

**LEARNING TO IDENTIFY INTRINSIC ELEMENTS OF FABLE TEXT USING  
DIGITAL COMIC MEDIA ON CLASS VII STUDENTS OF SMP SWADAYA 1**

by:

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**ABSTRACT**

*Due to the Covid-19 pandemic, the world of education has been digitized in all aspects. The application of digital-based learning media plays an important role in helping the teaching-learning process, especially in the implementation of learning to identify the intrinsic elements of class VII fable text. Thus, this research produces digital comic media in pdf form that can be accessed & shared using online devices via WhatsApp/Google classroom groups. The purpose of the research was to find out the improvement in student learning outcomes after using digital comic media and to find out the effectiveness of the application of digital comic media in learning to identify the intrinsic elements of fable text. The research method used is a quantitative descriptive quasi-experimental design that compares the conditions before and after treatment, then will be processed using SPSS 21 software. The results of the first study are that students experience an increase in learning outcomes after using digital comic media, as evidenced by the results of the Wilcoxon Asymp.Sig (2-tailed) test statistics test output of 0.000, which means the hypothesis is accepted because 0.000 is less than 0.050. In addition, it can be seen from the comparison of the average pretest-posttest value of the experimental class of 35.8 which increased to 80.95. The effectiveness of the application of digital comic media. Based on the statistical test output of the Mann Whitney test using SPSS 21 software, the result of Asymp.Sig (2-tailed) is 0.018 which is smaller than 0.050. In addition, there are differences in the results of the posttest scores of the experimental and control classes. It is known that the average posttest value of the experimental class is greater than the control class, which is 80.95 while the average posttest value of the control class is 72.2. So it can be concluded that the application of digital comics is said to be effective and able to improve student learning outcomes in learning to identify the intrinsic elements of fable text.*

*Keywords: Education Digitization, Learning Media, Digital Comics*