

CHAPTER I

INTRODUCTION

This chapter will contain an explanation related to the background of the research, the problem being asked, the purpose of the research, and the significance of the research, as well as how to explain the keyword.

A. Background of Study

In everyday life reading is an important activity. Is it just entertainment or information. Because as human beings are always thirsty for new information and entertainment, especially in the realm of literacy, our various information can be absorbed through books, novels or even a graphic novel that is starting to be popular in this era. Because with this, the world of literacy is expanding enormously, graphic novels are a media that interaction with text it is called multimodal that causes it is readers to appeal interest through illustrations presented (Clay, 2000; Sipe; 2008).

The existence of graphic novels is not much different from comics. This means that a graphic novel is not that different from a comic. Either in structure or from it is composition. In the world of literature, there is a lot of history that comics were introduce first, but there are also those who said graphic novels have been around since comic appeared. Some of the expert's opinions are in accordance with the region of the country where the work was first introduced. Like in America, comics existed first around 1915 through several comic strips. Then, graphic novels appeared and were introduced in America by Eisner in 1978(Gorman, 2003). Then the outside of that, in parts of Europe, graphic novels had been introduced since 1930, almost the same as comics in America. But the most interesting is not from the who first appeared, however both works

are really great and can support into develop the world of literature, as a medium for read or enjoy.

Graphic novel was first introduced around 1978 by Eisner's headline "Contact with God" (Askin, 2013). Eisner outlined it as "art that illustrates the state of the world through different dimensions as picture and writing (Eisner, 1985). Maybe many environment guess whether graphic novel is the same as comics or similar, but graphic novel has some clearly story same like as short story with a blend of images and dialogue like comics. Today, it is to many graphic novels around us, for example, 'Adventure of Tintin by Hurge, Nimonia by Noelle Stevenson and other notable works.

Graphic novel cannot be separated from the name of research, because with graphic novel our knowledge will increase and also make researcher more interested in researching it. In analyzing graphic novels, we should know what research technique we will use to analyze it, therefore multimodal analysis texts are appropriate when connected with graphic novels which are semiotic products (Kress and Leeuwen, 2001). In this case, graphic novel should theoretically be a work in visual text. So it can be said from illustrative text and images (O'Halloran and Smith, 2010).

A story must have many sides that make us interested in whether there is something behind the story, is there any message in the story?. Then, in the message any value which contains in the story? Through this study, researcher want to deepen the education value related understanding in graphic novels. As one work displaying a visual or illustration was necessary to further deepen about the educational values found in graphic novel.

Regarding educational values, it has been found in many studies, the value of education does have several benefits as a means of analyzing more deeply a work, be it from audio-visual works such as movies, animation and others. Or textual works that are still literacy-based, such as comic, graphic novel, and others. According to El Mubarak (2008) he divide educational values into two, the first is value of being and the second is value of giving. (El

Mubarok, 2008). In the value of being there are values such as : honesty, not giving up, self-confidence and brave. Then for value of giving instead of : loyalty, respect, kindness and fair

B. Statement of problem

In the present research, the researcher intends to focus on the following problems:

1. What educational values can we learn from analyzing graphic novels of “*Teaching to Learn*” ?
2. How are the employment of the modalities in the graphic novel “*Teaching to Learn*” ?

C. Aims of study

Based on the research questions above, the aims of this study are as follows:

1. To find out educational value in graphic novel “*Teaching to Learn*”
2. To find out modalities in graphic novel teaching to learn

D. Significance of study

The research is expected to have significances in both theory and practice:

1. Theoretical Significance

As a study would have liked to find, to compare or develop something in the lives of those around us, especially what has already happened in society to make more use of it. With graphic novels as interesting media literacy for study, it is even more advanced if we can deepen our understanding of the graphic novel “*Teaching to Learn*”, in order to maximize this work in the fields of literacy and other.

2. Practical significance

- a) For student and University with this research, it is expected to enhance literacy culture even more

- b) For the author this study can provide a educational strategy in the future
- c) For the general public this research can stimulate public awareness of vital aspects of work, especially in appreciation for literacy work.

E. The scope and limitation of study

In this research, there are some limitation that allow researchers to be more directional and not widen too far from their intended context:

In this study, the focus is the graphic novels “*Teaching to Learn*” that is the primary material in the study. In this case, researcher do try to analyze deeper. From how the role, the characterization, and also the writer as a point of view in this graphic novel. Then whether there is the educational value in this novel.

F. Definition of Key Term

- a. **Educational Value:** Education value was education that emphasizes total development individual, social, emotional, aesthetic, moral and intellectual personality spiritual. It means in the development of a sensitivity to good, right and what a beautiful, the ability to choose the right value according to your thoughts and action
- b. **Graphic novel :** Art that illustrates the state of the world through different dimensions as picture and writing”
- c. **Multimodal Text Analysis:** In multimodal, It has always emphasized being able to understand a semiotic from two different contexts.
- d. **Gesture :** Some movement in an illustrated image or comic book

