

**DIGITAL COMICS AS LEARNING MEDIA IN EFL
CLASSROOMS: META-SYNTHESIS OF PUBLISHED
ARTICLES**

THESIS

Submitted in partial fulfillment of the requirement for the degree of Sarjana
Pendidikan (S.Pd) in Teaching English



By

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ABSTRACT

Nuraini, In. (2024). *Digital Comics as Learning Media in EFL Classrooms: Meta-Synthesis of Published Articles*. A thesis. English Language Education Department, Faculty of Tarbiyah and Teacher Training, UIN Sunan Ampel Surabaya. Advisors: Rizka Safriyani, M.Pd. and Fitriah, Ph.D.

Keywords: *Digital Comics, Learning Media, EFL Classrooms, Meta-Synthesis, Students' Responses.*

The use of technology in teaching English is essential, especially after COVID-19. The teachers are encouraged to be familiar with using technology as learning media. One of the media that teachers can use is digital comics. This study aims to discover the types of digital comics that are widely used by the teachers and students' responses when teachers used digital comics. This study uses a qualitative meta-synthesis method by reviewing 30 published articles focusing on digital comics used in learning English in the EFL classrooms. The results showed that four digital comics were identified: Mangatoon, Cartoon Story Maker, Pixton, and Webtoon. These digital comics were applied at three levels of education: university, senior high school, and junior high school, and teachers used the applications differently according to the students' level. The study also found that the students' responses were positive toward using digital comics in the classroom. They believe that it could facilitate the improvement of their English language skills. This study implies that teachers can use digital comics as learning media as it can be used for various learning activities. However, the teachers should identify the types of stories in the digital comics to address students' level.

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ABSTRAK

Nuraini, In. (2024). *Digital Comics as Learning Media in EFL Classrooms: Meta-Synthesis of Published Articles*. A thesis. English Language Education Department, Faculty of Tarbiyah and Teacher Training, UIN Sunan Ampel Surabaya. Advisors: Rizka Safriyani, M.Pd. and Fitriah, Ph.D.

Keywords: *Digital Comics, Learning Media, EFL Classrooms, Meta-Synthesis, Students' Responses*.

Penggunaan teknologi dalam mengajar bahasa Inggris sangat penting, terutama setelah Covid-19. Para guru didorong untuk terbiasa dengan penggunaan teknologi sebagai media belajar. Salah satu media yang dapat digunakan guru adalah komik digital. Penelitian ini bertujuan untuk menemukan jenis komik digital yang banyak digunakan oleh guru dan tanggapan siswa ketika guru menggunakan komik digital. Studi ini menggunakan metode meta-sintesis kualitatif dengan meninjau 30 artikel yang diterbitkan yang berfokus pada penggunaan komik digital dalam belajar bahasa Inggris di ruang kelas EFL. Hasil penelitian menunjukkan bahwa empat komik digital diidentifikasi: Mangatoon, Cartoon Story Maker, Pixton, dan Webtoon. Komik digital ini diterapkan pada tiga tingkat pendidikan: universitas, sekolah menengah atas, dan sekolah menengah pertama, dan guru menggunakan aplikasi secara berbeda sesuai dengan tingkat siswa. Studi ini juga menemukan bahwa tanggapan siswa positif untuk menggunakan komik digital di kelas. Mereka percaya bahwa itu dapat memfasilitasi peningkatan keterampilan bahasa Inggris mereka. Studi ini menyiratkan bahwa guru dapat menggunakan komik digital sebagai media belajar karena dapat digunakan untuk berbagai kegiatan belajar. Namun, para guru harus mengidentifikasi jenis cerita di dalam komik digital agar sesuai dengan tingkat pendidikan siswa.

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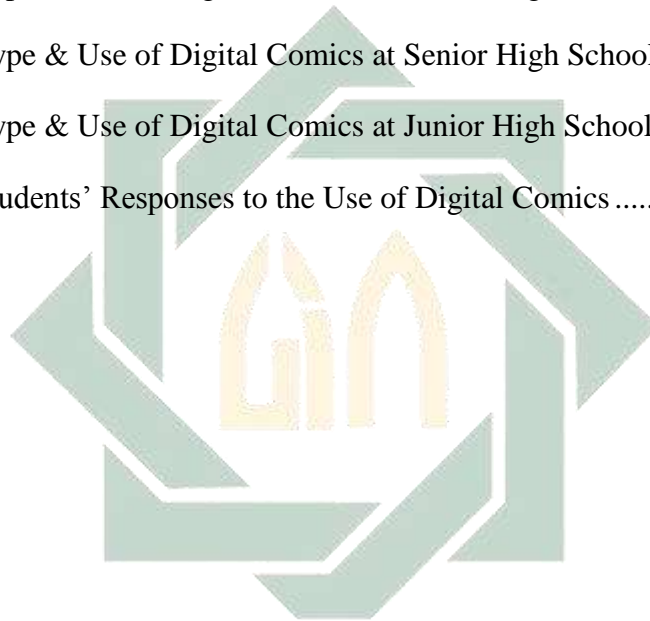
TABLE OF CONTENTS

Cover	
Pernyataan Keaslian Penulisan	ii
Advisor Approval Sheet	iii
Examiner Approval Sheet	iv
Abstract	vi
Abstrak	vii
Motto and Dedications	viii
Acknowledgement	ix
Table of Contents	x
List of Tables	xii
List of Figures	xiii
List of Appendices	xiv
List of Abbreviation	xv
CHAPTER I	1
INTRODUCTION	1
A. Background of the Study	1
B. Research Questions	4
C. Objective of the Study	4
D. Significance of the Study	5
E. Scope and Limitation of the Study	6
F. Definition of Key Terms	6
CHAPTER II	9
REVIEW OF RELATED LITERATURE	9
A. Review of Related Literature	9
1. Digital Technology in EFL Classroom	9
2. Digital Comics in Learning English	10
3. The Benefits and Drawbacks of Using Digital Comics	11
4. Students' Responses to Using Digital Comics	12
B. Review of the Previous Study	14

CHAPTER III	17
RESEARCH METHOD.....	17
A. Research Design and Approach	17
B. Subject of the Study	18
C. Data and Source Of Data.....	18
D. Data Collection Technique.....	19
E. Research Instruments	19
F. Data Analysis Techniques.....	20
G. Validity of Findings	25
 CHAPTER IV	 26
RESEARCH FINDINGS AND DISCUSSION.....	26
A. Research Finding	26
1. Type and Use of Digital Comics as Learning Media.....	26
2. Students' Responses toward the Use of Digital Comics as Learning Media in EFL Classrooms.....	42
B. Research Discussion	51
1. Type and Use of Digital Comics as Learning Media in EFL Classrooms. 51	
2. Students' Responses toward the Use of Digital Comics as Learning Media in EFL Classrooms.....	60
 CHAPTER V.....	 63
CONCLUSION AND SUGGESTION	63
A. Conclusion	63
B. Suggestion.....	65
 References	 66
Appendices.....	70

LIST OF TABLES

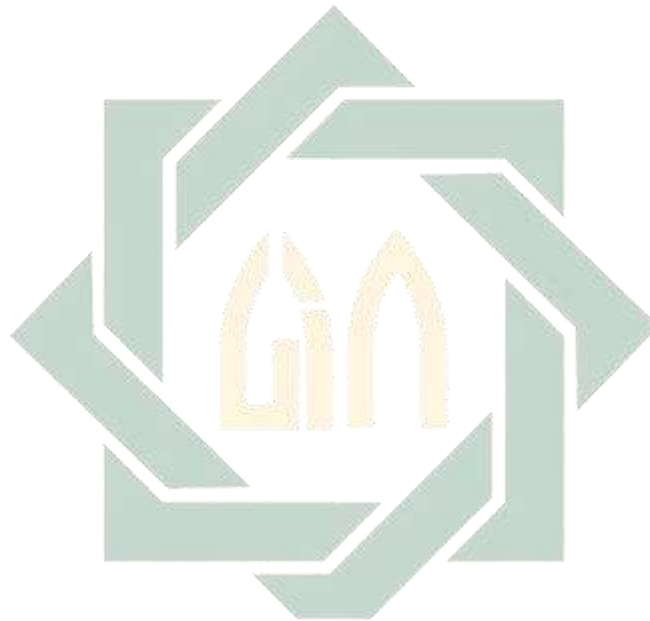
Table 3.1 Instrument for Searching Published Articles.....	20
Table 3.2 The Critical Analysis for Selected Articles.....	23
Table 3.3 The Number of Articles Selected	24
Table 3.4 Attributes Code for Data of Articles	24
Table 4.1 Type & Use of Digital Comics at Senior High School	28
Table 4.2 Type & Use of Digital Comics at Senior High School	33
Table 4.3 Type & Use of Digital Comics at Junior High School	38
Table 4.4 Students' Responses to the Use of Digital Comics	42



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LIST OF FIGURES

- Figure 3.1** The Study Selection Process.....21
- Figure 4.1** Type & Use of Digital Comics in Three Levels of Education.....27



UIN SUNAN AMPEL
S U R A B A Y A

LIST OF APPENDICES

1. **APPENDIX 1:** Pictures of the Four Types of Digital Comics Used
2. **APPENDIX 2:** Table of Synthesis Accepted Articles
3. **APPENDIX 3:** Table of Synthesis Rejected Articles
4. **APPENDIX 4:** Surat Tugas
5. **APPENDIX 5:** Instrument Validation



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LIST OF ABBREVIATION

EFL : English as a Foreign Language

ELT : English Language Teaching

DC : Digital Comic

CSM : Cartoon Story Maker

COVID: Corona Virus Disease



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