

Digital Graphic Novel as a Learning History Media in Digital Literacy Era

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Abstract—The impact of globalization on education demanded the Government should prepare a global society that is able to adapt technological advances and revelation. One of the Ministry of Education and Culture policy is the literacy movement as capital formation of human resources quality, productive and competitive power, characteristic, and nationalists. The movement itself is a literacy reading and writing activities related to knowledge, language, and culture. At the current time, learning the history of need different innovations to facilitate students in learning history in the era of digital literacy. The important thing for the Betterment of the quality of learning history, not only on the material to be learned but also about how the material can be delivered properly. Therefore, required an innovation in learning so as to give the impression that more learning is becoming more interesting and fun but still solid content. Advances in science and technology have affected the use of media of instruction in schools and other educational institutions. For schools that already have using the modern instructional media, so learning to be effective, efficient, and fun. Digital graphic novel as a medium of instruction serves to convey the message or information from the material learned in the process of learning in the classroom. In this context, the process of learning refers to the process of communication between the students and the learning media (in this case the digital graphic novel). The learning process will bring the maximum result if the material submitted with the chronological arrangement. developing a digital graphic novel as a medium of learning is one form of innovation in learning history.

Keywords—*digital graphic novel media, learning history, media literacy, digital learning*

I. INTRODUCTION

The impact of globalization on education demanded the Government should prepare a global society that is able to adapt technological advances and revelation. One of the Ministry of Education and Culture policy is the literacy movement as capital formation of human resources quality, productive and competitive power, characteristic, and nationalists. The movement itself is a literacy reading and writing activities related to knowledge, language, and culture. In the Declaration, UNESCO, literacy is associated with the ability to identify, locate, evaluate, rate, creating effectively and well organized, uses, and communicating information to address a variety of issues.

As long as this has not been widespread literacy in the community. Because literacy should be used as the necessities of life and culture in the entire country. The behavior of the community, especially in the world of education should be strived for change of culture don't like to read into the public reading. In this century, literacy is more

than just the ability to read and write, but include thinking skills in using knowledge sources in print, visual, auditory, and digital [1].

In the era of digital literacy is the use of technology as a medium of instruction is the thing that cannot be eliminated. Advances in science and technology have been influential towards the use of teaching aids in schools and educational institutions. For schools that are already developed and capable, have used such tools as a teaching tool, so that learning becomes more effective, efficient, and fun. Such progress encourages a wide range of business change, schools has shown rapid development in all fields including the equipment. The use of equipment, supplies, education and media education have started tailored to progress. The use of teaching aids, AIDS education Viewer, audio, visual, audio-visual and adapted to current developments [2]. The development of information technology has influenced the use of various types of media, as a tool in the learning process. The learning is expected to use the tools or equipment that effectively and efficiently in learning in the classroom.

If at the point of view of the purpose of studying history is to provide knowledge about important things in human life throughout history who can be our view of life in the face of the future. These goals can be achieved with good if students can understand and comprehend every historical material presented by the teacher. Developments in the field of technology shall be utilized by the teacher to make learning media interest, so that learners can understand the material presented. The use of visual media such as images can be modified by adding dialogs in it so that it becomes a comic. Comics are not just for entertainment media, but the comic also can be utilized for learning media, such as a media of learning history.

Over time, history learning requires a variety of innovations in order to be easily understood by students and improve student learning interest on the history and build the habits of literacy. Important things for the Betterment of the quality of learning history, not only in theory but also to the things which are praxis. Therefore, it required an innovation in learning so that more learning gives the impression that the draw is a fun learning process but still solid content. The development of science and technology must be harnessed by the teacher to help the learning process in the classroom as well as to cultivate the habits of literacy in students. Teachers must be innovative in creating media learning history. Media that can be used by the teacher are very much, one is the comic media in the form of graphic novels. The graphic novel is a picture story that the pictures are accompanied by dialogue. The graphic Novel as the media

acts as a tool that has the function of conveying instruction. In this context, the study refers to a process of communication between learners and learning resources (in this case comics study). Communication study will run with maximum if the message clearly delivered learning, coherently, and interesting.

Based on the above description of the researchers wanted to see how the role of the media in the digital graphic novel history of learning in the era of digital literacy? Why digital literacy? Because it cannot be in deny students millennial age closer to her every day, media technologies in the graphic novel, this could be the answer to digital innovation learning media history that demands students have good literacy ability. This digital graphic novel media allow students to access historical information with all the ease and supported with illustrations of images that make it easy for students to understand the historical information. And of course the existence of digital graphic novel media allow custom awakening a good literacy in students, so students got an interesting experience of learning activities. Formulation of the problem in this research:

1. How excess media digital graphic novel as a medium of learning history?
2. How the role of the media in the digital graphic novel creativity digital literacy?

The rest of this paper is organized as follow: Section II describes proposed research method. Section III presents the obtained results and following by discussion in section IV. Finally, Section V concludes this work.

II. PROPOSED METHOD

This research uses qualitative research methods, descriptive. Gunawan in [3] qualitative research is research based on a general principle underlying the embodiment symptomatic units that exist in human life or patterns. In the process of research use library study. In this initial step, the researchers held the study literature to find the runway teoritik in developing the learning media history and media graphic novel digital literacy needs. After hosting a study of the literature, researchers need to hold a study or survey in the field about the condition of the school by means of observation and interviews to get the initial data as basis in this research. As for the source data obtained came from teachers and students as well as sources in the form of documents such as in RPP (plan of implementation of the study) that used teachers to teach in the classroom. A field study was carried out to obtain information about problems in learning in all schools. In an interview with the teacher will be in getting information on: (1) the medium used everyday teacher when teaching the subjects of history; (2) the development of media that do teachers when teaching the subjects of history; (3) the process of learning history; (4) the resistance experienced by a history teacher in the learning process of the history related to the lesson that media. ; d's (5) the importance of the use of digital graphic novel media on learning history. The technique of collecting data using direct observation techniques and techniques of direct communication (interview). With data-collecting tool guidance observation and interview guidelines. Technique of data analysis using the qualitative form of Triangulation analysis techniques, data sources, and triangulation theory.

III. RESULTS

The results of the above research each explaining the advantages that owned comic (graphic novel), that people just argue that the comic it is negative. Comics (graphic novel) not just as entertainment, the comic would be beneficial if the comic was drafted as a medium of instruction, which presented the learning materials in accordance with the needs of the learners. Comics (graphic novel) education is designed with an attractive design so it makes children/students is interesting to read it. In addition to entertainment, the learners also benefit education.

Media digital graphic novel is very well used in the process of learning history in order for the information requested to delivered in every material can be connect it well to students. Digital graphic novel from a variety of forms such as comic strips, comic books, and cartoons is a valuable learning can be used to motivate students and allow students to build knowledge. A web comic that utilize the potential of hypermedia, which in it there is a video, pictures, sound files, diagrams, photos, and links to web sites.

Such visual media digital graphic novel has several advantages besides can increase interest in learning students also can be used at different levels of ability and students a variety of subjects. Students are also able to easily translate the stories is usually an abstract history into a more tangible form to make it more easily understood. Digital graphic novel is an example of specification design message produced in book form (visual materials). Combining between visual and textual materials in the development of digital graphic novel is very helpful in creating a desirable learning activities, i.e. learning effectively. Media digital graphic novel has great potential to develop cultural awareness growth attitude in students. Digital graphic novel was compiled with interesting so it will engender an interest in students. In the area of education, comics (graphic novel) drawn up as media education for students but not eliminate basic image comics (graphic novel) as a media of entertainment.

IV. DISCUSSION

Technology and media has a major role in the learning process, if the teaching is centered on the teacher, then the media is used to support rendering in teaching. On the other hand, if the learner-centered teaching, then the learner which is the main user of the media. So the media can be effective then it should devise teaching materials that can enhance and encourage learning. Effectiveness depends on the planning and the selection of learning resources that are precise and meticulous [4].

Learning history is expected to cultivate insight learners to learn and to be aware of the history for everyday life as individuals and as a nation. Look at the process of learning history at the school only uses Microsoft office PowerPoint media only. Learning history during this time due to the pursuit of more limited learning time history especially in terms of the addition of the media learning or learning resource book in addition package. In General Sadiman, *et al.* in [5] says the usefulness of public media are: a) clarify the message for serving not too verbalistic nature (in the form of words that are written or oral sheer); b) overcoming the limitations of space, time, and the power of the senses; c)

use varied media can overcome passive student attitudes; and d) provide a stimulus, experience, and the same perceptions on learners.

One of the innovative media that can be used of teachers in the learning process is a media graphic novel presented in digital form. The graphic novel is a comic strip that features a more narrative storytelling style than comics in General. According to Saraceni in [6] the term graphic novel is solely used to provide better term 'good' (read: adults) for comics.

According to Campbell in [7], the graphic novel is a form or a form of a comic narrative, in other words is a tool to tell stories. The graphic novel is the story of which there are drawings and writings as a synopsis or dialogue that is made in the form of a book. Most of the graphic novel is an entertainment media which presents funny stories, teen stories (romantic), and historical stories.

Although many people regard comics (graphic novel) is negative and detrimental to be read by children, comics (graphic novel) also has a positive side, if the comics made in accordance with the child's development and created with themes that educate, then the comic will serve as education. Many positive benefits that can be taken from the comics as a medium of learning, teachers can do the teaching and training of using comics as a means of education and to motivate the learners [8]. Studies obtain data that the use of comics in learning is said to be able to make learning in the classroom is more diverse and more interesting [9]. Comic book learning is an example of specification design message produced in book form (visual materials). Combining between visual and textual materials in the development of comics learning very helpful in creating a desirable learning activity, i.e. learning effectively.

Research conducted by Berkowitz and Packer in 2001 entitled *Heroes in the Classroom: Comic books in Art Education*, published in the journal of the National Art Education Association, explained that as tools to motivate and education, comics can be used by adults and children in a variety of teaching and training. Comic book utilized because of the costs affordable, accessible, and engaging the media to guide, entertain, and inspire students or learners [10].

It is revealed by the research done by Smith in 2006, entitled *Teaching with Comics: Everything you need to know to start teaching with comics*, explained that many people believe that comics is a reading material bad, or the comic can negatively affect. But in fact the comic provides an excellent resource for students, for example: with a combination of text and illustrations, comics are a powerful tool to learn visually and comics can provide practical sources. So, the comic is an effective medium for teaching in the classroom. Research results from the Tatalovic the year 2009, entitled *Science comics us tools for science education and communication: a brief, exploratory study*, explained that the comics-themed education can help to promote and explain the science of students and the general public, with the visual allure on the comic in which is inserted a science, comics is a good means to convey scientific concepts [11].

This is possible because the comic combines the power of images and writings, which are strung together in a plot of the image to make the information more easily absorbed. The

text to make it more understandable, and Groove makes it easier to follow and remember. As a medium of visual communication, comics can be applied as a tool of education and being able to convey information effectively and efficiently. Comics as a medium acts as a tool that has the function of conveying the message. Comics as a medium of learning is a tool that serves to convey the message of learning. In the context of this study point to a communication process between student and learning resources (in this case comics study). Communication study will run with maximum if the message clearly delivered learning, coherently, and interesting.

The results of the above research each explaining the advantages that owned comic (graphic novel), that people just argue that the comic it is negative. Comics (graphic novel) not just as entertainment, the comic would be beneficial if the comic was drafted as a medium of instruction, which presented the learning materials in accordance with the needs of the learners. Comics (graphic novel) education is designed with an attractive design so it makes children/students is interesting to read it. In addition to entertainment, the learners also benefit education.

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Such as visual media digital graphic novel has several advantages besides can increase interest in learning students, also can be used at different levels of ability and students of variety subjects. Students are also able to easily translate the stories is usually an abstract history into a more tangible form to make it more easily understood. Digital graphic novel is an example of specification design message produced in book form (visual materials). Combining between visual and textual materials in the development of digital graphic novel is very helpful in creating a desirable learning activity, i.e. learning effectively. Media digital graphic novel has great potential to develop cultural awareness attitude in students. Digital graphic novel was compiled with interesting so it will engender an interest in students. In the area of education, comics (graphic novel) drawn up as media education for students but not eliminate basic image comics (graphic novel) as a media of entertainment.

This is in accordance with the role of the media itself is in the process of learning in the classroom. The media has a very important role in their learning in school. The media serve as the delivery of messages, information or materials given by the teacher to the learner. The media can be said as a medium of learning if the media convey sources or information needed by students to support the learning process [12].

The research results of Trent and Kinlaw in 1979 titled *Comic Books: An Effective Teaching Tools*, explaining that lay persons and parents don't have to doubt if his son was reading the comics, not all comics be bad [13]. Comics can

provide educational information on the child during the comic context in accordance with the needs of the child.

V. CONCLUSION

This paper has presented digital graphic novel as a learning history media in digital literacy era. It is concluded that media digital graphic novel is one of the developments of the visual media. media digital graphic novel has several advantages besides can increase interest in student learning as well as a form of creativity that digital literacy. This medium allows students can't easily translate the stories is usually an abstract history into a more tangible form to make it more easily understood.

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