

CHAPTER I

INTRODUCTION

1.1 Background

English is the primary language in the majority of nations worldwide because English is a universal language. Furthermore, English is the most widely learned foreign language in Indonesia since it is one of the most crucial worldwide languages to acquire (Maduwu, 2016). In addition to being a universal language, English is also simple for Indonesians to learn. English is widely used from kindergarten to college because students are familiar with the language from a young age. However, when they enter college, they are only able to speak the language in its most basic forms. Therefore, grammar can be used to learn more about how to construct clear and proper sentences in English.

However, many people believe that grammar is highly challenging to use in academic or everyday English usage. According to Marpaung (2020), grammar is a structural collection of rules that define how words, sentences, and clauses are put together in a language. However, many people have trouble in understanding grammar. The author also experienced this concern, and had difficulty understanding various tenses in advanced grammar classes that were offered in fourth and sixth semesters. Particularly when using it in academic settings. Despite having enough books and instructional resources, it still feels challenging and incomplete. There are various English language models or techniques that can be used to improve one's English language competency and skills (Sya et al., 2022). Comics and other visual media are one example. The author wants other college students to be able to understand language, particularly tenses, with ease.

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, including visual media. Visual media is the delivery of

messages or information through creative techniques that display images, graphics, and layout. This is so that readers can receive the intended message. Visual media is also an attractive learning medium because it is effective and efficient. According to Budiarti (2016), students can learn faster and understand learning more easily if the environment is not stressful and comfortable; also, this method is very effective. Isik (2016) argues that there is a storytelling method, one of the traditional methods, 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 psychological and physical development of a person to become a person who can adapt to the environment. From this study, it can be concluded that learning media, especially visual media, serve as effective and efficient channels of information. Visual media are also conveyed through images that can be easily understood by readers.

According to Tresnawati et al., (2016), comics are a form of visual communication media that have the power to convey information in a clear and easily understandable way. The use of comics can allow students to see the practical application of grammar in real-life situations. This is possible because comics combine the power of images and writing, which are arranged in a visual storyline, making the information easier to remember. Comics are works of art in the form of panels containing still pictures arranged in such a way as to become a storyline, where dialogue between characters is connected 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 Septiani and Rusmana (2021), research that discusses increasing student learning motivation through comic learning media, because it is quite interesting. Especially for elementary school students, because this comic media contains words and images that form an integrated whole and become a story. Comic media is also more liked and attracts attention because comics have characteristics. Visual arts and educational materials have collaborated in improving effective learning. This learning media needs to be

developed to create interesting learning and not only increase motivation but also achieve the best academic achievement.

Comic use visual expressions to engage readers and encourage them to keep reading, while according to Indaryati and Jailani (2015), comics can be used as an interesting learning medium to increase motivation and achievement in understanding the material being discussed. According to Budiarti and Haryanti (2016), who utilise comics as learning media, comics have a positive impact on learning inspiration.

The author chose the subject the grammar learning through comics. It is because, based on several students who have experienced challenges in understanding language usage in academic and professional contexts. To introduce students there are comics as a medium for learning grammar that is easy to understand. The target audience for this comic as a learning medium is students of Applied Foreign Language 2024 intake who have difficulties in grammar courses. Comics can be utilized as a medium in learning language structure, whose approach employs curiously and intelligently visualized visuals so as to extend student inspiration. Comics can too be a straightforward concept in learning complicated language structure with characters and scenarios that are simple to get it and fabric that can be rapidly remembered. The utilise of comics can to permit students to see the commonsense application of language structure in real-life circumstances. This contextualized learning can essentially progress readers' capacity to utilise language structure successfully in composing and speaking. This point moreover points to supply elective instructing methodologies that can be connected to the educational programs of instructors to energize a viable and energetic learning environment.

1.2 Statements of the Problem

1.2.1 How is the process of creating of the comics strip as a media for helping Applied Foreign Language students in learning English grammar?

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

1.3 Objectives of the Study

1.3.1 To create comics as media to help students of Applied Foreign Language in learning English grammar.

1.3.2 To understand the stakeholder's feedback regarding comics in helping students learning English grammar?

1.4 Significance of the Study

The author hopes that it can help students to solve their problems, especially for Applied Foreign Language students of Diponegoro University, in learning grammar. And the author hopes that the research will be useful for Applied Foreign Language students of Diponegoro University conjointly all of the students in learning language structure employing a modern curiously media.

1.5 Output of the Study

The "COGRAM" comic consists of four frames, and each frame presents language structure fabric through particular objects. In this case, the author would display three main tenses such as simple present tense, simple past tense, and simple future tense. There are six sorts of themes that are related to the life paths of college students. This is because students can easily understand the material with a total of 48 pages in the comic book product. Each topic includes an explanation of the tenses used, along with the reasons why those tenses are connected within the exchange between the two characters within the language structure comic book.