

Development of Digital Comic Media Based on Ibis Paint X to Increase Motivation to Learn History in Class X SMA Negeri 6 Jambi City

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Abstrak

Penelitian ini merupakan penelitian Pengembangan (RnD) yang menggunakan Model ADDIE dengan tahapan: Analisis, Desain, Pengembangan, Implementasi, Evaluasi. Subjek uji coba dalam penelitian ini dilakukan dengan melakukan uji coba oba kelompok kecil dan uji coba kelompok besar. Teknik analisis data menggunakan jenis data kualitatif dan kuantitatif. Data dikumpulkan dari hasil observasi, wawancara dan dokumentasi. Hasil penelitian ini 1) Mengatasi permasalahan di sekolah berupa rendahnya motivasi belajar sejarah siswa dengan menggunakan produk komik digital berbasis Ibis Paint X. 2) Efektivitas penggunaan produk media komik digital berbasis Ibis Paint X untuk meningkatkan motivasi belajar sejarah. Ada beberapa hasil, diantaranya melalui hasil validasi ahli materi dengan skor 88% (Sangat Layak) dan validasi ahli media dengan skor 83,3% (Sangat Layak). Menunjukkan bahwa media komik digital berbasis Ibis Paint X layak digunakan dan diujicobakan kepada siswa. Selain itu, hasil yang diperoleh dalam melihat respon siswa rata-rata dengan persentase 88% (Sangat Layak). Melalui hasil kedua, media komik digital berbasis Ibis Paint X dikategorikan sangat layak digunakan sebagai media pembelajaran di sekolah.

Kata kunci: *Pengembangan, Komik Digital, Ibis Paint X, Motivasi Belajar*

Abstract

This research is a Development (RnD) research that uses the ADDIE Model with stages: *Analysis, Design, Development, Implementation, Evaluation*. The test subjects in this study were conducted by conducting a small group oba test and a large group trial. The data analysis technique uses qualitative and quantitative data types. Data were collected from observations, interviews and documentation. The results of this study 1) Overcoming problems in schools in the form of low motivation to learn history of students using digital comic products based on *Ibis Paint X*. 2) The effectiveness of using digital comic media products based on *Ibis Paint X* to increase motivation to learn history. There are several results, including through the results of the validation of material experts with a score of 88% (Very Feasible) and the validation of media experts with a score of 83.3% (Very Feasible). Showing that digital comics media based on *Ibis Paint X* are suitable for use and tested to students. In addition, the results obtained in looking at student responses are on average with a percentage of 88% (Very Feasible). Through the second result, *Ibis Paint X*-based digital comic media is categorized as very suitable for use as a learning medium in schools.

Keywords: *Development, Digital Comics, Ibis Paint X, Learning Motivation*

INTRODUCTION

History learning is relevant in educating students' character because there are many character values among historical figures that can be examples in life. On the other hand, history education provides knowledge, perspectives, and principles to students about the development process of Indonesian society and the world from the past to the present. In this context, history education is a very important field of science for human education as a whole (Kocchar, 2008).

History learning in schools must be taught well and innovatively by teachers in order to increase students' motivation to learn. But in reality, history learning in schools has problems such as the emphasis on mastering a learning concept without paying attention to facilities that support

students to have a comprehensive interest in learning. On the other hand, teachers focus more on students to work on historical problems that are the benchmark in Learning Outcomes (CP) for students.

The impact of less interesting history learning activities greatly affects students' motivation in learning because students feel that they have no interest in learning history, so they choose to do other activities in class such as chatting and playing while history learning is taking place. This can also be caused because teachers still use conventional learning styles with lecture methods or one-way learning styles and the information conveyed is sourced from the package to make history subjects seem boring.

The results of a preliminary study conducted at SMA Negeri 6 Jambi City on August 30, 2024, conducted an interview with history subject teachers that learning at SMA Negeri 6 Jambi City has been facilitated by learning support tools such as infocus that teachers use to show *audiovisual* media such as documentary films, but the use of these media takes many considerations due to limited projector units. In addition, history teachers said that during the history learning process, teachers provide more information to students in learning and learning methods that are still one-way so that this makes students less motivated in learning history. Based on the results of the questionnaire distribution data on Wednesday, September 4, 2024 from a total of 25 respondent students consisting of a sample from each class, namely X E2, E3, E4, E5, and E6 as many as 5 people, then the results of the student learning motivation analysis questionnaire were obtained, respondent data divided into the unmotivated category 8% the less motivated category as many as 60% the moderately motivated category there were 16% motivated category at 12% and the highly motivated category with a result of 4% with Thus, it can be concluded that the motivation to learn history of class X students of SMA Negeri 6 Jambi City can be said to be still lacking, so media is needed as a tool that can be a solution to the initial problem of observation.

According to M.S Gumelar (2011:7) comics are an arrangement of images that aim to provide messages to readers and provide writing according to needs. Meanwhile, according to Hermawari (2015) in Narestuti (2021:307), digital comics are environmentally friendly, more economical, and have flexibility. This is because digital comics do not use paper so they do not need to be printed, bound and copied in the form of books. So digital comics are a combination of images and stories that aim to provide easy-to-understand information in digital form so that it is suitable for learning media from various levels and age levels, especially among teenagers. In creating these comics we can use applications such as *Adobe Illustrator*, *Photoshop*, *Procreate*, *Ibis Paint X* and others.

Comics as a visual communication medium are used as a learning medium that is able to convey information effectively and efficiently. Comics can be an option as a learning medium because there is a tendency for students to enjoy reading entertainment media such as comics more than reading textbooks and using their time to study and do homework (Waluyanto, 2005:43). According to Rohani in Riska and Syaichuddin (2010:4), learning comics in educational technology are educational and convey messages clearly and communicatively. The use of comic media as a learning medium combined with learning materials and methods will be an effective teaching tool. Thus, comics can function as an educational instructional medium.

The advantages of digital comic media compared to conventional comics include: (1) Comics have their own attraction that makes students enthusiastic to understand the material and indirectly teaches students to process a story combined with images so that this can be remembered for a longer time; (2) The material contained in the comic can explain the entire story, because it is equipped with illustrations that make it easier for students to understand the purpose of the material; (3) It can foster students' interest in reading, especially and other fields of study (Kanti et al., 2018).

Based on the challenges of learning history and the learning process that have been explained, the author is interested in conducting a research entitled: "**Development of Digital Comic Media Based on *Ibis Paint X* to Increase the Motivation to Learn History for Class X Students of SMA Negeri 6 Jambi City**"

METHOD

The development of digital comic media based on *Ibis Paint X* uses a research and development model. According to Fatirul and Walujo (2022:2), development research is a series of processes used in developing and validating products used in education and learning. The products produced in this study can be in the form of teaching materials, modules, media, learning models and learning strategies related to learning and education that can support learning activities. Judjianto et al, (2024:1) explained that *Research and Development* (RnD) is a way to develop a product, both in the form of updates and improvements to existing products. Research and development are carried out in a systematic structured manner based on the results of problem analysis to develop the latest products that can be useful for students that can be tested and effectively scientifically feasible (Wawuru, 2024:1222).

According to Okpatrioka (2023) in the world of education, RnD is used to develop and validate educational products. This process involves stages including product testing, to revising the product during the field testing period. The purpose of RnD is to determine the effectiveness and increase the benefits of products through product innovations developed for learning activities in schools.

Based on explanations from a number of experts, development research must pass the validity and effectiveness test both in existing products, as well as products in the form of innovations. In addition to the explanation of development research, the use of digital comic media based on *Ibis Paint X* will be the product material that will be studied and developed in this development research. The model used in this study is the ADDIE model. ADDIE Development Model consists of 5 stages, namely *Analysis*, *Design*, *Development*, *Implementation*, *Evaluation*.

RESULTS AND DISCUSSION

The development of digital comic media based on *Ibis Paint X* carried out through the ADDIE (Analysis, Design, Development, Implementation, Evaluation) development model can be described as follows:

The first stage of analysis, this stage of analysis is to review basic problems in learning media or in students' learning activities. Furthermore, the results of this analysis were observed at the location of the school where the research was conducted, namely SMA Negeri 6 Jambi City. The analysis was carried out through interviews with history teachers in class X of SMA Negeri 6 Jambi City. As a result of the interviews carried out, the researcher can see the problems that exist at SMA Negeri 6 Jambi City in history learning, namely the lack of motivation to learn history and the lack of literacy about history so that learning is teacher-centered, this makes students bored and considers history lessons to be monotonous. Based on this analysis, the researcher tried to develop a digital comic media with the theme "Explore the World of Fantasy with Fahri" with material on the influence of religion and Hindu-Buddhist culture in Indonesia.

The second stage of design, at this stage the researcher develops digital comic media for history learning based on *the Ibis Paint X application* is very important to increase the motivation to learn history of students in class X E4 SMA Negeri 6 Jambi City. The design stages of the *Ibis Paint X*-based comic media development product are as follows: (1) the collection of material sources, the material contained in the comic is material on the influence of Hindu-Buddhist religion and culture in Indonesia (2) the selection of media design, media design in the form of canvases that are *framed* and paneled and elements of character characters and images that are relevant to the material that has been determined. (3) Product design, comic design has a picture of a character combined with a panel and conversation balloon so as to tell a message in a series of stories in the debut comic. (4) The selection of research instruments includes assessment instruments in the form of questionnaires consisting of 4 types, including validation questionnaires (materials and media), student response questionnaires and learning motivation questionnaires.



Figure 1 Opening Part of the Comic

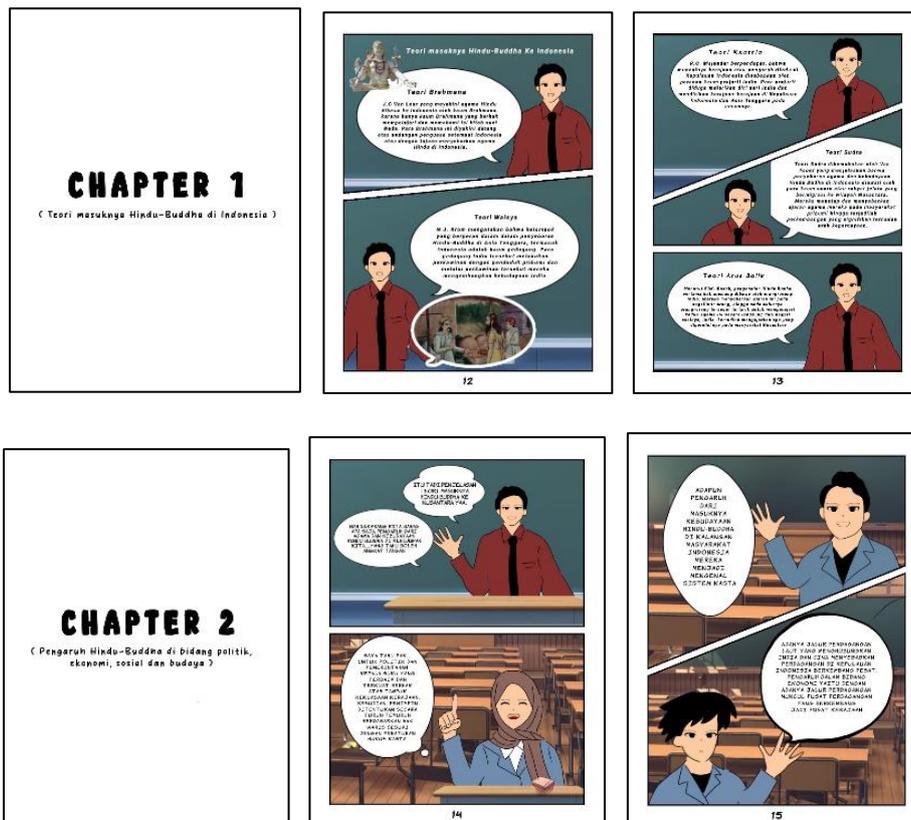




Figure 2. Comic Content Section



Figure 3. Comic Cover Section

The third stage of development, At the development stage of digital comic media based on *Ibis Paint X* , it has been prepared to subsequently enter the production stage as a learning medium. The initial product that has been completed is validated by the material and media validator to determine the feasibility of the media that has been developed with the aim of getting suggestions and comments about the products that have been produced. In the assessment of material experts with 4 assessment indicators including: (1) suitability of the material with the teaching module, (2) accuracy of the material, (3) language, (4) communicative, a percentage of 88% was obtained with the category "Very Feasible" then continued at the assessment stage by media validators with 6 indicators including: (1) presentation of the material, (2) language, (3) storyline, (4) appearance, (5) easy-to-read text, and (6) illustrations obtained a percentage of 83.33% with the category "Very Feasible" so that comic media can be used in learning at school. At the trial stage, it was carried out in small and large groups. The results of the small group trial obtained a percentage of 87% with the category "Very Feasible". After the media received suggestions and improvements to the small group test, the next step was to conduct a large group test with a percentage result of 88% with the category "Very Feasible".

Table 1. Material Expert Validation Results

Yes	Aspects	Score Average	Percentage	Category
1.	Suitability of the material with the teaching module	4,5	90%	Highly Worth It
2.	Material Accuracy	4,5	90%	Highly Worth It
3.	Language	4,6	92%	Highly Worth It
4.	Communicative	4	80%	Proper
	Average	4,4	88%	Highly Worth It

Table 2. Media Expert Validation Results

Yes	Aspects	Score Average	Percentage	Category
1.	Presentation of Materials	4	80%	Proper
2.	Language	4	80%	Proper
3.	Interesting Storyline	4,5	90%	Highly Worth It
4.	Comic Display	4	80%	Proper
5.	Easy-to-read text	4	80%	Proper
6.	Illustration	4,5	90%	Highly Worth It
Average		4,1	83,33%	Highly Worth It

The fourth stage is implementation, including the implementation of product design that has been carried out and given to the research object. The implementation of this stage begins to involve students in the learning process. The goal is to find out the positive and massive impact on the digital comic media created.

The final stage of evaluation is a cycle to calculate and dissect the possibility of items being made whether they have progressed according to the first reason or not. The assessment is carried out as a development assessment, for more specification the assessment is carried out after the completion of the process of displaying one unit of performance (points or topics).

The presence of digital comic media based on Ibis Paint X is expected to provide varied, interesting and easy-to-understand lessons for students. The digital comic media developed can be accessed repeatedly so that teachers and students do not need special training. In addition, the media developed aims to assist teachers in explaining historical material, especially on the material on the Influence of Hindu-Buddhist Religion and Culture in Indonesia.

CONCLUSION

Development of digital comic media based on Ibis Paint X to increase the motivation to learn history of grade X students of SMA Negeri 6 Jambi City. In this study, ADDIE's development model is used, including: Analyze, Design, Development, Implementation, Evaluation. The procedure for mining digital comic media based on Ibis Paint X, the initial step that must be prepared consists of preparing the canvas and then making it in such a way that it becomes several panels in each comic sheet, after which it determines the content of each panel that has been created according to the sub-material that has been determined by adjusting the theme, font, background and images relevant to the material. Once finished, the comic media uses the help of the Fliphtml5 web to then be accessed in flipbook format

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