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STAIN KEDIRI

DEVELOPING COMIC STRIP AS LEARNING MEDIA IN ENGLISH CLASSROOM FOR SECOND GRADERS OF MAN 3 KEDIRI

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Bersama ini terlampir satu berkas naskah skripsinya, dengan harapan dalam jangka waktu yang telah ditentukan dapat diajukan dalam sidang Munaqasah.

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Setelah diperbaiki materi dan susunannya, sesuai dengan beberapa petunjuk dan tuntutan yang dierikan dalam sidang munaqasah yang dilaksanakan pada tanggal 18 Juli 2016 kami dapat menerima dan menyetujui hasil perbaikannya.

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MOTTO

"If you can dream it, you can do it"

(Walt Disney 1901-1966)

DEDICATION

This Thesis is dedicated to:

1. My beloved father and my beloved Mother, you're my best inspiration and heroes in my life.
2. My big Family, who always give me a support.
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Finally, the writer hopes this thesis will be useful for all readers. The writer realize that this thesis in not perfectly enough yet, it is caused on limitation of capability and knowledge that the writer has owned. Therefore, the writer will be excites to receive constructive criticism and suggestion to make this thesis better and also the writer you for seeing this thesis. Comments, suggestions, and questions are always welcome.

Kediri, 29 June 2016

The Writer

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ABSTRACT

Hasby, A.2016.*Developing Comic Strip as Learning Media in English Classroom for Second Graders of MAN 3 Kediri.* Thesis. English Department Faculty of Education State College for Islamic Studies (STAIN) Kediri. Pembimbing: (1) Dr. Toyyibah, S.S., M.Pd. (II) Bahruddin, S.S., M.Pd.

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Advances of learning media today are very rapid. All aspect that occurs in teaching has been to use learning media. And in education area, media has very important role and is able to motivate students to be more active in thinking and creativity based on their experience. And for now, the curriculum implementation in 2013 was highly recommended in various schools. So, the use of the media also started at the recommended to be applied at the school. But, in other side there is a problem. Various kinds of media are used is still less. The use of media in Education is rarely. Students and teachers only know some of the media that there is still lot of media that can be used and developed, one of the media that can developed is comic strips. So for the future, a wide of variety media, especially comic strips can serve as learning media that matches with the existing Curriculum and in accordance in the need of teachers and students in the learning process.

In order to solve the problem state above, Research and Development (R&D) was used in this study to produce a media that needed. The procedure of R&D were: 1) Need Analysis from the teacher and students, 2) media development in which the materials were adopted, and organized based on teacher and students' book according to the curriculum13, 3)expert validation to assess the product of media based on content and design, 4) Revision to revise the developed media based on the experts' validation, 5) Limited field testing in order to have comments and suggests from the students', 6) second revision, 7) Final Product.

And based on the result of the research, the media get positive side from the student and teacher, because it is suitable with the materials that provide in curriculum13 and there are several suggestions are offered as the following. First, the developed media can be used to be educational media in English for learners. Second, the pictures are used not only to aid comprehension but also to facilitate vocabulary teaching. Comic strips help the students a lot to memorize and recall words. So the learner will memorize and recall it more easily.

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