

# Implementation of Digital-Based Comic Development for Character Formation in Elementary Schools

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## Abstract

This article aims to determine the implementation of digital-based comic development for character formation in elementary schools. The method used is a literature study using 10 journal articles in the last 10 years of journal publication. The results of the study found that digital-based comics for cultivating character at elementary school age are the right thing to do. The urgency of digital comics, among other things, is that their existence can provide a variety of learning that is considered boring for elementary school students who are often easily distracted. Digital comics also answer the challenges of the times, digital comics have an attractive visual appearance and are clear, simple and easy to understand, which will be suitable for cultivating character for elementary school students. Implementation of digital-based comic development requires paying attention to several things, the first of which is careful digital-based comic planning, feasibility testing, and so on. This comic can be implemented in various subjects and is considered to have been able to instill good character in elementary school students. For example, reducing bullying behavior.

**Keyword:** Implementation, digital comics, character development, elementary school

## 1. INTRODUCTION

Currently, the world is in a digital era where almost all aspects of life cannot be separated by technology. Forming the character of students who have national personality has its own challenges in this digital era, and at the same time there is a great opportunity to shape character if they are able to utilize technology well (Triyanto, 2020). The biggest challenge faced by educators in shaping the character of the younger generation is the potential for moral degradation which is increasingly greater in this digital era. On the other hand, it is true that it is easy to find positive things with the existence of the internet, but this also goes hand in hand with the easy finding of various negative things which can make the younger generation experience moral degradation. There are many influences that have the potential to damage the morals of young people, because they interact with digital media wherever and whenever (Mutaqqin et al., 2023). Through education, the character of the younger generation will be formed in accordance with the nation's personality. This is in accordance with the objectives of education as stated in Law Number 20 of 2003 concerning the National Education System which states that "National Education functions to develop abilities and shape the character and civilization of a dignified nation in order to educate the life of the nation, aiming to develop the potential of students so that they become human beings who believe and are devoted to God Almighty, have noble character, are healthy, knowledgeable, capable, creative, independent, and become democratic and responsible citizens (Putri, 2018). "

Building character can start from formal education at the lowest level in the education unit, namely elementary school. Primary school age is actually the golden age for instilling character values as provisions for the future (Anatasya & Dewi, 2021). One method that can be applied at elementary school level to develop character is through digital-based comics. Digital-based comics are seen as an interesting and appropriate medium for elementary school students because the appearance is liked by children. This media is considered appropriate for instilling character in students at the elementary school level. In fact, there have been many developments in digital-based comics that have been implemented in elementary schools. Thus, this article aims to review the implementation of digital-based comic development for character formation at elementary school age. By conducting a literature review, it will be known the outline of the development of existing digital-based comics and whether or not the development of digital-based comics is effective in shaping the character of elementary school age children.

## 2. RESEARCH METHODOLOGY

The research method used in this article is a literature review. The literature study method based on Zed is a series of activities which in this case are related to methods of collecting library data, reading, taking notes, and also managing research materials. The stages include the following: 1) Starting with research result material which is sequentially considered from relevance, most, relevant, to quite relevant; 2) Read and note down the parts that are important to the existing research problem; 3) Make notes, quotes, or information that is arranged in a systematic way so that research can easily be retrieved whenever needed (Zed, 2008). In this article, at least 10 existing pieces of literature are used to find the implementation of using digital-based comic development for character formation in elementary schools. In this case, the literature is in the form of journals and the latest research is taken within the last ten years.

## 3. RESULT AND DISCUSSION

Based on the results of research where a literature review of 10 journals in the last ten years has been carried out, the following conclusions can be obtained:

**Table 1. Review Documents**

| Writer                       | Title                                                                                                                                              | Method                       | Findings                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               |
|------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Solihah et al.,(2022)        | "Development of Digital Comic Media Containing Matei Character Education to Build Unity and Unity in Civics Subjects in Elementary Schools"        | R&D Method                   | The results of the field trials showed that users felt interested and motivated to carry out learning using media with responses given by users, namely 97% of students and 95% of teachers who interpreted that the product was very suitable for use for learning. Product effectiveness is obtained by comparing the pre-test and post-test results and then calculated using the n-gain score and shows that digital comics have a medium level of effectiveness.                                                                                                  |
| Adywinata & Wiyasa, (2022)   | "Development of Digital Comic Media Containing Character Education Material for Building Unity and Unity in Civics Subjects in Elementary Schools" | Quantitative Description     | The lack of variety in learning causes students to become bored and the use of digital-based comics could be a solution to this. In developing digital -based comics, the ADDIE method was used, namely <i>analysis</i> , <i>design</i> , <i>development</i> , <i>implementation</i> and <i>evaluation</i> . Quality is determined based on the results of reviews by experts and class V students who overall obtained very good qualifications. Therefore, it can be concluded that media is suitable for application in the learning process in elementary schools. |
| (Sekarjane & Setyasto, 2023) | "Development of Character-Based Digital Comic Media to Reduce Bullying Behavior in Class V Students of Al-Azhar Islamic Elementary School"         | Research & Development (R&D) | By developing digital-based comics, bullying behavior can be reduced in the Al Azhar Islamic elementary school (SD), especially class V. The development of digital-based comics can also improve learning outcomes in class V SD, with PPKN learning content on community diversity. So it is suitable for use in learning to reduce bullying among students.                                                                                                                                                                                                         |
| (2019)Rohmanurmeta           | "Development of                                                                                                                                    | Qualitative and              | In developing digital-based comics that                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                |

|                         |                                                                                                                                           |                                  |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       |
|-------------------------|-------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| & Dewi                  | Character Value-Based Environmental Conservation Digital Comics for Thematic Learning for Elementary School Students "                    | quantitative                     | contain character values through environmental conservation, feasibility tests are carried out on material experts, media experts, class teachers, and also on students. So that the effectiveness of developing digital-based comics is known. The results show that digital-based comic learning media is very suitable for implementation in thematic learning.                                                                                                                                                                                                                    |
| Astutik et al., (2021)  | "Development of Digital Comic Media in Social Studies Learning as Strengthening the Character of Class V Students at SDN Geluran 1 Taman" | R&D                              | In developing digital-based comics for social studies teaching as character strengthening, validation from material experts and media experts was used. Meanwhile, to test the effectiveness of the product in strengthening character, a questionnaire was carried out to determine student responses. And the practicality test is carried out by means of individual testing.                                                                                                                                                                                                      |
| Faisal et al., (2017)   | "Improving the Quality of Children's Education by Developing Electronic Comics"                                                           | Descriptive analytics and design | Comic media is considered an appropriate medium for learning because it is clear, simple and easy for students to understand . Comic media in the learning process is able to create interest in students, make the teaching and learning process more effective, and can increase their interest in appreciation. In developing digital-based comics, the stages that are followed include: 1) field observation stage; 2) stages of electronic comic description; 3) stages of searching for supporting data; 4) electronic comic design stages; 5) electronic comic design stages. |
| Ayati & Nugraha, (2023) | "Designing Webtoon Comics Using Al-Quranic Fables as a Character Building Media "                                                         | Qualitative literature study     | Comics have the advantage of having interesting visuals and stories in the form of word balloons so that readers are involved imaginatively and emotionally which can make readers want to continue reading. One of the benefits of web-based comics is to develop children's characters well, with fable stories based on the Koran.                                                                                                                                                                                                                                                 |
| Eva et al., (2020)      | "21st Century Learning Media: Digital Comics for Elementary School Students                                                               | Qualitative                      | Comics are a learning medium that makes students not feel forced or need to make things happen. Digital comics are a form of adaptation and use of digital media in the world of education. One use is in social studies subjects. Comic products can be made in print or digital form where students can scan QR codes to read comics.                                                                                                                                                                                                                                               |

|                          |                                                                                                                          |                              |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    |
|--------------------------|--------------------------------------------------------------------------------------------------------------------------|------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Susanto et al., (2022)   | "Reog Digital Comics as an Effort to Build Children's Religious Character"                                               | Literature study             | The implementation of Reyog Ponorogo digital comic learning is an effort to introduce students to the fact that, in this case, true character education is the essence for children, namely efforts to guide and direct them well in efforts to solve problems. The main character that needs to be considered is religious. The existence of Reyog digital comics can be a learning medium that makes it easier for students to understand the context of the material being taught. Apart from that, the content of Reyog Ponorogo as an art and culture that must be considered and preserved, for example, is the development of Reyog Siswa and Reyog Santri. |
| Wulandari et al., (2023) | "Analysis of the Need for Digital Comic Media to Improve Reading Literacy for Elementary School Students in Bojonegoro " | Qualitative and quantitative | Urgent reading literacy makes the existence of digital comics necessary. It is hoped that the integration of digital comics with learning materials will be able to help students improve their reading literacy. The urgency of using digital comics is the fact that students have great access to smartphones but they are still only used as entertainment media, not learning.                                                                                                                                                                                                                                                                                |

The digital era presents challenges as well as opportunities for educational institutions to be able to direct their students to become quality people. After conducting a literature study, several findings were found regarding the development of digital-based comics for character formation in elementary schools.

#### *The Urgency of Developing Digital-Based Comics for Character Formation in Elementary School Students*

Elementary school age is the right age for student character formation. This is because at elementary school age, students have not yet fully formed their character so it would be very appropriate to instill character values in them. The character that needs to be instilled in this case is the Pancasila character, which is in accordance with the national personality and also religious values. There is some urgency as to why it is necessary to develop digital-based comics for character formation in elementary school students, which include the following:

1. Low reading literacy among students, which is the impact of increasingly advanced technology. Students prefer holding gadgets compared to holding books. On the other hand, the use of technology as a learning medium is still low (Wulandari et al., 2023).
2. Comics have an attractive visual appearance so that they will be able to make students not feel forced to read learning material that contains characters. The digital form is a form of adaptation of the use of technology in the education sector (Eva et al., 2020).
3. The lack of variety in learning can be overcome by developing digital comics for elementary school children so that they do not get bored and have fun receiving the learning provided by the teacher (Adwinata & Wiyasa, 2022).
4. Comic media is considered an appropriate medium for learning because it is clear, simple and easy for students to understand (Faisal et al., 2017)

The existence of digital comics thus contains several important points. Firstly, its existence can be a variation of learning which is considered boring for elementary school students who are often easily

distracted. Second, digital comics answer the challenges of an era where children have greater access to gadgets but use them less well. Third, digital comics have an attractive visual display in the form of word balloons so that children like them. Fourth, its clear, simple and easy to understand nature will be suitable for cultivating character for elementary school students.

#### *Implementation of Digital-Based Comic Development*

In implementing digital-based comic development, there are several things that need to be considered. These include the following:

1. The planning stage for a mature digital-based comic  
When building digital-based comics, an approach is needed so that the process is structured and directed. There are many methods that can be used, one of which in this case is the ADDIE method, namely analysis, design, development, implementation and evaluation (Adwinata & Wiyasa, 2022). Other methods that can be applied are 1) field observation stage; 2) stages of electronic comic description; 3) stages of searching for supporting data; 4) electronic comic design stages; 5) electronic comic design stages (Faisal et al., 2017).
2. Test the feasibility of digital-based comics  
A feasibility test needs to be carried out, so that it can be known whether digital-based comic products for learning for character formation are suitable to be given to elementary school students or not. Feasibility testing can be obtained through validity testing by material experts and media experts. Meanwhile, to test the effectiveness of digital-based comic products, individual tests can be carried out on students (Astutik et al., 2021). If the results of the feasibility test are high, then digital-based comics can continue to be used.
3. Cultivating character in students using digital-based comic media can be implemented in various lessons. For example, in this case, it is in PKN learning (Adwinata & Wiyasa, 2022), in material about environmental conservation (Rohmanurmeta & Dewi, 2019), character development in social studies material (Astutik et al., 2021), and also for cultivating religious character with Al-Quran values in it (Ayati & Nugraha, 2023).
4. The implementation of digital-based comic development is considered to have been able to provide benefits in improvising and improving the character of elementary school students. For example, there is a decrease in bullying behavior among fifth grade students at Al-Azhar Islamic Elementary School (Sekarjene & Setyasto, 2023).

In implementing digital-based comic development, one lesson can be different from another, as can the visual content in digital-based comics. So, the results also differ from one another. In essence, in an effort to implement the development of digital-based comics, a validity test between material and media experts is needed so that it is known whether or not digital-based comics are suitable for learning to build character for students in elementary schools.

#### **4. CONCLUSION**

Digital-based comics for cultivating characters at elementary school age are the right thing to do. This refers to some of the urgency contained in it. Its urgency, among other things, is that its existence can provide a variety of learning that is considered boring for elementary school students who are often easily distracted. Not only that, digital comics answer the challenges of the times, digital comics have an attractive visual appearance and are clear, simple and easy to understand, which will be suitable for cultivating character for elementary school students. Implementation of digital-based comic development requires paying attention to several things, the first of which is careful digital-based comic planning, feasibility testing, and so on. This comic can be implemented in various subjects and is considered to have been able to instill good character in elementary school students. For example, reducing bullying behavior.

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