through guidance, teaching and training activities, which take place at school and outside school throughout life to prepare students to be able to play roles in various living environments appropriately for the future."

(Sudjana, 2018, p. 28) learning is a process of interaction with all situations that exist around an individual, learning can be seen as a process that is directed towards goals and a process of doing through various experiences, learning is also a process of seeing, observing and understanding something , learning activities are carried out by two behaviors, teacher behavior is teaching and student behavior is learning. (Yasin, 2020, p. 12.) states that comics have an advantage compared to other learning media, such as using pictures that can clarify the words of the story in the comic and comic stories are very closely related to what students experience in everyday life and get positive influence on students' reading abilities. This is confirmed by (Riwanto 2020, p. 15.) that comics make it easier for students to grasp abstract problems or formulations.

Meanwhile, in reality, there are still many schools that do not use a variety of media to raise students' enthusiasm and interest in learning. In particular, comic media can attract students to learn, even currently the print media available in schools is only in the form of books, which makes students less interested in reading these books. Reading is the most effective alternative learning model, namely to achieve learning goals from someone who doesn't know to who knows (Ahmadi, 2018, p. 65).

At the elementary school level, students are aged 7-12 years, at this age they are still classified as children, (Piaget Hapudin, 2020, p. 114.) classifying them into the concrete operational stage, at the age of 7-12 years, children can already do things. logical thinking activities in dealing with physical objects. However, at the age of 7-12 years children cannot draw concrete conclusions. Next, in the second grade of elementary school, children have characteristics such as

liking to play, having a high imagination, liking to work together and liking to do things directly. At the operational stage, children aged 7-12 years are more likely to like watching cartoons such as Upin-Ipin, Doraemon, Spongebob, and Boboyboy Rahayu (2019:13). As explained by (Kholifah, 2020, p. 6.) children's interest tends to lie in audio-visual and visual where children really like to see cartoons that have a variety of shapes and colors so that they can attract their attention. Based on researchers' observations in the odd semester in class 2 of SDN 17 Palembang. where educators in teaching students only use books, lectures and assignments. Meanwhile, educators can access learning media via the internet, but educators have difficulty accessing it repeatedly due to quota constraints.

(Barus, 2020, p. 66.) states that digital comics in thematic learning are suitable and can be used as learning media for second grade elementary school students. The results of this research show 88% are in the good category. Research (Nurhayati, 2021, p. 13.) concludes that comics based on environmentally caring characters can be used as an alternative to increase effectiveness in learning. (Yasin, 2021, p. 10.) concluded that digital comic learning media for elementary school students can improve student learning outcomes.

Seeing this background, researchers are trying to develop research entitled "Development of comic-based learning media in class 2 theme 5 material on my experiences at home" student learning outcomes.

2.   LITERATURE REVIEW

Understanding Learning Media.

(Daryanto, 2021, p. 4) states that the word media is the plural form of the word medium. Medium can be defined as an intermediary or introduction to communication from the sender to the recipient.

Meanwhile, according to (Kustandi, 2020, p. 30) says that learning media includes tools that are physically used to convey the content of teaching material, consisting of books, cassettes, films, slides, photos, graphics and others. and also states that The use of learning media really helps the effectiveness of the learning process as well as conveying the message and lesson content at that time. Can improve the teaching process, as well as help students improve understanding, present data in an interesting and reliable manner, and facilitate data interpretation and information.

Furthermore, according to (Trianto, 2019, p. 52) the learning model is a conceptual framework that describes the procedures for systematically organizing the learning experience in order to achieve learning goals, where knowing the quality of a learning model can be seen from two aspects, namely process and product. Continued by Januszewski and Molenda in (Hamid, 2020, p. 4) The association of educational technology and communication limits media as all forms and channels used by people to channel information and messages. As explained (Hasan, 2020, p. 33) the message, message source, channel/media and message reception are components of the communication process. The message to be communicated is the content of the teachings or upbringing in the curriculum, and the source of the message can be from educators, students, other people or book authors and media procedures and channels are educational media and the recipients of the message are educators and students.

In line with that (Suryani, 2019, p. 6) that learning media is a form of means of conveying information that is made according to learning and is used for learning purposes in channeling messages and stimulating the mind, so that the learning process is encouraged.

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Benefits of Learning Media

Learning media also has benefits in the learning process. Without learning media, students will find it difficult to understand learning. Furthermore (Sudjana & Rivai, 2018, p. 8) states the benefits of learning media in the learning process include:

1. Learning can make students interested in learning so that it motivates students to learn

2. The material presented will be easy for students to understand and make it easier for students to master the lesson material

3. The learning methods used are more varied, so that educators are not focused on speaking words, and students are not easily bored or fed up with learning

4. Students are active in carrying out learning activities because not only do they listen to the teacher's explanation, students are also directly involved in the learning process such as observing, trying and demonstrating concepts. According to (Nafisah, 2021, p. 4) the benefits of practical use of using learning media in the teaching and learning process as follows:

1) Learning media can clarify the presentation of messages and information so that it can facilitate and improve the learning process and outcomes.

2) Learning media can increase and direct children's attention so that it can foster learning motivation, direct interaction between students and the environment. Apart from that, students can learn according to their abilities and interests.

3) Learning media can overcome the limitations of the senses, space and time.

Understanding Comic Media

Comic media linguistically comes from the Dutch language, namely komiek, meaning comedian. In Greek, comic comes from the word "komikos" or "kosmos" which means having fun or joking. In this way, comics are connoted with disproportionate images so that they appear funny to those who see them (Nugiantoro, 2018, p. 409) whereas (Yauni 2018, p. 28) comics are a composition of motionless images, dialogue balloons, captions pictures and there are characterizations in the pictures so that they form an interesting story line.

Furthermore (Saputro, 2019, p. 34) media learning is a learning process that helps students to be able to replace the teacher's position in learning both in the classroom and outside the classroom. Comics are a closely sequenced story that has been connected with images and is designed to provide entertainment to readers (Kustandi & Darmawan, 2022, p. 141). Apart from that, according to (Nurfadhillah, 2021, p. 98) Comic media is only used in two directions, namely teaching aids and learning media used by students, comic media can also be used in group discussion learning which is expected to improve children's achievement in learning.

Learning Media Function.

According to (Ramli, 2012, p. 2-3) the functions of learning media can be grouped into three, namely:

1. Helping teachers in the field

His job.
Using appropriate learning media can help teachers overcome deficiencies and weaknesses in the teaching process. Analysis of educational technology states that the use of learning media can effectively convey the learning messages presented, so that it is efficient in the use of time and lightens the burden on the teacher concerned.

2. Helping the students.

Learning media that is chosen appropriately and is effective can help students apply the learning messages presented, and psychological aspects such as observation, response, memory, emotions, thinking, fantasy, intelligence and so on.

3. Improve the teaching and learning process.

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Appropriate and effective learning media can improve learning outcomes. This is because

a. **Types of Comic Media**
According to (Chairani, 2020, p. 13.) the types of comics are:

1) comic book (comic book)
comic books made in book form which are part of other printed media with a magazine-like appearance and are published regularly.

2) Light comics (comic simple)
Comics containing pictures and light writing made with your own work, then the results are then printed and bound like comics in bookstores

3) Compilation comic
Compilation comics are a collection of several comic titles from several different comic artists and with stories that may not be related at all despite the publisher

4) Online comics (web comics)
This comic is a comic in the form of media that uses the internet to publish where this comic can reach a wider distribution area compared to comics in the form of print media.

5) Comic strips
Comic strips refer to comics that consist of just a few panels and are usually found in newspapers or magazines. These comics are divided into two, firstly continuous comic strips, secondly comic cartoons.

Advantages and Disadvantages of Comic Media.

According to (Wicaksono, 2021, p. 234) the advantages of comics in learning are as follows:

a. Comic media can increase children's interest in reading and other lessons.

b. The storyline in the comic leads to good things

c. Make it easier for students to understand and capture concrete things.

d. Comic media can add to the collection of words or vocabulary for readers.

Meanwhile, according to (Riwanto, 2019, p. 44):

a. The material contained in comics can explain the whole story because there are picture illustrations that can make things easier for students.

b. Comics can attract students' enthusiasm for reading

c. Comic media can develop students' interest in reading

Meanwhile, according to (Permatasi, 2018, p. 345), the shortcomings of comics are:

1.Not everyone can learn effectively with a visual style

2. Sometimes in comics there is a language style that is not good

3. Many comics contain stories that show violence

Continued by (Wulandari, 2018, p. 15.) there are deficiencies in comics in learning, including:

1. Shows lots of love scenes

2. Making it easier for someone to read comics can result in people being lazy about reading

3. Using comic language using lots of non-words

Steps to Make Comics
So that the comics created are in great demand by readers with these steps, teachers can use comics very effectively as a medium for learning. As for the view (Nurkhalisyah & Marlini, 2018, p. 17) there are several stages that will be carried out in making comics, namely:

1) prepare materials and tools

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2) Determine an idea or ideas, where at this stage determine a creative idea or idea according to the title of the comic that will be made
3) Determine a theme
4) compose a story plot in the form of the framework of a story
5) Creating a story script is a stage that really determines whether a comic is interesting or not, so that readers can understand the plot of the story.
6) sketching a comic, is a step taken to create a sketch of an image from a comic
7) Creating comic characters is a stage that is carried out after creating the desired comic sketch
8) providing body language and facial expressions in comics
9) making balloons and comic text.
10) Determining the ending of the story.
11) Making comic covers, this stage is carried out when the story created in the comic is finished.

Understanding Indonesian Language Learning

Indonesian is a subject taught in schools to improve students' skills in writing, reading and communicating. According to (Resmini, 2016, p. 49), Indonesian language learning is learning to improve students' ability to communicate using spoken and written language. Furthermore, according to (Zulel, 2017, p. 4), Indonesian language learning in elementary schools is directed at improving students' ability to communicate well, both orally and in writing.

Understanding My Learning Experience at Home

Experience is something that has been experienced (lived, felt, endured). According to the KBBI, experience is also defined as episodic memory, namely memory that receives and stores events that occur or are experienced by an individual at a certain time and place, which functions as an autobiographical reference (Alwsiol, 2020, p. 22)

Experience is also something that cannot be separated from everyday human life. Experience is very valuable for humans and experience can also be given to anyone to use and become a guide and human learning (Daru Purnomo, 2017, p. 88)

According to Lewit, quoted by (Notoadmojo 2019,) behavior is the result of experience and a process of interaction with the environment which is manifested in the form of knowledge, attitudes and actions so that a state of balance between driving forces and restraining forces is obtained. Experience will greatly influence how a person prepares for something that is felt (known, done, and perceived) is awareness of something that is captured by the human senses, perception is not only determined by objective stimuli, but is also influenced by one's own state. somebody. Activities within oneself or a person's experiences will produce different perceptions.

Prototype Development Concept

The ADDIE development concept is a learning system design model that shows the basic stages of learning system design that is simple and easy to learn, namely the ADDIE model. This model has five main phases or stages, namely Analysis, Design, Development, Implementation and Evaluation. According to (Darmawan, 2022, p. 105) the five phases in the ADDIE model need to be carried out systematically

3. RESEARCH METHODOLOGY

At this stage the researcher uses the ADDIE development model. According to (Malik, 2018, p. 55) ADDIE is an abbreviation for Analysis, Design, Development, Implementation, and Evaluation which can be used for various forms of product development such as models, learning strategies, learning methods, media and teaching materials. Furthermore, according to (Sari, 2018, p. 312), the function of the ADDIE model is as a guide in developing products that are

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effective, dynamic and support learning performance.

Apart from that, according to (Hamalik, 2018, p. 88), the product development steps in the ADDIE model are rational and more complete, and the ADDIE model can be used for various kinds of product development, including learning media applications. The function of the ADDIE model is as a guide in developing products to help products that are effective, dynamic and support learning performance. Based on the descriptions above, the ADDIE development model is rational and more complete for various kinds of effective, dynamic product development which supports performance in learning. Techniques for collecting data are interviews, questionnaires, observation, documentation.

Presentation of Development Data

learning media in the form of comics which will be developed using R&D (Research and Development) research in accordance with the ADDIE development model in products developed by researchers in the form of printed teaching materials in the form of comics. There are things that researchers do in carrying out the research process which includes analysis. This analysis stage is divided into several parts, namely:

1. Needs analysis,

2. Student Analysis,

3. Material Analysis.

Hasil dari tahap desain yang dilakukan pada April 2024 untuk merancang serta mendesain media komik yang dikembangkan dan menghasilkan konsep awal dari pengebangan produk.

Tabel 12. Garis Besar isi Media (GBIM)

Kompetensi Dasar (KD)	Isi Materi
3.6 Mencermati ungkapan permintaan maaf dan tolong melalui teks tentang budaya santun sebagai gambaran sikap hidup rukun dalam kemajemukan masyarakat indoneisa	1. siswa mengetahui pembacaan teks percakapan yang berhubungan dengan kata maaf 2. menjelaskan apa itu dari kata maaf 3. contoh-contoh kata maaf

**Sumber :Buku Pendidik Tema 5 Pengalamanku dirumah (Edisi 2018)**

Design development (Development) Results from the analysis and design stages produce an initial design of learning media called the first product draft. After the learning media in the form of comics based on my experience at home is designed in the form of a first product draft, a validity test will be carried out on experts and an Expert Validation field trial where the validation results found by Mr. Hendri Gunawan, M.Pd. Obtain a total percentage value of 100%. with the criteria "Sanggat Valid". The validation results by Mrs. Juaidah Agustina, M.Pd obtained a total percentage score of 95.2% with the criteria "Sanggat Valid". The validation results from Mrs. Echi Illahana, S.Pd obtained a total percentage score of 98%, 8 with the "Very Valid" criteria. So the assessment results from all validators were a percentage of 98% with the "Strictly Valid" criteria, while one to one got an average percentage of an average of 84.5% Very practical. It can be concluded, based on the percentage criteria of an average value of 81% -100%, that the comic media developed is very practical. ., implementation (Implementation) A trial of comic media was carried out at SD Negeri 17 Palembang with students in class 2 as subjects to get a response to comic media. Before distributing response questionnaires, the researcher first explained the learning material and after that showed the comic media to the students. Researchers distributed response questionnaires at the trial stage, namely the Small Group stage and the Fly test carried out on April 29 2024.

The trial phase was carried out using a questionnaire to determine the practicality of the comic media developed by the researcher. The questionnaire filling stage is carried out after students see comic media. Before the trial was carried out, students were given instructions on how to fill out the questionnaire that the researcher distributed. At this stage, it was tested on 8 students who were the research subjects. At this stage, the aim is to see the practicality of comic media in class 2 of elementary school. The implementation of the Small Group trial

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phase obtained an average percentage of 90.7% Very Practical. In the questionnaire, student responses showed that the comic media developed was practical to use. Judging from the responses, it shows that students got the highest score of 100% and the lowest score of 80%, so it can be seen that students are happy in the learning process using comic media and evaluation (Evaluation) while the Large Group (Flied Test) At this stage it was tested on 30 students who are research subjects. At this stage the aim is to see the practicality of comic media in class 2 of elementary school. In the student response questionnaire, it shows that the comic media developed is practical to use, seen from the students' responses, getting the highest score of 100% and the lowest score of 80%, so you can It is known that students enjoy the learning process using comic media. So there are no revisions to the results of student responses.

Based on the results of data analysis of the Flied test product trials carried out by 30 class 2 students at SD Negeri 17 Palembang in the table, it can be seen that students' responses to the total score were obtained with a percentage of 92.2% with very practical criteria. At the fly test stage, apart from distributing questionnaires, there is a pre-test with multiple choice questions for students to find out the learning outcomes before using comic media, where there will be students who will get grades that students can get from complete and incomplete. 27 students completed the pre-test results and 3 students completed the incomplete results
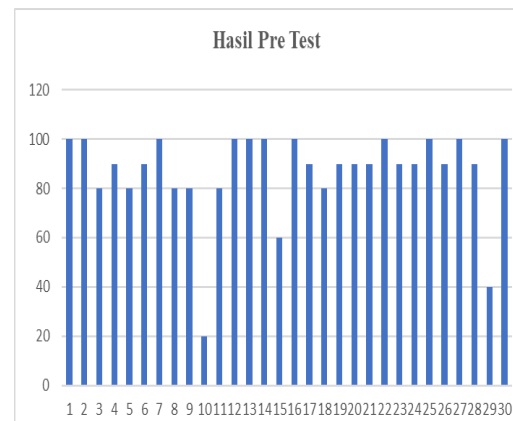
Gambar 4.1 Diagram Batang Penilaian
Sumber : Hasil Penelitian Destriana (2024)

Next, the second meeting in learning is a post test which uses comic media so that students can also answer questions from comic media, the results of the scores obtained by students from completed and incomplete post tests. The results of the post test were 29 students who completed it and only 1 student did not complete it because the time given to work on the test questions was insufficient, causing students to be less careful in working on the questions. So it can be concluded that the results of the learning completeness of students at SD Negeri 17 Palembang from the pre-test were 86% and the post-test was 90% with very high criteria.
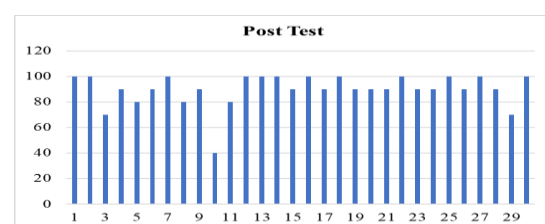
Gambar 4.2 Diagram Batang Penilaian
Sumber : Hasil Penelitian Destriana (2024)

Based on figures 4.1 and 4.2 above, it shows that students who reach the KKM (minimum decision criteria) namely 70 in class 2 of SD Negeri 17 Palembang from the beginning of the meeting get the results that students can get from complete and incomplete.

According to (Yusri, 2019), an increase in the quality of education will be achieved if the learning process carried out in

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the classroom is truly effective and useful for achieving the expected knowledge, attitudes and skills. So the researchers carried out a learning process involving 30 students by applying learning media to improve the quality of education regarding students' abilities. Therefore, the researchers carried out a test stage as proof that learning media can improve the quality of education through the completeness of students' learning outcomes. Meanwhile, to find out the potential effect, it was carried out on the 2nd class students at SD Negeri 17 Palembang, totaling 30 students, through 10 multiple choice test questions with a completion percentage of 86% or 27 students who achieved the KKM score and 3 students who were below the KKM. Based on this percentage, the potential effect and final results or post test with a percentage result of 90% (p≥80%) so that comic media is categorized as very potential.

Learning media that is attractive to students can be a stimulus for students in the learning process (Emilia, 2020). From the statement above, comic media has an important role, one of which is learning media that attracts students to be enthusiastic about learning and have high learning initiative.

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