ABSTRACT

Seri Himayati (2023), Development of Digital Comics to Improve Reading Literacy in Indonesian Language Learning for Second Grade Students of SDN 4 Pancor. Thesis, Primary School Teacher Education (PGSD) Study Program, Faculty of Education (FIP) Hamzanwadi University.

Supervisor I: Dina Apriana, M.Pd. Supervisor II: Yul Alfian Hadi, M.Pd

This research was conducted with the aim of developing digital comic learning media to improve reading literacy in grade II students of SDN 4 Pancor using the Borg and Gall model development method which has been modified by Sudirman (Oktaviani, R. 2021) which includes 10 steps and then simplified into 7 stages, namely: (1) Needs Analysis (Reaserch and Information Collectin), (2) Planning (Planning), (3) Initial Product Development (Develop of Freliminary Form of Product), (4) Limited Testing (Frellinary Field Testing), (5) Revision of Product Test Results (Main Product Revision), (6) Main Trial (Main Field Testing), (7) Final Product Revision (Final). This research was conducted on grade II students with a total of 36 students. This research and development instrument uses expert validation sheets and student response questionnaires. The results of the tampiran expert validation test with a total score of 23 are in the range of $74.76 < X \leq 92, 28$ with the category "good enough". The results of the material expert validation trial with a total score of 24 are in the range of $74.76 < X \leq 92, 28$ with the category "good". The results of the student response questionnaire on the validation and practicality of using the developed material received a score of 36 so that it was in the range of $51 < X \leq 63, 51 < 59,63 \leq 63$ with the category "quite good" so it can be concluded that the digital comic learning media assisted by Canva in Indonesian language learning is valid and practical to use as learning media in the learning process at school.

Keywords: Digital Comics to Improve Literacy