

## ABSTRACT

Aditya, I Komang Agus Dio (2026), Developing A Sustainable Development Goal (SDG) 12- Based Digital Comic To Facilitate Grade 5 Students' English Reading Literacy

This thesis has been accepted and examined by the First Supervisor: Prof.Dr. Ni Komang Arie Suwastini, S.Pd., M.Hum. and the Second Supervisor: Dr. Ni Wayan Surya Mahayanti, S.Pd., M.Pd.

Keywords: Digital Comic, Reading Literacy, Sustainable Development

The present study aimed to develop a Sustainable Development Goal (SDG) 12-based digital comic to facilitate the reading literacy of fifth-grade elementary school students. Adopting the ADDIE development model (Analysis, Design, Development, Implementation, and Evaluation), this study involved 67 fifth-grade students and two English teachers at SDN 4 Sanur, Denpasar, as the research participants. In addition, two media and content experts were involved to evaluate the quality and appropriateness of the developed product. Data were collected through classroom observations, interviews, document analysis, surveys, expert judgment, and user response questionnaires. The research instruments included observation sheets, interview guides, field notes, questionnaires, and checklists. The collected qualitative data were analyzed using thematic analysis, and the quantitative data using descriptive statistics. The findings identified four major student needs: curriculum-aligned learning materials, contextual and multimodal reading materials, support for vocabulary and reading literacy development, and technology-integrated learning media that incorporate SDG 12 values. Based on these needs, an SDG 12-based digital comic was developed by integrating contextual stories, illustrations, vocabulary enrichment, collaborative reading activities, and the concepts of responsible consumption, food waste reduction, and the 3R principles (Reduce, Reuse, and Recycle). The expert evaluation indicated that the developed product achieved an excellent level of quality across both media and content. Furthermore, teachers demonstrated very positive responses, while students showed positive responses toward the developed digital comic. It can be concluded that the SDG 12-based digital comic is an appropriate, high-quality learning medium with the potential to support English reading instruction by integrating reading literacy, technology, and Education for Sustainable Development in elementary schools.

## **ABSTRAK**

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*Tesis ini telah disetujui dan diperiksa oleh Pembimbing I : Prof. Dr. Ni Komang Arie Suwastini, S.Pd., M.Hum. dan Pembimbing II: Dr. Ni Wayan Surya Mahayanti, S.Pd., M.Pd.*

*Kata Kunci: Komik digital, Literasi Membaca, Sustainable Development Goal*

*Penelitian saat ini bertujuan untuk mengembangkan komik digital berbasis Sustainable Development Goal (SDG) 12 untuk memfasilitasi literasi membaca siswa kelas 5 SD. Dengan mengadaptasi model pengembangan ADDIE (Analysis, Design, Development, Implementation, dan Evaluation), penelitian ini melibatkan 67 siswa kelas 5 SD, dan 2 guru bahasa Inggris di SDN 4 Sanur, Denpasar sebagai subjek penelitian. Penelitian ini juga melibatkan 2 ahli dalam bidang media dan konten sebagai penilai terhadap kelayakan atau kualitas produk yang dikembangkan. Data dikumpulkan melalui observasi, wawancara, analisis dokumen, survey, penilai ahli, dan penilai pengguna. Instrumen penelitian yang digunakan adalah lembar observasi, panduan wawancara, catatan, kuisioner, dan check-list. Data yang telah dikumpulkan dianalisis dengan menggunakan THEMATIC analisis dan deskriptif statistik. Hasil penelitian menunjukkan bahwa terdapat empat kebutuhan utama siswa, yaitu media pembelajaran yang selaras dengan Kurikulum Merdeka, materi membaca yang kontekstual dan multimodal, dukungan terhadap pengembangan kosakata dan literasi membaca, serta media berbasis teknologi yang mengintegrasikan nilai-nilai SDG 12. Berdasarkan kebutuhan tersebut, dikembangkan komik digital berbasis SDG 12 yang memadukan cerita kontekstual, ilustrasi, pengayaan kosakata, aktivitas membaca kolaboratif, serta konsep konsumsi bertanggung jawab, pengurangan limbah makanan, dan prinsip 3R (Reduce, Reuse, Recycle). Hasil penilaian ahli menunjukkan bahwa produk memiliki kualitas yang sangat baik pada aspek media dan konten. Selain itu, guru memberikan respons sangat positif, sedangkan siswa memberikan respons positif terhadap komik digital yang dikembangkan. Penelitian ini menyimpulkan bahwa komik digital berbasis SDG 12 merupakan media pembelajaran yang sesuai layak serta berpotensi mendukung pembelajaran membaca bahasa Inggris melalui integrasi literasi membaca, teknologi, dan pendidikan berkelanjutan di sekolah dasar.*