

REFERENCES

- Aisyah, S., Usman, H., & Utami, N. C. M. (2024). Improving reading comprehension skills through a whole language approach in fifth grade elementary school students. *Journal for Lesson and Learning Studies*, 7(1), 153–161. <https://doi.org/10.23887/jlls.v7i1.73673>
- Ananda, V. N., Yudiana, K., & Ujianti, P. R. (2024a). Feasibility of Digital Comic Media in Enhancing Early Reading Skills for First-Grade Elementary School Students. *Jurnal Edutech Undiksha*, 12(2), 364–371. <https://doi.org/10.23887/jeu.v12i2.69140>
- Anderson, & Krathwohl. (2001). *Anderson and Krathwohl Bloom's Taxonomy Revised Understanding the New Version of Bloom's Taxonomy* (L. W. Anderson & D. R. Krathwohl, Eds.). Longman. https://books.google.co.id/books/about/A_Taxonomy_for_Learning_Teaching_and_Ass.html?id=EMQlAQAAIAAJ&redir_esc=y
- Apel, H. (2020). Inequality in Development: The 2030 Agenda, SDG 10 and the Role of Redistribution. *Real-World Economics Review*, (92), 228–232. <https://www.paecon.net/PAEReview/issue92/Apel92.pdf>
- Augereau, O., Iwata, M., & Kise, K. (2018). A Survey of Comics Research in Computer Science. *Journal of Imaging*, 4(7), 87. <https://doi.org/10.3390/jimaging4070087>
- Balansag, J. P. (2025). Reading Performance as a Predictor of Academic Success of Key Stage 2 Learners. *International Journal of Research and Innovation in Social Science (IJRISS)*, 9(3). <https://doi.org/10.47772/IJRISS.2025.903SEDU0149>
- Belda-Medina, J. (2024). Inclusive Education through Digital Comic Creation in Higher Learning Environments. *Social Sciences*, 13(5). <https://doi.org/10.3390/socsci13050272>
- Bilad, M. R., Zubaidah, S., & Prayogi, S. (2024). Addressing the PISA 2022 Results: A Call for Reinvigorating Indonesia's Education System. *International Journal of Essential Competencies in Education*, 3(1), 1–12. <https://doi.org/10.36312/ijece.v3i1.1935>
- Budi, A. S., & Zuhro, C. (2023). Literal Reading Comprehension Ability of English Study Program Students of Politeknik Negeri Jember. *Journal of English in Academic and Professional Communication JEAPCO*, 9(1), 28–36. <https://doi.org/10.25047/jeapco.v9i1.3760>

- Carina, F. (2016). *Inequality: What Can Be Done?* Anthony B. Atkinson. Harvard University Press, 2015, ix + 384 pages. <https://doi.org/https://doi.org/10.1017/S0266267116000067>
- Clark, J. M., & Paivio, A. (1991). Dual Coding Theory and Education. *Educational Psychology Review*, 3(3), 149–210. <https://doi.org/10.1007/BF01320076>
- Damanik, D. R., & Devianty, R. (2024). Pengembangan Komik Anak Untuk Meningkatkan Kemampuan Membaca Pemahaman Siswa Kelas III SD. *At-Thullab: Jurnal Pendidikan Guru Madrasah Ibtidaiyah*, 8(1), 95–108. <https://doi.org/10.30736/atl.v8i1.2047>
- Day, S. L., Hwang, J. K., Arner, T., McNamara, D. S., & Connor, C. M. (2025). Choose your own adventure: Interactive e-books to improve word knowledge and comprehension skills. *Journal of Computer Assisted Learning*, 41(2), e70023. <https://doi.org/10.1111/jcal.70023>
- Dewi, L. M. S., Wibawa, I. M. C., & Agustiana, I. G. A. T. (2020). Improving Science Learning Outcomes Through Student Team Achievement Division (STAD). *International Journal of Elementary Education*, 4(3), 329–336. <https://doi.org/10.23887/ijee.v4i3.25917>
- Dyah Ayu Setiawati, M., & Raden Mas Said Surakarta, U. (2021). Strategies on Teaching Reading Comprehension for the Junior High School Students During the Covid-19 Pandemic. In *IJRETAL International Journal of Research on English Teaching and Applied Linguistics* (Vol. 2, Number 2).
- Raharja, H. E. (2023). The effects of digital comic on student's reading comprehension of vocational school students. *RETAIN: Journal of Research in English Language Teaching*, 11(2), 73–77.
- Erlidawati, E. (2023). Students' Topic Interest in Learning Reading Comprehension. *Pedagogika: Jurnal Ilmu-Ilmu Kependidikan*, 3(1), 97–102. <https://doi.org/10.57251/ped.v3i1.984>
- Erya, W. I., & Pustika, R. (2021). Students' Perception Towards the Use of Webtoon to Improve Reading Comprehension Skill. In *Journal of English Language Teaching and Learning (JELTL)* (Vol. 2, Number 1). <http://jim.teknokrat.ac.id/index.php/english-language-teaching/index>
- Fitri, M., Aerosa Hasibuan, P., & Sultan Syarif Kasim Riau, U. (2023). The Use of Digital Comics on Students' Reading Comprehension of Narrative Texts. *INNOVATIVE: Journal Of Social Science Research*, 3, 263–270.
- Ghifary, D. H. Al, Subroto, W. T., & Mustaji, M. (2024). Development of Digital Comic Interactive Media Toward Primary Students' Understanding of Concepts.

- IJORER: International Journal of Recent Educational Research*, 5(1), 117–127.
<https://doi.org/10.46245/ijorer.v5i1.439>
- İlhan, G. O., Kaba, G., & Sin, M. (2021). Usage of Digital Comics in Distance Learning During COVID-19. *International Journal on Social and Education Sciences*, 3(1), 161–179. <https://doi.org/10.46328/ijonses.106>
- Julianti, N. K. D., Widiana, I. W., & Suarjana, I. M. (2024). Virtual Book-Based Comic Media to Improve Learning Independence of Fifth-Grade Elementary School Students. *Jurnal Imiah Pendidikan Dan Pembelajaran*, 8(2), 336–345. <https://doi.org/10.23887/jipp.v8i2.74640>
- Kanbur, R. (2021). Sustainable Development Goals and the Study of Economic Inequality. *Journal of Economic Inequality*, 19(1), 3–11. <https://doi.org/10.1007/s10888-020-09452-9>
- Kaptevskaia, T., Jaramillo, F., & Fajardo Zorro, M. J. (2025). Using digital comic-based storytelling to enhance creative writing in EFL classrooms. *Ciencia Latina Revista Científica Multidisciplinar*, 9(2), 8797–8835. https://doi.org/10.37811/cl_rcm.v9i2.17627
- Karlimah, K., Hamdu, G., Pratiwi, V., Herdiansah, H., & Kurniawan, D. (2021). The development of motion comic storyboard based on digital literacy and elementary school mathematics ability in the new normal era during covid-19 pandemic. *Journal of Physics: Conference Series*, 1987(1), 012026. <https://doi.org/10.1088/1742-6596/1987/1/012026>
- Kembaren, F. R. Br., Daulay, E., & Lidyani, F. (2018). Improving Students Reading Comprehension Achievement in Narrative Text Through Experience Text Relationship Method At VIII Grade MTs Al-Jam'iyatul Washliyah Tembung. *VISION: Journal of Language, Literature & Education*, 14(14), 1–12. <https://doi.org/10.30829/vis.v14i14.317>
- Kirby, J. R. (2007). *Reading Comprehension: Its Nature and Development*. Canadian Language and Literacy Research Network. <http://www.literacyencyclopedia.ca>
- Kusmajid, Nani Solihati, & Siti Zulaiha. (2024). Digital Comics Based on Local Wisdom: An Innovative Approach to Enhancing Elementary School Students' Reading Comprehension. *Jurnal Pedagogi Dan Pembelajaran*, 7(3), 504–510. <https://doi.org/10.23887/jp2.v7i3.90760>
- Kusmaryati, S. E. (2020). Teachers' Perspectives of Teaching English to Young Learners (A Descriptive Study at Primary Schools in Kudus). *ELT Worldwide: Journal of English Language Teaching*, 7(2), 94–203. <https://doi.org/https://doi.org/10.26858/eltww.v7i2.9723>

- Liu, T., Zhu, X., & Cao, M. (2022). Impacts of Reduced Inequalities on Quality Education: Examining the Relationship between Regional Sustainability and Higher Education. *Sustainability (Switzerland)*, 14(21), 14112. <https://doi.org/10.3390/su142114112>
- Mahayanti, N. W. S., Artini, L. P., & Nur Jannah, I. A. (2017). The Effect of Big Book as Media on Students' Reading Comprehension at Fifth Grade of Elementary School in SD Laboratorium Undiksha Singaraja. *International Journal of Language and Literature* |, 1(3), 2549–4287. <https://doi.org/10.23887/ijll.v1i3.12544>
- Maizarah, & Purwanti, S. E. (2023). Teaching Reading Strategy for Young Learners. *EJI (English Journal of Indragiri): Studies in Education, Literature, and Linguistics*, (1), 188–205. <https://doi.org/10.32520/eji.v7i1.2308>
- Ma'mun, A. S. (2023). The Effect of Using Digital Comic Book on Students' Reading Comprehension Achievement in Narrative Text. *Seminar Nasional Literasi Pedagogi (SRADA) III*, 167–177. <https://share.google/LAqLq7b43mVKXlyYh>
- Marliana, L., & Subrata, H. (2023). Keefektifan Penggunaan Media Komik Digital dalam Kemampuan Membaca Pemahaman Siswa Kelas IV Sekolah Dasar. *Jurnal Penelitian Pendidikan Guru Sekolah Dasar*, 11(6), 1274–1283. <https://ejournal.unesa.ac.id/index.php/jurnal-penelitian-pgsd/article/view/53648>
- Mayer, R. E. (2009). *Multimedia Learning* (2nd ed.). Cambridge University Press. <https://doi.org/https://doi.org/10.1017/CBO9780511811678>
- McCloud, S. (1993). *Understanding Comics: The Invisible Art* (1st edition). HarperPerennial. https://books.google.co.id/books/about/Understanding_Comics.html?id=5aQNAQAAMAAJ&redir_esc=y
- McVicker, C. J. (2018). Visual Literacy And Learning To Read: Using Comic Strips for Reading Instruction. *Journal of Visual Languages & Computing*. <https://www.researchgate.net/publication/327043053>
- Murniviyanti, L., & Marini, A. (2021). Developing Comic Media for Reading Comprehension Ability of Historical Texts in Elementary School Students. *EduBasic Journal: Jurnal Pendidikan Dasar*, 3(2), 187–196. <https://doi.org/10.17509/ebj.v3i2.39485>
- OECD. (2019). *PISA 2018 Results (Volume I) What Students Know and Can Do* (PISA). OECD Publishing. <https://doi.org/10.1787/5f07c754-en>
- OECD. (2023). *PISA 2022 Results (Volume I)*. OECD Publishing. <https://doi.org/10.1787/53f23881-en>

- Olmos, C. (2009). An Assessment of the Vocabulary Knowledge of Students in the Final Year of Secondary Education. Is Their Vocabulary Extensive Enough? *International Journal of English Studies*, 9(3). <https://doi.org/10.6018/ijes.1.1.99531>
- Pang, E. S., Muaka, A., Bernhardt, E. B., & Kamil, M. L. (2003). *Teaching Reading*. International Academy of Education & International Bureau of Education. <http://www.curtin.edu.au/curtin/dept/smec/iae>
- Pramesti, N. P. I., Kristiantari, M. G. R., & Sujana, I. W. (2024). Komik Digital Berbasis Kontekstual Untuk Meningkatkan Hasil Belajar Bahasa Indonesia Siswa Kelas II Sekolah Dasar. *Jurnal Media Dan Teknologi Pendidikan*, 4(2), 285–294. <https://doi.org/10.23887/jmt.v4i2.80447>
- Pusat Asesmen Pendidikan. (2022). *Framework Asesmen Kompetensi Minimum (AKM)*. Pusat Asesmen Pendidikan, Badan Standar, Kurikulum, dan Asesmen Pendidikan, Kementerian Pendidikan, Kebudayaan, Riset, dan Teknologi. <https://share.google/rAixdVph6Ubqymgg9>
- Putri, A. A., & Sukasih, S. (2025). Development of digital comics to improve reading comprehension and self-efficacy of grade V students. *JINoP (Jurnal Inovasi Pembelajaran)*, 11(1). <https://doi.org/10.22219/jinop.v11i1.38194>
- Rayner, K., Pollatsek, A., Ashby, J., & Clifton, C. Jr. (2012). *Psychology of Reading* (2nd ed.). Psychology Press. <https://doi.org/10.4324/9780203155158>
- Retnawati, H. (2016). Proving content validity of self-regulated learning scale (The comparison of Aiken index and expanded Gregory index). *REID (Research and Evaluation in Education)*, 2(2), 155–164. <https://doi.org/10.21831/reid.v2i2.11029>
- Richey, R. C., & Klein, J. D. (2007). *Design and Development Research: Methods, Strategies, and Issues* (1st Edition). Lawrence Erlbaum Associates. <https://pmm.uinsu.ac.id/wp-content/uploads/2022/02/D-D.pdf>
- Rogahang, S. S. N., Paramansyah, A., Zaelani, K., Iqbal, M., & Judijanto, L. (2023). Inclusive Education Practices: Fostering Diversity and Equity in the Classroom. *Global International Journal of Innovative Research*, 1, 260–266. <https://doi.org/10.59613/global.v1i3.46>
- Rohmat Hidayat, N., & Agung Sutimin, L. (2024). *Digital Comics for Differentiated Learning: A Strategy to Enhance Elementary Reading Skills*. 26(3), 843–859. <https://doi.org/10.21009/JTP2001.6>
- Sangia, R. A. (2014). The Process and Purpose of Reading. *Applied Linguistics*, 1–9. <https://doi.org/10.17605/OSF.IO/ZQG6P>

- Saputri, A. D., Sunardi, S., & Musadad, A. A. (2021). Digital Comics as A Media in EFL Reading Classrooms. *AL-ISHLAH: Jurnal Pendidikan*, 13(2), 1097–1102. <https://doi.org/10.35445/alishlah.v13i2.758>
- Sari, M. Y., Putrayasa, I. B., & Sudiana, I. N. (2025). *Pengembangan Media Pembelajaran Komik Digital Berbasis Budaya Lampung pada Materi Gaya dan Gerak untuk Meningkatkan Minat Baca dan Hasil Belajar IPAS Peserta Didik*. 15(1), 26–38. <https://doi.org/10.23887/jpepi.v15i1.4827>
- Sarilah, & Ani Endriani. (2023). Analysis of Elementary Students' Reading Difficulties and its Relevance to Teacher and Parent Guidance. *Journal of Childhood Development*, 3(1), 92–96. <https://doi.org/10.25217/jcd>
- Sastrawan, I. P. O., Margunayasa, I. G., & Bayu, G. W. (2021). Credibility of Digital Comic Media in Audio Visual Form on Style Topic for Elementary School Students. *Indonesian Journal Of Educational Research and Review*, 4(2), 213. <https://doi.org/10.23887/ijerr.v4i2.39665>
- Savitri, F., & Zaitun. (2024). The Utilization of Webtoon Digital Comic in Reading Comprehension: What Are the Perceptions of the Students? *JPPK (Jurnal Pendidikan Dan Pembelajaran Khatulistiwa)*, 13(12). <https://doi.org/10.26418/jppk.v13i12.71650>
- Scott, W. A., & Ytreberg, L. H. (1990). *Teaching English to Children* (Longman Keys to Language Teaching, Ed.). Longman. <https://share.google/0JOeX7Y22zazvynvp>
- Setiawati, M. D. A., & Budiasih. (2021). Strategies on Teaching Reading Comprehension for the Junior High School Students During the COVID-19 Pandemic. *IJRETAL International Journal of Research on English Teaching and Applied Linguistics*, 2(2), 16–17. <https://doi.org/https://doi.org/10.30863/ijretal.v2i2.2451>
- Sito Resmi, W. S., Nuryatin, A., & Latiana, L. (2022). Development of Digital-Based Comic Media to Improve Literature, Reading Understanding and Learning Outcomes in Class III Students Primary School. *International Journal of Research and Review*, 9(6), 456–463. <https://doi.org/10.52403/ijrr.20220648>
- Snow, C. E. (2002). *Reading for understanding: toward an R & D program in reading comprehension*. RAND Corporation. <https://www.videnomlaesning.dk/media/2526/reading-for-understanding.pdf>
- Suprayitno. (2021). Pengembangan Media Pembelajaran Komik Digital Materi Sejarah Proklamasi Kemerdekaan Indonesia Kelas V Sekolah Dasar. *Jurnal Penelitian Pendidikan Guru Sekolah Dasar*, 9(1), 1–13. <https://ejournal.unesa.ac.id/index.php/jurnal-penelitian-pgsd/article/view/39173>

- Tomlinson, Brian. (2013). *Materials development in language teaching* (2nd edition). Cambridge University Press. <https://share.google/pxEvjryuTkfrJxMP8>
- UNESCO. (2017). *Education for Sustainable Development Goals: Learning Objectives*. UNESCO. <https://doi.org/10.54675/CGBA9153>
- United Nations. (2015). *Transforming Our World: The 2030 Agenda for Sustainable Development*. <https://sdgs.un.org/publications/transforming-our-world-2030-agenda-sustainable-development-17981>
- Utami, M., Martha, A., & Ismira, I. (2025). Digital Comic Media Design Using Canva to Improve Elementary School Students' Reading Comprehension Skills. *Indonesian Journal of Innovation Studies*, 26(3). <https://doi.org/10.21070/ijins.v26i3.1460>
- Wahid, F. S., Mutaqin, A., & Setiabudi, U. M. (2021). Pengembangan Media Pembelajaran Komik Digital untuk Siswa Sekolah Dasar. *Media Bina Ilmiah*, 16(5). <https://doi.org/10.33758/mbi.v16i5.1392>
- Wulandari, I. R., Hadi, M. S., & Arifin, S. (2025). Analisis Tantangan Guru dalam Meningkatkan Keterampilan Membaca pada Siswa Sekolah Dasar di Kota Tangerang. *Lingua Rima: Jurnal Pendidikan Bahasa Dan Sastra Indonesia*, 14(1), 237–254. <https://doi.org/10.31000/lgrm.v14i1.13618>
- Wulandari, N. L. P. T., Ratminingsih, N. M., & Ramendra, D. P. (2020). Strategies Implemented in Teaching English for Young Learners in Primary School. *Journal of Educational Research and Evaluation*, 4(3), 235–241. <https://doi.org/10.23887/jere.v4i3.26228>
- Yanto, E. S., & Umah, S. (2022). Vocational Students' Engagement in Digital Comic Strip Assisted Reading Comprehension. *Jurnal Ilmiah Wahana Pendidikan*, Januari, 2023(2), 133–152. <https://doi.org/10.5281/zenodo.7567323>