Development of PowerPoint-based Comic Media

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Abstract: This study aims to develop a PowerPoint-based comic for learning PPKn lesson. To achieve this objective, research and development was applied. This study engaged several validators to assess the content, media, and language of the product. In this process, validation sheets were distributed to the validators. The results of validation revealed that the content was moderately feasible, the media (display) was very feasible, and the language was feasible. Regarding this result, PowerPoint-based comic media can be used as a learning media for PPKn lesson.

Keywords: Comic, PowerPoint, Media

INTRODUCTION

Education represents integral part in human development. Education can develop human resource. Education is one of the way of to increase the quality of human life. Therefore, education plays a very important role in enhancing the quality of human. Pursuant to the Law No. 20 year 2003 section 1 about national eduation system, it is explained the function of education, that is, "Education is to develop ability, form character and civilization of prestigious nation in order to educate the life of nation, develop educative participant potency in order to become religious human being, and form positive behaviors such as capable, creative, self-supporting, democratic, and responsible."

Dealing with the education process, it needs the use of learning media. One of the media that is widely used is PowerPoint. PowerPoint can be used to create a new form of media, namely PowerPoint-based comic. Powerpoint-based comic can give contribution in providing study materials to create interesting learning process. With this media, teachers are assisted to explain the lessons and also motivate them to make innovative media.

Powerpoint-based comic can motivate and assist student in learning and comprehending study items, especially items which mostly are in the form of memorizing. Besides, students can be active during the learning process of PPKN.

Applying PowerPoint-based comic media can improve teachers' activities in SMA 4 Kota Blitar. It enhances the quality of study at the school, and also can give better contribution to the learning process. This way, the quality of the school can be improved as well.

PowerPoint-based comic media can give opportunity for the researcher to apply the knowledge, and to enhance the learning process. The enhancement is conducted to make students learn more meaningfully.

RESEARCH METHOD

The approach of this research is Research and Development. This method is used to yield certain products, and test effectiveness of the products (Sugiyono 2009: 297). Besides, there is also validity test and to identify the feasibility of product.

The media was evaluated by expert validators. The researcher created a feasibility instrument which was distributed to the validators. This instrument used a Likert scale.

Likert scale is used to measure attitude, opinion, and perception a group of people about phenomenon (Sugiyono, 2015: 134-135). The researcher specified the scale as follows:

Score 5 = very good

Score 3 = good

Score 2 = poor

Score 1 = very poor

After obtaining the data, the researcher analyzed it by using a descriptive test. The feasibility criteria are as follows:

86 - 100% Very Feasible

76 - 85 % Feasible

60 - 75% Moderately Feasible

55 - 59% Less Feasible

After validation, the researcher also collected comments from teacher and students about the product yielded. To obtain the comments, the researcher used comment istrument with the scale of Guttman. In the scale of guttman, respondents need to express their opinion whether they agree or disagree.

RESULT AND DISCUSSION

This researcher went through some phases including data collecting phase, planning phase, and development phase. The data collecting phase was conducted by doing field study and liretature study. Field study was done to know the learning resources of PPKn at grade X of senior high school. Meanwhile, literature review was done by studying

different types of media such as magazine, newspaper, television, film, radio, poster, and banner.

The next phase was planning. In this phase, the researcher included the values of Pancasila in the product. It also consisted of examples of Pancasila values in the form of pictures. After planning, the researcher progressed to the development phase. In this phase, the researcher started gathering materials. The materials in the form of pictures were downloaded from the Internet. Then, the researcher made a display of the comic, and it was edited with application of Coreldraw. Then, the comic was converted. So that it can be seen or displayed.

a. Assessment by content expert

The content of comic was assessed by the experts and obtained the percentage of 60 and classified into moderately feasible. The content covers the values of Pancasila. In general, the content includes the representation of Pancasila in daily life, and it is useful for people in Indonesia to learn more about Pancasila. In addition, the presentation of content is well comprehended by students thanks to the use of pictures.

b. Assessment by media expert

The presentation component was assessed by media experts and obtained the percentage of 86, which is classified into very feasible category. The title, format, illustration, and object are proportional. The size of the comic is also acceptable. In general, the selection of form, pictures, and color can fascinate the readers. The letters are also easy to read and simple.

c. Assessment by linguist

The use of Ianguage was assessed by linguists and obtained the percentage of 83, which is classified into feasible category. Terms in the comic use standard Ianguage and the use of Ianguage can facilitate students in comprehending contents. Based on these findings, it can be concluded that PowerPoint-based Comic media is feasible and can be used as learning media.

CONCLUSION

Based on the result of development, PowerPoint-based comic media was valued positively by the experts. The content, media, and language aspects met the criteria of being a feasible PPKn learning media. In addition, the use of PowerPoint-based comic media can improve student activity when studying Pancasila.

SUGGESTION

In developing comic media, it requires comprehensive planning which covers: (1) content which will be taught, (2) language which is suitable with the level of children, and (3) presentation component which suit the students' characteristics. With these preparations, the comic will be meaningful. Besides, more pictures are required to make a fascinating comic. In the end, although the comic in this study was feasible, it still requires further criticism and suggestions.

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