Developing the Content of Webtoon Comic Application as Supporting Media in Learning English Grammar at the 2nd Semester English Students of IAIN Palopo

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ABSTRACT

This research aims to create a supporting media product in English Grammar learning in semester 2 students majoring in English at IAIN Palopo. based on observations in June 2019, the author found a problem in the scale of student use in smartphone use that is increasingly growing. Therefore, the author is interested in creating an online comic that can be accessed on the phone by using an application called Webtoon. The study design used in this study was Research and Development (R&D) utilized ADDIE Model. It consists of Analyze, Design, Develop, Implement, and Evaluate. The product is used as a supporting medium in English grammar learning which was once being studied by Semester 2 English Student IAIN Palopo. The product was tried out to the Students of Semester 2 of English Students at IAIN Palopo. The instruments were used in this study are Questionnaire for need analysis and observation sheet for 5 Experts and student's perception. In this study, 5 experts were involved in order to validate the product. The elements of the validation are Display, Content/Materials, Language, and the Application. The result based from the expert's validation as well as try-out product result, the product of this study was appropriate to be applied for the students of English Department semester 2, as a supporting media in Learning English Grammar

Keywords: Design, Comic, Webtoon, Supporting Media in Learning Grammar

INTRODUCTION

Nowadays, many students are very close to the social network or with their smartphone. Communication need is the major factor that causes this situation. Besides that, entertainment needs becoming super important for teenagers at this age. That is why the students released the study time for interacting on social networks and entertain themselves with their smartphone. The development of smartphones is interactive and sophisticated, so they can access everything on that. Even for learning something, they can do that instantly by using applications and network connection. The education life is cannot be released from the technology of media and communication networks. In a good form, the technology of smartphones can be used as supporting media for finding some information, so they will not deny the good usability of smartphones (Rifuddin et al., 2020). The media of smart phones will show us the positive effect if the student uses it in a good way as well, as Oka's perception. The media for network systems is used for administration or even better for learning and teaching. Using media as a complement of learning and teaching is more needed at this time. The media and technology becoming super active to used by any level in learning. To improve the skills in learning English, the students and the teachers need the Media

and technology as a compliment and it will help them to more understand the material (Wahidin & Yahya, 2020). It is clearer if use the media as the visual in learning so the students can imagine the topic in a real form

The use of technology inside the smartphone is more active than reading a book. The students can find many books on the internet or many articles without paying too much and they can find more information. They used to be more active on social media than in real life. But without a doubt, that there are so many applications that can improve the ability in learning. Special for English education, the application that can help them to improve are dictionary offline and online, the bunch of vocabulary, the English games, the English quiz, the chat room for users in the world, and many more. The application that the Writer use for this Study, is Webtoon. Webtoon is the most popular app in the play store in the comic reading category. Webtoon is officially launched for the first time in South Korea as a Webtoon portal followed by Naver in 2004. The readers can find much tittle Free as well and no need to pay any tittle on Webtoon. Webtoon is an open-source media for all authors in the world to still connect with the reader through their work. Fun fact about Webtoon is that it has a room comment for the readers and it will make them still know about the reader's opinion about their work. But I will make this room comment as a room class for the students. It is really helpful for them to still update the information about the entire English stuff. Finally, they can enjoy reading in this way and not feel boring anymore when they read the text. Because it is available with the picture and a constant character for the comic

METHODS

Development Model

The Writer designed the method that was used to complete the research, which is research and development (R and D). The writer follows the instruction of the study using the ADDIE model. This model stands for the five stages of the development process, namely Analysis, Design, Development, Implement, and Evaluate. These phases are sequential, each depends upon the successful completion of the preceding phase. The design phase is the main point of action in this model.

Procedure of Development

Based on the ADDIE Model, writer use the procedure below:

1. *Analysis*

The gadget of the technology, becoming super active for teenagers or students. The fact that technology is a tool that helps the human to reach their needs. In technology, we already know about smart phone, tablet, or anything we call it, is more like an important human's thing that they never want to forget to bring it wherever they go. They can access many features in a small object that fits their hand easily. It sounds impossible, but it happens in our universe(Helma & Jufriadi, 2020). The most important usability that the human use for their smart phone is communicating and get some information. As we can see in our environment the people almost seen looking down at their cell phone. And it happens for our young generation, especially for our students. The most worrying thing for this situation is they can access whatever they want with no filter anymore. And we can blame themselves form this situation because it is more like their privacy (Irvy, 2020). The benefit of this situation is to make our business is easier to reach by saving our time and our power. From all of the possibilities that may

happen, the writer will develop the usability from one of the application that the teenagers access frequently, that is Webtoon. Webtoon is a comic application online based. From the reality of the information about this application, there is no educational language in their product of the title of the comic inside of this application. The writer will develop this situation and publish the educational English language comic.

2. Design

In this step, the writer designed the product by using several objects and media for designing the product. The writer designed the product with use some objects.

3. Develop

The writer develops the content of the Application to use the application as supporting media in learning Grammar. The application has many genres of the comic, but they are lacking of having an educational language inside the comic. The writer will develop the application as a supporting media in learning the English language of Grammar. Here is the detail of the development. The application just has nine genres of the comic, they are (1) Romantic, (2) Drama, (3) Action, (4) Comedy, (5) Slice of Life, (6) fantasy, (7) Thriller, (8) Horror, (9) Web novel. The writer Chose an educational comic in Slice of Life Genre. Because "slice of life" genre is closer to humans life because an educational story frequently happens in human life. This genre contains humans activity including education. But there is no English education in this genre. The content of the slice of life is just like humor, the daily life of the people, or random event that happen every day for this genre. But it possible to put an educational comic because education is a part of life. With the light story include in this genre, the educational story has a bit potential to take part in the existing comic series. Here is a simple illustration to describe development.

Picture: 5.5 Illustration of the development from the application

4. Implementation

The comic will be used as supporting media in learning. The teacher is given the breadth to explore the learning method for students. This comic is need an internet connection for the first access. But when they want to read it offline, it is available to download the Comic. The writer will post or publish the comic will be published in 6 episode include the introduction of the comic.

5. Evaluate

This is the last step for this product. The writer will post or publish the product after comparing the result of revision from expert judgment and the reality in Study.

Location and Time of the Study

The study was conducted at the Institute State Islamic Institute Palopo Especially in English Department in the 2nd Semester. It was conducted on June 2019 – August 2020.

Subject and Object of the Study

The population in this study was the students of English department of IAIN Palopo. There are 4 Classes with amount of students are. The sample of this study was 30 students that had been by using random sampling technique.

Technique and Data Collection Instrument

1. Data collection instrument

The instrument of collecting data in this study is Questionnaire, the questionnaire items consists of some target needs (necessity, wants, lacks) and target needs that was spread trough google Form.

2. Data collection instrument for the Expert judgment

The product judged by the experts in some sectors, they are View, Model/Design, Content, material, Language, and Application. The questions were Shared online.

3. Data collection instrument for product try-out

The data collection instrument for the product try-out was the observation for finding the students perception about the product. The observation sheet was shared by Google Form.

Data Analysis Techniques

1. Data Analysis on Need Analysis

The writer using Questionnaire as a conducting data from the need analysis questionnaire, which is distributed to the Students in need assessment phase, is describe based on the answer that the students chose to show their needs. The result of this questionnaire will be calculated using the following formula.

$$X = \frac{\Sigma x}{N} \times 100\%$$

X = Nilai
Σx = The same answer of students
N = Total number of students

Students' choices (Necessity, lack, want, input, procedure, setting, teachers' role, and students' role) are becoming a Study's background in designing the Product.

2. Expert's Validation

The result of data was converted in descriptive analysis. The indicator in measuring the result is the Mean (X). The Means will be used by using conversion pattern data:

$$Mn\ (X) = \frac{\Sigma fx}{n}$$

M = Mean
Σ fx = Total score
n = Total items

Table 1. Data Conversion Table was adapted from (Suharto 2006) in Alex Sander (2018)

Scales	Interval of Mean	Descriptive Categories
1	$1.0 < X \le 1.7$	Very Poor
2	$1.8 < X \le 2.5$	Poor
3	$2.6 < X \le 3.3$	Fair
4	$3.4 < X \le 4.1$	Good
5	$4.2 < X \le 5.0$	Very Good

3. Data analysis on Try-Out

The result of data was converted in descriptive analysis. The indicator in measuring the result is the Mean (X). The Means will be used by using conversion pattern data:

Mn (X) = $\frac{\Sigma fx}{n}$
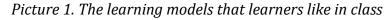
M = Mean
Σ fx = Total score
n = Total items

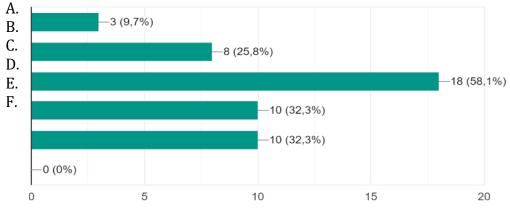*Table 2. Data Conversion Table was adapted from (Suharto 2006) in Alex Sander (2018)*

Scales	Interval of Mean	Descriptive Categories
1	$2.0 < X \le 1.7$	Very Poor
2	$1.8 < X \le 2.5$	Poor
3	$2.6 < X \le 3.3$	Fair
4	$3.4 < X \le 4.1$	Good
5	$4.2 < X \le 5.0$	Very Good

RESULTS
The Result of the Need Analysis Questionnaire
There were 16 questions in the questionnaire. It was spread out for finding student's need, lacks and wants. The results of the questionnaire help the writer to make the product. Here are the results of it.
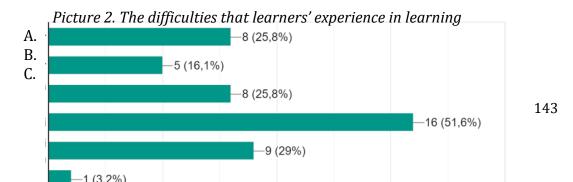
Picture 1. The learning models that learners like in class

Information:
What kind of learning Method do the Students like in the Class?
a. Teaching Method
b. Practicum method
c. Methods of media use and learning facilities
d. chose Discussion method
e. mixed method

The highest score is on option C, which is Methods of media use and learning facilities with the 58,1% Score.

Picture 2. The difficulties that learners' experience in learning

143

D.
E.
F

Information
What difficulties Students experiencing in learning are.
a. Not yet independent in learning
b. Lazy in learning
c. not as hard as desire in learning
d. Feeling less confident in learning
e. Slow in understanding learning
f. chose Less suited to learning methods
      The highest score is on option D, with the total Score is 51,6%
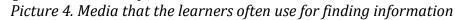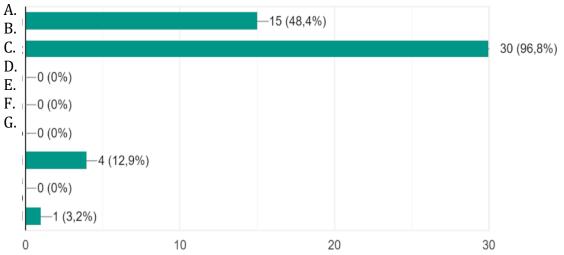

Picture 3. Media that learners like in learning

Information
what kind of media do students like in learning
a. Text
b. Audio
c. Visual or Image
d. Atrificial Objects/Miniatures
e. Human
f. Video

      The highest score is on option C, whit the total Score is 80,6%.
      Picture 4. Media that the learners often use for finding information
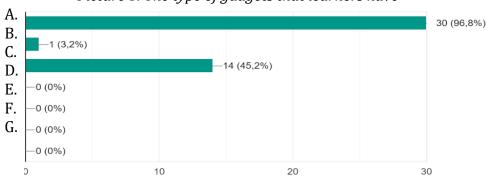
Information
what Media do you often use to find the information
a. Book
b. Smartphone/Internet
c. Newspaper
d. Magazine
e. Radio
f. Television
g. Journal

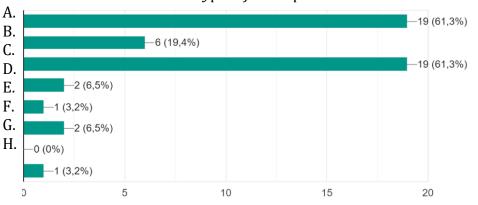The highest score is on option b, with the total score is 96,8%

Picture 5. The type of gadgets that learners have

Information
What type of gadget do the students have
a. Smartphone
b. Old generation Phone
c. Laptop, Notebook or computer
d. Tablet
e. Ipad

The highest score is on option A, with the total score is 96,8%
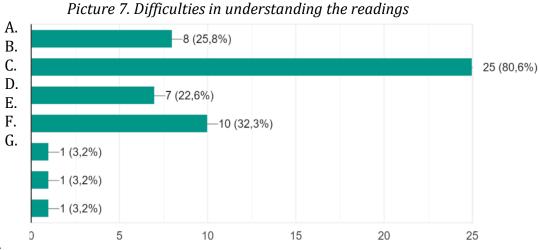
Picture 6. the Types of Smartphone User

Information
a. Internet User
b. Game User (Gamer)
c. Main User (utilizing all of the features in smartphone)
d. Calling user
e. Public User
f. Celebrity of Social Network (Selebgram)
   The highest score is on A and C options, with the total score both of them are 61,3%.

Picture 7. Difficulties in understanding the readings

Information
What difficulties do Students encounter when they learn to understand English readings.
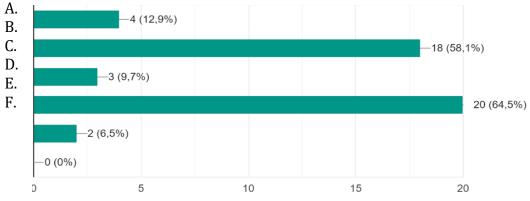a. Vocabulary
b. Grammar Rules
c. differentiator sentences
d. sentence meaning factors
e. another option , that is difficulty to understand the audio in reading
f. difficulty to understand the language transition
   The highest score is on Option B, with the total Score is 80,6%.

Picture 8. the Indicators that can help Students Understanding the Reading

Information
What indicator that can help you to understand the reading
a. The Sentence's Length
b. Word choice,
c. Type of size and font
d. Illustration
e. Paper type and color
  The highest score is on option D, with the total score is 64,5%

Picture 9. The kind of books the learners like

Information
What kind of book Students like.
a. Comic book
b. Biography
c. Journal
d. Scientific Works
e. Text /Text Book
f. Magazine/Newspaper
g. Another Option

  The Highest score is on Option A with the total score is 62,1%.

Picture 10. The Kind of apps that the students use for reading comic

Information
What comic app do students like now
a. Bulu Manga   b. Webtoon
c. Manga Reader   d. ZingBox
e. Manga Zone   f. Manga Box
g. Crunchyroll Manga   h. Ray Manga
i. WebComics   j. Ciayo Comic
k. Tapas   l. other Options
          The highest score is on option B, with the total score is 84%

Picture 11. The kind of illustrations that Students like

Information
In terms of illustration, what kind of do Students like?
a. Colored
b. Black and White
c. More text
d. More illustration
e. Another option

          The highest score is on option A, with the total score is 90.3%.

Picture 12. The learners' view of Grammar

Information
What your view of Grammar is
a. Grammar loads difficult-to-understand rules
b. Grammar becomes my barrier to learning English

c. Grammar is a material that is pleasing enough to me, depending on how educators deliver it are.
d. Other option
e. Grammar made me understand a lot of English and learn each of the formulas in English

The highest score is on option C, with the total score is 79,1%.

Picture 13. difficulties that students face in learning Grammar

A.   15 (34,9%)
B.
C.   15 (34,9%)
D.   6 (14%)
E.
      9 (20,9%)
      9 (20,9%)
      1 (2,3%)

Information
What difficulties do students feel while learning Grammar?
a. Formula Rules applied
b. Too many rules so it is difficult to understand and memorized
c. Intricate and elusive description
d. Number of language versions and rules of various accents
e. Lack of personal motivation in studying Grammar

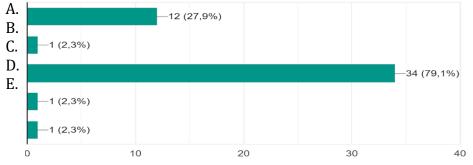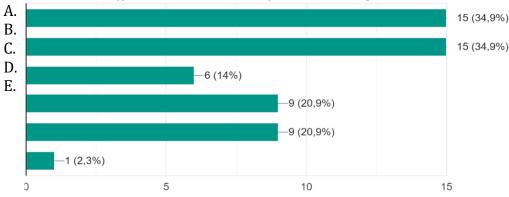The highest score is on option A and B, with the total score is 34,9%.

The Result of Expert's Validation
1. Display

Amiruddin Akbar Fisu, the combination of colors, the convenience of comics when read, comic characters, and visuals are judged to be good, just a matter of taste for the combination.

2. Content or Material

Nurhajar P., Tri Endar Yogi Setiadi Saputra, S.Pd., M.Pd, The content of this comic is in accordance with the intermediate grammar curriculum that English students were studying Semester 2. This comic has been created in interesting form. This comic can also be learned or used to learn English in general. This comic is worth using, with notes there needs to be improvements to its language settings.

3. Language

Devi Ismayanti,S.S,M.Hum, the structure of the writing in this comic is generally in accordance with the correct standards of English writing rules, examples of sentences, and closings in each chapter (SVO Pattern). there is a slight flaw in the translation theory in some parts. The use of language in this comic is semi-formal American English, which is precisely the target of the Student. This comic has also followed the

development of American English for media standards. I personally really like this comic, although it uses full English, but still inserts the nuances of Islam in this comic.

4. *Score for each element*

No	Dimension	Indicator	Items	Average Score	Description	Follow Up
		Color	1. The color used is according to the object that it should be	4.5	Very Good	Can be used without revision
			2. The comic color mix is suitable and comfortable to look at	4.25	Very Good	Can be used without revision
		Character	3. The characters used are appropriate	3.75	Good	Can be used with a little bit revision
			4. Characters used in comics do not represent existing characters	3.5	Good	Can be used with a little bit revision
1	Display		5. The composition of the comic is in accordance with the material flow	4	Good	Can be used with a little bit revision
			6. Compilation of comics looks neat and comfortable	4.25	Very Good	Can be used without revision
		Arrangement	7. Element in the comic order according to the flow of matter.	4	Good	Can be used with a little bit revision
			8. The Comic is arranged with a well-readable and clear writing	4.5	Very Good	Can be used without revision
			9. Selection of letters and font sizes can be read well and	4.5	Very Good	Can be used without revision

					clearly
2	Design/Model	Illustration	10. Comic illustrations are masterpieces of author's originality	4.5	Very good	Can be used without revision
			11. Comics are made able to give new variation in learning using smart phone media	4.25	Very good	Can be used without revision
			12. New variations of comics created can help students learn with new and fun things	4.25	Very good	Can be used without revision
		Access	13. Comic that is made can be accessed properly without any significant system constraints	4	Good	Can be used with a little bit revision
3	Theory	Source	14. Material content or comic material comes from a source that is relevant and reliable	4.3	Very good	Can be used without revision
		Purpose	15. Comic that is made are suitable for use	4.3	Very good	Can be used without revision
			16. The Comic created according to students' needs	4.3	Very Good	Can be used without revision
4	Content/ Material		17. The Comics is made accordingly with Reading material focused	4.3	Very Good	Can be used without revision
			18. The Comic does not	4.6	Very Good	Can be used

No.	Aspect	Indicator	Average Score	Description	Follow-up
		contain negative content in the form of Sara and do not offend races, religions and tribes.			without revision
		19. The Comic do not load Pornography content.	4.6	Very Good	Can be used without revision
5	Language	Communication	20. The Comic made in accordance with the correct English rules (load Pattern language rule)	3.6	Good	Can be used with a little bit revision
		21. The Comic made in accordance with the current English developments	4	Good	Can be used with a little bit revision
		22. Language spoken is a language that is clearly read and understood	4	Good	Can be used with a little bit revision
	Total Score		4.2	Very Good	Can be used without revision

The result of expert's validation instrument in average is very good which means that the Comic could be used without revision.

Application Judgment

No.	Materials	Average Score	Description	Follow-up
1.	Comic making looks neat and comfortable either from the point of view of smartphones or computers	4	Good	Can be used with a little bit revision
2.	Comic is composed with a well-readable and clear writing	4	Good	Can be used with a little bit revision
3.	In-app ads do not provide meaningful interference when accessing comics in	4	Good	Can be used with a little bit revision

	applications and websites directly			
4.	Apps and websites can be loaded and accessed easily.	4	Good	Can be used with a little bit revision
5.	Applications are harmless or contain negative effects on mobile devices or computers.	5	Very good	Can be used without revision
6.	comic and application can accessed through online or in the network.	5	Very good	Can be used without revision
7.	The app or website will not hack the user's personal account.	4	Good	Can be used with a little bit revision
8.	The application is used as a media in online-based learning.	4	Good	Can be used with a little bit revision
9.	Application or website is easy to use.	4	Good	Can be used with a little bit revision
	Total average Score	**4.2**	**Very Good**	**Can be used without revision**

The result of expert's validation of application in average is very good which means that the Comic could be used without revision.

Information:
Rosdiana,ST.M.Kom, This comic application is not too heavy, depending on the type and problem of the device used. the app's usage instructions is needed for new users. account security cannot be guaranteed even in any application, because of the problem of account hacking it is caused by the carelessness of its users but this app is a secure application because it is already protected by google play store.

The Result of Try-out
1. Interview
Question: What do you think about the comic.

Students	Perception
A	This Student has argued that this comic is interesting to learn because it contains examples and explanations that are simple and easy to understand, unlike in books that generally contain many explanations and examples.
B	This student has argued that this comic is interesting to read because the images are very interesting. especially the content is easy for students to understand. but it may be difficult to understand by people who do not understand English because this comic has no translation. however this student is grateful that the author has created this useful comic.
C	This student has argued that this comic has good pictures and it is not boring when read.
D	This student has argued that this comic is very good and useful and this student

hopes the author can continue the production of this comic.

Conclusion:

After seeing some of the opinions expressed by the students, the author can draw the conclusion that the comic is worth using because it is well received by the students and has provided ease in learning grammar.

2. Question Sheet

No.	Items	Average Score	Description	Follow-up
1.	Comic eligibility for use in learning English.	3.6	Good	Can be used with a little bit revision
2.	Languages spoken in comics	3,7	Good	Can be used with a little bit revision
3.	Image quality of comics (image clarity)	3,7	Good	Can be used with a little bit revision
4.	Typeface (Font) used in comics	3,8	Good	Can be used with a little bit revision
5.	Characters and Visual comics (colors, figures, and illustrations)	3,7	Good	Can be used with a little bit revision
6.	Fragility of comic order	3.7	Good	Can be used with a little bit revision
7.	Effectiveness in accessing comics	3,9	Good	Can be used with a little bit revision
8.	Materi Demonstrative dan Superlative Pronouns	3.6	Good	Can be used with a little bit revision
9.	Material Modals	3.6	Good	Can be used with a little bit revision
10.	Gerund Material	3.7	Good	Can be used with a little bit revision

11.	Question Tags	3.6	Good	Can be used with a little bit revision
12.	Convenience in using the Webtoon app	3.6	Good	Can be used with a little bit revision
13.	Easy access to comics online	3.4	Good	Can be used with a little bit revision
	Total Score	**3,6**	**Good**	**Can be used with a little bit revision**

The result of Student's validation instrument in average is good which means that the Comic could be used with a little bit revision.
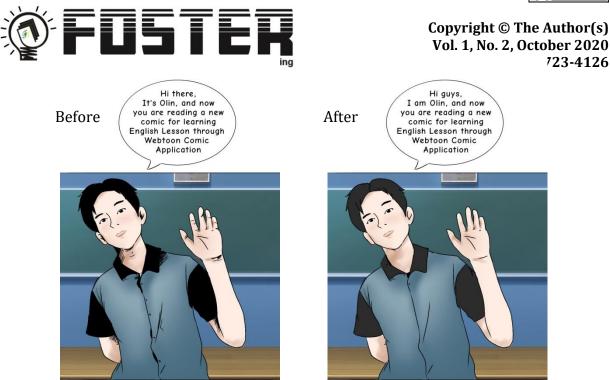
3. Comic Change

based on the criticism of the assessment team towards the comics here are some changes that occur in the comics.

Before   After

The first image still looks messy in terms of its writing. as in the word "I" is written in lowercase letters that should be uppercase, then there is the word "it's" which should be "its", then there is also a word that does not match the use of uppercase letters, in the word of Depressed. There is no visual context change in this change, as appraisers argue that character, model, elemental mix, is a matter of taste only. the important point is the clarity of the image and the suitability of the scene and the dialogue.

Before   After

Hi there,
It's Olin, and now
you are reading a new
comic for learning
English Lesson through
Webtoon Comic
Application

Hi guys,
I am Olin, and now
you are reading a new
comic for learning
English Lesson through
Webtoon Comic
Application

The next problem is the consistency in using the pronoun. In the first image shows "it's", which is inconsistent with the continuation of the next round, which is better replaced with the word "I am, as is normal to be used when getting acquainted with others. There is no visual context change in this change, as appraisers argue that character, model, elemental mix, is a matter of taste only. the important point is the clarity of the image and the suitability of the scene and the dialogue.

Before   After

Don't forget
to put comma
after Statement
or before using
question tag.

Don't forget
to put comma
after statement
or before using
question tag.

The next, there is the problem of laying capital letters that do not fit in the sentence. the word "statement" should be written in all lowercase letters. There is no visual context change in this change, as appraisers argue that character, model, elemental mix, is a matter of taste only. the important point is the clarity of the image and the suitability of the scene and the dialogue.

The last is a fix to the same problem i.e. the placement of inappropriate upper and lower -case letters, inappropriate language settings, and some grammar errors that

have been corrected. As for the other mistakes that go unnoticed by the author and the assessment team is a human error that will continue to be developed.

DISCUSSION

The Webtoon comic as the product of this research was designed using ADDIE model. This model stands for the five stages of the development process, namely Analysis, Design, Development, Implement, and Evaluate. These phases are sequential; each depends upon the successful completion of the preceding phase. The design phase is the main point of action in this model. The product will be concluded by the model of the design; the development will get the main role of the design

Here are the results from expert revision:
1. The Rules in writing should be more concerned, and it was fixed.
2. The Consistency in the use of language should be considered, and it was fixed.
3. The media should be explained how to use the application so that students are not experiencing confusion when using the app, and it will be explain in the class, also the writer has the using guide for the user

CONCLUSION

The Webtoon Comic that is appropriate with the students with some items 1). Learning goal of this Comic is as supporting media in learning English Grammar at the second semester of the students from English Department. 2). The comic contains some materials that are arranged based on the learning syllabus in the 2nd semester material has been approved by both teaching lecturers. The learning materials contained are Demonstrative and superlative pronouns, Modals, Gerund, and Question Tags. 3). Learning methodology is picture and picture method.4). This comic is products included in visual media images and technology

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