DEVELOPING STUDENTS' CREATIVITY, WRITING SKILLS, AND CONCEPT MASTERY ABOUT GLOBAL WARMING THROUGH DIGITAL COMICS

RESEARCH PAPER

Submitted as Requirement to Obtain Degree of *Sarjana Pendidikan* in
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Skripsi ini diajukan untuk memenuhi salah satu syarat
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DECLARATION

I hereby declare that the thesis entitled "Developing Student Creativity, Writing Skills, and Mastery of the Concept of Global Warming Through Digital Comics" is the author's original work, not a duplication or plagiarism of the work of other authors. Theories, opinions, and other information in this study have been quoted or in accordance with the scientific code of the academic community. This statement is made honestly and intentionally. If this thesis is proven to be a duplication or plagiarism of the work of other authors, the author will receive academic sanctions or applicable sanctions.

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ABSTRACT

In this era, the growth of technology is increasing exponentially. This technology development affects several fields, one of which is in the education field in making learning media. Learning media develops technological developments. One of the media used in technology development is comics. Comics are visual media to deliver ideas through images and are combined with text for information. Comic development will now be incorporated with digital development or what is commonly referred to as digital comics. This research aims to determine the development of creativity, students' writing skills, and students' concept mastery through digital comics. This research was used one-group pre-test and post-test design. The sampling technique used in this analysis is cluster random sampling, with a total of participants who were ten students in 7th grade. This research was conducted in an Indonesian school located abroad with an online learning system. The instrument developed and used in this research was the creativity rubric consists of 5 indicators. The results showed there is no significant difference in students' creativity with the application of digital comic activities in this context. To measure students' writing skills a rubric consists of 2 scales and 4 sub-scales was used. The results showed there is no significant difference in students' writing skills. Meanwhile, the objective test consists of 18 multiple-choice questions. The results showed there is no significant difference in students' concept mastery with the application of digital comic activities.

Keyword: Digital Comic, Students' Creativity, Students' Writing Skills, Students' Concept Mastery, and Global Warming

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MENGEMBANGKAN KREATIVITAS SISWA, KETERAMPILAN MENULIS, DAN PENGUASAAN KONSEP TENTANG PEMANASAN GLOBAL MELALUI KOMIK DIGITAL

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ABSTRAK

Di era ini, perkembangan teknologi semakin pesat. Perkembangan teknologi ini mempengaruhi beberapa bidang, salah satunya dalam bidang pendidikan dalam pembuatan media pembelajaran. Media pembelajaran berkembang mengikuti perkembangan teknologi, salah satu media yang digunakan dalam perkembangan teknologi adalah komik. Komik merupakan media visual untuk menyampaikan ide melalui gambar dan dipadukan dengan teks untuk informasi. Perkembangan komik kini akan menyatu dengan perkembangan digital atau yang biasa disebut dengan komik digital. Penelitian ini bertujuan untuk mengetahui perkembangan kreativitas, keterampilan menulis siswa, dan penguasaan konsep siswa melalui komik digital. Penelitian ini menggunakan *poor experimental* dengan menggunakan desain *one-group pre-test* dan *post-test*. Teknik pengambilan sampel yang digunakan dalam analisis ini adalah *cluster random sampling*, dengan jumlah partisipan 10 siswa pada kelas 7 SMP. Penelitian ini dilakukan di sekolah Indonesia yang berada di luar negeri dengan sistem pembelajaran online. Instrumen yang dikembangkan dan digunakan dalam penelitian ini adalah rubrik kreativitas yang terdiri dari 5 indikator. Hasil penelitian menunjukkan tidak terdapat perbedaan yang signifikan dalam kreativitas siswa. Untuk mengukur kemampuan menulis siswa juga menggunakan rubrik yang terdiri dari 2 skala dan masing-masing aspek terdiri dari 4 subskala. Hasil penelitian menunjukkan tidak terdapat perbedaan yang signifikan dalam kreativitas siswa. Sedangkan tes objektif yang terdiri dari 18 soal pilihan ganda yang diukur dengan tes kognitif menunjukkan tidak ada perbedaan yang signifikan dalam penguasaan konsep siswa.

Kata Kunci: Komik Digital, Kreativitas Siswa, Keterampilan Menulis Siswa, Penguasaan Konsep Siswa, dan Pemanasan Global

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