The Feasibility of Comic Media on Narrative Texts Based on Local Wisdom in VII Grade Student of Junior High School (SMPN) 3 Kotapinang

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Abstract: The aims of this study is to find out the feasibility of comic media on narrative texts based on local wisdom. The research was conducted in the second semester 2018/2019. The subjects in this study were students of VII grade of Junior High School (SMPN) 1 Kotapinang. The results of the material expert validation on the feasibility of material aspects gained an average of 89.37% with the category "Very Good", the aspect of language feasibility obtained an average of 83.33% with the category "Very Good", the feasibility of presentation aspects obtained an average of 89.58% with the category "Very Good. The results of the validation from the illustrated expert obtained an average of 100% with the category "Very Good", while the results of the validation of the design of the learning media from the visual appearance aspect obtained an average of 80.28% with the category "Good", while from the aspect of design learning obtained on average 75% with the category "Good". Therefore, comic media in narrative texts based on local wisdom are developed for VII Grade Students of Junior High School (SMPN) 3 Kotapinang that are suitable for use in the learning process.

Keywords: feasibility comic media; narrative texts; local wisdom; SMPN 3

I. Introduction

Learning Indonesian in the 2013 curriculum applied at Senior High School 3 Kotapinang has now been emphasized in text-based material, where one of the subject matter of VII Grade student is narrative text. Narrative text is an essay that tells or explains in detail an event or event based on the time sequence. Events in a narrative text itself can actually occur or an imagination. Narrative texts are found in many writings, such as novels, short stories, biographies and so on.

The basic concept of the narrative text, local wisdom can be contained from a narrative text. Local wisdom can be defined as a wealth of local culture that contains a policy of life, a way of life that accommodates wisdom and life wisdom. Local wisdom can also be in the form of knowledge, beliefs, traditions, customs of a society, insight, understanding and ethics, local wisdom is usually passed down from generation to generation through word of mouth. In Indonesia, local wisdom does not only apply locally to certain cultures or ethnicities, but can be said to be cross-cultural or cross-cultural in nature, forming national cultural values.

The insertion of local wisdom values in narrative texts aims to preserve and introduce cultural values to students. Many students tend to be less interested in things that are related to tradition because students consider outdated, old-fashioned and old-fashioned. These results were proven through observations at Junior High School 3 Kotapinang that in the teaching and learning process in the narrative text material the teacher never discussed or raised the topic of local wisdom or wisdom in the Kotapinang area, even though it was known that students in the school were more dominant living in Kotapinang people. Indeed the tradition or local wisdom is a cultural heritage that contains the values of the ancestors of one's identity formation. Technological advances often make people forget the importance of the tradition or culture of
society in managing the environment. Without realizing it often local culture is considered something outdated.

In connection with the subject matter above, the narrative text that contains local wisdom requires students to have the demands and creativity of thinking, but if they look at the current learning style of students, if they are faced with a series of writings and texts which contain elements of tradition and culture, they tend to feel bored and sleepy so they try to do activities that disrupt the teaching and learning process. These events need special attention from teachers to make innovations in the learning process so as to create a conducive learning atmosphere, for example by applying interesting learning media in accordance with current technological advancements.

II. Review of Literature

2.1 Instructional Media

Media is all forms and channels used to convey information or messages delivered. Today, technological developments increasingly require teachers to master technology in the teaching and learning process. In addition, teachers are also required to master a variety of learning media that can help students to learn, teachers are also required to be more creative in using learning media so that the purpose and objectives of learning can be achieved.

Criticos (in Daryanto, 2016: 5) argue that learning media is one component of communication, namely as a messenger from the communicator to the communicant. Next is Gagne & Briggs (in Arsyad, 2017: 4) learning media includes physically being used to convey the contents of teaching material, which consists of books, tape recorders, photographs, pictures, video recorders, tapes, graphics, television and computers. In line with Kemp and Dayton (in Daryanto, 2016: 6) learning media are as follows: (1) Delivery of learning messages can be more standardized, (2) Learning can be more interesting, (3) Learning becomes more interactive by applying learning theory, (4) The implementation time can be shortened, (5) The quality of learning can be improved, (6) The learning process can take place whenever and wherever it is needed, (7) Students' positive attitudes towards learning materials and learning processes can be improved, (8) The teacher's role changes positive ones. Similarly, Daryanto (2016: 4) suggests that learning media are all things that can be used to channel messages from senders so that they can stimulate students' thoughts, feelings, concerns, and interests and attention in such a way that the learning process takes place.

2.2 Narrative Text

According to the Big Indonesian Dictionary, the narrative is the telling of a story or event. According to Budiharso in Mulyati (2011: 17) the narrative is writing that directs curiosity by developing imagination. In addition, according to Keraf (2004: 135-136) narrative is a form of discourse that seeks to tell an event or event, so that the reader seems to see or experience the event itself. In addition, Finosa (in Ardianta, 2010: 12) argues that "narrative is a form of writing that seeks to create, narrate, coupling the actions of human actions in an event".

Based on the opinion above, it can be concluded that narrative is a form of discourse that seeks to describe and describe in detail as clearly as possible to the reader an event that has occurred. Events in a narrative text can really happen or just an imagination.
2.3 Local wisdom

Epistemologically, local wisdom consists of two words: wisdom and local. According to Indonesian English dictionary John M. Echols and Hassan Syadily, local means local, while wisdom (wisdom) is the same as wisdom. In general, local wisdom can be understood as local ideas that are wise, full of wisdom, good value, embedded and followed by community members. In line with that, Sudikan (in Shafwan, 2015: 24) argues that local wisdom has three overlapping terms in interpreting words for the same purpose, namely local knowledge, local wisdom and local intelligence. Likewise, Puspowardoyo (in Shafwan 2015: 24) states that local geniuses as self-expression and manifestation of people's personalities are able to withstand the elements that come from outside and are also able to develop for the future. The loss or loss of local genius also means the fading of the personality of a society, while the strength of local genius to survive and develop shows the personality of that society. Furthermore, the opinion of Gadgil and Barkes in Derita Rahayu (2016) that local wisdom cannot be separated from the elements of local rules, local traditions, customs or cultural values which are harmonious proof of the relationship between society and the environment. Understanding the linguistic wisdom of local wisdom means local wisdom that can be understood as local ideas that are wise, full of wisdom, valuable, embedded and followed by citizens.

2.4 Culture

All people in the world have their own cultures that are different from one another. However, all forms of culture have several cultural elements that each community has. According to Dedy Mulyana, (2001: 18) the term culture originates from the words of wisdom and power, namely the power of mind, which is in the form of creativity, taste and intention; while culture is the result of creativity, taste, and intention. Culture is a concept that arouses interest. Formally, culture is defined as the order of knowledge, experience, beliefs, values, attitudes, meanings, hierarchies, time, roles, relationships of the universe, material objects and property acquired by a large group of people from generation to generation through individual and group efforts.

According to Koentjaranigrat (2009: 164) there are seven elements of culture as follows: (1) language, (2) knowledge systems, (3) social organizations, (4) living and technological systems, (5) eye systems of life, (6) religious systems, and (7) arts. Whereas according to Maran (2000: 38) there are seven elements of culture as follows: (1) trust, (2) value, (3) norms and sanctions, (4) symbols, (5) technology, (6) language, (7) art.

2.5 Local Wisdom of Sultanate Kingdom of Kotapinang

The Sultanate of Kotapinang was originally named the Pinang Awan Sultanate. The first Sultan to rule was Sultan Batara Sinombah, also called Sultan Batara, Pinayungan Gorga Teacher, who had a tomb in Mumuk Negeri Pinang Awan Hotang. Sultan Batara Sinombah is a descendant of the Minang Kabau realm of Pagaruyung State named Sultan Alamsyah Syaifuddin. Sultan Batara Sinombah and his brother Batara Payung and their half-sister, Putri Lenggani, left Pagaruyung State to go to the Mandailing area. On his way, Batara Payung decided to stay in Mandailing and become the origin of the kings in the area. While Batara Sinombah and Princess Lenggani continued their journey to Hotang Mumuk (Pinang Awan).

The descendants of Sinombah Batara from his son Mangkuto alam are the origins of several kingdoms found in the Labuhan Batu area like the oldest King Indra settled in Kambul (Upper Blades) and his descendants became kings of Panai and Bilah. Whereas number two
the Fresh King settled on the Toras River to become Zuriat king of the Kampung Raja, and the youngest King Awan settled on the Tasik River to become Zuriat raja in Pinang City.

The government system used in the Sultanate of Kotapinang is a monarchy that is held by a king who is inherited from generation to generation. This monarchical system of government resulted in the existence of a classification within the Pinang Sultanate community, namely the class differences between the aristocratic class and the common people. The aristocratic group plays a role in all fields that are based on the Sultan. Ordinary people are only servants of the King and guardians of the land. All people's activities are only for the glory and wealth of the Sultanate. On the contrary, the Sultanate must protect its people and maintain the harmony and tranquility of its people. In the court system the royal court is more glorified, the people are only recipients of the situation if the judicial law is imposed.

III. Research Method

This research will be conducted at Junior High School (SMPN) 1 Kotapinang, Kota Pinang district, Labuhanbatu Selatan Regency. The research was conducted in the second semester 2018/2019. The subjects in this study were students of VII grade of Junior High School (SMPN) 1 Kotapinang. The object in this research is comic learning media based on local wisdom.

IV. Discussion

The application of learning comic media is based on the results of the validation of the expert team, namely material experts, image illustration experts and design experts. After being validated, the product was tested on individual students, small groups and limited field groups. The following will be presented in the test of media comic feasibility.

Validation by material experts was intended to find out the opinions of material experts about the feasibility of content, the feasibility of presentation and language on comic media in narrative text material. This validation was carried out by Mr. Prof. Dr. Amrin Saragih, M.A., Ph.D. and Bapak Mara Untung Ritonga, S.S., M. Hum., Ph.D. who is a language lecturer at the Medan State University. This validation is carried out to obtain quality comic media to improve Indonesian language learning at the junior secondary level, especially in narrative text material.

The results of the validation questionnaire showed that the aspects of comic media based on local wisdom in narrative text material were stated as "Very Good" with an average percentage of 89.37%. Content is declared feasible because it is at an average value above 75%. Material data can be seen in table 4.1 below:

| Table 1. Results of Material Expert Validation on Material Feasibility |
|--------------------------|--------------------|-----------------|----------------|
| Sub Component | Assessment Indicator | Average Percentage | Criteria |
| Compatibility of Materials with KI and KD | 1. There are KI and KD that will be elaborated in the media | 100 | Very good |
| | 2. Material presented in accordance with basic competencies | 100 | Very good |
| | 3. There are indicators of student achievement | 87.5 | Very good |

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The percentage criteria for the appearance of indicators on comic media based on local wisdom in narrative text material that has been developed

The questionnaire results showed that the language aspects of comic media based on local wisdom in narrative text material were stated as "Very Good" with a total percentage of 83.33%. These results are given by material experts. Language assessments are also declared

| No. | Answer                        | Score                  |
|-----|-------------------------------|------------------------|
| A   | Very good                     | 81% ≤ X < 100%         |
| B   | Good                          | 61% ≤ X < 80%          |
| C   | Fair                          | 41% ≤ X < 60%          |
| D   | Low                           | 21% ≤ X < 40%          |
| E   | Unsatisfied                   | 0% ≤ X < 20%           |

(Sugiyono, 2012:118)
feasible. This is because the average value in language assessment is above 75%. Language assessment is said to be inappropriate if the average value is obtained below 75%.

Table 2. Results of Material Expert Validation on Language Feasibility

| Language Aspect | Assessment Indicator | Average Percentage | Criteria |
|-----------------|----------------------|--------------------|----------|
| Straightforward | 1. Structure effectiveness | 87.5 | Very good |
|                  | 2. Accuracy of sentence structure | 75 | Good |
|                  | 3. Stiffness of terms | 75 | Good |
| Communicative   | 4. Readability of the message | 87.5 | Very good |
|                  | 5. Accuracy of language use | 100 | Very good |
| Dialogue and Interactive | 6. The ability to encourage critical thinking | 87.5 | Very good |
|                  | 7. The ability to motivate students | 87.5 | Very good |
| Conformity with the Development of Learners | 8. Conformity of intellectual development of students | 75 | Good |
|                  | 9. Conformity with the level of emotional development of students | 75 | Good |
| Total Average   |                      | **83.33** | Very good |

The percentage criteria for the appearance of indicators on comic media based on local wisdom in narrative text material that has been developed.

| No. | Answer     | Score               |
|-----|------------|---------------------|
| A   | Very good  | 81% ≤ X < 100%      |
| B   | Good       | 61% ≤ X < 80%       |
| C   | Fair       | 41% ≤ X < 60%       |
| D   | Low        | 21% ≤ X < 40%       |
| E   | Unsatisfied| 0% ≤ X < 20%        |

(Sugiyono, 2012:118)

The questionnaire results show that the feasibility aspect of presenting local wisdom based comic media material on narrative text material is stated as "Very Good" with an average percentage of 89.58%. This means that the presentation of material in comic media is declared feasible because it is above 75%. The presentation of the material is said to be inappropriate if it obtains an average value below 75%. Data on the feasibility of presenting the material can be seen in table 4.3 below.

Table 3. Results of Material Expert Validation on the Feasibility of Presentation

| Presentation Aspect | Assessment Indicator | Average Percentage | Criteria |
|---------------------|----------------------|--------------------|----------|
| Technical and Support Presentation | 1. Material is presented logically and can be conceptually examined | 100 | Very good |
|                     | 2. practice questions at the end of the learning activity | 87.5 | Very good |

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3. References

4. There is an effort to attract students' reading interest

5. Facilitating students to develop knowledge

6. Facilitating students to find out information independently

**Total Average**

The percentage criteria for the appearance of indicators on comic media based on local wisdom in narrative text material that has been developed.

| Sub Component             | Assessment Indicator                                      | Average Percentage | Criteria |
|---------------------------|-----------------------------------------------------------|--------------------|----------|
| Clarity of Cover or Cover | 1. The color on the cover matches the image used          | 100                | Very good|
|                           | 2. Cover cover design uses clear and legible writing      | 100                | Very good|
|                           | 3. Victory of comic cover                                 | 100                | Very good|
|                           | 4. Suitability with the theme and contents of the comic   | 100                | Very good|
| Media Clarity Picture     | 5. Use of relevant images with text                       | 100                | Very good|
|                           | 6. The image used is clear                                | 100                | Very good|
|                           | 7. The image size used is proportional                     | 100                | Very good|
| Format compatibility      | 8. Display format and image according to the material      | 100                | Very good|
|                           | 9. The text layout is appropriate to facilitate learning  | 100                | Very good|
|                           | 10. Selection of Background and supporting images can motivate students | 100 | Very good |
|                           | 11. The size of the image and text on each page is balanced | 100 | Very good |
|                           | 12. The image size used can cause reading                  | 100                | Very good|

Validation of image illustration experts was carried out by Dr. Agus Priyatno, M.Sn. who is one of the lecturers of language and arts faculty at Medan State University. An assessment of this illustration is done to improve the quality of comic-based display of local wisdom in narrative material. The narrative is in the "Very Good" category with an average of 100%.

**Table 4.** Data Results of Expert Validation of Image Illustrations Instructional Media
The percentage criteria for the appearance of indicators on comic media based on local wisdom in narrative text material that has been developed

| No. | Answer          | Score               |
|-----|-----------------|---------------------|
| A   | Very good       | 81% ≤ X < 100%      |
| B   | Good            | 61% ≤ X < 80%       |
| C   | Fair            | 41% ≤ X < 60%       |
| D   | Low             | 21% ≤ X < 40%       |
| E   | Unsatisfied     | 0% ≤ X < 20%        |

(Sugiyono, 2012:118)

Validation of design experts was carried out by Dr. Evi Eviyanti, M, Pd. who is one of the lecturers at Medan State University. An assessment of this design was carried out to improve the quality of display of local wisdom-based media in narrative material. The questionnaire results showed that the visual aspects of comic media based on local wisdom in narrative text material were in the "Good" category with an average of 80.28%. Data from the results of illustrative expert can be seen in table 4.5 below.
### Table 5. Data Results of Design Validation of Visual Views

| Sub Component                  | Assessment Indicator                                                                 | Average Percentage | Criteria   |
|--------------------------------|---------------------------------------------------------------------------------------|--------------------|------------|
| **Clarity of Cover**           | 1. The color on the cover matches the image used                                       | 75                 | Good       |
|                                | 2. Cover design uses clear and legible writing                                        | 100                | Very good  |
|                                | 3. Victory of comic cover                                                             | 75                 | Good       |
|                                | 4. Suitability with the theme and contents of the comic                               | 75                 | Good       |
| **Media Clarity Picturee**     | 5. Use of relevant images with text                                                   | 75                 | Good       |
|                                | 6. The image used is clear                                                            | 100                | Very good  |
|                                | 7. The image size used is proportional                                                | 100                | Very good  |
| **Format Compatibility**       | 8. Display format and image according to the material                                  | 75                 | Good       |
|                                | 9. The text layout is appropriate to facilitate learning                              | 75                 | Good       |
|                                | 10. Selection of Background and supporting images can motivate students               | 75                 | Good       |
|                                | 11. The size of the image and text on each page is balanced                           | 75                 | Good       |
| **Image Display**              | 12. Use interesting color combinations                                               | 75                 | Good       |
|                                | 13. Attractive media design                                                           | 100                | Very good  |
|                                | 14. Display interesting content of comics                                             | 75                 | Good       |
|                                | 15. Images, colors and font sizes match                                               | 75                 | Good       |
|                                | 16. Images used can convey messages / contents                                        | 75                 | Good       |
| **Tipografi**                  | 17. Matching words with dialogue                                                      | 75                 | Good       |
|                                | 18. Letter compatibility in terms                                                     | 75                 | Good       |
|                                | 19. Accuracy of space and readability                                                | 75                 | Good       |
| **Average Score**              |                                                                                        | **80.26**          | Good       |

The percentage criteria for the appearance of indicators on comic media based on local wisdom in narrative text material that has been developed
The results of the questionnaire indicate that the design aspects of comic media learning media based on local wisdom in narrative text material are declared "Good" with an average percentage of 75%. This means that the design of comic learning media is declared feasible because it is 75%. Presentation of the material is said to be inappropriate if it gets an average value below 75%. Data on the feasibility of medi learning design can be seen in table 4.6 below.

**Table 6. Data Results of Design Expert Validation of Learning Design**

| Learning Design          | Sub Component                  | Assessment Indicator                      | Average Percentage | Criteria |
|--------------------------|--------------------------------|-------------------------------------------|--------------------|----------|
| Giving Learning Motivation | 1. Can overcome passivity in students | 75 | Good |
|                          | 2. Can make students motivated in learning | 75 | Good |
|                          | 3. Making students confident and happy to learn independently | 75 | Good |
| Interactivity            | 4. Learning media can attract students' reading interest | 75 | Good |
|                          | 5. Learning media make students more active in learning | 75 | Good |
| Creative and Innovative in Learning Media | 6. Making learning interesting because it is presented with pictures | 75 | Good |
|                          | 7. Making learning interesting because it is presented with color images | 75 | Good |
|                          | 8. Making learning easy to understand because it is presented with a storyline | 75 | Good |
|                          | 9. Learning media can be used anywhere | 75 | Good |
| Total Average            |                                |                                           | 75 | Good |

The percentage criteria for the appearance of indicators on comic media based on local wisdom in narrative text material that has been developed

| No. | Answer       | Score            |
|-----|--------------|------------------|
| A   | Very good    | 81% ≤ X < 100%   |
| B   | Good         | 61% ≤ X < 80%    |
| C   | Fair         | 41% ≤ X < 60%    |
| D   | Low          | 21% ≤ X < 40%    |
| E   | Unsatisfied  | 0% ≤ X < 20%     |

*(Sugiyono, 2012:118)*
Table 7. Data on Teacher Assessment Results on Learning Media

| No | Assessment Indicator                                                                 | Average Percentage | Criteria     |
|----|--------------------------------------------------------------------------------------|--------------------|--------------|
| 1  | There are KI and KD in learning media                                                | 100                | Very good    |
| 2  | There are indicators of student achievement goals                                    | 100                | Very good    |
| 3  | There is evaluation in learning media                                                | 100                | Very good    |
| 4  | The material presented is in accordance with the students' local wisdom             | 100                | Very good    |
| 5  | Material is presented according to the theme                                         | 100                | Very good    |
| 6  | The material is presented according to students' thinking abilities                  | 75                 | Good         |
| 7  | The material presented reflects the content of the material                          | 87.5               | Very good    |
| 8  | The material presented reflects the relevance of the content                         | 75                 | Good         |
| 9  | The material presented can increase students' knowledge                               | 100                | Very good    |
| 10 | The overall appearance of comic learning media is interesting                        | 100                | Very good    |
| 11 | The language used in comic media is easy to understand                                | 100                | Very good    |
| 12 | Writing text in accordance with the correct Indonesian writing rules                | 75                 | Good         |
| 13 | The sentence used is clear and easy to understand                                    | 100                | Very good    |
| 14 | There is an effort to attract students' reading interest                              | 100                | Very good    |
| 15 | Media for comic learning can be studied independently by students                    | 87.5               | Very good    |
|    | **Total Average**                                                                     | **93.33**          | **Very good**|

The percentage criteria for the appearance of indicators on comic media based on local wisdom in narrative text material that has been developed (

| No. | Anwers       | Score               |
|-----|--------------|---------------------|
| A   | Very good    | 81% ≤ X < 100%      |
| B   | Good         | 61% ≤ X < 80%       |
| C   | Fair         | 41% ≤ X < 60%       |
| D   | Low          | 21% ≤ X < 40%       |
| E   | Unsatisfied  | 0% ≤ X < 20%        |

(Sugiyono, 2012:118)
### Table 8. Data on Individual Test Results on Media Comics

| No | Question                                                                 | Average percentage | Criteria   |
|----|---------------------------------------------------------------------------|--------------------|------------|
| 1  | This comic learning media makes me happy to learn it                      | 91.66              | Very good  |
| 2  | The material in the comic is presented according to my thinking ability  | 83.33              | Very good  |
| 3  | The material presented in comics can increase my knowledge                | 83.33              | Very good  |
| 4  | The material discussed in comics is close to my environment               | 75                 | Good       |
| 5  | This comic learning media makes formative tests that can test how far is my understanding of narrative text material | 91.66              | Very good  |
| 6  | The language used is simple and easy to understand                        | 83.33              | Very good  |
| 7  | The letters used are simple and easy to read                              | 83.33              | Very good  |
| 8  | The cover illustration describes the contents in the material             | 83.33              | Very good  |
| 9  | The images used are clear and interesting                                 | 100                | Very good  |
| 10 | The display of comic learning media is interesting                        | 100                | Very good  |
| 11 | Use attractive color combinations                                         | 91.66              | Very good  |
| 12 | Learning media can attract students' reading interest                      | 100                | Very good  |
| 13 | Making learning easy to understand because media is presented with a storyline | 91.66              | Very good  |
| 14 | Using this comic learning media can increase the desire to learn          | 75                 | Good       |
| 15 | Can make me motivated in learning                                         | 75                 | Good       |
|    | **Average Score**                                                         | **87.21**          | **Very good** |

The percentage criteria for the appearance of indicators on comic media based on local wisdom in narrative text material that has been developed

| No. | Answer      | Score                  |
|-----|-------------|------------------------|
| A   | Very good   | 81% ≤ X < 100%         |
| B   | Good        | 61% ≤ X < 80%          |
| C   | Fair        | 41% ≤ X < 60%          |
| D   | Low         | 21% ≤ X < 40%          |
| E   | Unstisfied  | 0% ≤ X < 20%           |

(Sugiyono, 2012:118)
### Tabel 9. Data from Small Group Trial Results on Media Comics

| No | Question                                                                 | Average Score | Criteria       |
|----|--------------------------------------------------------------------------|---------------|----------------|
| 1  | This comic learning media makes me happy to learn it                      | 83.33         | Very good      |
| 2  | The material in the comic is presented according to my thinking ability   | 77.77         | Good           |
| 3  | The material presented in comics can increase my knowledge                | 97.22         | Very good      |
| 4  | The material discussed in comics is close to my environment               | 100           | Very good      |
| 5  | This comic learning media makes formative tests that can test how far is my understanding of narrative text material | 80.55         | Very good      |
| 6  | The language used is simple and easy to understand                        | 97.22         | Very good      |
| 7  | The letters used are simple and easy to read                             | 91.66         | Very good      |
| 8  | The cover illustration describes the contents in the material             | 91.66         | Very good      |
| 9  | The images used are clear and interesting                                 | 91.66         | Very good      |
| 10 | The display of comic learning media is interesting                       | 91.66         | Very good      |
| 11 | Use attractive color combinations                                        | 91.66         | Very good      |
| 12 | Learning media can attract students' reading interest                     | 94.44         | Very good      |
| 13 | Making learning easy to understand because media is presented with a storyline | 88.88         | Very good      |
| 14 | Using this comic learning media can increase the desire to learn          | 77.77         | Very good      |
| 15 | Can make me motivated in learning                                        | 86.11         | Very good      |
|    | **Jumlah Rata-rata**                                                      | **89.43**     | **Very good**  |

The percentage criteria for the appearance of indicators on comic media based on local wisdom in narrative text material that has been developed

| No. | Answer | Score                |
|-----|--------|----------------------|
| A   | Very good | 81% ≤ X < 100%      |
| B   | Good    | 61% ≤ X < 80%       |
| C   | Fair    | 41% ≤ X < 60%       |
| D   | Low     | 21% ≤ X < 40%       |
| E   | Unsatisfied | 0% ≤ X < 20%       |

*(Sugiyono, 2012:118)*
Table 10. Data on Limited Field Test Results for Media Comics

| No | Question                                                                 | Average Score | Criteria       |
|----|--------------------------------------------------------------------------|----------------|----------------|
| 1  | This comic learning media makes me happy to learn it                     | 89.84          | Very Good      |
| 2  | The material in the comic is presented according to my thinking ability  | 82.03          | Very Good      |
| 3  | The material presented in comics can increase my knowledge               | 97.65          | Very Good      |
| 4  | The material discussed in comics is close to my environment              | 92.18          | Very Good      |
| 5  | This comic learning media makes formative tests that can test how far my understanding of narrative text material | 82.81          | Very Good      |
| 6  | The language used is simple and easy to understand                       | 87.5           | Very Good      |
| 7  | The letters used are simple and easy to read                             | 90.62          | Very Good      |
| 8  | The cover illustration describes the contents in the material            | 95.31          | Very Good      |
| 9  | The images used are clear and interesting                               | 98.43          | Very Good      |
| 10 | The display of comic learning media is interesting                       | 96.87          | Very Good      |
| 11 | Use attractive color combinations                                        | 96.87          | Very Good      |
| 12 | Learning media can attract students' reading interest                    | 90.62          | Very Good      |
| 13 | Making learning easy to understand because media is presented with a storyline | 89.06          | Very Good      |
| 14 | Dengan menggunakan media pembelajaran komik ini dapat menambah keinginan untuk belajar | 85.93          | Very Good      |
| 15 | Can make me motivated in learning                                       | 93.75          | Very Good      |

**Total Average**: 91.29 Very Good

The percentage criteria for the appearance of indicators on comic media based on local wisdom in narrative text material that has been developed

| No. | Answer                | Score             |
|-----|-----------------------|-------------------|
| A   | Very Good             | 81% ≤ X < 100%    |
| B   | Good                  | 61% ≤ X < 80%     |
| C   | Fair                  | 41% ≤ X < 60%     |
| D   | Low                   | 21% ≤ X < 40%     |
| E   | Unsatisfied           | 0% ≤ X < 20%      |

(Sugiyono, 2012:118)
Figure 1 Evaluation of VII Grade Students of Junior High School (SMPN) 3 Kotapinang, Against Media Comics on Narrative Text Based on Local Wisdom

Figure 1 above, there are results of individual trials in Junior High School (SMPN) 3 Kotapinang, showing that comic media in narrative texts based on local wisdom are in the "Very Good" category with an average percentage of 87.21%. The results of a small group trial at Junior High School (SMPN) 3 Kotapinang showed that the comic media in narrative texts based on local wisdom were in the "Very Good" category with a percentage of 89.43%. The results of a limited field trial at Junior High School (SMPN) 3 Kotapinang showed that the comic media in narrative texts based on local wisdom was in the category of "Good Good" with a percentage of 91.29%. This shows that there is an increase and feasibility of comic media in narrative texts based on the VII Grade Students of Junior High School (SMPN) 3 Kotapinang.

V. Conclusion

The feasibility of comic media in narrative texts based on local wisdom developed for VII Grade Students of Junior High School (SMPN) 3 Kotapinang fulfills the requirements and is worthy of being used as a learning medium. This was obtained based on the results of the assessment by material experts, image illustration experts and design experts on the comic media. The results of the material expert validation on the feasibility of material aspects gained an average of 89.37% with the category "Very Good", the aspect of language feasibility obtained an average of 83.33% with the category "Very Good", the feasibility of presentation aspects obtained an average of 89.58% with the category "Very Good. The results of the validation from the illustrated expert obtained an average of 100% with the category "Very Good", while the results of the validation of the design of the learning media from the visual appearance aspect obtained an average of 80.28% with the category "Good", while from the aspect of design learning obtained on average 75% with the category "Good". Therefore, comic media in narrative texts based on local wisdom are developed for VII Grade Students of Junior High School (SMPN) 3 Kotapinang that are suitable for use in the learning process.
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