

**DESIGNING A COMIC BOOK FOR EXTENSIVE READING MATERIAL
FOR THE EIGHTH GRADE STUDENTS OF SMPN 2 PIYUNGAN**

**PENGEMBANGAN KOMIK UNTUK MATERI MEMBACA EKSTENSIF
UNTUK MURID KELAS VIII SMP N 2 PIYUNGAN**

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Abstract

The aims of this study were: (1) to find the target needs and reading needs of Grade VIII students at SMPN 2 Piyungan, and (2) to design a comic book as an extensive reading material for the eighth grade students of SMPN 2 Piyungan.

This study was classified as a research and development (R&D) study. The subject of this study was grade VIII students of SMPN 2 Piyungan class VIII-F which consisted of 25 students. The research procedure was adapted from the ADDIE concept proposed by Branch (2009). The first step was conducting the needs analysis by distributing questionnaire to the students. The data gained from the needs analysis were analysed quantitatively using frequencies and percentages. The second step was designing the course grid based on the Curriculum 2013. The next step was developing the first draft of the extensive reading materials. The last two steps were evaluating and revising the final draft of the materials. The result of the evaluation was analysed using descriptive statistics.

Based on the results of the needs analysis, it was found that grade VIII-F students of SMPN 2 Piyungan wanted to get equipped with sufficient English ability and learn some English expressions. This study was intended to design a comic book as an extensive reading material based on the needs of Grade VIII students of SMPN 2 Piyungan. There are three chapters of the materials that were developed in this research. The story is about a daily teaching and learning process situation in "FINITE class", one of the eighth grade classes in "La FINITO" Junior High School. The first chapter, "*Birthday Fail*", discusses greeting and giving compliments. The second chapter discusses recount texts entitled "*Magic Mom*". The last chapter discusses narrative text and understanding a song lyrics. The title of Chapter 3 is "*I have a Dream*" which is adapted from Westlife's song entitled "*I Have a Dream*". The contents of the developed materials were appropriate based on the results of the research finding by the expert. The mean score of all aspects of the developed materials was 3.47 which was categorized as very good.

Keywords: comic book, reading, extensive reading.

Abstrak

Penelitian ini bertujuan untuk: (1) menemukan target belajar dan kebutuhan membaca siswa kelas VIII SMPN 2 Piyungan, dan (2) mendesain sebuah komik sebagai sebuah materi membaca ekstensif untuk siswa kelas VIII SMPN 2 Piyungan.

Penelitian ini merupakan penelitian *research and development (R&D)*. Subjek dari penelitian ini adalah murid kelas VIII dari SMPN 2 Piyungan kelas VIII-F yang terdiri dari 25 siswa. Prosedur penelitian ini mengadaptasi teori konsep ADDIE yang dikemukakan oleh Branch (2009). Langkah pertama penelitian ini adalah pengadaaan analisa kebutuhan dengan membagikan kuesioner kepada siswa. Data yang diperoleh dianalisa secara kuantitatif menggunakan frekuensi dan persentasi. Langkah kedua adalah mendesain silabus berdasarkan kurikulum 2013. Langkah selanjutnya mengembangkan draf pertama dari materi membaca ekstensif. Dua langkah terakhir selanjutnya adalah mengevaluasi dan merevisi materi draf terakhir. Hasil dari ecaluasi dianalisa menggunakan deskriptif statistik.

Berdasarkan dari hasil analisa kebutuhan, didapatkan bahwa kelas VIII-F ingin bisa berbahasa Inggris dan mempelajari beberapa ekspresi dalam bahasa Inggris. Peneltian ini bertujuan untuk mendesain sebuah buku komik sebagai sebuah materi mambaca ekstensif berdasarkan kebutuhan murid kelas VIII dari SMPN 2 Piyungan. Ada tiga bab yang telah dikembangkan dalam penelitian ini. Cerita dalam buku komik ini bertema tentang keiatan belajar mengajar di kelas "FINITE", salah satu kelas delapan dari SMPN "La Finito". Bab pertama, "Birthday Fail", membahas tentang *greeting* dan *giving compliment*. Bab kedua membahas tentang *recount text*, yang berjudul "Magic Mom". Bab terakhir membahas tentang *narrative text* dan pemahaman lirik lagu, yang berjudul "I Have a Dream" diadaptasi dari lagu grup boyband Westlife yang berjudul "I Have a Dream". Nilai rata-rata semua aspek dari materi yang dikembangkan mendapat nilai 3.47 dimana termasuk kategori "Sangat Layak".

Kata Kunci: buku komik, membaca, membaca ekstensif.

INTRODUCTION

In Indonesia, junior high school is the first phase for students to get to know and learn English formally. In this case, learning English might be difficult for the students since the language aspects are different from their mother tongue. Based on Curriculum 2013, the English materials should focus on improving students' competences to use English in order to communicate in written or spoken forms.

In accordance with English teaching and learning, Harmer (2007:263) classified that there are two types of language skills, those are receptive skills and productive skills. Receptive skills is a term used for reading and listening, while productive skills is the term for speaking and writing. What students say or write are influenced by what they hear or see. The more students see and listen to comprehensible input, the more English they are acquired.

However, in some cases, reading is the most priority in the teaching and learning process since students are prepared to face National Examination in Grade IX and the examination questions are in the form of a multiple choice test. The textbook used for junior high school provided insufficient materials which did not support students' reading interest.

In the English teaching and learning process of grade VIII in SMPN 2 Piyungan only used a textbook and LKS (*Lembar Kerja Siswa*) as learning materials based on

Curriculum 2013. Curriculum 2013 requires students to be more active, creative and using any media and other sources not only from the textbook. However, the teacher only used a textbook and LKS as the sources to teach English. Moreover, the text book contained dull pictures and colorless.

There are many sources and media that could be used as teaching materials, such as newspapers or some articles on the Internet. There are also more entertaining sources to learn English from watching animation movies, playing video games, education games, reading novels and comic books.

Comic books are very popular among teenagers these days. There are many different types of comic books all over the world. Japanese people call them "*Manga*", Americans just call them comic. *Manga* is Japanese word for comic. *Manga* is produced on every subject imaginable and readable by people of all ages. The more popular works have been translated and brought to America (Lee, 2011:49).

Comic books were made in many genres. As Wolfman in Lee (2011:73) stated a comic book is a medium to tell every kind of story. There are many genres such as superheroes, mysteries, horror, human interest stories, comedy, romance and funny animals.

Nowadays, comic books are not only for entertainment but they are also used as learning media, which are designed with appropriate materials and educational contents to attract

students' interest in reading. Comic books could be the answer to become an alternative source in supporting reading activities in English. In response with this, the researcher attempted to design a comic book for extensive reading material.

RESEARCH METHOD

The nature of this study is classified as research and development (R & D), which is focused on designing a comic book as an extensive reading material. The ADDIE (analyze, design, develop, implement and evaluate) cycle proposed by Branch (2009) were adapted to be used in this research. The researcher followed the procedure by excluding the implementation step, so the conducted became (1) analyzing, (2) designing, (3) developing, (4) evaluating and (5) revising. This study was conducted on September 2017 and the research subjects were 25 students of grade VIII-F of SMPN 2 Piyungan. The researcher committed to use questionnaire to collect the data. The data collected in this research are obtained through questionnaires. There are two types of questionnaires used in this research. The first questionnaire is distributed to the 8th grade students of SMP N 2 Piyungan.

RESEARCH FINDINGS

Based on the results of the needs analysis, it was found that grade VIII-F students of SMPN 2 Piyungan wanted to get equipped with sufficient English ability and learn some English expressions. They found themselves on the level of beginner in terms of English proficiency level. This study was intended to design a comic book as

an extensive reading material based on the needs of Grade VIII students of SMPN 2 Piyungan.

The instrument to collect the data is in the form of questionnaires. The questionnaires were made based on the theory proposed by Brown (2001), Nunan (2004), Mc Cloud (2006) and Day & Bamford (2002). The research took place at SMPN 2 Piyungan with VIII-F class students as the participants. The researcher followed the ADDIE cycle proposed by Branch (2009) to conduct the research. However, the researcher followed the steps by excluding the implementation stage.

In the way of designing the materials, the researcher took the highest vote of each question from the questionnaire' result. Based on the analysis results, it can be conveyed that the students are familiar with Japanese comic books. They chose the daily life situation as the main theme and teenagers as the comic book characters preferences. For the story setting the students chose public school as the story setting. In terms of the comic book size, students chose the Japanese comic book size (11cm x 17cm) but later, the researcher decided to use A5 paper size (14,8cm x 21cm) as the comic book size. The students preferred 5 until 6 panels per page and chose a font named comic book for the lettering aspects.

The next step was to design the course grid. The course grid was developed according to Curriculum 2013 for grade 8th students of junior high school, the data obtained from the needs analysis, and the

questionnaire. The materials were developed into three chapters. The first chapter, “*Birthday Fail*”, discusses greeting and giving compliments. The second chapter discusses recount texts. The title of chapter 2 is “*Magic Mom*”. The last chapter discusses narrative text and understanding a song lyrics. The title of Chapter 3 is “*I have a Dream*” which is adapted from Westlife’s song entitled “*I Have a Dream*”.

After the first draft of the materials was developed, the expert judgment was conducted to evaluate the materials. The expert judgment questionnaires were distributed as an instrument to evaluate the materials. The first questionnaire was made based on *Instrument Penilaian Buku SMP Standar isi Permendiknas 2013*. The second questionnaire is the elements of the comic book art and illustration. The questionnaires were adapted from McCloud (2006). The results of the expert judgment were analyzed by conducting descriptive statistic proposed by Suharto (2006). From the expert judgement result, it is obtained that the overall mean score of the developed materials in this research is 3.47. This score falls into the category of Very Good.

CONCLUSIONS

There are three conclusions that can be drawn from this research. The first one is the target needs, it was found out that most of the students’ goal in learning English is to get equipped with sufficient English ability. All of the students considered that their English ability is in the level of beginner. Mastering English expression is their subject

preference in the way of learning English.

The second one is the learning needs. Based on the result of the needs analysis questionnaires, the students wanted to have the Japanese comic book style known as *Manga* as their comic book preferences. Meanwhile, the theme of the comic book they chose daily life situation and teenagers as the comic book characters preferences. Most of the students chose the public school as the story setting of the comic book. The students chose the manga size (11cm x 17cm) but later, the researcher decided to use A5 paper size (14,8cm x 21cm) as the comic book size. In terms of comic panels, students preferred 5 until 6 panels per page and choose a font named comic book for the lettering aspects.

The last is the materials developed. The evaluation process of developing materials, an expert judgment was conducted. From the results of the expert judgment, the overall mean score the expert gave for the developed materials in this research is 3.47. This score falls under the category of “Very Good”.

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