DEVELOPING MEMATIC ARTS RAGE COMIC MODEL WITH CREATIVE PROCESS FOR TEACHING DAILY CONVERSATION

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Abstract

Speaking is a skill that many students especially adult learner found it difficult to learn even with many reference to make their speaking more fluent. They often lack of words or vocabolary to speak english for a long duration. Speaking itself is one of important skill to mastering in education and job requirement. To meet this requirement this research purpose is to make mematic arts rage comic model as a media that can make the learner easy to speaking for daily conversation.Mematic arts itself is already well known by common people. Rage comic already known in 2012 in social media and being popular among teenager back then. By using research and development method by Borg and Gall by using questionnaire and observation as the research tool, mematic arts rage comic model is being choosen to be a media that will be developed to have a purpose to be a media for teaching daily conversation.

Keywords : Mematic arts, Rage comic, Research and development, Speaking skill.

Abstrak

Speaking adalah keterampilan yang banyak siswa terutama pelajar dewasa merasa sulit untuk pelajari bahkan dengan banyak referensi untuk membuat *speaking* mereka lebih lancar. Mereka sering kekurangan kata atau kosa kata untuk berbicara bahasa Inggris dalam waktu yang lama. *Speaking* sendiri merupakan salah satu keterampilan yang penting untuk dikuasai dalam pendidikan dan kebutuhan pekerjaan. Untuk memenuhi kebutuhan tersebut tujuan penelitian ini adalah membuat seni mematis model *rage comic* sebagai media yang dapat memudahkan pembelajar berbicara dalam percakapan sehari-hari. Seni mematis sendiri sudah cukup dikenal oleh masyarakat awam. *Rage comic* sudah dikenal pada tahun 2012 di media sosial dan sedang populer di kalangan remaja saat itu. Dengan menggunakan metode penelitian dan pengembangan oleh Borg and Gall dengan menggunakan kuesioner dan observasi sebagai alat penelitian, seni mematis model *rage comic* dipilih untuk menjadi media yang akan dikembangkan dengan tujuan sebagai media pengajaran percakapan sehari- hari.

Kata Kunci : Mematic arts, Rage comic, Research and development, Speaking skill.

INTRODUCTION

Classroom activity can be very stressful and really boring nowadays, because when the teacher teach,he or shedoesn't really get the attention of the students, because the ordinary teaching ways, the teacher itself giving an assignment to the students nonstop. In this pandemic situation the learning method must have an improvement, everything has becoming online, even the learning process has become online. One of the classic media in teaching is by using picture The teaching media like picture itself can be very helpful to make the online or offline learning process more lively because the students get the visualition of the material in the online or offline teaching process, but if the picture it self is not eye catching enough to get the students attention in the class.

There are four english skills speaking, reading, writing, and listening. Of course, other skills such as pronunciation, grammar, vocabulary, and spelling all play a role in effective english communication. Productive skills is the term for speaking and writing, skills where students actually have to produce language themselves (Harmer,2007). The amount of attention to give to each skill area will depend both the level of the learners itself as their situational needs. There is many ways to achieve those skills ; for writing, learners can copying text word for or immitating a model this method can be used by a beginner learners. For reading skill learners can do reading aloud. For listening skill learners can hear practicing by hearing some musics or some videos with this kind approach the learner can get used to the english language word by word. For speaking skill, learner can do some simple pronounciation from the dictionary word by word.

Students need a fresh content to make them have interest to learning. For many years education still do the same thing to teach students in the classroom. Students only come to the school and then listened to the teachers for mostly a whole day, and that just because to fulfill their obligation as children. Children nowadays mostly have a smartphones, especially in pandemic situation that everything become online. Many alternative teaching media can to teach student by online, example Youtube, Facebook, Twitter,WhatsApp,and Google. Everyday students always seeing picture and videos on their social media, that media get the students attention because they like something visual thing that can they watch. Romiszowski(2003) said leraning media as the carries of messages, from some transmitting source, to the receiver of the message. By using this kind of media to teach the students, students will take attention to the material, because the media is related to their daily activity on social media.

One of the most usual thing people can find in social media is mematic arts. Mematic arts can bring a humour to the person who watch it or read it. The form of mematic arts can be picture,video, or text. Using mematic arts as media can be a good choice to because the context of the mematic arts can be related to the students daily life, and it will attract the students attention to following the learning process because they will find it unique. Mematics arts itself is hard to be found on education area, so this media will be eye catching to the students, and it can bring the students out of joy because of the mematics arts humour. According to Stebbings(1980), in classroom, any form of humor, whether introduced by the teacher or the pupil, could potentially provide social comic relief. Humor appropriately used has the potential to humanize, illustrate, defuse, encourage, reduce anxiety, and keep people thinking. Thats why mematics arts can be an option to be a teaching media to deliver the learning material.

This research purpose is to prove mematic arts can be a good media learning and motivated other teacher to make another media related to social media life. by using Research and Development by Borg and Gall, researcher will develop mematic arts as enjoyable learning.

RESEARCH DESIGN

The research that will be conducted by researcher is a type of research and development (R&D). The researcher chooses this research because the researcher will develop Mematic Art as a learning medium for speaking daily conversation for students. According to Sugiyono (2014:407) research and development method is a method use to produce a certain product, and test the effectiveness of the product. Furthermore Gall, et. al (2003:45) stated that basically research and development have two main objectives, they are: (1) to develop a product and (2) to test the effectiveness of the product.

From those statements, it can be concluded that research development is a process used to produce a certain product, and test the effectiveness of the product. Therefore, the research and development that the writer will do is developing a product in the form of Mematic Arts as a teaching material for speaking skills courses. The material that will be designed by the researcher is daily conversation and it will be applied to students in learning speaking for professional contexts.

Data analysis used in a study aims to answer the questions listed in problem identification. It is one of the research activities in the form of the process of compiling and processing data in order to interpret the data that has been obtained. According to Borg & Gall R&D method take 10 steps for developing the product until it can be used properly by the user, but in this research the writer only use

the simplified step mentioned by Utomo, Muslimin, & Darsikin (2015) : 1) Product analysis. 2) Product Developing. 3) Expert validating & revising 4)Limited testing 5)Final Product.

1. Product Analysis

The product analysis is necessary to find the right product to developed it. the use of learning aids or learning media used at this time during the pandemic is required to reduce face- to-face,so that teachers must innovate using attractive and usable media and reach all students even though they are not face to face. And the media is easy use for the teachers and the students can easily understand the material not on boring way.

2. Product Developing

After knowing the problem from above the researcher decide to make a mematic arts as a learning media. After that the researcher try to developing it by trying to use some template of mematic arts that can be used for learning.

3. Expert validating & revising

Next is validating the mematic arts by experts, is experts material, media, and learning experts. The validation process will use questionnaire. To measure the questionnaire results obtained, researcher will use a Likert scale. The Likert scale is a measurement scale developed by Likert (1932). The Likert scale has four or more question items that are combined to form a score / value that represents individual characteristics, for example knowledge, attitudes, and behavior. Sugiyono (2014: 93) stated that the Likert scale is used to measure a person's attitudes, opinions, and perceptions about social phenomena. The Likert scale used is described as follows:

Table 1.1 Likert Scale

Score	Category
1	Not very good
2	Not good
3	Pretty good
4	Good
5	Very good

Source: Sugiyono, 2014:94-95

From the questionnaire the researcher will know what is still lacking from the mematic arts to be a proper media learning and will be revised to a better version

4. Limited testing

Then the revised mematic arts will be tested in learning lesson with some choosen students. The researcher will observe the process of the learning lesson when using the mematic arts for example of the material. The data from the observation will be used to know what still lacking from the media

5. Final product

From the data of the observation the mematic arts will be revised once more to make it better and will be the final poduct.

FINDING AND DISCUSSION

The result of the product development is a learning media to teach students on online class by using mematic arts rage comic model to introduct the learning material.

In this mematic arts rage comic model learning media there is six page that contained the material :

Page 1-3 : Explaining giving and asking opinion material

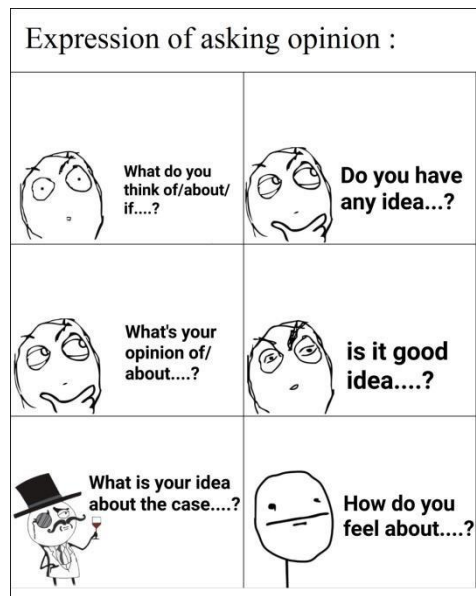Page 4-6 : Example of giving and asking opinion material

Image 1.1 Mematic art learning media

Image 1.2 Mematic art learning media

Image 1.3 Mematic art

Image 1.4 Mematic art

Image 1.5 Mematic art

Image 1.6 Mematic art

After through validation process by the experts of speaking skill and learning teacher media, they approved the mematic arts rage comic model is suited to delivers the learning material to the students.

The result from the expert validation showing mematic arts rage comic model have a good qualifitication to be a media (table 2.1) and it can be used for teaching daily conversation

Table 2.1 Validation result

No	Component	Respond				
		Not very good	Not good	Pretty good	Good	Very good
1	Appropriateness				V	
2	Effectiveness				V	
3	On target material					V
4	Easy to applicated				V	
5	Design				V	

The result from the observation in the limited testing on process showing mematic arts rage comic model have a good quality content, attractiveness, (table 2.2) and it can be used for teaching daily conversation

Table 2.2 Limited testing and observation result

No	Component	Respond				
		Not very good	Not good	Pretty good	Good	Very good
1	Motivated					V
2	Interested			V		
3	Enjoyed			V		
4	Understandable				V	
5	Psychomotor				V	

CONCLUSION

Based on the results of the research that has been done, it can be concluded that the development of learning media through Mematic arts Rage comic model for teaching daily conversation in the speaking for professional context class is a new thing and can be an alternative for lecturers who want to use the product. In addition, the responses from students and validators are quite good and also provide positive suggestions so that researchers hope that the learning media can be used in the future, especially in learning speaking for a professional context

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