Comic maker app for enjoyable learning

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Abstract. Learning in the current era also demands mastery of technology (technological literacy). Students and teachers need to take advantage of technology with various application in it to increase their creativity and quality of learning. Applications that can be used by students and teachers in learning, namely Comic Life and the Make Beliefs Comix application that free to used and accessed. This study applied by using the comic maker application. Furthermore, observation was made during the learning activity of students and teachers who used the app. The results are described in qualitative descriptive based on the observation. Comic maker app was able to elaborate and collaborate on some of the student’s abilities and knowledge at the same time. Then, this activity can be present into a work: visualization of images along with the story. In additional to attracted student and gave new spirit in learning, students are also increasingly skilled in operating computer device. Their language skill about selecting words and making sentences also can be trained. For the teachers, by using this application they can perform with more innovative and contemporary learning, not monotonous.

1. Introduction
Now days, the new approaches to apply technologies in teaching and learning is important to do. Especially when education required to be able to facilitate the distance learning or by online learning. These opportunities must be known that using technologies in learning activities are to providing the best and most appropriate ways of supporting learners engagement and achievement. Online learning and e-learning is no longer associated just with distance learning, but is also using relevant technologies. It’s also demands a deep change both in the student’s and the teacher’s role [1]. When properly designed and implemented, technology can be accelerating, increasing, and expanding the impact of effective learning practices [2]. Teachers who are consistently successful with integrating technology in their class had positive attitude towards its used and realize that technology driven a role in increasing students learning outcomes [3].

Many of the projects, assignment, and activities in our curriculum ask student to be creative, to express themselves, and to share their creation with others. Computer science provides an outlet for personal expression and creativity. The goal is always to enable students to transfer their skill, to create of their own views with a critical lens for interpreting the world, and carve out their character in the world. Computer based learning also prepares all students to participate in technological society, whether in the future they pursue careers in technology or not, because computer science can be life changing, it’s not just skill training [4].

Human in education environment have to use the computer equipment that is “rich” to find some of problem solving in the process of teaching and studying [5]. In addition, technology provided interaction
between teachers and learners, provided comprehensible input and output, helped learners to develop thinking skills, made learning and teaching to student-centered, promoted learner’s autonomy and helped them feel more confident, and increased learner’s motivation to effectively learn a language [6]. For some teachers, they needed to receive training which will build their confidence so that they can become capable of dealing with available technology [7].

In the process of implementation of modern education technology, we should pay attention to and strengthen the student’s main role. Its not be to weaken the role of teachers as the price, but should complement each other [8]. Comic are proven to be a modern pedagogy, which is starting to gain its popularity in teaching, and its can be very helpful in making concepts of the subject study more interesting and comprehensible for children [9]. Comic strips can be the option media in teaching and learning process to enhance students’ interest in texts in general [10]. The purpose of this study was to bringing the learning paradigm in language and literature works by utilizing many application and program in computer based learning so that students or the teachers can choose their own applications to be used in the classroom learning. This research is focused on using comic maker app to make enjoyable learning, which allows the teachers to create more interesting learning and allow the students to express their own views on various topics or various things in this world.

2. Methods
This research implements computer based learning by utilizing comic maker application to conduct learning, especially in Bahasa Indonesia (language and literature) in elementary schools. This will be carried out with the following research schemes. 1) Observing planning step and preparation before study (when the teacher chooses the subject/materials for the learning process) and also observing the students (when they do writing activity by using comic maker app such as, namely, Comic Life and Make Beliefs Comix). 2) Make some interview on Implementing comic maker app that using by students and teachers during the lessons. 3) Make a descriptive report about all activity during their learning. 4) Evaluating and assessing the overall learning process.

3. Results and discussion
3.1. The planning to using comic maker app in the class
The teacher makes a lesson plan by selecting certain topic for their elementary students. In language and literature works there are quite a lot of topics that can be developed with this comic maker app, for example choosing the specific topics, like narrative text, explanation text, or description. In addition to facilitating and directing students use the comic maker app to deliver or express their ideas and thoughts. First the teacher needs to provide an overview of this learning. For example, teachers can display their created comic to open the class, also to make students know the topic and learning scheme by using the comic maker app.

Today all of us know that in education, between learning and technological ability can no longer be separated. That is, it’s not just students who have to proficient in using apps or technology to learn. Teachers in preparing for learning must also be proficient first to improve their competence in using technology, especially computers to make learning more interesting and meaningful.

3.2. The implementation of using comic maker app during the lessons
In the implementation phase, teacher facilitate students to understand the comic maker application and its operation. Furthermore, students understand the use of comic maker apps to deliver an idea of a topic or material with specific text concept or form of delivery than has been determined/agreed form of delivery. First, student prepare the materials, in the form of photographs and/or conceptual stories (comic) that they will make. Then, students create a story using a comic maker app, starting from writing sentences to compiling pictures or photos that include the plot and chronological order of the story.

Learning Bahasa Indonesia and literature for elementary students can be facilitated by using the computer device. Computers and supporting application in it become a tool that will help students create
and realize their ideas, be it text, graphics, or images. The use of comic maker app allows students to think systematically, logically, and creatively about a topic that they will convey through the comic story (figure 1). Presentation of story ideas accompanied by clarity of plot and setting in the form of text and sentences can show the level of criticism and depth of student’s knowledge of topic it several. For some students, the use of computers and these apps can reduce the level of lack of confidence for those who are not neat in drawing by hand or manually. However, comic maker app will still be able to train students in artistic sensitivity, namely when editing the images, photos, and choosing designs and colors.

Figure 1. The scheme of using comic maker app in learning.

At the end, students display and/or publish their creation. In addition, the benefit of using computers and comic maker app are in the final results or products that can be quickly access, printed, or displayed. Teachers and schools need to facilitate this as well. Student’s work can be posted on the walls of the classroom or school, printed in comic books or magazines, or can be publish on digital platform that are now widely used.

3.3. The evaluating of learning process
Evaluation starts from planning step, when teachers make planning, chooses the topics, and comic maker application used in learning. The final evaluation is when students can use their comic work to achieve their certain goals or they can contribute for a broader purpose in society by their works. Teachers and students discuss whether learning is interesting, useful or not with openly trying to get suggestions so that teachers can design better learning in the next lesson.

4. Conclusion
Language learning using a comic maker app allows students to present stories and text using different views and shapes thanks to the use of computer technology in the classroom. Students can present a product that can be read the text or story, see the pictures, and can work out the form of physical publication. In other words, the text or stories they wrote in comic form allow elementary students to be able to elaborate and collaborate on some of student’s abilities and knowledge at the same time. Their language skills about selecting words and making sentences, the ability to realize the sequence of events, and their creative power in art also can be observed. As for the benefits for teachers in this learning, apart from being a guide and evaluator, it is also possible for teachers to make advantage of learning by using comic maker app to create innovations and novelties that attract student’s interest. That way both, teachers and students will both increase their capacity in learning by utilizing computers, especially in the use of comic maker application.
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