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THE INFLUENCE OF E-COMIC STRIP ON STUDENTS' NARRATIVE TEXT WRITING SKILL AT SMP NEGERI 7 KOTA SERANG

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Abstrak: Penelitian ini bertujuan untuk mengetahui pengaruh media pembelajaran e-comic strip terhadap keterampilan menulis teks narasi siswa SMP Negeri 7 Kota Serang. Penelitian ini menggunakan pendekatan kuantitatif dengan desain quasi eksperimen. Populasi penelitian ini adalah siswa kelas IX SMP Negeri 7 Kota Serang. Sebanyak 360 siswa kelas IX semester II tahun ajaran 2023/2024. Teknik pengambilan sampel yang digunakan adalah teknik proporsional random sampling. Analisis data menggunakan SPSS versi 26 untuk mengetahui reliabilitas, normalitas, homogenitas, dan hipotesis. Hasil uji t menunjukkan nilai Sig (2-tailed) sebesar 0,000 yang berarti < 0,05 sehingga dapat disimpulkan bahwa hipotesis nol (Ho) ditolak. Hipotesis alternatif (Ha) diterima yang berarti media pembelajaran e-comic strip berpengaruh terhadap keterampilan menulis teks narasi siswa kelas IX SMP Negeri 7 Kota Serang.

Kata Kunci: E-Komik Strip, Keterampilan Menulis, Teks Naratif, Siswa.

Abstract: *This research aims to determine the influence of e-comic strips on students' narrative text-writing skills at SMP Negeri 7 Kota Serang. This research employed a quantitative approach with a quasi-experimental design. The population of this research was the ninth-grade students of SMP Negeri 7 Kota Serang. Three hundred sixty students in the ninth grade in semester two of school year 2023/2024. The researcher used proportionate random sampling to select samples based on the population size in the study. SPSS version 26 was used to analyze reliability, normality, homogeneity, and hypothesis. The t-test results showed that the Sig (2-tailed) value was 0.000, which means <0.05, so it can be concluded that the null hypothesis (Ho) is rejected. The alternative hypothesis (Ha) is accepted, which means that E-comic Strip learning media has an effect on the writing skills of class IX students of SMP Negeri 7 Kota Serang.*

Keywords: *E-Comic Strip, Writing Skill, Narrative Text, Student.*

INTRODUCTION

Students must master four skills in English lessons at school: speaking, listening, reading, and writing. Writing is an important skill in English teaching. According to Harmer (2004), writing is one of the four skills that are always part of the English teaching syllabus, and effectively writing is seen as an important goal for students. So, writing can be the key to learning English.

According to Mansor et al. (2020), Indonesia is already in the Education 4.0 (E4) era, which is in line with the Industrial Revolution 4.0 (IR4) era. Technology is getting closer to the lives of students and teachers. This brings a new stimulus to education systems around the world. The inclusion of technology in learning impacts the transformation of Education 4.0. Some experts have conducted extensive experimental, action, or even conceptual research using technological innovation known as information and communication technology (ICT) (Lase, 2019). ICT skills are essential for every teacher because they use ICT to support learning. Writing narrative text is challenging because writing is not a skill that is naturally acquired but learned (Ramadhan et al., 2020). Therefore, researchers try to innovate by using electronic comic strip media as learning media for students. The learning media created will collaborate with Instagram social media. Later, teachers will use this media in the classroom to carry out learning activities.

This study uses two classes, namely the control class and the experimental class. The control class will be taught without using electronic comic strip media but with picture media, while the experimental class will use electronic comic strip media. Based on the data above, both classes (control and experimental) were given a pre-test before the researchers gave the treatment. After four meetings, a post-test was given to determine the effect of using the e-comic strip technique on students' ability to write narrative text. In this study, data collection used pre-test and post-test results, which were analyzed quantitatively. The pre-test and post-test data were used to determine the results of students' Narrative Text writing performance using the e-comic strip technique in the experimental class and without the e-comic strip technique in the control class. This study aims to determine whether the use of electronic comic strip media influences the teaching of writing narrative text to students at SMP Negeri 7 Kota Serang. The benefits of this research are expected to contribute to the development of knowledge, especially in English writing.

RESEARCH METHODS

This research design uses experimental quantitative research methods using 2 variables, namely the independent variable (x) or the dependent variable (y). The object of this research includes 2 (two) variables, namely the independent variable and the dependent variable. Independent variables are factors that are changed in research. The independent variable in this study is the e-comic strip. This variable can facilitate students in learning to write narrative text in class. While the dependent variable is the factor measured to determine whether they are

influenced by the independent variable. The dependent variable in this study is students' writing ability skills. A significant effect on students' writing ability can be seen after using e-comic strips in Narrative Text. This research will be conducted at SMP Negeri 7 Kota Serang, Jalan Panancangan Baru Number 36, Panancangan, Kecamatan Serang, Kota Serang, Banten 42118, Banten Province, Indonesia.

The sampling technique used in this research is proportionate random sampling because in this school there are no majors and heterogeneous student characteristics. According to Sugiyono (2016), proportionate stratified random sampling is a technique where all members have the same opportunity to be sampled according to their proportions because the population has members/elements that are not homogeneous and proportionally stratified.

Therefore, in some cases, researchers use random sampling and randomization to collect data on the entire population that has been recorded and then written in the Microsoft Excel application. After entering the data into the application, write the random sampling formula in the application '=RAND(Sample)', then click enter to get the result. Furthermore, if the population is more than 100 participants, then 10%-15% or 20%-25% of the population can be taken (Arikunto, 2010). However, the number of students in class IX SMP Negeri 7 Kota Serang is more than 100 people. Therefore, the researcher used a sample taken to represent the population. However, the sampling technique must be done correctly. In order to represent the population, the researcher counts back by using the sampling technique will be related to determining the number of samples using the Slovin formula as follows (Sugiyono, 2016):

$$n = \frac{360}{1 + 360(0{,}2)^2} = 43{,}90\ (rounded\ to\ 44)$$

The instruments used in this study were pre-test and post-test. First, students from the experimental class and control class will be given a pre-test before using the formula. Before the learning process begins, a pre-test will be given to determine the students' ability in Narrative Text for both the control class and the experimental class. Only the experimental class will be taught by using e-comic strip technique in the learning process. Finally, students are given a post-test to determine the significant effect between students who are taught using e-comic strips and those who do not use e-comic strips. The tests were in the form of essay writing for the pre-test and post-test.

The pre-test consisted of narrative text with the topic “Sangkuriang and Tangkuban Perahu”. The pre-test was distributed to the experimental class and the control class. The pre-test aims to determine the initial difference between the experimental class and the control class

before getting treatment. The post-test consisted of a short essay in the form of a narrative text on the topic of "Aladdin and the Magic Lamp". The post-test was distributed to the experimental and control classes. This aims to determine the effect of using electronic comics on students' writing ability in narrative text.

The results of the pre-test and post-test were analyzed quantitatively. The test data was used to determine the performance of students' narrative text writing using e-comic strip technique in the experimental class and without using e-comic strip technique in the control class. The researcher calculated normal distribution, homogeneity of variance, and t-test.

RESULTS AND DISCUSSION

This research design used a quasi-experimental quantitative research method. According to Nuraeni and Lube (2020), experimental research aims to find cause-and-effect relationships between variables under controlled conditions. This study uses two classes, namely the control class and the experimental class. The control class will be taught without using comic-strip electronic media, while the experimental class will use comic-strip electronic media. Population and sample are essential steps in conducting a research study. Population is the whole subject of research. Sugiyono (2014) states that population is a general area consisting of subjects with specific quantities and characteristics based on the author's writing. Sampling is the process of mirroring several individuals for a study so that the researcher will study a subgroup of the target population to generalize about the target population.

This study's population is comprised of ninth-grade students at SMP Negeri 7 Kota Serang; the number of students can be seen in Table 1

Table 1 Data of Class IX Students

Class	Students'
IX A	40
IX B	38
IX C	40
IX D	40
IX E	40
IX F	40
IX G	39
IX H	43

IX I	40
Total	360

In this study, researchers only used two classes as samples. The purpose of the researcher choosing the Control Class (IX H) and the Experiment Class (IX F) of SMP Negeri 7 Kota Serang in the academic year 2023/2024 is because, from the results of observations with the teacher, the researcher found several existing problems, that they have limitations in writing skills as evidenced by their exam results last semester. To determine the experimental and control classes, the researcher asked the teacher who taught English in grade nine for advice. The teacher chose the class because the class had never been tested for treatment by other researchers.

The presentation of research data from each variable used the SPSS version 26 program. Before the trial stage, the researcher conducted the validation and reliability stages to prove that the data obtained could be used properly for the next stage. At the validity stage, researchers use the expert validity stage, which is carried out to ensure that the tools and tests made by researchers are considered feasible and can be tested on students. The validators in this study were English teachers at SMP Negeri 7 Kota Serang and lecturers of writing courses at the University of Sultan Ageng Tirtayasa.

Table 2 Reability test of Pre-test

Symmetric Measures

		Value	Asymptotic Standard Error[a]	Approximate T[b]	Approximate Significance
Measure of Agreement	Kappa	.748	.069	15.780	.000
N of Valid Cases		44			

a. Not assuming the null hypothesis.

b. Using the asymptotic standard error assuming the null hypothesis.

Based on the output above, the Kappa value of the Pre-test in the experimental and control classes using SPSS is 0.748, included in the excellent agreement category. This means sufficient agreement exists between rater 1 (teacher) and rater 2 (researcher). The Asymptotic Standard Error value of 0.69 indicates a standardized measurement error. The smaller the coefficient, the more reliable the measurement results. The probability value (Approx. Sig) of 0.000 <0.05 indicates that the Kappa value is significant, meaning that this Pre-test is reliable for research data collection.

Table 3 Reability test of Post-test

Symmetric Measures

		Value	Asymptotic Standard Error[a]	Approximate T[b]	Approximate Significance
Measure of Agreement	Kappa	.648	.074	14.072	.000
N of Valid Cases		44			

a. Not assuming the null hypothesis.

b. Using the asymptotic standard error assuming the null hypothesis.

Table 3 above shows that the Kappa value of the Post-test in the experimental and control classes using SPSS is 0.648, included in the excellent agreement category. This means sufficient agreement exists between rater 1 (researcher) and rater 2 (teacher). The standardized measurement error is shown by the asymptotic standard error of 0.074. The smaller the value of this coefficient, the more reliable the resulting measurement. The probability value (Approx. Sig) is 0.000 < 0.05. This means that the kappa measure is significant, or it can be said that this Post-test is reliable enough for data collection in research.

The next stages that must be done before the data is analyzed are normality test, homogeneity, and t-test. Based on data analysis with the help of SPSS version 26, the significance value shows the normality of the data. The value criteria used are said to be expected if the significance (sign.) is more significant than Alpha (0.05); otherwise, the value

criteria are said to be abnormal if the significance value (sign) is smaller than Alpha (0.05). The results of the normality test in this study are as follows:

Table 4 Normality test

Class	Asymp. Sig.	Keterangan
Pre-Experimenr	.206	0,206 > 0,05 Normal
Pre-Control	.211	0,211 > 0,05 Normal
Post-Experimen	.227	0,227 > 0,05 Normal
Post-Control	.205	0,205 > 0,05 Normal

In the normality test table using one sample Kolmogorov, the significance value (Asymp. Sig) on the experimental pre-test is 0.206 or 20.6%, meaning that the value is more than the value of the Alpha (α = 5% or 0.05). So, it can be concluded that the data is normally distributed. Likewise, the pre-test in the control class has a significance value of 0.211. Furthermore, the test was carried out on the post-test test in the experimental and control classes of 0.227 and 0.205, where the data was included in the normal category and could continue further testing.

The following prerequisite test is the homogeneity test. It is said that there is a significant linear relationship if the value Sign. Greater than the alpha value (0.05) Conversely, if the value is less than the Alpha value (0.05), then there is no significant linear relationship between the independent variable (x) and the dependent variable (y). The results of the homogeneity test between variable x (the use of e-comic) and variable Y (learning on narrative text writing) can be seen in the following table:

Table 5 Homogenity test

Class	Sig	Keterangan
Pre-Test	.297	0,297 > 0,05 Normal
Post-Test	.319	0,319 > 0,05 Normal

The homogeneity test results on the pre-test trial in the experimental class and control class obtained a significant value of 0.297, which exceeds the minimum alpha value of 0.05. Furthermore, the same test on the post-test results in the experimental and control classes obtained a significant value of 0.319, which exceeds the minimum alpha limit of 0.05. It is stated that the pre-test value is declared homogeneous and can be used.

The next test conducted by researchers is testing to prove the results of the hypothesis made, whether or not it is proven by the results obtained. This test uses the Independent test technique with results that can be seen in the following table:

Table 6 Independent Samples Test (T-test)

Class	Sig	Keterangan
Pre-Test	.286	0,286 > 0,05 Normal
Post-Test	.298	0,298 > 0,05 Normal

Based on the table above, the significance exceeds the minimum limit. It can be concluded that there is an influence on the use of e-comic strips (X) on narrative text writing (Y) of 0.286 in the pre-test and 0.298 in the post-test. This means that students can utilize technology well. E-comic can be a good influence on learning if students are able to use it well.

CONCLUSION

Based on the results of the research that has been conducted, it can be concluded that between the independent variable, namely the effect of using electronic comic strips as a learning medium, the dependent variable, namely learning to write narrative texts of students at SMP Negeri 7 Kota Serang, there is an influence or improvement that is produced.

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