

**DEVELOPING DIGITAL COMIC FOR TEACHING READING
COMPREHENSION AND PROMOTING CLIMATE ACTION FOR
ELEMENTARY SCHOOL STUDENTS IN SEKOLAH DASAR NEGERI 1
TUKADMUNGGA**

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ABSTRACT

This study aims to: (1) investigate the students' needs related to the use of digital comics for reading comprehension and awareness of Climate Action issues, (2) develop a digital comic as reading media for sixth-grade elementary school students, and (3) identify the students' and teacher's responses toward the developed digital comic. This study applied the Design and Development (D&D) model adapted from Richey and Klein (2007) by using the ADDE framework, namely Analyze, Design, Development, and Evaluation. The data in this study were collected through observation, interviews, questionnaires, document analysis, and expert judgment. The obtained data were analyzed qualitatively and quantitatively to support the findings of the research. The findings of this study showed that: (1) students and teachers needed visual, interactive, and story-based reading media that could improve reading comprehension and promoting awareness of Climate Action issues, (2) the digital comic was designed based on the results of the need analysis and developed using the Canva application in digital formats such as PDF and flipbook, and (3) the developed digital comic received positive responses from students and teachers. The evaluation results showed that the digital comic was positive for students' motivation and interest in reading activities, students' reading comprehension, and students' awareness of Climate Action issues. Based on the overall evaluation results, the developed digital comic was considered received positive responses and appropriate to be used as reading media for sixth-grade elementary school students.

Keywords: *Digital Comic, Reading Comprehension, Climate Action, Elementary School Students, English Learning Media*

***PENGEMBANGAN KOMIK DIGITAL UNTUK MENGAJARKAN PEMAHAMAN
MEMBACA DAN MENINGKATKAN KESADARAN CLIMATE ACTION BAGI
SISWA SEKOLAH DASAR DI SEKOLAH DASAR NEGERI 1 TUKADMUNGGA***

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ABSTRAK

Penelitian ini bertujuan untuk: (1) mengidentifikasi kebutuhan siswa terkait penggunaan komik digital untuk pemahaman membaca dan kesadaran terhadap isu Climate Action, (2) mengembangkan komik digital sebagai media membaca bagi siswa kelas enam sekolah dasar, dan (3) mengetahui respons siswa dan guru terhadap komik digital yang dikembangkan. Penelitian ini menerapkan model Design and Development (D&D) yang diadaptasi dari Richey dan Klein (2007) dengan menggunakan kerangka ADDE, yaitu Analyze, Design, Development, dan Evaluation. Data dalam penelitian ini dikumpulkan melalui observasi, wawancara, kuesioner, analisis dokumen, dan expert judgment. Data yang diperoleh dianalisis secara kualitatif dan kuantitatif untuk mendukung temuan penelitian. Hasil penelitian menunjukkan bahwa: (1) siswa dan guru membutuhkan media membaca yang visual, interaktif, dan berbasis cerita yang dapat meningkatkan pemahaman membaca serta kesadaran terhadap isu Climate Action, (2) komik digital dirancang berdasarkan hasil analisis kebutuhan dan dikembangkan menggunakan aplikasi Canva dalam format digital seperti PDF dan flipbook, dan (3) komik digital yang dikembangkan memperoleh respons positif dari siswa dan guru. Hasil evaluasi menunjukkan bahwa komik digital dapat meningkatkan motivasi dan minat siswa dalam kegiatan membaca, pemahaman membaca siswa, serta kesadaran siswa terhadap isu Climate Action. Berdasarkan keseluruhan hasil evaluasi, komik digital yang dikembangkan diterima dengan respon yang positif dan dinilai layak digunakan sebagai media membaca bagi siswa kelas enam sekolah dasar.

Kata Kunci: Komik Digital, Pemahaman Membaca, Climate Action, Siswa Sekolah Dasar, Media Pembelajaran Bahasa Inggris