DESIGNING VOCABULARY EXERCISE BOOK WITH WEBTOON COMIC FOR A-1 CLASS YEAR-2 STUDENTS

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Abstract

This research is categorized as Research and Development (R & D). Its objective is designing a book in a form of comic book as a material for extensive reading. The final product of this research is a comic book slated for enrichment to students of A-1 class year-2 English Study Program of Tanjungpura University. The comic book is also following the steps of making vocabulary exercise comic book inspired by online comic. The data collection of this research is obtained through questionnaires with 17 students of A-1 class as the research subjects. Based on the table of students' frequency in reading Webtoon comics, the analysis shown that, 66.7% of students are often reading Webtoon comic book, at the same time 25.9% of students are consistently reading Webtoon comic book. There are three pages of exercises in the end of each chapter of this comic book. The exercises are the simple questions related to synonym and antonym of the unfamiliar word found in the story they have been read. It is expected that the students could answer the questions orally or in written form.

Keyword: *exercise book, comic reading material, developmental study*

INTRODUCTION

One of common ways of teaching vocabulary is by reading. However, in a situation in which students are given texts to read especially a long text, they get overwhelmed by the vocabulary mastery. It makes it hard to comprehend and it causes students' curiosity to stop. According to Nation (2008, p.5), teacher is not allowed to teach too much words in a time because teaching a lot of words tends to confuse students and it will not get taken in well. In other words, words should be taught in appropriate portion based on

students' capability.

The researcher conducted a preliminary observation to 17 A-1 class English students in second year of Teacher Training and Education Faculty, Tanjungpura University Pontianak and found that their vocabulary mastery is intermediate. These responds highly affected by their learning attitude in reading. Researcher asked students on what kind of media they find most engaging and enjoyable, they responded that they love to read books content with pictures and colors such as comic.

Reading is categorized as an essential thing to do in improving vocabulary mastery. Furthermore, for centuries it is considered that comic book as one of the oldest medias that efficiently entertain and then easily attract children, teenagers, and even adult. Beysollow (2018, p.12) asserted that reading as a receptive language process. It means reader needs to describe the language to understand the writer's idea in the text. Even for decades, it was believed that comic was something destructive for children and teenagers' moral. But now, the paradigm of education has change, numbers of comic books transformed into media used in teaching and learning process and considered as the literacy improvement, particularly for adolescents. In addition, comics can attract children and teenagers' attention longer than other general reading materials as its format combining text and colorful images.

Most of teenagers and even adults in Indonesia read an online comic book that better known as "Webtoon comic". In Indonesia, a lot of comic books published in Bahasa and English version and it can be surfed easily through mobile phone. Webtoon comic has numerous of genres such as adventure, fantasy, romance, and even game. With this numbers of variety of genres, make it easier to attract Indonesian teenagers to read, whether it is male or female.

In line with this, this research intended designing a comic book with the story adopted from Webtoon comic as a material for extensive reading. The result of this research expected to be beneficial for both students and teachers in future.

METHOD

This research is categorized as Research and Development (R&D) that was conducted to the students of A-1 class year-2 English Study Program of Tanjungpura University. Woodman (2005, p.82) defines the term R & D as a process used in developing and validating the educational products used in the field which followed by steps of methodological. The "Educational Product" of this research is in a form of comic book used to enrich vocabulary

mastery of the A-1 class year-2 English Study Program of Tanjungpura University. The comic book is not totally an educational product, however, it was set referring to the steps of making a Vocabulary Exercise comic book inspired by online comic.

R & D cycle proposed by Beysollow (2017, p.17) was applied while conducting this research procedure with some adjustment towards this research condition. The first step conducted while doing this research was a need analysis. In this steps, numbers of information of the learner were obtained, such as, English proficiency, tendency on reading comic, intrinsic elements of comic, and the needs in learning English. The learners' needs in terms of necessities were analyzed and then used while designing the material in a form of comic book to enhance vocabulary mastery for students of A-1 class year-2 English Study Program of Tanjungpura University.

From stories on online Webtoon, the material of vocabulary exercise developed into a comic book. This comic book consists of three-story chapters that indirectly connected to the basic competencies. The first chapter entitled "The Gamer Chapter 1", it is considered as the introduction of the main character of this comic, and in the end of the chapter, the vocabulary exercise is attached. The title of "The Gamer Chapter 2" and "The Gamer Chapter 3" as the second and third chapter, there are some exercises in the end of each chapter as well.

The first draft of material development was evaluated using questionnaire provided, and the questionnaire used to evaluate the materials was adapted from *Pusbuk* 2007. The questionnaire used to evaluate the appropriateness of content in the book such as, language, presentation of image and graphic.

The result of the evaluation questionnaire that have been analyzed was developed into the final draft and it is counted as the final product of this research.

In this research, the data were collected through questionnaires. There were two questionnaires. The first questionnaire was used in order to find out the percentage of the need analysis of the students, and it was distributed to the students in the first week of August 2020. There were several points asked in the questionnaire, they were about students' learning goals, wants, experiences, English proficiencies, and so on. Furthermore, the second questionnaire was used to evaluate the materials (Expert Judgements). This questionnaire was adapted from Making Comic by McCloud (2007). It was covering about level of difficulty of the material, the appropriateness of the language, image, and graphic.

For the next step, the result of data was analyzed by using conversion table

in order to find the goodness of the material.

Table 4. Data Conversion Table by Suharto (2006, p.52-53)

Scales	Interval	Categories
4	3.25 ≤ X ≤ 4.00	Very Good
3	2.25 ≤ X ≤ 3.24	Good
2	1.75 ≤ X ≤ 2.24	Fair
1	1.00 ≤ X ≤ 1.74	Poor

FINDINGS AND DISCUSSION

A need analysis was conducted in order to assess students' needs. The questionnaire was distributed in the first week of August to the students of A-1 class year-2. As the subject, A-1 class year-2 consists of 17 students (3 male and 14 female) between 18 and 20 years old. The students' needs are considered as how the students' viewpoints related to the situation (Robin Torres, 2015). In other words, the students' needs are considered as the students' necessities and wants.

Based on the table of the Student's View about Target Goals, it shows 70.4% of students acknowledged that having their vocabulary improved was their main goal and on English proficiency, 93% of students were at the level of beginner (students master several vocabularies and be able to communicate in a context of daily life), while 7% of students acknowledge that in intermediate English proficiency level.

On the table of Students' Wants in Enhancing Vocabulary, it could be seen that 48.2% of students want to obtain the knowledge about genre of text. While 33.3% of students chose obtaining the knowledge about English expression.

From the questionnaire that has been analyzed, it could be seen that 55.6% of students put their interests on Fictional Fantasy World, while 33.3% of students prefer Outer Space as the setting of the story. On the table of Student's Favorite Story Theme, Superhero theme was most chosen (33.3%). The result of the table of Students' Frequency in Reading Webtoon Comic showed that 66.7% of students chose Often reading Webtoon comic while 25.9% of students chose Routinely. From the result of the table of Student's Experience in Reading English Comic, 80% of students have experienced reading Webtoon comic series in English, while 20% of students have not experienced it yet.

The final result, which is a product in a form of comic book consists of one to two pages of exercise at the end of every chapter. The exercises were basic questions based on the story that just read. It was expected to students to answer the questions in written form and or orally. The exercise consists of

several numbers of question about synonym and antonym of the unfamiliar word they found in the comic book of The Gamer.

A questionnaire prepared in order to know the appropriateness of comic book content. Points that evaluated including language, presentation of image and graphic. From the table of The Appropriateness of the Content, it can be seen that the mean value of the content features of developed material was 3.00 it is classified as "Good" and related to its position 2.25≤X≤3.24 in the interval proposed by Suharto (2006).

In conclusion, there would be inhibiting factors in the application of a vocabulary book inspired of comic. The inhibitors to planning, classroom implementation and inhibitors in achieving successful learning objectives and outcomes. In addition to create and produce a book, writer needs to consider certain aspects beforehand such as the necessity, lacks, needs, content appropriateness and many more aspects mention in chapter four of this research. Any of the factors mentioned above can also occur in the forwarding of making an extensive reading book product.
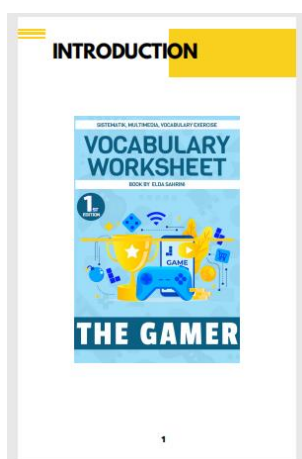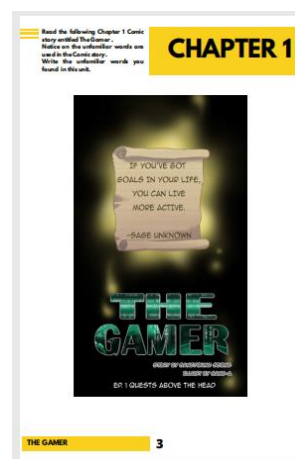
Figure 1. Book Cover   *Figure 2. Comic Title*
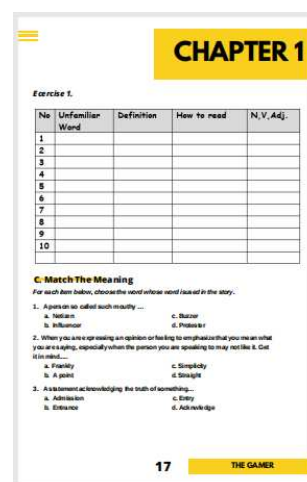
Figure 3. Comic (content)

Figure 4. Exercise

As a developmental research, this research is intended to design an useful and proper product. The final result of this research is the exercise book designed based on Webtoon comic for students of year-2 of Tanjungpura University. Before started to design an appropriate exercise book, a need analysis was conducted in order to find the students' needs. It was done by distributed a questionnaire to the students in the first week of August 2020. There were 17 students of A-1 class year-2 as respondents of this research. The result of the questionnaire analysis in terms of students' needs was considered as a basis to design a comic-based exercise book.

Furthermore, after the first draft of material was done, it was analyzed and evaluated based on the questionnaire provided for the point of Expert Judgement in order to find out the appropriateness level in designing the book content. The aspect evaluated was about whether the book fulfil the needs of the students or not; the presentation of image and graphic; and or the use of language in the conversation of the story.

CONCLUSION AND SUGGESTION
Conclusion
There are three points that could be concluded in this research, they are Target Needs, Learning Needs, and Characteristic of the Comic Book for Reading Material. First point is Target Needs. In the Target Needs, it was concluded that:
(1). Most of students' goal in learning English is having their vocabulary mastery well.
(2). Majority of students claimed that, their recent English ability were at the beginner level, in other words, they able to communicate in basic English only.

(3) Most of students' wants were after they learn English, they could master vocabulary as much as possible to enable them to communicate well.

The second point is Learning Needs. In this point, it was found that the targets or the students were between seventeen and early twenty years old, most of them were interested in Fictional Fantasy World as the setting of the story, and Superhero as their favorite story theme. Based on the questionnaire distributed, it could be concluded, most of the students were familiar with Webtoon comic as the reading material in enhancing their vocabulary mastery.

The last is Characteristic of the Comic Book for reading Material. Based on the material evaluation, the developed material or the product was considered appropriate. This product has several characteristics. The product in a form of comic book is entitled The Gamer and it consists of three chapters. After the story, there is an example of how to do the exercise before doing the real vocabulary exercise, so do the chapter 2 and 3.

Suggestion

For the English teacher, it is suggested to develop an appropriate material based on need analysis done toward the students in a classroom activity or through questionnaire distribution via online. And the essential thing to do is evaluating the developed reading material based on the expert judgement.

For other materials developer, conducting the need analysis is always be an important thing to do before developing a material. The students' needs, interests, conditions, recent abilities, and background of knowledge should be the weighty considerations.

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