

THE DEVELOPMENT OF DIGITAL ILLUSTRATION TO HELP STUDENT'S COMPREHENSION IN READING NARRATIVE TEXT: A RESEARCH AND DEVELOPMENT

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Abstract

This study aims to know the lecturer's and student's perspectives on the use of digital illustrations or digital storybooks, this study also aims to develop a digital picture book for learning to read narrative text. This study is about research and development or also known as R&D, which produces products that help students' comprehension in reading narrative text. The data was taken from the questionnaire and open-ended interviews that have been shared by the respondents. According to Borg and Gall (1983), R&D is "The process used to develop and validate educational products". The results of this research not only develop existing products but also on finding knowledge, middle ground, or answers to existing problems. This study found that the respondents like story books with pictures and colors, they also assume that illustration can help their understanding of reading narrative text, and they think that the use of the visual learning method is a good method and not monotonous to teach and learn especially in English learning, they also said that this product can be developed further, and for the last, they think that learning media via easy-to-access link is a good medium for learning.

Keywords: *Digital illustration, Narrative text, Research and development, Visual, Learning, Media*

INTRODUCTION

Over the past ten years, humans in this world have started to get used to living side by side with sophisticated technology. They began to live according to the times. This period is called the Industrial Revolution 4.0. The name of the latest trend of automation and data exchange in factory technology is called industry 4.0. The term includes cyber-physical systems, the internet for everything, cloud computing, and cognitive computing. In society 5.0 which took place during the last two years and coincided with the outbreak of the covid-19 virus, it turned out that the Industrial revolution 4.0 was still taking place during the emergence of this society 5.0 in Indonesia. Industrial revolution 4.0 continues to grow rapidly in Indonesia. Research and development of innovations continue to emerge in this country, and researchers and developers work together to form sophisticated systems or technologies to solve the problems of their society.

Research and development on technological progress is an important thing to be done by every country. For the sake of the progress of the country, the quality and quality of the State as well as adequate human resources. Research and development of course always target the most basic sectors of each country. Starting from research and development in the field of economics, health, and education. The world of Education cannot be separated from a problem and still has some shortcomings. For example the media, methods, learning models, and teaching materials. Problems that always exist and arise in every development of the era make us keep thinking about creating great ideas to solve the problem. Along with the development of the era, the emergence of comics or digital literary works with various visual illustrations has attracted readers of various ages to fill their spare time during covid-19. The emergence of digital storybooks or digital comics has also made researchers and developers in the world of education interested in making their teaching materials products. As an exciting, innovative, and growing future of research and development collaboration.

Until now, research and development in the world of education are still being carried out even though it always regenerates from the previous researcher. Research and development in the world of education are always evolving with the times. Interesting innovations that arise from the ideas of students are always contained in their final assignments for the betterment of the nation and state. In this paper, research and development will be discussed with a more specific title that is The Development of Digital Illustration to Help Students' Comprehension in Reading Narrative Text: A Research and Development.

The question of this article is:

1. What are the lecturer's perspectives on the use of digital illustrations or digital storybooks in learning English?
2. What are the student's perspectives on the use of digital illustrations or digital storybooks in their English learning?
3. How to develop digital illustration into a mobile web-based digital picture book to help students' comprehension of reading Narrative Text?

METHODOLOGY

Through background information with an objective on how the development of the product of Digital Illustration with the world of education, the researcher will use the qualitative methods. The researcher chooses this method because now we are currently in a pandemic condition. The researcher will make a percentage or range number and validity of the product based on the questionnaire and the interview that have been shared as a result of efficiency, the capabilities, and benefits of the product when it has been published and used as teaching material. The **R&D** cycle proposal by Borg and Gall is used in this research, but some steps in this research were done in simplified forms due to some limitations that the researcher had. The researcher then modified the

cycle and only focused on: 1) The objectives, time and place, and subjects of the research and 2) product development.

RESULT AND DISCUSSION

The result of the analysis of data findings is the answer to the research problem question. The question is:

1. What are the lecturer's perspectives on the use of digital illustrations or digital storybooks in learning English?
2. What are the student's perspectives on the use of digital illustrations or digital storybooks in their English learning?
3. How to develop digital illustration into a mobile web-based digital picture book to help students' comprehension of reading Narrative Text?

Both respondents, share the best answer to this research. There was a positive tendency for respondents in answering several questions regarding their point of view on product research and development. Most of the respondents answered "YES" in the questionnaire on the use of the product. All respondents also responded well to product development following the findings of the data described in the research paper.

Table 1. Chart of the result from questionnaire data from Students

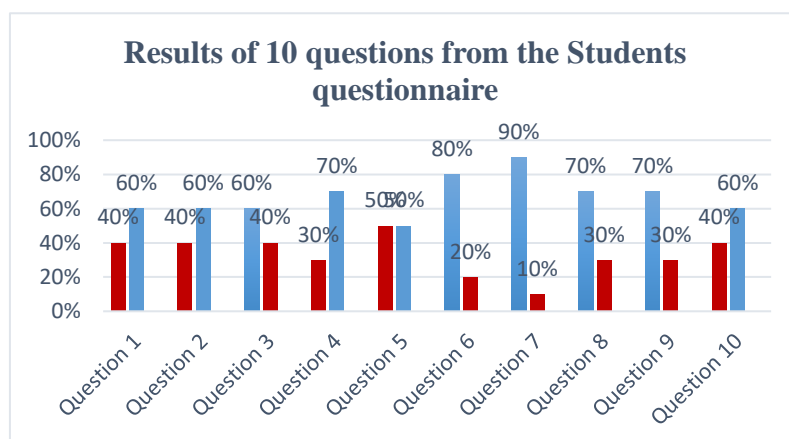


Table 2. Chart of the result from questionnaire data from Lecturers

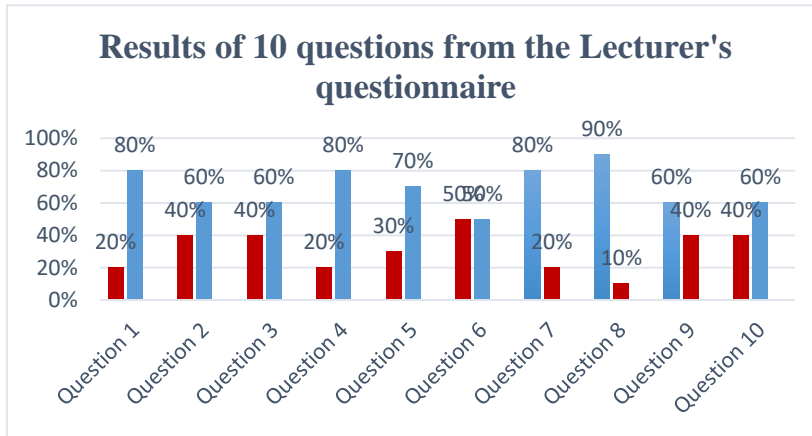


Table 3. Table of the answer from open-ended interview

NO	Question	Answer
1.	Do you like reading books with pictures or not? Explain briefly!	It's nice to have a picture because it's faster in conveying the plot.
2.	What kind of illustrations help you understand the text? Colored like Webtoon /black and white like a general comic book? Please explain!	Colored, because it is easier to distinguish settings, and characters.
3.	As a lecturer, what do you think about visual learning methods in your classroom?	Visual learning methods are needed, especially for delivering material when there is an online class.
4.	What do you think about the use of visual illustrations in teaching materials in narrative text reading classes? Explain briefly!	Very good, it can help students in understanding the text so that students continue to be motivated to study the next texts.
5.	In your opinion, do you think learning materials via easy-to-access links are a good medium for learning?	Yes. Very good because it makes it easier for students and lecturers to access the material

- THE EXISTING PRODUCT

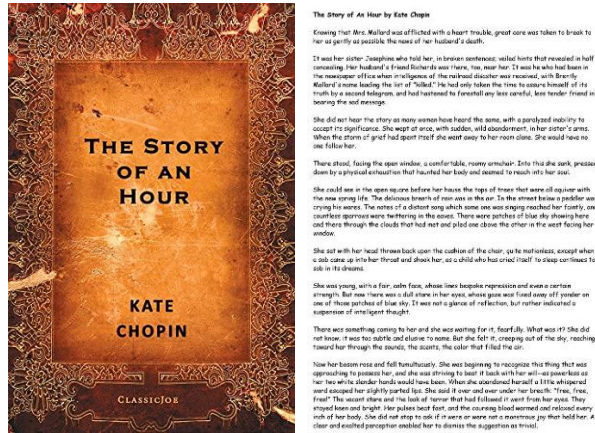


Figure 1. The existing product

- THE NEW PRODUCT THAT HAS BEEN DEVELOPED BY THE RESEARCHER

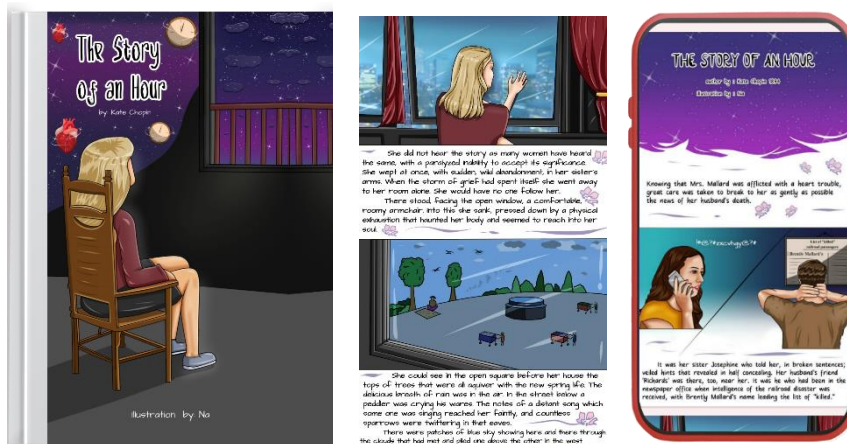


Figure 2. The new product

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