

Methodology Article

Development of Short Story Teaching Materials in the Form of Digital Comics

Agnes Novayanti, Suherli Kusmana, Iyay Robia Khaerudin

Department of Indonesian Language Education, Swadaya Gunung Jati University, Cirebon, Indonesia

Email address:

agnesnovayanti28@gmail.com (Agnes Novayanti)

To cite this article:

Agnes Novayanti, Suherli Kusmana, Iyay Robia Khaerudin. Development of Short Story Teaching Materials in the Form of Digital Comics. *Advances in Sciences and Humanities*. Vol. 9, No. 2, 2023, pp. 23-28. doi: 10.11648/j.ash.20230902.12

Received: May 10, 2022; **Accepted:** December 21, 2022; **Published:** May 25, 2023

Abstract: This study aims to develop teaching materials in the form of digital comics on short stories material that will be used as learning media. This teaching material in the form of digital comic media has never been used in short story material. To achieve the objectives in this study, the research and development method (Research and Development) was developed by Borg and Gall with the research stages being simplified into six stages. The six stages in this research and development are research and data collection, planning, product draft development, initial field trials, revision of test results and field trials. From this research, the results of teaching materials that meet the criteria as teaching materials are feasible to be used in learning. From the assessment of the validation of teaching materials by experts based on an assessment of the components of the material, language, presentation and graphics, it is known that the level of feasibility of teaching materials in the form of digital comic media is very feasible. Thus the assessment from educators of these components is included in the very feasible category. Based on the implementation of teaching materials in the form of digital comic media, it is known to be effective in learning. This is shown from the results of the questionnaire assessment of the teaching materials developed for students. Based on these results, it can be stated that short story teaching materials through digital comic media are feasible to be used in learning to class XI students of SMA Negeri 1 Subang Kuningan.

Keywords: Teaching Materials, Short Stories, Digital Comics

1. Introduction

Learning is a process carried out by educators so that students can carry out learning activities. Learning when viewed from the point of view of students is a process of activities carried out by students to achieve learning objectives. While from the educator's point of view, learning is a process carried out by educators to students in order to carry out learning activities.

Based on these two things, learning is a series of activities carried out by students in achieving learning outcomes and learning objectives to be achieved in the guidance and direction and motivation of educators. In law number 20 of 2003 concerning the national education system, it is stated that the curriculum is a set of plans and regulations regarding the content, objectives and materials as well as the methods used as guidelines in the implementation of learning process

activities to achieve the expected educational goals.

In improving the quality of education, the government seeks to improve the curriculum. Curriculum changes that continue to develop in line with the times are carried out to make students able to compete in the national and international arena. The curriculum that has been perfected by the government is the 2013 curriculum. This is due to the changing times that continue to develop and in the face of global challenges. The 2013 curriculum was developed based on competence and character, so that it is expected to make students have various characteristics and abilities that are in accordance with the demands of the times and technology. The 2013 curriculum contains competency standards that have been specifically designed to anticipate changing needs, skills and attitudes so that students can face the challenges of changing times. The goal is that students can have the opportunity to learn to believe and fear God Almighty, can

learn to understand and appreciate, learn to impmenet and act effectively, learn to live together and be useful to others, learn to build and find identity through active, creative and fun learning activities.

Learning activities can run smoothly if the learning tools are adequate. There are sevveral learning tools that can be used in the learning process including teaching materials, models, methods, media, approaches, strategies and techniques. One f the learning tools that will be discussed is teaching materials. The learning process is often found in formal educational instititios and non-formal instutitions. Schools are formal educational instutitions that have an important task in realizing education by producing graduates who can compete. Learning activities are the main activities in schoools, this means that the success or failure of achieving educational goals depends on how the learning process experienced by students. Learning not only at school but also in the community and family environment also affects the learning process of students. Learning that is not taught in schools can be found in the community and family environment and vice versa. It is one important aspect of education, as it becomes a means to support learning. Teaching materials are a set of learning tools or tools that include materials, methods, limitations and ways of evaluating which are designed systematically and attractively in order to achieve the expected goals [5].

In completing the activities of the learning process is to use learning tools that support such as learning media. The use of media in the learning process can faciliate students in the learning process so that learning will be more alternative and create a fun learning process in accordance with the times in the 21st century now. Learning media is a tool used to help, stimulate students' thoughts, feelings, abilities and attention in the learningg process. Learningg media is a communication tol to channel messages from the sender to the recipient so that the recipent can stimulate the thoughts, feelings, concerns, abilities and interests of students in the learning process. [12] Therefore, learning media has an important role in the learning process. Learning media can be clssified into audio media, visual media and audiovisual media. Audio media is media that can only be seen using the sense of hearing, such as a tap recorder. Visual media is media that can be seen using the sense of sight such as charta images. Audio-visual media is media that combies sound and images suuch as Tv media.

Based on the statement above, it can be understood that learning media are divided into three types, namely audio media, visual media and audiovisual media. In the modern era of the 21st century now the media is very popular to use of media is very easy to attract interest in learning. Advances in science and technology affect the development of various implementations of learning media. The progress of science and technology has an impact on the many varied media alternatives.

In developing teaching materials that suit your needs, you can teaching materials in the form of digital comics. Comics are media that combine stories and images, so that shaped media can be used for education. The use of comics media can

help the learning process, especially to help increase interest, motivation and learning outcomes. Comics developed in research follow technological advances in the digital form by paying attention to effectiveness and practicality. According to Afriani [1] said that "digital conficts are comics that are made directly on a computer, as opposed to comics made using conventional media which are then scanned and colored.

Comic learning media have been widely developed by previous researchers, including the development of digital comic media based on contextual teachibg and learning (CTL) as a learning medium for respiratory system materials for class VIII SMP/MTS students. Development of digital comics in Indonesian subject to improve student's ability to understand short stories. So that the learning process can achieve learning objectives well, educators mmust know the characteristics of students, optimizing the us of interesting learning approaches, media and learning resources so that learning objectives can be achieved optimally and obtain optimal learning outcomes as well.

One of the literature lessons found in class XI SMA subjects is a short story. A short story is a short literary work to express what is in the mind, heart and soul through the art oof writing. Short stories are short essays in the form of prose and are formed by several components, namely, themes, plot, characterizations, setting, point of view, mandate and language style [6]. The coverage of the material you cannot understand tehere are concepts that must be known, studied, understood and developed, while students still have difficulty remembering, understanding and developing concepts about short stories.

However, in general educators and students in the learning process have only used electronic school bools (BSE) and LCD Projectors as learning resources. Through books and LCD Projectors, students can gain knowledge about short atories that are only explained by educators, but the existence of textbooks and the use of LCD Projectors are not sufficient. The book often provides basic materials on short stories about developing the creative process. LCD Projector media also only presents power point which contains point from ahort story material.

The reason why choosing comics in digital form over print refers to suggestios rather than previous research. Prited comics have disadvantages such as poor paper quality, high proces, easily damaged, not environmentally friendly and wasteful. Digital comics are suitable for use in learning because digital comics are environmentally friendly, flexible and economical. Said to be environmentally friendly because digital comics do not use paper. Digital comics are said to be flexible because they can be accessed and obtained easily anytime and anywhere. Digital comics are said to be economical because they do not need to be printed and reproduces in book form, thus saving financial costs.

The reason why choose comics in digital form rather than print refers to suggestions from previous researcher print comics have flaws such as quality bad paper, expensive price easy damaged, no friendly environmental and wasteful. Digital comic suitable used in learning because of digital

comics environmentally friendly, flexible and economical. Said to be environmentally friendly because comic digital no use paper. Digital comics said to be flexible because it can accessed and obtained with easy anytime and anywhere. Digital comics are said to be economical because it doesn't need to be printed and copied in book form so save cost finance. Use of digital comics in learning has a purpose to increase motivation so that it can foster an active attitude of students, develop the creativity of ideas owned by students and can be an evaluation tool after reading comics.

To make it easier in digital comic media creation use application Adobe Photoshop cc 2020 can also create animation and insert sound to be more interesting, creative and effective use of the Adobe app Photoshop cc 2020 in the making digital comic media used by educator who wants to add variety and innovation in media learning that will bring learning atmosphere in the 21st century or era revolution 4.0 which more pleasant. Adobe flash is one of the software that is the flagship product of Adobe Systems. Adobe Photoshop CC 2020 is an application program used to make animated vectors and bitmaps amazing.

Material development process teaching in the form of digital comics consider the means and infrastructure in schools. Research will be carried out at SMA 1 SUBANG, because it is supported with information technology in the form of computer, LCD projectors and students are used to using electronic devices and internet. Based on the description of the problems and solutions above, the author develops digital comic media on short story materials. The development of short story teaching materials through digital comic media is expected to be used as media and interesting learning resources for students so that it has an impact on both learning outcomes and the results of students' willingness.

2. Theoretical Framework

2.1. Short Story Teaching

Materials teaching materials are an important element in the learning process because it will make it easier for educators and students in the learning process. Teaching materials need to be packaged properly, attractively and innovatively so that they can improve students' learning. Teaching materials are one of the learning tools needed in teaching and learning activities.

Teaching materials are all forms of material that are systematically arranged to make it easier for teachers to teach and can create an atmosphere of learning environment [4].

Teaching materials are a collection of materials that are systematically arranged by teachers and students in learning [9].

Teaching materials are a set of learning tools that contain materials, methods, limitations and ways of evaluating that are designed systematically and attractively to achieve the expected goals [5].

Based on some of the opinions above, the authors conclude that teaching materials are all forms that are systematically

used in the learning process so as to facilitate educators and students in teaching and learning activities.

Preparation of teaching materials must pay attention to the characteristics of teaching materials properly. The characteristics of good and interesting teaching materials are as follows: Self-instruction, Students can learn on their own without depending on others. Self-contained, all learning materials from one unit of competency that can be earned are contained in one complete model. Stand alone, the teaching materials developed do not depend on other media. Adaptive, teaching materials should have a high adaptive power to the development of science and technology. User friendly, teaching materials should meet the familiar rules of being able to use them [2].

Describe the principles of teaching materials as follows: The principle of relevance means the principle of relevance means the principle of linkage. Subject matter must be relevant to competency standards and basic competencies. The principle of consistency means the principle of constancy. There are four kinds of students that must be mastered, so there are four kinds of teaching materials that are taught. The sufficiency principle means that adequate material to be taught must assist students in achieving learning objectives that can master basic and competency standards [11].

One of the many literary works is the short story. Short stories are works of fiction that are built through various intrinsic elements. Short stories are short stories whose physical size is not an absolute measure. Short stories are not determined to be so many pages or so many words, even though short stories have a tendency to be short.

A short story is a short essay in the form of prose and is formed by several components, namely themes, characterization plots, the point of view of the mandate and language style [6].

Short stories are not just short stories, but short stories that have a distinctive story that distinguishes them from other forms of prose fiction [3].

Short story is a fiction story in the form of short and short prose whose story elements are centered on the main event [16].

Based on the description above, it can be concluded that a short story is a literary work that has a short essay that has a firm plot and storyline and is read in only "one sitting".

2.2. Digital Comics

The term media comes from Latin which is from the plural form "medium" which literally means introduction. The general meaning of the media is everything that can channel information from the source of information to the recipient of the information. The term media is very popular in the field of communication. The process of teaching and learning activities is basically a communication process so that the media used is called learning media.

Educational media used in the process to achieve educational goals. In essence, the media is also a communication medium, because in the educational process it is also a communication process.

Educational media are more general in nature while learning media are more specific. The purpose of this is that educational media are specifically used to achieve certain learning objectives that are specifically formulated. So not all educational media are learning media, but learning media must include educational media.

Learning media is a container and distributor of messages from the source of the message, in the case the teacher to the recipient of the message, namely students [8].

Media as a communication tool to channel the message from the sender to the recipient can stimulate the thoughts, feelings, concerns, abilities and interests of students in learning [13].

Learning media is a tool that can stimulate the teaching and learning process [10].

Based on the description above, it can be concluded that learning media is a tool used in the teaching and learning process in providing message information from the sender to the recipient of the message so that it can stimulate the thoughts, feelings, attention, abilities and interests of students in learning.

Media in teaching and learning activities has a very important role, because in teaching and learning activities the lack of clarity of the material presented can be helped by using media as an intermediary in the teaching and learning process. One of the learning media that can be used in graphic form to be used in the teaching and learning process is comics. Comics are media that combine media stories and pictures, so that in the form of comics they can be used for education.

Comics are a form of art or a way of expression. In his 1993 book "Understanding Comics, Scott McCloud" defines comics as: "pictures and other images in a deliberate order, intended to convey information for generate an aesthetic response to the audience. Comic is a form of art or a way of giving expression. In his 1993 book comics, Scott "Understanding McCloud" defines comics as: "drawings and other images in a deliberate sequence, intended to convey information or produce an aesthetic response in the viewer).

Comics can be defined as pictures and other symbols that are close together, next to each other in a certain order which aims to provide information to achieve an aesthetic response from the readers. Maharsi [7].

Comics or in Japanese called manga are stories that are poured in the form of images. Wahana [15].

Digital comics can also be defined as comics that are made directly on a computer, as opposed to comics made using conventional media which are then scanned and colored. Afriani [1].

Based on the description above, it can be concluded that digital comics are stories that are written in the form of images and symbols that are made directly on the computer.

3. Methodology

The research method can be interpreted as a scientific way to obtain data with certain purposes and uses. The research method is a way to get valid data with a goal that can be found,

developed and verified so that it can be used to understand solving and anticipating problems in the field of education, [14]. The method used in the research is research and development (research and development).

According to Sugiyono [14] method study and development is a method research used to produce certain products and can test the effectiveness of the product. The main goal of this research and development is to develop product. According to Borg and Gall that research and development (R&D) is a process that used to develop and validate a product.

The steps of the development process as an R&D cycle consisting of study the research findings that related to certain products where the product will be used finally and repair the drawbacks found in the testing phase.

The research and development steps used in the research will be limited and simplified. The steps in developing teaching materials in the form of digital comics are limited and simplified only until a product is produced after a wide-scale trial revision is carried out. This study aims to develop teaching materials in the form of digital comics in short story texts that will be used as learning media.

This research design refers to the development model developed by Borg & Gall which says that the Research and development (R&D) approach. In this study, steps taken to develop teaching materials in the form of digital comics were simplified into six development steps. Data collection techniques in this study used several data collection techniques in the form of questionnaires, observations and interviews.

4. Research Results and Discussion

After the author conducted a preliminary study to be needed in collecting data on various kinds of media that exist in schools. Researchers develop conventional media into digital media.

Before the teaching materials in the form of media were made, the researchers collected references regarding the short story text material. References used by researchers are syllabus, core competencies, basic competencies, BSE books and journals.

Based on the initial product that has been obtained, the researcher develops conventional comics into digital comics. Teaching material products in the form of digital comics were developed in terms of material. Teaching materials in the form of digital comics developed and adapted to the 2013 curriculum and there are questions that must be done by students. The material in the digital comics is equipped with images that are adapted to short story material that is in accordance with core competencies and basic competencies, displays image illustrations, completes more detailed material by adding examples of short stories.

The product of teaching materials in the form of digital comics developed from a media perspective is to convert conventional media into digital media.

After carrying out product development, the author carried out a limited field trial stage by conducting validation which

would be carried out by material experts and media experts. The purpose of this validation is to find out the responses of experts regarding the products that have been developed. The following are responses from material experts and media experts to the product developed.

The initial product developed by the researcher received responses with a presentation of 68,2% from material experts with less valid criteria for use. These results are product responses before being revised.

Then after the products was revised in accordance with suggestions and comments from material experts, the product received a response with a presentation of 90,8% with very valid criteria and can be used without revisoin.

Furthermore, in the early stages after the manufacture of teaching materials products in the form of digital comics, the short story material developed in terms of media is not feasible and needs revision. The initial product developed obtained a percentage of 78,4% from media experts with quite valid criteria. The result of the validator is the results of the response before the product was revisied. After the teaching materials were revised there was an increases to the developed teaching materials, namely the percentage of 82,05% with quite valid criteria.

After conducting a limited fiels trial, namely validation from experts. Based on the results of expert validation, researchers mmake product improvements according to suggestions from experts with the aim that the products developed are more perfect than before.

Furthermore, after the product is validated by material experts and media experts, if there are suggestions and comments from the results of the products that have been developed, the reseachers will improve them so that they can improve the product.

The trial after being carried out by the validator was then tested on educators and students. Products that have been validated according to suggestions from experts are then given to indonesian language educators. It aims to determine the feasibility of the product developed based on the assessment of indonesia language educators who obtained a percentage score of 91,8% with very valid criteria.

Large-scale trials in addition to being carried out on educators and students. 18 students in class XI. The purpose of carrying out this trial is to determine the level of feasibility and attractiveness of the product developed, namely digital comic media on short story text material. The product developed has a feasibility percentage of 86,2% with very valid criteria for use in learning.

5. Conclusions

Based on the results of research and data development. The following conclusions can be obtained:

- 1) Teaching materials are presented in the form of digital comics based on the order of the materials. This teaching material is of interest to class XI students. Teaching materials in the form of digital comics are easy to use, interesting and innovative. The material developed in teaching materials with the help of this digital comic is

short text material. Based on the results of research that has been carried out in class XI, the teaching materials in the form of digital comics get good results, it is said to get good results because the teaching materials developed are assessed by students using a questionnaire.

- 2) This teaching material in the form of digital comic is declared suitable for use by students. The results of the questionnaire from students obtained an average score by students on the teaching materials developed, namely 73,7% with a fairly valid category. The feasibility of teaching materials is not only done to students, but also to educators. This is because educators also participate in the use of short stry text teaching materials in the form of digital comics. The results of the questionnaire that has been assessed by educators show an average value of 91,8% with a very valid category.

Based on these conclusions, the following suggestions can be given:

- 1) Teaching materials using digital comics focus on short story material, preferably for the development of further teaching materials using digital comics is expected to expand learning materials.
- 2) Wide-scale trials conducted for students and educators are expected to be given to more objects so taht the assessment in the development of teaching materials can be maximized than before.
- 3) Future researchers can use these digital comic-shaped teaching materials as ideas and references in learning improvement plans to improve the quality of learning, especially Indonesian language subjects.

References

- [1] Afriani in Pebriansyah. 2014. Development of making coomputer-based comic media as a fuel system learning aid. *Journal of mechanical engineering eduaction* volume 2, Number 2.
- [2] Daryanto. 2013. *Learning Media*. Yogyakarta: Gava Media.
- [3] Diaz, Nuzulia, Armariena. Liza, M. 2017. Writing Short Stories Based on South Sumatran Local Wisdom with Mage Streaming Method in Student Creative Process. *Journal of Indonesian Language and Literature Learning* Volume 7, No 1.
- [4] Hamdani. 2010. *Teaching and Learning Strategies*. Bandung: Loyal Library.
- [5] Ika, Novita. Development of Short Story Writing Teaching Materials Based on Storyboard Techniques for Class XI High School Students. *Journal of Diglosia Studies of Language, Literature and Its Teaching* Volume 3, Number 1.
- [6] Kosasih. 2012. *Basics of Literary Skills*. Bandung: Yrama Widya.
- [7] Maharsi, Indria. (2011). *Comics: Creative World without Boundaries*. Yogyakarta: Book Words.
- [8] Nunu, Mahnun. (2012). *Learning Media (A study of the steps for selectinh media and their implementation in learning)*. *Jurnal of Islamic Thought*, Vol 37, no 1.

- [9] Prastowo. 2011. Creative Guide to Create Innovative Teaching Materials. Yogyakarta: Diva Press.
- [10] Rohman, Muhammad. (2013). Strategi Dan Desain Pengembangan System Pembelajaran. Prestasi Pustakarya. Jakarta.
- [11] Romansyah, Khalimi. 2016. Guidelines for selecting and presenting teaching materials for Indonesian Language and Literature Subjecta. Journal of Logic Vol XV, No 2.
- [12] Sa diman, et al. (2010). Educational Media. Jakarta: PT Grafindo Persada.
- [13] Sadiman, Arief S. R. Raharjo. Anung, Haryono. Rahardjito. 2010. Educational Media. Jakarta: PT. King Grafindo Persada.
- [14] Sugiyono. (2017). Educational Research Methods Quantitative, Qualitative and R&D Approaches. Bandung: Alfabeta.
- [15] Wahana. (2011). Applications and Solutions Guide (PAS) for Making Comics with Adobe Ilustrator CS5 and Adobe Photoshop CS5. Yogyakarta: C. V Andi Offset.
- [16] Wicaksana. 2013. Study of Fiction Prose. Yogyakarta: Garuda Waca.