CHAPTER I
INTRODUCTION

1.1 Background

English is a universal language because it is used by most countries in the world as the primary language. In addition, English is one of the important international languages to acquire or to learn (Maduwu, 2016). That is why English is the most widely studied foreign language among students in Indonesia. Apart from being an international language, English is also easy to learn, including for Indonesians. English can be commonly found from kindergarten to university level, as it is familiar with English from an early age, however when entering the college world, many of them can speak English, but with limited basics. Learning grammar is necessary to improve English fluency.

However, many people feel that grammar is complicated to apply in daily use of English or in the academic sphere. According to Marpaung (2020), grammar is a set of structural rules that regulate the composition of clauses, phrases, and words in a language. However, many people still struggle to understand. In improving English language skills and proficiency, many English language models or methods can inspire (Sya et al., 2022). Among the various media, one of them is comics.

There are many methods that can help someone in learning English in order to increase and improve their vocabulary. According to Rosidah (2016), in the field of education, there are learning media that serve as channels or bridges to inform readers. There are many types of media, one of which is visual media. Visual media is the delivery of messages or information through creative techniques that display images, graphics, and layout. This is intended so that readers can receive the intended message. Visual media is also an attractive learning medium because it is effective and efficient. A comic is one of the interesting learning media. According to Budiarti (2016), this method is effective because when the environment is not stressful and comfortable, then learning will

be faster and easier to understand. Isik (2016) argues that there is a storytelling method which is one of the traditional methods for learning. In addition helping to teach language or providing a good impression, this method can also help in the psychological and physical development of a person to become a person who can adapt to the environment.

According to Tresnawati et al., (2016), comics are a form of visual communication media that has the power to deliver information in a popular and easy-to–understand way. It is possible because comics combine the power of images and writing, which are assembled into an image storyline, making information easier to absorb. Comics are works of art composed of panels featuring static images arranged in a way to tell a storyline. In comics, dialogue between characters is conveyed through word balloons. Comics can be used by people as a medium to convey the story beyond the limits of fiction (Al Faruque, 2023).

According to the research conducted by Septiani and Rusmana (2021) regarding comics as a medium to enhance student learning motivation, this medium is quite an interesting learning medium. Especially for elementary school students, because this comic contains words and images that form an integrated whole and become a story. Comic media is also more popular and attracts attention because of its unique characteristics. Visual arts and educational materials have collaborated in improving effective learning. This learning media needs to be developed to create engaging learning and not only increase motivation but also achieve the best academic achievement. From comic media that provides visualisation of expressions, allowing readers of comics to continue reading, while according to Indaryati and Jailani (2015), comics can be used as an effective learning medium in increasing someone's motivation and achieving of the material being studied. According to Budiarti and Haryanti (2016), who utilise comics as a learning medium, they have a positive influence on learning motivation.

The writer chose the topic of grammar learning through comics based on several considerations, including experiences that require innovative methods to

provide facilities for learning grammar and data from Applied Foreign Language students gathered through their final exam on the basic grammar subject. This approach focused on students who face challenges in understanding grammar in both academic and professional contexts. The target audience for this comic as a learning medium is students in the Applied Foreign Language 2024 intake, who have difficulties with the grammar course. Comics can be used as a medium in grammar learning that uses an attractive and interactive visual approach to increase student motivation. A comic can also be a simple concept for learning complicated grammar as the feature characters and scenarios that are easy to understand and material that can be quickly remembered. The use of comics can also allow students to see the practical application of grammar in real-life situations. This context learning can significantly improve readers' ability to use grammar effectively in writing and speaking. This topic also aims to provide alternative teaching strategies to encourage an effective and dynamic learning environment.

1.2 Statements of the Problem

1.2.1 How is the process of creating comics as a medium of English grammar learning?

1.2.2 How is the stakeholder's feedback regarding the comic in helping students learning English grammar?

1.3 Objectives of the Study

1.3.1 To create a comic as media to help students in learning English grammar.

1.3.2 To know the stackholder's feedback regarding comic in helping students learning English grammar.

1.4 Significance of the Study

The writer hopes that it can help students' with their problems, especially those studying applied foreign language students at Diponegoro University in learning grammar. Hopefully this research can help Applied Foreign Language students of Diponegoro University and also all of the students in learning grammar using a comic as an interesting medium.

1.5 Outputs of the Study

The comic "COGRAM: Grammar Comic" consists of four panels, each panel presents grammar material through specific objects. In this case, the writer presents three main tenses such as the simple present tense, the simple past tense, and the simple future tense. This comic has forty-eight pages, including the front cover and back cover. There are six kinds of topics related to the flow of life of college students, as the topics are easy to understand for students. Each conversation topic included an explanation of the tenses used, along with the reasons why those tenses are implemented in the dialogue between the six characters in the grammar comic book.