

**DEVELOPING A DIGITAL COMIC FOR TEACHING READING  
COMPREHENSION AND PROMOTING QUALITY EDUCATION VALUES  
FOR ELEMENTARY SCHOOL STUDENTS IN SD NEGERI 1 TUKAD  
MUNGGGA**

**By**

**Ni Putu Marsya Putri Sukaba, NIM 2212021002**

**English Language Education**

**ABSTRACT**

This study aims to analyze the students' needs for reading media to enhance their English reading comprehension and awareness of Quality Education (SDG 4) issues. Additionally, it seeks to develop a digital comic that specifically addresses these pedagogical needs for fifth-grade students at SD Negeri 1 Tukad Mungga, and to evaluate the practical responses of both students and teachers to the developed product. This research applied the Design and Development (D&D) method using the ADDE (Analysis, Design, Development, and Evaluation) model. The data were comprehensively collected through classroom observations, homeroom teacher interviews, student questionnaires, and document analysis. The subjects of this research were 26 fifth-grade students and their homeroom teacher. The obtained data were systematically analyzed using qualitative descriptive analysis, thematic analysis, and quantitative statistical methods. The findings from the analysis phase reveal that students faced cognitive challenges due to their limited English vocabulary. Consequently, they required an offline, visual-based learning medium incorporating a local cultural context to provide visual scaffolding, alongside the integration of character values such as empathy, teamwork, and anti-bullying. Based on the syllabus and the needs analysis, a digital comic titled "The Spirit of August" was successfully developed into a 27-page Interactive PDF and a web-based HTML5 Flipbook. Utilizing Clip Studio Paint and Canva, the product was designed based on Vygotsky's Zone of Proximal Development (ZPD) framework and featured an interactive bilingual Mini-Dictionary to foster learner autonomy. The product quality was rigorously assessed by material and media expert judges, achieving high validity scores and being classified as "Excellent". Furthermore, the field evaluation demonstrated a 100% positive response from the users. These results indicate that the developed digital comic is highly practical, visually engaging, and pedagogically effective in bridging the vocabulary gap, supporting English reading comprehension, and successfully promoting SDG 4 values in the classroom environment.

Keywords: digital comic, reading comprehension, quality education, SDG 4, young learners

**PENGEMBANGAN KOMIK DIGITAL UNTUK MENGAJARKAN  
PEMAHAMAN MEMBACA DAN MEMPROMOSIKAN NILAI-NILAI  
PENDIDIKAN BERKUALITAS BAGI SISWA SEKOLAH DASAR DI SD  
NEGERI 1 TUKAD MUNGGA**

**Oleh**

**Ni Putu Marsya Putri Sukaba, NIM 2212021002**

**Program Studi Pendidikan Bahasa Inggris**

**ABSTRAK**

Penelitian ini bertujuan menganalisis kebutuhan siswa terhadap media membaca untuk meningkatkan pemahaman membaca bahasa Inggris dan kesadaran mereka mengenai isu Pendidikan Berkualitas (SDG 4). Penelitian ini juga mengembangkan komik digital bagi siswa kelas lima di SD Negeri 1 Tukad Mungga untuk menjawab kebutuhan tersebut, serta mengevaluasi respons praktis siswa dan guru. Penelitian ini menerapkan metode Design and Development (D&D) dengan model ADDE (Analysis, Design, Development, and Evaluation). Data dikumpulkan melalui observasi kelas, wawancara guru, kuesioner siswa, dan analisis dokumen. Subjek penelitian ini adalah 26 siswa kelas lima beserta guru wali kelas mereka. Data dianalisis menggunakan analisis deskriptif kualitatif, tematik, dan statistik kuantitatif. Hasil analisis menunjukkan bahwa siswa menghadapi tantangan kognitif akibat keterbatasan kosakata bahasa Inggris. Oleh karena itu, mereka membutuhkan media pembelajaran luring (offline) berbasis visual yang memasukkan konteks budaya lokal sebagai perancah visual (visual scaffolding), serta mengintegrasikan nilai empati, kerja sama, dan anti-perundungan. Berdasarkan silabus dan analisis kebutuhan, sebuah komik digital berjudul "The Spirit of August" berhasil dikembangkan menjadi PDF Interaktif 27 halaman dan HTML5 Flipbook. Menggunakan Clip Studio Paint dan Canva, produk ini dirancang berdasarkan Zone of Proximal Development (ZPD) dan dilengkapi Kamus Mini dwibahasa interaktif guna mendorong kemandirian belajar siswa. Kualitas produk dinilai secara ketat oleh ahli materi dan media, dengan skor validitas tinggi berkategori "Sangat Baik" (Excellent). Lebih lanjut, evaluasi lapangan menunjukkan respons positif sebesar 100% dari para pengguna. Hasil ini mengindikasikan bahwa komik digital tersebut sangat praktis, menarik secara visual, dan efektif dalam menjembatani kesenjangan kosakata, mendukung pemahaman membaca, serta berhasil mempromosikan nilai-nilai SDG 4.

Kata-Kata Kunci: komik digital, pemahaman membaca, pendidikan berkualitas, SDG 4, pembelajar usia dini (*young learners*)