

**DEVELOPING THE ANIMATION
'THE LEGEND OF MOUNT KELUD'
AS AN ENGLISH LEARNING MEDIA**

THESIS

Presented to

State Islamic Institute of Kediri

**In partial fulfilment of the requirements
for the degree of Sarjana in Education Department**

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I herewith declare that I wrote this thesis on my own and did not use any unnamed sources or aid. Thus, to the best of my knowledge and belief, this thesis contains no material previously published or written by another person except where due reference is made by correct citation. This includes any thoughts taken over directly or indirectly from printed books and articles as well as all kinds of online material. It also includes my own translations from sources in a different language.

This thesis is to fulfill the requirement for the degree of Sarjana (S1) in English Study Program, State Islamic Institute (IAIN) of Kediri.

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MOTTO

俺が一人で十分、一人だけできる。それで、俺がやる。

"If I alone am enough, I alone am capable. So I will do it."

限界を突破する

"Break the limit"

DEDICATION

This thesis is dedicated to:

- ✎ First of all, I would like to pray to Allah SWT, who always gives me strength, patience, and health so that I can complete this thesis project.
- ✎ Both of my parents, my mom Siti Mahmudah and my dad Adi Santoso. Which they have done a lot for me so far. And because of their prayers, I was able to get to this point.
- ✎ All of the lecturers at IAIN Kediri, especially my advisors, Mr. Muhammad Afifi, S.Hum, M.Pd. and Ma'am Dra. Nurul Ain, M.Pd. who gave me much advice, suggestions, and motivation in finishing this thesis.
- ✎ My colleagues at the English Department of IAIN Kediri that I can't mention one by one, who have provided excellent feedback to me and helped me refine my ideas so that I can complete this thesis.
- ✎ My gang, where they are always ready to help me when I am in trouble.
- ✎ The last one, I would like to thank myself, for pushing myself to go beyond my previous limits. So that I was able to complete this thesis.

ACKNOWLEDGEMENT

Bismillahirrahmanirrahim,

In the name of Allah SWT who is the most gracious and the most merciful. Thank Allah, because of His grace, the author was able to complete his thesis as one of the requirements for completing his studies at the English Department of the State Islamic Institute (IAIN) Kediri.

This thesis would not be complete without support and guidance from each individual and institution. Therefore, I would like to thank:

1. Dr. Wahidul Anam, M.Ag. as Chancellor of the Kediri State Islamic Institute (IAIN).
2. Prof. Dr. Hj. Munifah, M.Pd. as Dean of the Tarbiyah Faculty of the State Islamic Institute (IAIN) Kediri.
3. Nur Afifi, M. App. Ling., Ph.D. as Head of the English Department of the State Islamic Institute (IAIN) Kediri.
4. Dra. Nurul Ain, M.Pd. and Muhammad Afifi, S.Hum, M.Pd. as my advisor whom I respect, for all their guidance, knowledge, support, advice, time, encouragement, and patience.
5. All IAIN Kediri lecturers, especially the English Department, for their valuable thoughts, knowledge and teaching for me during the academic year at IAIN Kediri.
6. My parents and all my friends. Thank you for your help, advice, and guidance.

In conclusion, the researcher realizes that this thesis is still far from perfect. Researchers also expect suggestions and criticism from readers. Hopefully, this thesis can be useful for readers and further researchers.

Kediri, December 16th 2023

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ABSTRACT

Mahmuddin, Moh. Dzaky Adi. (2023). “*Developing the Animation 'The Legend of Mount Kelud' As an English Learning Media*”. Department of English Language Education. Faculty of Tarbiyah. State Islamic Institute of Kediri. Advisor: (1) Dra. Nurul Ain, M.Pd. (2) Muhammad Afifi, S.Hum, M.Pd.

Keywords: *Animation, Folklore, Learning Media*

Learning media is a learning component that includes materials and equipment. Learning media continues to experience and appear in various types. One of the learning media innovations that will be developed in this study is learning media using animation. The research entitled “*Developing the Animation 'The Legend of Mount Kelud' As an English Learning Media*” explains how the process of developing animated learning media takes place coherently and systematically.

This research is based on the research and development model from Dick and Carey but has been modified in such a way by the researcher to make research easier. From this research, the researcher knows that to produce good quality products, it must go through a long process. Starting from (1) planning; (2) creating a storyline; (3) product development (which includes: concept, scenario, character building, storyboard, dubbing, assets, layout, lock movement, coloring, composite and editing, quality check, and rendering); (4) validation by experts, and (5) revision, until finally the final product is obtained.

The results of expert validation, from media expert show the value, namely 78%. This means this product is “valid, can be used but needs a minor revision”. Meanwhile, validation results from linguists show a value of 88%, which means this product is “Very valid, No revision needed”. So this product needs a little revision before it can finally be used as an English learning medium and a medium for introducing local wisdom to young learners.

The implication of folklore animation in teaching English encompasses a range of educational benefits, such as: (1) cultural immersion, (2) language context, (3) contextual learning, (4) language diversity, (5) cultural sensitivity and awareness, (6) critical thinking skills, (7) creative expression, (8) interactive learning, (9) global perspective, and (10) motivation and engagement.

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