

CHAPTER I

INTRODUCTION

1.1 Background of Research

The most essential thing in the success of conveying materials is the use of appropriate instructional material. Instructional materials are an essential aspect of language learning. According to Rokhmansyah (2021), the main point in transferring knowledge to learners is instructional materials. In short, appropriate instructional material can send the material properly to students in learning the language.

There are rules of instructional material that should be considered in the learning process. Referring to *Peraturan Menteri Pendidikan dan Kebudayaan (Permendikbud)* Number 22, the Year 2016 instructional material consists of facts, concepts, principles, and relevant procedures, and it is written in the form of points by following learning indicators. It is possible to clarify that facts are defined by things that exist in reality, and truth includes names of objects, historical events, symbols, place names, names of people, and parts or components of a thing (Lammer-Heindel, 2016). Concepts are defined by things in the form of new understanding, which may result in thought, these include definition, understanding, substance, and core (Tyler, 2017). Principles are defined as the most important positions of essential knowledge, which include formulas, theorems, paradigms, and causal relationships (Egorov & Sheshin, 2017). Last, a procedure is a set of systematic steps used to complete an activity or

a system's chronology (Escandell-Vidal, 2011). All aspects of instructional materials, including facts, concepts, principles, and relevant procedures, must be based on learning indicators. It can be concluded that instructional material refers to important aspects that want to achieve based on the learning indicators.

The outbreaks of the Covid-19 pandemic in Indonesia, many activities have been done on the online platform, and one of them is in education. As revealed by Mishra (2020) as the Covid-19 pandemic spreads, more people are going online due to school, college, and university closures. *Kementerian Pendidikan dan Kebudayaan* has created an essential curriculum and a home-learning program to overcome this situation. It is aimed to make learning valuable, flexible, and easy to access during the pandemic. It can be summed up that an educational environment can be done everywhere.

However, this condition has forced both teachers and students. The difficulty in finding appropriate reading material for students' context has been a barrier for the teachers. The majority of students at all levels struggle to understand English materials. The materials being learned were boring and monotonous, especially the reading material, which was uninteresting and complicated for the learners. As a result, the learners were uninterested in the existing materials, making them poor readers (Fauzi & Hanifah, 2019). In short, interesting English reading material is needed to design.

Based on the preliminary research at SMPN 11 Tanjungpinang in February 2022 showed that during the pandemic, the teacher only used books and PowerPoint slides to convey the reading materials in the learning process. The

books and PowerPoint slides that the teacher used were full sentences and had a little illustration. Besides that, the reading materials presented were not contextual. When the teacher asked the students to review the reading materials, most of them do not understand what has been explained. It seems that the English reading materials that provided by the teacher was difficult for students to understand.

However, the problems that have been mentioned before were from the teacher interview. When it comes to students, they feel the same way as the teacher. They faced difficulties when learning English reading material. The material was uninterested and could not be understood. They cannot be learned English so well when the reading material is uninteresting. It is hard for students to face the learning process.

In order to address the current issues that the English teacher and students have met, the researcher tried to design an e-comic for English reading material for grade eight at SMPN 11 Tanjungpinang. It is expected can attract students' interest and motivate them to learn English reading material. The design of E-comic reading material is conducted as research entitled "Designing E-comic for English Reading Material for Grade Eight in Tanjungpinang."

1.2 Research Question

The research question can be formulated as follows:

1. How was the e-comic for English reading material for grade eight at SMPN 11 Tanjungpinang designed?

2. How was the validity of e-comic for English reading material for grade eight at SMPN 11 Tanjungpinang?
3. How was the practicality of e-comic for English reading material for grade eight at SMPN 11 Tanjungpinang?

1.3 Purpose of Research

The purpose of this research can be formulated as follows:

1. The research was to design an e-comic for English reading material for grade eight at SMPN 11 Tanjungpinang.
2. The research was to validate an e-comic for English reading material for grade eight at SMPN 11 Tanjungpinang.
3. The research was to find out the practicality of the e-comic for English reading material for grade eight at SMPN 11 Tanjungpinang.

1.4 Specification of the Product

1. The e-comic reading material was designed by using the Medibang Paint application.
2. The finished design was be in the form of a PDF file.
3. The e-comic for reading material can be used for online or offline learning at SMPN 11 Tanjungpinang.
4. The e-comic for English reading material can be used by students for grade eight at SMPN 11 Tanjungpinang.

1.5 Significances of the Research

This research was design an e-comic for English reading material for grade eight in Tanjungpinang at SMPN 11 Tanjungpinang. The finding of this study was expected to give contributions as follows:

1.5.1 Theoretical significance

This research's theoretical significance was expected to provide more knowledge in designing an e-comic for English reading material for grade eight in Tanjungpinang.

1.5.2 Practical significance

This research is beneficial for teachers, students, and other researchers. They are as follows:

1) Student

This research is beneficial for students. They can understand the reading materials in a fun way individually.

2) Teacher

This research is beneficial for teachers, especially English teachers. It can be used as English reading material through e-comic for online learning.

3) Other researchers

For other researchers, it can be used as a piece of additional knowledge in doing further research in the same field.

1.6 Assumption and Limitation

The assumption from the designing e-comic for English reading material for grade eight in Tanjungpinang at SMPN 11 Tanjungpinang is it has the potential to increase students' interest in English reading material. It is also expected to be useful for teachers to use fun and innovative learning material in the current condition. The design of e-comic for English reading material is limited in selecting the basic competence based on English teacher suggestions. The final product of the e-comic reading material will be in the form of a PDF file.

1.7 Definition of Key Terms

To evade misconception, clarifications on several key terms must be established. They are as follows:

1. E-comic

E-comic E-comic refers to an electronic comic in the form of a PDF file. E-comic can be accessed without the internet connection.

2. English reading material

English reading material refers to material that is stated in the curriculum 2013 for English learning at the basic competence 3.11 about recount text. This English reading material will be used as the content of the e-comic.

3. Recount Text

Recount text stated in basic competence 3.11 that explains about definition, purpose, generic structure, language features, and example of recount text that is contextualized.

4. Grade Eight

Grade eight refers to the students who are commonly 13-15 years old in the second semester of grade eight at SMPN 11 Tanjungpinang in the context of the research.

