CHAPTER IV

RESULTS

This chapter describes at least three main points, namely Presentation of Data, Data Analysis, and Revision of the Product.

4.1 Presentation of Data

This part is provides the data collected from try-out. The try-out in this study consists of experts validation which is divided into two parts, namely media experts and material experts. In addition, try out also obtained the results of evaluations by students.

To know the validity of this media the researcher conducted validation to some experts. The criteria of media validation for the expert divided into two criteria, those were educational criteria for teaching material expert and design or layout criteria for teaching media expert.

Using the questionnaire that developed before, the expert of teaching material validated the media that related to educational material criteria. The result of this validation was to revise the media before this media is tried out to the class.

The experts of teaching material are consists of 5 English Teachers from SMPN 2 Ngunut. In this questionnaire the expert of teaching material should respond 11

questions. The data and results of the questionaire will be presented below.
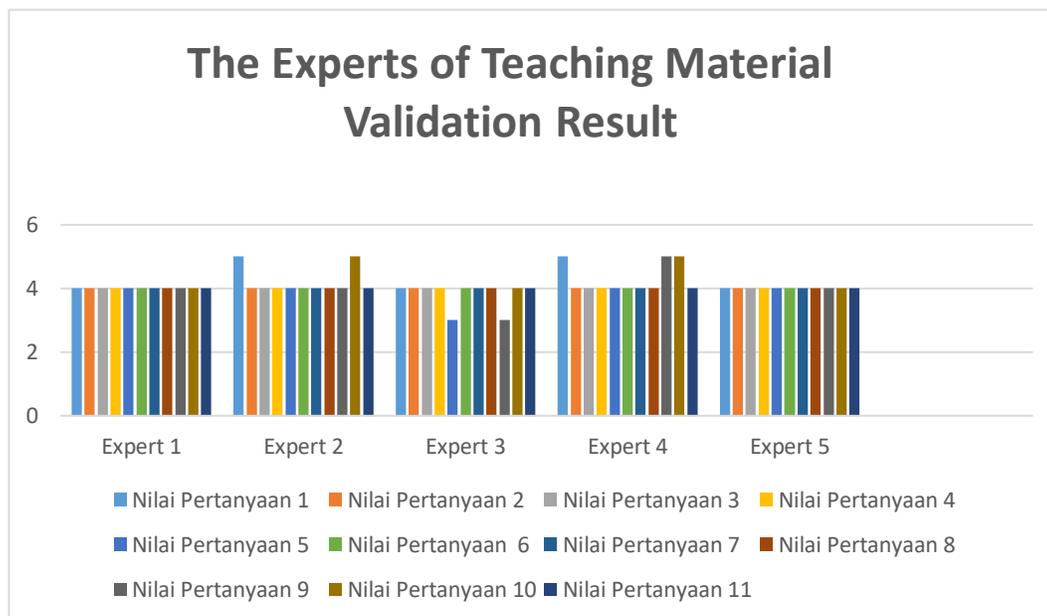
Diagram 4.1. The Experts of Teaching Material Validation Result

The questions presented were 11 questions. That questions are :

1. Materi relevan dengan kompetensi yang harus dikuasai siswa.

2. Media komik digital relevan dengan kompetensi yang harus dikuasai.

3. Materi cukup memenuhi tuntutan kurikulum.

4. Ilustrasi media sesuai dengan tingkatan perkembangan siswa.

5. Ilustrasi media yang fungsional cukup.

6. Materi yang disajikan sesuai dengan kebenaran keilmuan.

7. Materi yang disajikan sesuai dengan kehidupan sehari-hari.

8. Kesesuaian konsep Vocabulary.

9. Kesesuaian konsep Recount Text.

10. Mendorong ketertarikan siswa.

11. Mendorong pemahaman siswa.

From the data obtained above, the following values can be obtained :

$$\text{Percentage} = \frac{score\ (n)}{score\ maximal\ (N)} \times 100\%$$

$$= \frac{223}{275} \times 100\%$$

$$= \textbf{81.090 \% (very good category)}$$

After know the score of teaching material validation, to know the validity of this media that related to design and layout criteria, the researcher conducted validation to expert of teaching media also by using questionnaire that developed by the researcher before. In this questionnaire the expert of teaching media should respond 8 questions that related to design and layout criteria of this product. The media expert in this product is an English lecturer from IAIN Tulungagung which is researcher thesis supervisor.

Aspek Penilaian	Dekripsi	Nilai
Tampilan Umum	Desain media sesuai dengan materi *Recount Text*	4
	Desain media sesuai dengan konsep pengajaran *Vocabulary*	4
	Desain media menarik dilihat	4
Tampilan Khusus	Pemilihan warna dalam media	4
	Pemilihan media yang unik	4

	Memuat integrasi konsep *Vocabulary & Recount Text*	4
Penyajian Media	Tampilan media menarik dan mudah dibawa/ dipindahkan.	4
	Penyajian media mampu mengembangkan minat belajar siswa	4
n		32
N		40

$$\text{Percentage} = \frac{score\ (n)}{score\ maximal\ (N)} \text{ x } 100\%$$

$$= \frac{32}{40} \text{ x } 100\%$$

$$= 80\ \%$$

Category = Good

Table 4.1. Expert of Teaching Media Validation Result

4.1.1 The Try-Out of the Product Result

To find out the readiness and the attractiveness of this product researchers conducted a trial on a small group of students which is amounting to 10 students from 8th grade by giving questionnaires of 10 questions. The data of small group evaluation result can be seen in following table.

No	Item	Scale					Respondent	Score	Percentage	Category
		5	4	3	2	1				
1	1	6	2	2	0	0	10	44	88%	Very Good
2	2	3	5	2	0	0	10	41	82%	Very Good

3	3	3	4	3	0	0	10	40	80%	Good
4	4	2	7	1	0	0	10	41	82%	Very Good
5	5	7	3	0	0	0	10	47	90%	Very Good
6	6	7	1	2	0	0	10	45	90%	Very Good
7	7	4	5	1	0	0	10	39	78%	Good
8	8	2	5	3	0	0	10	39	78%	Good
9	9	3	4	3	0	0	10	40	80%	Good
10	10	3	6	1	0	0	10	42	84%	Very Good
n	418									
N	500									

$$\text{Percentage} = \frac{score\ (n)}{score\ maximal\ (N)} \times 100\%$$

$$= \frac{418}{500} \times 100\%$$

= 83.6% (Very Good)

Table 4.2. Students Validation Result

The questions presented were 10 questions. That questions are :

1. *Digital Comic* ini sangat praktis dan fleksibel sehingga memudahkan dalam belajar .

2. Materi yang disajikan dalam *mobile apps* sudah jelas dan tidak menimbulkan kesalahpahaman materi pada diri saya.

3. Saya secara efektif dapat memahami konsep materi *Recount Text* menggunakan *Digital Comic* ini.

4. Saya merasa nyaman menggunakan *Digital Comic* ini.

5. *Digital Comic* ini memiliki tampilan yang menyenangkan sehingga menarik untuk dipelajari.

6. Materi yang ada dalam *mobile apps* ini disajikan begitu mudah.

7. Menggunakan *Digital Comic* sebagai media pembelajaran mendorong saya untuk belajar lebih giat lagi.

8. Setelah menggunakan *Digital Comic* ini saya semakin memahami materi *Recount Text.*

9. Setelah menggunakan *Digital Comic* ini saya merasa penguasaan kosa kata dalam Bahasa Inggris saya bertambah.

10. Secara keseluruhan, saya puas dengan *Digital Comic* ini.

4.2 Data Analysis

This part discuss about data analysis from validation and the try-out of the product. The validation of product result is used to revise the product and the try-out is used to evaluate the expediency and quality of the product.

4.2.1 Data Analysis of Validation Result

Based on the results of the above assessment, the researcher get the percentage result of educational criteria from expert of teaching material was 81.090%. It means that the teaching material for media is very good and suitable for learning activity in classroom.

From the presentation data of teaching media expert validation result above, researcher get the percentage result of design and layout criteria from expert of teaching media was 80.00%. According to the percentage result of teaching media expert above the category of this digital comic is good based on design and layout. So, the researcher can conclude that this teaching media is valid and suitable for classroom activity according to design and layout criteria and ready to implement in the class for more evaluation.

4.2.2 Data Analysis of Try Out Result

Based on the evaluation result above from a small group of students which is amounting to 10 students from 8th on the technique produced 83.60 %. According to the range percentage, we can conclude that this teaching media had very good quality. So, this teaching media is proper and ready to implement in field trial evaluation.

4.3 Revision of the Product

Based on the data validation result from the teaching media expert, there are some revisions for this teaching media. The revision of the product is used to make the product better. The result of the revision describes below:

1. Content

The material experts suggest to eliminate the translation sentences in the comics. It is intended that students can find the meaning of a sentence by themselves according to the context they are reading.
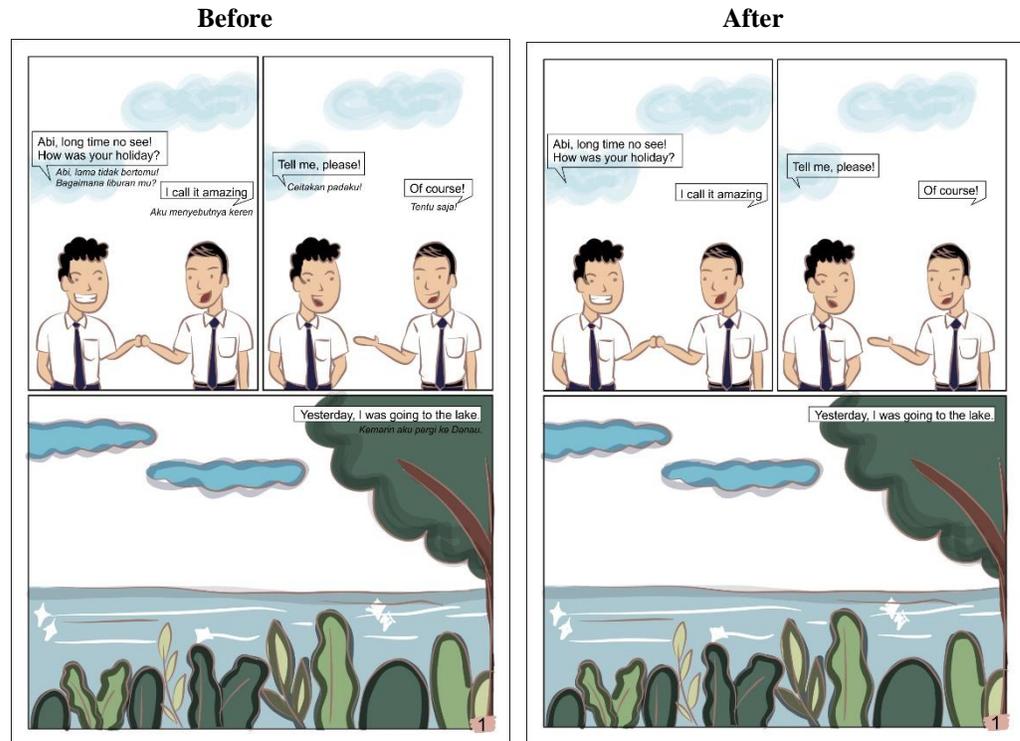
Before	After

2. Grammatical Errors

There are some sentences that do not match the writing of the sentence in Recount Text. Like the comic below, the verb *buy* should be *bought*.

Before   **After**