

## **CHAPTER I**

### **INTRODUCTION**

#### **1.1 Background of the study**

Over the past ten years, humans in this world have started to get used to living side by side with sophisticated technology. They began to live according to the times, this period is called the Industrial revolution 4.0. In Indonesia, the latest trend of automation and data exchange in factory technology is called revolution industry 4.0. The term includes cyber-physical systems, the internet for everything, cloud computing, and cognitive computing.

In society 5.0 which took place during the last two years and coincided with the outbreak of the COViD-19 virus, it turned out that the industrial revolution 4.0 was still taking place during the emergence of this new era of Society 5.0 in Indonesia. The Industrial Revolution 4.0 continues to grow rapidly in Indonesia. Research and development of innovations continue to emerge in this country, and researchers and developers work together to form sophisticated systems or technologies to solve the problems of their society.

Research and development on technological progress is an important thing to be done by every country. For the sake of the progress of the country, the quality and quality of the State as well as adequate human resources. Research and development of course always target the most basic sectors of each country. Starting from research and development in the field of economics, health, and education. The world of Education cannot be separated from a problem and still has some shortcomings. For example the media, methods, learning models, and teaching materials. Problems that always exist and arise in every development of the era make us keep thinking about creating great ideas to solve the problem.

Along with the development of the era, the emergence of comics or digital literary works with various visual illustrations has attracted readers of various ages to fill their spare time during Covid-19. An illustration is a decoration, interpretation, or visual explanation of a text, concept, or process, designed for integration in print and digitally published media, such as posters, flyers, magazines, books, teaching materials, animations, video games, and films. An illustration is typically created by an illustrator. The emergence of digital storybooks or digital comics has also made researchers and developers in the world of education interested in making their teaching materials products. As an exciting, innovative, and growing future of research and development collaboration.

Until now, research and development in the world of education are still being carried out even though it always regenerates from the previous researcher. Research and development in the world of education are always evolving with the times. Interesting innovations that arise from the ideas of students are always contained in their final assignments for the betterment of the nation and state. In this paper, research and development will be discussed with a more specific title that is The Development of Digital Illustration to Help Students' Comprehension in Reading Narrative Text: A Research and Development.

## **1.2 Statement of the Problem**

1. What are the lecturer's perspectives on the use of digital illustrations or digital storybooks in learning English?
2. What are the student's perspectives on the use of digital illustrations or digital storybooks in their English learning?
3. How to develop digital illustration into a mobile web-based digital picture book to help students' comprehension of reading Narrative Text?

## **1.3 The objectives of the Study**

From the description above, I will identify the problem that appears as follows:

1. To know the lecturer's perspective on the use of digital illustrations or digital storybooks in learning English.
2. To know the student's perspective on the use of digital illustrations or digital storybooks in learning English.
3. To develop a digital picture book for learning to read narrative text.

## **1.4 Scope of the Study**

Scope of the study is referred to the parameters in which the study will be operating (Simon & Goes, 2013).

- This study focuses on the lecturer's and student's perspectives on the use of digital illustrations or digital storybooks in learning English
- This study aimed to know how the development of the media was created during the research
- This study covers the development and the use of digital illustration as a lecturer's teaching materials in teaching reading narrative text.

### **1.5 Significance of the Study**

The results of this study will be significant for the following:

- **The Lecturers**

This study is significant to know how the lecturers' perspective on the use of digital illustrations or digital storybooks in learning English. This research and development study will show the demo of the product to the lecturers and ask them to give their perspectives about the result of the development of the product.

- **The Students**

This research is important to find out how the students' perspectives on using digital illustrations or digital storybooks in their English learning. This research and development study will show the product demo to students and ask them to provide their perspective on the results of the effectiveness and their opinion of the product in their learning process of reading narrative text.

- **The Product**

This study will also be significant for the product as long as research and development are carried out. This study is important to find out how learning media using a digital illustration that helps students learn literature in English is developed.

## **1.6 Approaches to the Study**

This study is primarily framed by Borg and Gall in Research and Development theory. According to Borg and Gall (1983), the definition of Research and Development is "Educational development research is a process used to develop and validate educational products". The output or result of development research is not only the development of existing products but also finding knowledge or answers to practical problems/problems.

Borg and Gall (1983) explain that there are four main characteristics in research and development, namely: Studying research findings continuous to the product to be developed, which means conducting studies or preliminary research to look for research findings related to the product to be developed. Developing the product based on these findings, which means developing a product based on the research findings. Field testing it in the setting where it will be used eventually. Revising it to correct the deficiencies found in the field-testing stage.

The use of multimedia in the learning process aims to improve students' conceptual understanding, increase student motivation and create a more meaningful learning process. Meaningful learning is defined as a deep understanding of a material, a mental regulatory process that is logically associated with cognitive structures and relates new knowledge to existing knowledge.

A little additional supporting theory information on this theoretical framework, there is Through Mayer and Moreno's theory, it can be concluded that the role of multimedia in learning will form good learning based on understanding how the mind processes information. The role of multimedia in learning will be more helpful in the process of capturing material by students through verbal and visual broadcasts. Students will more easily understand the context of the material, especially literature through the emotional visuals they get. For example, if we read literary works or short stories on the Webtoon we can see that these stories have visual aids, on the Webtoon page we can see that there are several pictures or

illustrations per scene that help readers develop their imagination and deepen the emotional story through visual illustrations displayed on the page. If the literature being taught is storytelling or drama and other literary works, visual aids will help build students' emotional imaginations.

For the background above, here I will use the theory from Borg and Gall about Research and Development for redesigning products or remaking teaching materials products as my final project.

- **Method of Data Collection**

Through background information with an objective on how the development of the product of Digital Illustration with the world of education, the researcher will use the research and development method. The product of this research will be shared with lecturers and students via link media as a trial use. After that, the researcher put in some questionnaires and then interview some of them to collect the data. The results of the questionnaire and interview answers would be the result of the final analysis.

- **Method of Data Analysis**

Through background information with an objective on how the development of the product of Digital Illustration with the world of education, the researcher will use the qualitative method. The researcher chooses this method because now we are currently in a pandemic condition. The researcher will make a percentage or range number and validity of the product based on the questionnaire and the interview that have been shared as a result of efficiency, the capabilities, and benefits of the product when it has been published and used as teaching material.

## 1.7 Organization of the Paper

<b>CHAPTER I</b>	<b>Introduction</b>  This chapter contains a preliminary description of the study. This chapter also contains a sub-chapter. That is:  1.1 Background of the study 1.2 Statement of the Problem 1.3 Objective of the Study 1.4 Scope of the Study 1.5 Significance of the Study 1.6 Approaches to the Study 1.7 Organization of the Paper
<b>CHAPTER II</b>	<b>Literature Review</b>  This chapter describes theories and journals as well as the results of previous studies related to research problems that are used as a reference for problem-solving.  2.1 Literature Review 2.2 Narrative Text 2.2.1 Definition of Narrative Text 2.2.2 Principles of Narrative Text 2.3 Learning Media 2.3.1 Definition of Learning Media 2.3.2 Types of Learning Media 2.4 Illustration 2.4.1 Definition of Digital Illustration 2.4.2 The Design Principles of Digital Illustration Book 2.4.3 Steps to Create a Picture Book 2.4.4 Digital Illustration Books as Learning Media to Improve Student's Comprehension of Reading Narrative text

<b>CHAPTER III</b>	<p><b>Research Methodology</b></p> <p>This study contains a description of the framework and lines of inquiry, the object of research to be studied, and the methods used in the research.</p> <p>3.1 Research Design</p> <p>3.2 Research Procedure</p>
<b>CHAPTER IV</b>	<p><b>Findings, Discussion, and Product Development</b></p> <p>This chapter contains the data obtained during the research. The results of the data obtained are displayed both in the form of tables and graphs. Discussion of the data will be shown in descriptive text. Some important things in product development are also shown and will be explained by the researcher.</p> <p>4.1 Findings</p> <p>4.1.1 Data findings from Lecturers as Respondents</p> <p>4.1.2 Data findings from Students as Respondents</p> <p>4.2 Discussion of Lecturers Respondent data</p> <p>4.2.1 The explanation of questionnaire data from Lecturers as Respondents</p> <p>4.2.2 The explanation of open interview data from Lecturers as Respondents</p> <p>4.2.2.1 The respondents liked reading books with pictures/illustration</p> <p>4.2.2.2 The respondents liked the kind of color illustration to help them understand the text</p> <p>4.2.2.3 The respondents shared opinions about the use of visual learning methods in their classroom</p>



	<p>4.2.2.4 The use of visual illustrations is very helpful in teaching materials in narrative text reading classes</p> <p>4.2.2.5 Learning materials via links is a good medium for learning</p> <p>4.3 Discussion of Students Respondent data</p> <p>4.3.1 The explanation of questionnaire data from Students as Respondents</p> <p>4.3.2 The explanation of open interview data from Students as Respondents</p> <p>4.3.2.1 The respondents like reading books with pictures/illustrations in it</p> <p>4.3.2.2 The respondents liked the kind of color illustration to help them understand the text</p> <p>4.3.2.3 The respondents shared their opinions about visual learning methods in their classroom</p> <p>4.3.2.4 The use of visual illustrations is very helpful in learning materials in narrative text reading classes</p> <p>4.3.2.5 Learning materials via links is a good medium for learning</p> <p>4.4 Product Development</p> <p>4.4.1 Product Demonstration and Explanation</p>
<b>CHAPTER V</b>	<p><b>Conclusions and Suggestions</b></p> <p>Contains conclusions from all of the points of the data and suggestions for further research on the same theme.</p>
<b>BIBLIOGRAPHY</b>	
<b>APPENDIX</b>	