

**GRAPHIC NOVEL DEVELOPMENT AS A READING MEDIA FOR
INCREASING LITERACY SKILL OF 8TH GRADE JUNIOR HIGH
SCHOOL STUDENTS**

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ABSTRAK

Penelitian ini meyakini bahwa siswa SMP kelas VIII membutuhkan bahan bacaan yang sesuai dan menarik untuk mengembangkan kemampuan literasi remaja yang salah satu cara untuk mencapainya adalah dengan mendesain novel grafis bahan ajar di atasnya. Penelitian ini dirancang dalam bentuk model design and development (D&D) yang dikemukakan oleh Richey dan Klein (2007). Model pengembangan yang digunakan dalam penelitian ini adalah model ADDE Richey and Klein (2007). Hasilnya adalah novel grafis sebagai media literasi menarik yang dikembangkan untuk membantu keterampilan literasi siswa kelas VIII SMP. Berdasarkan penilaian validitas isi, novel grafis sangat relevan dengan dua belas kriteria novel grafis baik dengan sedikit revisi. Penilaian kualitas digunakan untuk menentukan apakah novel grafis sudah memenuhi syarat untuk dijadikan sebagai sumber literasi yang baik dengan menggunakan penilaian ahli. Ada dua juri ahli dan dua belas pengguna yang berperan dalam menilai kualitas novel grafis. Berdasarkan penilaian kualitas, novel grafis dikategorikan sebagai media yang sangat baik. Dengan demikian, novel grafis dikategorikan sebagai media yang sangat baik untuk membantu keterampilan literasi siswa kelas VIII.

Kata kunci: *remaja, novel grafis, literasi*

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ABSTRACT

This research believes that junior high school students in eighth grade need suitable and exciting reading material to develop their literacy skills. One way to achieve it is to design graphic novels of learning material on it. This research was created in the form of the design and development (D&D) model proposed by Richey and Klein (2007). The development model used in this research was Richey and Klein's (2007) ADDE model. The result was a graphic novel as an attractive literacy media developed for assisting eighth-grade junior high school students' literacy skills. Based on the content validity judgment, the graphic novel was highly relevant to the twelve criteria of an excellent graphic novel with minor revision. Therefore, the quality judgment was utilized to determine whether or not the graphic novel was already qualified to serve as a good literacy source by using expert review. There were two expert judges and twelve users who took the role in judging the quality of the graphic novel. Based on the quality judgment, the graphic novel was categorized as excellent media. Thus, the graphic novel was classified as remarkable media for assisting eighth-grade students' literacy skills.

Keyword: adolescents, graphic novel, literacy