

CHAPTER V

CONCLUSION & SUGGESTION

5.1 Conclusion

This research was carried out to assist students in grasping English grammar by developing a comic. The research produced and developed a product using the Research and Development (R&D) method, as described by Borg and Gall (1983), which involves 10 steps, but the author chose 8 steps. The outcome produced in this research is a collection of comic conversations that include grammatical content, focusing on the simple present tense, simple past tense, and simple future tense. The creation of this comic script was inspired by the everyday experiences of university students, especially those facing comparable situations in their academic and personal lives. The genre of this comic is Slice of Life, and every theme in the comic showcases familiar experiences like homesickness, approaching deadlines, hobbies, and relationships. These themes were deliberately selected to guarantee that the grammatical context employed was authentic and significant.

Based on feedback from the supervisor and 30 students majoring in Applied Foreign Languages, comics as a medium for learning grammar received positive reviews, with the content receiving a perfect score, indicating that the comics are easy to read and interesting for readers. In the section of language, the use of language is appropriate, although there are some typos. In the presentation section, which includes the cover design, character introductions, and a story about campus life, the content is presented well. This research demonstrates that comics can serve as an alternative method for teaching grammar. Through observation and reflection during script development, comics offer visual assistance and contextual insight that can enhance the understanding and engagement of grammar learning. However, it cannot be denied that there are still some limitations, namely, not all grammatical material can be explained, considering the extensive nature of grammar.

5.2 Suggestion

Based on this research, developing comic grammar as a medium for learning can be a reference in learning grammar. With new media, it can raise interest and improve individuals' understanding of grammar. In this research, the researcher only focuses on the simple tense. This research has limitations in discussing the sphere of grammar, limited to the simple present tense. The author hopes that in the future, there will be writers and researchers who make grammar comics as learning media that can discuss other parts of grammar.