



## PROCEEDING

### INTERNATIONAL CONFERENCE THE 4<sup>th</sup> SUMMIT MEETING ON EDUCATION

"Values – Based Digital Literacy in  
Millennium Era"

Yogyakarta,  
December,  
22<sup>nd</sup> 2017



TEACHER EDUCATION "MADRASAH IBTIDAIYAH"  
FACULTY ISLAMIC EDUCATION AND TEACHER TRAINING  
ISLAMIC STATE UNIVERSITY SUNAN KALIJAGA  
YOGYAKARTA

**PROCEEDING INTERNATIONAL CONFERENCE  
THE 4<sup>th</sup> SUMMIT MEETING ON EDUCATION  
“Values – Based Digital Literacy in Millennium Era”**

---

VI + 205 hlm, 21,0x 29,7 cm  
Cetakan I, Desember 2017  
ISBN: 978-602-61134-6-7

**Reviewer:**

Dr. Istiningsih, M.Pd.  
Dr. Muqowim, M. Ag.

**Editor:**

Dr. Aninditya Sri Nugraheni, M.Pd  
Fitri Yuliawati, M.Pd.Si

**Panitia Seminar:**

Dr. Andi Prastowo, M.Pd  
Dr. H. Sedyo Santosa, SS  
Dr. Nur Hidayat, M.Ag.  
M. Agung Rokhimawan, M.Pd.Si

*@All Right Reserved 2017*

Diterbitkan oleh:



Program Studi Pendidikan Guru Madrasah Ibtidaiyah  
Fakultas Ilmu Tarbiyah dan Keguruan  
Universitas Islam Negeri (UIN) Sunan Kalijaga Yogyakarta  
Jl. Marsda Adisucipto Yogyakarta 55281  
Telp (0274) 513056. Fax (0274) 519734  
<http://www.pgmi.uin-suka.ac>  
Email: [pgmi@uin-suka.ac.id](mailto:pgmi@uin-suka.ac.id)

## **TABLE OF CONTENTS**

**PROCEEDING:**

**“Values-Based Digital Literacy in Millennium Era”**

### **PREFACE**

### **TABLE OF CONTENTS**

#### **A NUMBERED HEADS TOGETHER IN TEACHING READING: LECTURERS' PERCEPTION AT AL-ANWAR ISLAMIC COLLEGE**

Herman Khunaivi

#### **URGENCY LITERACY STATISTICS IN POLITICAL EDUCATION FOR BEGINNER VOTERS**

Ahmad Anis Abdullah

#### **ENTREPRENEURSHIP EDUCATION IN ISLAMIC HIGHER EDUCATION (PARADIGM OF HIGHER EDUCATION CURRICULUM DEVELOPMENT BASED ON ENTREPRENEURSHIP)**

Inayatul Ulya

#### **HATE SPEECH AND DIGITAL LITERACY**

Heni Listiana

#### **LITERACY SCIENCE LEARNING FOR STUDENTS OF MI/SD IN THE DIGITAL AGE**

Izzatin Kamala

#### **PROBLEM BASED LEARNING (PBL) AND GROUP INVESTIGATION ON SCIENCE THINKING SKILL**

Farida Nur Kumala & Sony Cornelis Lee

#### **PROMOTING VALUES USING TECHNOLOGY IN LEARNING PROCESS**

Agrissto Bintang Aji Pradana

#### **RELIGIOSITY CORRELATIONS WITH ORGANIZATIONAL CITIZENSHIP BEHAVIOR**

Kanthi Pamungkas Sari, Ahwy Oktradiksa

<b>THE ANALYSIS OF SPELLING IN THE SCIENTIFIC WORK OF UNIVERSITY LECTURERS AND CORRESPONDENCE OFFICIAL BUREAUCRACY AT ISLAMIC STATE UNIVERSITY SUNAN KALIJAGA YOGYAKARTA</b>	<b>67-77</b>
Aninditya Sri Nugraheni	
<b>THE ANALYSIS OF STUDENTS' PERCEPTION ON E-LEARNING IN THE ELEMENTARY SCHOOL TEACHER DEPARTMENT OF TEACHER TRAINING AND EDUCATION FACULTY IN SARJANAWIYATA TAMANSISWA UNIVERSITY (UST)</b>	<b>79-85</b>
C. Indah Nartani, Kristi Wardani, Biya Ebi Praheto	
<b>ATHE IMPROVEMENT OF NURSING STUDENTS' WRITING SKILLS AT FIKES UMMGL THROUGH THE USE OF INSTAGRAM</b>	<b>87-94</b>
Athia Fidian	
<b>THE ROLE OF COMIC MEDIA IN LEARNING OF INNOVATIVE CIVICS EDUCATION IN FORMING CHARACTER OF PRIMARY SCHOOL</b>	<b>95-104</b>
Maulana Arafat Lubis, Mutia Sari	
<b>THE USE OF LOGICO GO GREEN GAME METHOD FOR TEACHING EXPLANATION TEXT</b>	<b>105-115</b>
Herin Ratnaningsih, Nisfi Anisah	
<b>URGENCY IN USE OF INTERNET BASED LEARNING MEDIA (E-LEARNING) ON HIGHER EDUCATION</b>	<b>117-124</b>
Halimatus Sa'diyah	
<b>CREATING A MEANINGFUL LEARNING USING SAVI APPROACH FOR STUDENTS OF MADRASAH IBTIDAIYAH (MI)</b>	<b>125-130</b>
Anita Sari Kusumaningtyas	
<b>THE USE OF SEKTOR SEPULUH DERAJAT MEDIA TO PRESENT THE PIE CHART</b>	<b>131-136</b>
Bakhrul Ulum	
<b>THE IMPROVEMENT OF STUDENTS OUTCOME ON MATH BY USING <i>ANDROMATRIKS</i></b>	<b>137-145</b>
Jumiyanto	

# **THE ROLE OF COMIC MEDIA IN LEARNING OF INNOVATIVE CIVICS EDUCATION IN FORMING CHARACTER OF PRIMARY SCHOOL STUDENTS**

<sup>1</sup>Maulana Arafat Lubis

<sup>2</sup>Mutia Sari

<sup>12</sup>IAIN Padangsidimpuan

maulanaarafat62@gmail.com

**Abstrack:** *Educational progress is determined by how teacher's way to arrange the learning process that occurs in schools. The quality of learning depends on how the teacher runs the learning, so the goal of education is achieved, the learning process becomes innovative and fun and learners do not feel bored during the learning process takes place. The formation of students' character becomes the main goal in education, therefore comic is a tool that can help teachers in instilling the values of characters contained in the comic.*

**Keyword:** *Comics, Civics Education Learning, Innovative Learning and Character Education*

## **A. Introduction**

Education is an effort to prepare learners through the activity of counseling, teaching, and training for their role in the future (Oemar hamalik, 2012: 2).

As stated in article 4 of Law number 20 of 2003 about the National Education System which states: National development in education field is to develop the potential of learners to become human beings who believe and piety to Almighty God, and get morality, healthy, knowledgeable, creative, independent, and become democratic and responsible citizens.

One of the disciplines in education is Civics Education. Civic Education is studied by primary school students because it can contribute to achieve the aim of the real education. Civics is one of the learning programs that are expected to form the character of citizens. The learning process emphasizes character education.

Based on the reality, among the problems that often occur in education is the decline of learners' character. The cultivation the character values that should be applied by learners in the school, home and also environment is honest, responsible, healthy lifestyle, discipline, hard work, confidence, entrepreneurial spirit, logical thinking, critical, and innovative, independent, want to know and love science, (Setiawan, 2017: 3).

It is better for character education, if it is implemented at all levels of education in schools, but at elementary school level, character education should be priority. Character education should be begun from elementary school because if the character is not built early, it will be difficult to change the character of a person (Nashran and Maulana, 2017: 147).

To create a character of learners, teacher should be able to create innovative learning, so learners do not feel bored when they follow the learning process. Teachers are required to create creativity or change in the learning process. Innovative learning can be developed through learning media. One of the learning media that is rarely used is comic. Comic is already familiar in education, but in reality the presence of comics is rarely used in the learning process at school. All this time comic that is often read by learners is a comic of translation results of other countries, for example, the comic from Japan, so the values of characters embedded in the comic is different from the values of Indonesian character.

School is a formal educational institution used as a container in the formation of character, so the teacher should be more extra in educating learners into learners who have character values. School does not only achieve the knowledge, but also be able to support the learners to have characters, so they can

face the challenges that occur in the current era of globalization. Because of it, it is required cooperation between teachers and parents, so the expected character is appropriate with the values of the actual characters.

The need of teachers today is an appropriate learning media with learning objectives and indicators that will be achieved by students, so the teacher is easy to convey the material and the concept of learning materials to students. It is necessary to do innovative learning through interesting learning media such as comic.

## **B. Learning Media of Comic**

The word “media” derived from the Latin word is the plural of the word "medium" which literally means mediator or deliver (Sadiman, 2006: 7). Media is anything that can be used to distribute messages from the sender to the receiver, so it can stimulate the students' thoughts, feelings, attention and interests, so interests in such a way that the learning process takes place.

According to Arsyad (2015: 89) visual media (image) holds a very important role in the learning process. Visual media can facilitate understanding (through structural and organizational elaborations) and strengthen memories. Visual can also cultivate student interest and can give relation between learning contents and real world. In order to be effective, the visuals should be placed in a meaningful context and students must interact with the visual (image) to ensure the process of information. Visual media involves the sense of sight. This media includes are verbal print media, graphic print media, and non-print visual media.

The development of learning media in education is growing very rapidly. One of them is graphic media. Graphics media is part of the visual media. Comic is a graphic print media that serves as a tool in education. Comic is a combination of images and sentences that have a purpose to the reader. The colors used in the comics can attract students' attention, so that students' interest in reading can increase because the comic contains the creative images and have characters in it. Simple sentences used in the comic make students not feel bored when they read it. The teacher should use the appropriate learning media based on the material taught. An interesting learning media will produce fun learning.

McCloud (2001: 7) mentions comic as images that run in a deliberated series, intended to convey information and or produce an aesthetic response from the reader.

At first the comic is aimed for making semiotic (symbolic) and hermeneutics (funnels) pictures about funny things (M.S Gumelar, 2011: 2). Cartoon as a form of graphic communication is a form of interpretative image that uses symbols to convey a message quickly and concisely or an attitude toward certain people, situations or events. Cartoons is not drawn detailed by using

symbols and characters that are easily recognizable and understood quickly. Images or figures in comic can provide memory to students. His ability is great for influencing attitudes and behavior (Arief S. Sadiman et al, 2011: 45).

As a visual medium, comic has its own advantages when it is applied as a medium in learning. The use of comic media reduces the delivery of the material verbally. The advantages of comic media according to Trimo (Nur Mariyanah, 2005: 26) are as follows: (1) Comic adds to the vocabulary of readers, (2) Facilitate students to capture things or abstract formula, (3) Can develop reading interest of children and other lesson, (4) The whole plot of comic story leads to one thing that is goodness or another study.

Another advantage of the comic is that the presentation contains a visual element and strong story. The visualized expression makes the reader emotionally involved, so it gets the reader to continue reading through. This also inspires comic that contains learning materials. One of the apparent tendencies, students do not really like learning that is only focused on using textbooks especially with no interesting pictures and illustrations, whereas empirically, students tend to prefer pictorial, colorful and visualized books in both realistic and cartoon forms.

The analysis of comic language proposed by Thorndike (Sudjana and Rivai, 2010: 67) shows that a child who reads a comic book every month almost gets more words twice than a child reads book every year continually. From that analysis, Thorndike concludes that both the number and the meanings of the vocabularies are practically complementary in reading for young readers.

Comic that contains about education is called as educational comics. Comic is simple reading that gives a positive attitude to the readers. Comics also provide interest and motivation to learn to learners Because in the learning process the outcome is not a final goal if the students do not have the spirit in following the learning process.

Comic as a learning medium is expected to increase students' interest and can increase the literacy for students. Comics can also be defined as a form of cartoon that expresses the characters and plays a story in a sequence closely linked to the image and is designed to provide entertainment to the readers (Sudjana, 2007: 64).

Comic has a great role as learning media in school, can also be helpful in delivering learning materials and comic is able to make the atmosphere of learning in the class to be fun. It is the great role of comic for community especially in the school environment, so on 7th October set as World Comic Day.

### **C. Comic Media in Learning of Civic Education**



Learning is a complex system whose success can be seen from two aspects, namely product aspects and process aspects (Wina Sanjaya, 2011: 13).

Civic Education according to the Regulation of the Minister of National Education Number 22 of 2006 about standard of content for Basic and Intermediate Education Units is subjects focusing on the establishment of citizens who understand and are able to implement their rights and obligations to become Indonesian citizens who are intelligent, skilled, and character that is mediated by Pancasila and the 1945 Constitution.

Meanwhile, Civics education in Indonesia can be expected to prepare students to be citizens who have a strong and consistent commitment to maintain the Unitary State of the republic of Indonesia. Civics education is as one of the goals of social science education that emphasizes on values to cultivate good and patriotic citizens, (Setiawan, 2015: 8).

The purpose of education in Indonesia is expected to prepare learners to be useful citizens. School responsibility towards the formation of a useful citizen is very large because education in school teacher plays a major role and responsible for disseminating new ideas that affect toward the various aspects that is the affective aspects of learners.

Kosasih Djahiri states that "in the life of human being in this world there is no place and time of value free, because with these value, morals, and norm will close either the introduction of human identity or life" (Susanto, 2013: 228 ).

Dasim and Sapriya state some fundamental curricular issues and become obstacles in improving the quality of Civics education as follows: (1) the use of time allocation contained in the structure of educational curriculum is described rigidly and conventionally as scheduled of face-to-face lesson, so the learning activities of Civic education by way of face to face in the class becomes very dominant; (2) the implementation of Civics education learning more dominated by the activity of increasing the cognitive dimension results in the increasing portion of other dimensions become dormant. In addition, the implementation of learning is exacerbated with the limitations of learning media facilities; (3) learning that always emphasize on the cognitive dimension implicates in the assessment which also emphasizes on the mastery of cognitive ability, so the teacher must always pursue the target of material achievement (Susanto, 2013: 230).

Based on the explanation above, Civics education learning is only focused on the cognitive aspect, so the learning of Civics education becomes unattractive and boring. Civics education learning is expected to form the character of learners to be good citizens, but the limitations of teachers in running the learning process is not able to make learners to have the character because teachers are only focused on the delivery of the material.

One of the learning media that can be applied in Civics education learning is comic. Comic contains characters that have character in a story. There are some comics that the plot is related to the subject material. One of subjects of civics education is by agreement together. This means that the characters contained in the comics can form the character of students in understanding the content of comic stories.

Here is the comic book related to subject of civics education at the image below:



**Image 1. Comic's cover (Maulana and Nashran: 2016).**

The image above shows how the important of the comic as a medium of learning in elementary school. Many comics can make students to love the learning process. Not only the results of learning become the main benchmark, but also the process is done by a teacher when teaching that is the main thing that can make students happy in learning.

#### **D. Comic Media in Inovative Learning**

According to Constitution Number 18 of 2002 Innovation is a research, development, and or engineering activity aimed at developing new practical, values and scientific contexts applications, or new ways to apply existing science and technology into products or production processes .

Comic is an innovation that has existed, but it needs to be developed because the presence of comic in the world of education is very rare to find. Comic is also an interactive learning medium that can be applied in innovative learning. Innovative learning should use an interesting medium so that the interest of learners in learning is more increasing.

Innovative learning is a learning that is not only focused on the teacher, but also focused on the learner. Learning that is only focused on the teacher will make the classroom atmosphere becomes boring, and also can reduce the interest of learners in following the learning process. One effort that can be done in innovative learning is by presenting the comic as an interactive learning media that can give students' interest in following the learning process.

## **E. Comic Media Can Form Student's Character of Primary School**

The biggest problem in Indonesia is the declining character of citizens. That is why teachers as the main role in the school should be able to form the character of the learners from early. Teachers must be able to become a figure that can be imitated by learners. Teacher is also as a weapon in fostering the character of learners. Whatever will be done by the teacher will be followed by the learner. Teachers have a huge responsibility in forming the character, culture and moral of learners. Therefore teachers should be able to provide a good example, so it will have an impact on the character formation of learners.

According Hendrojuwono (2008: 72), good and bad characters can not be formed automatically, but through the process of education, teaching, modeling, and learning that is ongoing all the time. Through character education conducted in the school, children will be taught about basic ethical values, such as honesty, responsibility, kindness, generosity, courage, freedom, equality, and caring that are given simultaneously and sustainably.

Character building must be done systematically and continually involving aspects of "knowledge, feeling, loving, and action". Character building can be likened to the formation of a person into a body builder that requires "practice muscles" continuously in order to become strong and strong.

Basically, a child with low character qualities is a child whose level of emotional-social development is low, so children get greater risk of learning difficulties, social interactions, and inability to control themselves. The importance of building the character of early childhood or pre-school age is the preparatory time for the real school, so the building of good character in preschool age is very important thing to be done (Muslich, 2011: 202).

One effort that can be done in educational institutions to form the character of learners can be done with the application of innovative learning media in the form of comic. Comic media can present inspiring stories where there is a positive attitude of the characters presented in the form of images. Comic can also be associated with learning materials. Stories in the comic must accomplish the actual learning objectives.

How important of character education in school is, the parent of students prefer the intelligence than character education. Learners who have a character will be a good citizen because a learner already has the character, he will easily be able to follow every learning process. The other way, if learners have a bad character, of course they will not be able to follow the learning process well. That is why a teacher must be able to create a fun learning, so the purpose of learning materials can be delivered. Character education becomes an urgent thing to be

done in an effort to improve the quality of elementary, junior and senior high school graduates (Zubaedi, 2011: 194-195).

Building student's character is an actual educational goal. Character education also improves the quality of human resources that can improve the nation's development. That is why the character education has a very big role in the progress of the nation facing the globalization era. Character education can also distinguish Indonesia into a different country from other countries in terms of character. The national development in the field of education is the effort to improve the life of the nation and to improve the quality of Indonesian human beings who are faithful, pious, noble, mastering the science, technology and art in realizing a developed, just, prosperous and civilized society based on Pancasila and the 1945 Constitution of the Republic of Indonesia.

Samsuri (2011: 2) says, the term "character" itself contains at least two things: values and personality. A character is a reflection of what value is inherent in an entity. "Good character" is an appearance of a good value possessed by a person or something, beyond the question of whether "good" is as "authentic" thing or simply camouflage as an aspect of personality and character.

Wiyani (2013: 25) argues that character is the quality or strength of mental or morals, individual's morality or character that is a special personality that becomes the booster and distinguishes it of other individuals. Character can be interpreted as a behavior or traits that someone has in doing, either good manners or good attitude. Someone behaves well, then it can be said someone has a good character.

Lickona (2013: 82) argues that a person is said that having good character if in real life has three habits, they are to know the good (habits of mind), to want the good (habits of hearth), and to do good (habits Of action).

The purpose of character education is basically to encourage the birth of good children. Growing and developing of good character will encourage learners to grow with the capacity and commitment to do the best things and to do everything well and to have a purpose in life. People also play a role in forming children's character through their parents and the environment (Gunawan, 2014: 192-193). Schools, communities and families must work together in character building.

Berkowitz (2004: 57) argues that the essence of character education is to educate students to instill basic ethical values in educational or school contexts. School is a very strategic place for character education, because all students from various backgrounds will get education in the school. In addition, most of the students' time is spent in the school, so schools play an active role in shaping the character of students.

Through the comic learning media, learning is expected more effective, so with the comic learning media, the goal of character education can be implemented.

## F. Conclusion

Comic is an innovative learning media that can help teachers in delivering material in learning, one of the subjects is Civics education. Civic education learning considered boring can be fun with the help of interactive media in the form of comic. The purpose of comic learning media does not only make learning fun, but also it can help teachers in shaping the character of the learners. In addition, the comic is also a tool that can be used by teachers in delivering learning materials to students.

That is why teacher is expected to utilize the media as as a tool in helping the learning process. Not only student learning outcomes should be improved, but also their willingness to keep their culture of literacy and fun in learning. Establishing students to have character is highly expected by parents and teachers because in facing challenges in the globalization era learners must have the competence and character.

## Attchement



Pendidikan Kewarganegaraan Kelas V SD/MI





Pendidikan Kewarganegaraan Kelas V SD/MI



Pendidikan Kewarganegaraan Kelas V SD/MI

## References

- Arief S. Sadiman, dkk. 2011. *Media Pendidikan: Pengertian, Pengembangan dan Pemanfaatannya*. Jakarta: Rajawali Press.
- Arsyad, Azhar. 2015. *Media Pembelajaran*. Jakarta: PT Raja Grafindo Persada.
- Azizan Nashran dan Lubis, Maulana Arafat. 2017. *Peran Media komik dalam Membentuk Karakter dan Kecerdasan Interpersonal Siswa Sekolah Dasar*. Makalah disajikan dalam Seminar Nasional Pendidikan, HIMAPSIKAFKIP UNLAM Banjarmasin, 18 Maret.
- Berkowitz, M. 2004. Research Based Character Education. *American Academy of Political and Social Science Journal*, 59 (1), 72- 97.
- Gunawan, Heri. 2014. *Pendidikan Karakter: Konsep dan Implementasi*. Bandung: Alfabeta.
- Hamalik, Oemar. 2012. *Kurikulum dan Pembelajaran*. Jakarta: Bumi Aksara.
- Hendrojuwono, W. 2008. *Menciptakan Transformasional dalam Membangun Karakter Bangsa*. Makalah Temu Ilmiah Nasional Ikatan Psikologi Perkembangan.
- Lubis, Maulana Arafat. 2015. *Pengembangan Nilai Karakter Pada Anak Sekolah Dasar Sesuai Pancasila Sila Kedua Kemanusiaan yang Adil dan Beradab*. Makalah disajikan dalam Seminar Nasional, AP3KnI dan IMAPENDAS Sumatera Utara, Gedung Digital Library UNIMED Medan, 28 November.
- Lubis, Maulana Arafat dan Azizan, Nashran. 2016. *Keputusan Bersama: Untuk Kelas V SD/MI*. Medan: Anugerah Press.
- Lickona, T. *Educating for Character*. Terjemahan oleh Juma Abdu Wamaungo. 2013. Jakarta: Bumi Aksara. M.S. Gumelar. (2004). *Comic Making*. Jakarta: PT Indeks.
- McCloud, Scott. 2001. *Understanding Comics, Memahami Komik*. Jakarta: KPG (Kepustakaan Populer Gramedia).
- Muslich, Masnur. 2011. *Pendidikan Karakter: Menjawab Tantangan Krisis Multidimensional*. Jakarta: Bumi Aksara.
- Nur Mariyanah. 2005. *Efektivitas Media Komik dengan Media Gambar Dalam Pembelajaran Geografi Pokok Bahasan Perhubungan dan Pengangkutan (Studi Eksperimen Pada Siswa Kelas II SMP N 1 Pegandon Kabupaten Kendal)*. Skripsi. Semarang: FIS UNNES.
- Sadiman, Arief S dkk. 2006. *Media Pendidikan Pengertian, Pengembangan, dan Pemanfaatannya*. Jakarta: Raja Grafindo.
- Samsuri. 2011. *Pendidikan Kewarganegaraan Sebagai Wahana Membangun Karakter Bangsa*. Yogyakarta: UNY Press.
- Setiawan Deny. 2017. *Pendidikan Kewarganegaraan*. Medan: Madenatera.

- Setiawan, Deny. 2015. *Kapita Selekta Kewarganegaraan*. Medan: Larispa Indonesia.
- Sudjana, Nana & Rivai. 2010. *Media Pengajaran*. Bandung: Sinar Baru Algesindo
- Sudjana. 2007. *Media Pengajaran*. Bandung: Sinar Baru Algasindo.
- Susanto, Ahmad. 2013. *Teori Belajar dan Pembelajaran di Sekolah Dasar*. Jakarta: Kencana.
- Sanjaya, Wina . 2011. *Ilmu Pendidikan Teoritis dan Praktis*. Jakarta: Kencana.
- Wiyani, N.A. 2013. *Menumbuhkan Pendidikan Karakter di SD*. Yogyakarta: Ar-ruz Media.
- Zubaedi. 2011. *Desain Pendidikan Karakter: Konsepsi dan Aplikasinya dalam Lembaga Pendidikan*. Jakarta: Kencana.