

## **AN INNOVATIVE DIGITAL COMIC IN BOOSTING ACTIVE LEARNING**

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### **ABSTRACT**

The aim of this research is to implement digital comic for primary school in boosting active learning. Digital comic used in this research based on the comic that created and developed by student of post graduate studies Muhammadiyah university of Jakarta. This research used quantitative approach with experimental design. Subject of the research were the students of primary school located at South Tangerang. Instruments that used to gather the data consist of test, questionnaire, and documentation. The finding shows that digital comic is effective in boosting active learning for students in primary school level. Digital comic provides an active interaction with the students, and also brought the motivation for students in joining teaching and learning process. The use of digital comic is of the way that can be used for teachers to promote the active learning with fun and meaningful interaction for primary school students. This research hopefully can give new innovative media for the teachers to make students well-being achieved in a certain primary school.

**Keywords:** Digital Comic, Innovative Learning, Media

### **INTRODUCTION**

The use of media especially in primary school level is one of the challenging aspect for the teachers to pick the best media that can be used in teaching and learning process. A proper and well created media will impact the successful teaching for primary level. Primary school students at the age of 7-12 really needs a concrete kind of concepts, so they can comprehend all the learning material comprehensively because they are still engaged with concrete and real object at this age. The use of media is a mandatory for them in mastering a lesson (Delfakhria & Solfema, 2022; Praheto et al., 2020). The characteristics of primary school students tend to love pictures while joining the lesson, when they love the learning activities it will boost their passion in developing their skills (Anggito & Sartono, 2022; Mahayanti et al., 2017; Winarni et al, 2020).

Teaching media plays an important role for students in developing and making effective teaching and learning (Zaitun et al., 2021). When the teachers succeed in providing an interesting and fun kind of media, it will lead to the learning outcome that can be achieved easily for the students. One of the teaching media that really connect with the students and create active and fun activities is comic. Comic can be used to teach students in any kind of skills. Comic as the visual form of communication have the potential to be used in the instruction for active learning in primary school level. The use of comic is entertaining and fun that will gibe benefit most for playful element and promote learning through playing which is really relevant for the primary school students.

There are many types of comics, this research focus in implementing digital comic as one of the changing form in using comic for teaching and learning. Digital comic is an easy kind of teaching media with paperless work that can be modify as the teaching media for primary school students level. The use of digital comic, compared to the printed version will give the opportunity to the teachers and students in minimizing the use of printed paper in learning material, the digital comic also supports the love for green environment which is became the main issue in global warming. Digital comic claimed to be one of innovative teaching media that relevant for teachers in 21 century teaching paradigm. With digital product bring the concept of integrating the product of technology in supporting teaching and learning. The use of this media also relevant with the characteristics of primary school students level for a better experience in learning activities.

There are several characteristics of primary school students level, namely learning using playing, concrete not abstract, and discover the process of learning. The age of primary school students meets the criteria as the basic education for them to learn new knowledge with fun and meaningful activities. Their playing activities in classroom is also their moment to learn new things. Their needs of concrete concept are the natural phase for their knowledge development. And doing the learning material is a way better for them in addition to love the teaching and learning process. As a result, technologically-generated digital comic is a great tool for imparting knowledge for students in an active learning situation for them.

Active learning as the main focus for the research is providing the active and meaningful interaction for primary students while joining teaching and learning. Active learning known as the activities that going to attract students in joining the lesson provided by the teachers in passionate ways. When the teachers use digital comic, there will be a chance for the primary school students to play and learn new learning material in fun and great ways. Using digital comic demonstrate the chance to boost the creativity, their outlook of a lesson and influence the students to be a part of joyful learning (Gonzales, 2016).

This research trying to implement the digital comic to make the active interaction and as the result will lead the students to be the active learners in active interaction. The researcher trying to proof that fun teaching media is the key factors for successful teaching and learning especially for primary school students.

## **REVIEW OF RELATED LITERATURE**

### **Teaching Media**

In 21<sup>st</sup> century teaching and learning, the advantages of immersive products of technology and various kind od teaching media will make the teachers have the opportunity to pick, choose and select the best teaching media that can be used for their teaching activities. Multiple forms and unlimited material with various teaching media available and can be accessed freely without spending a penny. Media itself as its role as the conduit between a message's origin and its intended audience (Azhar, 2011). Media also plays a a sender (transfer), which transmitting the message of information from sender to recipient. This means media plays a crucial role in the dissemination of knowledge to general public. And the result, many educators incorporate media into their lessons to help students learn how to effectively communicate what they've learned in their classroom. There are several kinds of media that used by the teachers in their teaching and learning process.

#### **1. Audio Visual**

The term audiovisual media is used to describe those forms of media that combine both audio and visual elements. There are many examples of audio visual contents such movies with

no dialogue; radio newscast, dramas, and commercials; television commercials, quiz shows, animations, news, comedy, and soap operas; short stories and novels, music videos, and home videos that have been professionally recorded. Expertly filmed account of trips, informative features, and persuasive commercials. All type of audio visual can be used in educational setting based on the needs of the teacher in teaching their lesson.

## 2. Visual

Visual media refers to form of media that can be seen and showed in form of visual elements. There are many visual contents that can be produced and used in teaching and learning such as images from calendars, postcards, travel brochures, newspaper, magazines, ink blots, stamps, and X-rays; as well as paintings, sketches, photograph, drawings, stick figures, wordless street sign, silhouettes, and stick figures drawn by the children. All type of visual media also available for the teachers in supporting teaching activity. There are many kind of visual media that can attract the student's attention in learning new material. The selection of visual media based on the topic and also learning outcomes that going to be achieved in teaching and learning process.

## 3. Printed

Printed media is media in a form of printed paper that allows the teacher and students to have the physical form of the media. There are many examples of printed contents as newspaper articles, cartoons, advertising, movie advertisement, astrological columns, sport reports, obituary columns, and advice columns; restaurant menus, street signs, postcard, currency, cereal boxes, candy wrappers, tourist information brochures and tourist guidebooks, university catalogs, department store catalogs, telephone books, world, city, and relief maps, calendars, TV guides, greeting card, business card, bank checks, and comic books are just some of the many places that you can find travel writing. Subtitles for the hearing impaired on teletext. From all the kind of printed media, the teachers can use all of them to boost the active learning in their teaching process. The ability to pick and select the proper media is a must, in order to gain the relevant media that connected with the learning material.

## 4. Realia

Realias contents include the following things as dolls, puppets, currency, key rings, scissor, folded paper, toothpaste, toothbrushes, combs, stuffed and toy animal, wall clock, balloons, walkie-talkies, candles, fly swatters, string, thread, chewing gum, glue, rules, tacks, paper clips, rubber band, trains, aprons, plastic fork and spoon, dishes, glasses. All form of realia will improve the active learning for the students while joining teaching and learning. The use of realia for educational context should be the additional tools for the teachers in making the class become a joyful class with meaningful experience.

Based on all four categories, not every type of the media is applicable in the classroom; therefore, the teachers need to be wise in selecting one of the appropriate media that can be used in teaching the students by taking into account factors like learning objective, effectiveness, efficiency, function, affordability, and readiness to the material of the learning. The most important one, all of the media should be plan, implement and evaluate while the process of learning. The teachers need to check the facilities of the school to make sure each type of the media match their needs. The implementation of learning media claims that the use of media can create new desires and interest, develop motivation, and stimulate learning activities, and even bring the psychological effects on pupils (Arsyad, 2011).

## **Digital Comic**

Comic define as the intentional sequence of linear pictures with a goal of either informing or entertaining the reader. The Indonesian etymologies of comics that originate from the English term comic, semantically related to those of funny and jokes (Gumelar, 2011). And its not surprising that many people confuse a comic with humorous piece of writing. Laugh out loud funny because it incorporates both previously established characters and new material into the comic. Comics also known as something that reveals the shape of cartoon characters and act out a tale in a sequence that is closely related with the visual to give entertainment to the viewers. On the basis of their digital function, Digital Comics divided into several categories (Ahmad, 2009).

### 1. Digital Production

Digital production refers to the term that related with the description of the entire process of creating a comic book in its digital form, from concept to final output. Digital production also means all the steps and phase in creating the comic through the process in the digital way. Starting from the planning, creating, and trial of the comic in digital platform.

### 2. Digital Form

Digital form explains the term that used to describe comics that are read on a computer screen, smartphone, or tablet; this allows comics to take any form they choose, such as being extremely stretched horizontally or vertically, or even coiled up into a spiral. The digital comic's second feature is that it will never go out of style. Since its available in electronic data it can be save in the form of numbers or bytes, and can be transferred into a wide range of storage media that available, in other way printed comics are limited by the durability age of the paper on which they are printed.

### 3. Digital Delivery

Digital delivery refers to the term of distribution and delivery of digital comics, which often involve no physical media and allow for maximum portability. Disseminating digital comics in a paperless format eliminates many steps in traditional distribution chain of a printed comics. Based on the reality that found in Indonesia, its important to make and create a comic in a digital way since Indonesian people love to spend their time looking at the screen of their smartphones or tablet. Digital delivery also means all the comics that already produced can be deliver all around the world limitless, and this factors make the author can be famous and recognize not only in local community but also global community for the comic's lover.

### 4. Digital Convergence

Digital convergence means the growth of comics connections to other digital media forms including video games, animation, films, mobile content and etc. it is clear that the definition of digital comics are comics presented in an electronic-based digital format that not only displays the plot alone, but can be inserted games, animations, movies, or any kind of application that makes it simples for reader to follow and enjoy each of the story, and its delivery can be accomplished online or by the way of a special device. Digital comics nowadays become more popular for those that love spending their time in reading many kind of story through their devices, owning free comics with the games on it is one of the special pleasure for those that love new stories in reading comics.

## **Using Digital Comics for Primary School Students**

Digital comics for primary level students is one of the alternative media that the teachers can used. Digital comics provide students with images and text that available online and will attract student's attention in joining the lesson. Using this media, teachers distribute their materials to students. They can practice new topic easily and related with the messages that conveyed in

comics. Comics for primary students offer the chance to read material that combine images with text to express their comprehension after reading the comics. Through digital comics, primary school students have the opportunity to choose any kind of digital comics' genre that they want to read, and after finishing the reading they can share the messages that they got.

Digital comics for the age of 7-12 will love to join the teaching activities using digital comics. Their curiosity about new pictures and text in digital comics also support the students to learn visual based on the comics' content. There are several things that need to be considered while using digital comics for primary school students:

1. Clear Picture
2. Specific Instruction
3. Related Learning Outcome
4. Students Preference

## **RESEARCH FINDING**

Based on the data finding, it can be shown that the use of Digital comic succeeds in boosting student active learning. The elaboration can be describing blow:

1. Students average score was increased from 75.5 average to 86.5

The average score that increased in this research as one of the result of test instruments delivered to all subject of the research. The gap from pre and posttest mention 10 point as the gap of student's average score. The highest score of pretest is 76 while the highest score of pretest is 88. All the numerical data mentioning the use of innovative digital comic provide a better learning experience and meaningful interaction between students and teacher in teaching and learning process.

2. The result of questionnaire explaining the significant motivation.

Based on the result of questionnaire majority of the students love to learn with new media and technology that inserted in teaching and learning. They are expecting more teachers going to use various kind of teaching media in their class. The expectations of students will be carried out when the teachers comprehend the use of differentiated learning in their teaching activities. Students motivation describes as their active and fun kind of interaction while the teachers explainng learning material using innovative digital comic. They have their strong curiosities to learn new things from the teachers and willing to join the lesson with strong motivation. The questionnaire also describes that the learning experience while delivering digital comics as the innovative media brought the joy in teaching and learning.

3. Students activities showed active interaction while the teaching and learning process.

There are several activities that used in teaching and learning using innovative digital comics, all the steps can be explains below.



Picture 1. Opening the class



Picture 2. Main activities



Picture 3. Closing activities

## **CONCLUSION**

Teaching and learning especially for primary school students needs the ability for teachers to create an innovative learning design and innovative teaching media in order to provide fun, joyful, and meaningful interaction fro the students. The age of primary school students still needs the concrete stimulation with broader perspective in teaching and learning. The used of innovative digital comics as one of the innovative media proven giving the new kind of experience for the students in joining a lesson. This research focusing only using comics as the innovative media, for future researchers hopefully they will come with various teaching media that can give a positive impact for students to experience fun learning in order to get students well-being as the main goals of primary school education.

The use of innovative media in educational context can give bright students for a better future. The setting of classroom should have connected with what the students loves to do and their real life context in a classroom. Finally, this research needs more discussion to make and create a better kind of teaching and learning especially for students in primary school level. The successful teaching and learning located on how the teachers keep on giving their best effort in providing new, innovative and creative education for their students.

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