Chapter 5

Conclusion and Future Direction

1.1 Conclusion

This research explains about the development of the digital comic using the ADDIE model that consists of 5 stages which is analysis, design, development, implementation, and evaluation. Each stage has a different characteristic which analysis is a process to analyze the reason behind developing the media, why choosing a specific topic, etc. Design focus on making a flowchart and storyline after deciding a media to developed, development is where the researcher start to developing the media, implementation is a process to spread the comic and to get a feedback from the experts and responses from the student, lastly evaluation is a process where the author analyze all the feedback and responds to improve the media in the future. The comic focused on drugs topic in Junior High School. The topic was raised because of the phenomena that have occurred and become a hot topic in the public. This research was targeted to 30 students in total from 7th and 8th grade in Junior High School.

The judgment was done by lecturer and teacher as the expert judgment. From the expert judgement by the lecturer, it shows that the comic is an interesting media to use during the teaching and learning process. But the content of the comic itself still lacking on helping student improve their awareness and attitude towards the drugs, it because the comic content is still focusing on helping students understanding. While from the expert judgement by the teacher, it shows that the comic is quite good to be use as a learning media. It's a new experience that might be helpful to improve student understanding.

This research also collected students' responses to the media. From the student judgment collected by student responses in questionnaire, it shows that learning by using a comic is fun and interesting, also coupled by visualization of the certain scenes make it easier to understand because the drawing shows some visualization for the difficult materials. But the comic are still lacking in some part from the students comment, the panel and the bubble chat box that are still messy make it a bit confusing, such as where to start the reading, and which panel to start the reading. From the students' responses it also shows that some student still has

difficulties in understanding the new unfamiliar terms and the language that full with English. The result also shows how students now understand that it is important to always up to date to the current situation of our environment and how helpful it is to always spread the real information to family and friends.

1.2 Future Direction

For the future research, there are several points that must be considered such as a content that not only focus on student understanding but also to improve student awareness and attitudes towards drugs. Researcher also need to focus on fixing the layout so the panel and the bubble chat box will be easier and to make the language easier to read and understand by the readers.

To have a clear vision of facilitating students understanding and awareness, the comic must use in the teaching and learning process directly. Also, to compare the results, the future research should do a pre-test post test to the students that use the comic as a reference and students who use a text book as a reference to study about the drugs topic.

For the judgment by the experts, the lecture and teacher need to have the same amount of participants and have to be 5:5 or above so the results will show a significant number.