

## The Utilization of Comic as Learning Media to Fulfill Student's Learning Needs

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### ABSTRACT

According to national educational report card, SDN Semaya achieved score 63.1 which classified as moderate in terms of learning quality matters. The quality of learning has a root problem in the form of "Program Benahi", a program to improve the quality of learning process. This program recommended increasing the teaching team competencies and policies that support learning process improvement. The Author attempts to implement good practices, by motivating fellow teachers in SDN Semaya to learn contents related to meaningful and student-centered teaching skills. This practice is in line with the revitalization of the Teacher Working Group (KKG) program which is currently being implemented within the Banyumas Regency Office. This program is implemented within the school in form of training using educational comic media to fulfill students' learning needs. Based on this program, it can be concluded that the use of educational comics to meet learning needs is very necessary. Visual based learning style will increase their attention span through the media visual stimulation. The Digital-based Educational Comics from Canva will give an opportunity to improve the teaching team's competence on delivering learning process.

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### 1. INTRODUCTION

Innovation in the educational sector continues to grow along with technology advancement which makes educators increase their teaching skills and competencies. According to national educational report card, SDN Semaya achieved score 63.1 which classified as moderate in terms of learning quality matters. The quality of learning has a root problem in the form of "Program Benahi", a program to improve the quality of learning process. This program recommended increasing the teaching team competencies and policies that support learning process improvement.

The Author attempts to implement good practices, by motivating fellow teachers in SDN Semaya to learn contents related to meaningful and student-centered teaching skills. This practice is in line with the revitalization of the Teacher Working Group (KKG) program which is currently being implemented within the Banyumas Regency Office. The initial plan, which was only supposed to be implemented within the school, can now be implemented in a wider scope, in the form of training in utilizing educational comic media to meet the needs of students' learning styles.

Comics combine text with visual elements such as illustrations and pictures. Comics can make learning materials more interesting and easier to understand. These images can help students better conceptualize information. Comics can help bridge the reading gap, especially for students who are less motivated to read long

texts. This method allows students from various backgrounds to be more motivated to read. According to Adnan et al., (2017) attractive learning media can support and increase students' interest in learning, where the approach of using digital technology as a learning medium has an effective and more impactful than others.

With this background, the use of comics as learning tools has become a popular approach in the world of education. However, it is important to choose comics that are appropriate to the learning objectives and age groups of students, as well as combining comics with effective teaching methods to achieve the desired learning outcomes. The purpose of writing this article is to be able to participate and share experiences at iconess UMP 2025. Good practices that carry the theme of Learning Quality which aims to improve the learning process. The diverse learning needs of students should be met through differentiated learning.

The use of this educational comic is one method to improve the quality of learning carried out by teachers and students. The rapid development of technology is driving efforts to utilize advanced technology across various areas of life. One such effort is in the education sector, where it prioritizes effective learning media that can be used by teachers. User-friendly learning media that meet visual learning needs include educational comics. The effective use of educational comics is expected to improve the quality of learning, thereby adequately meeting the needs of visual learners.

## 2. RESEARCH METHODS

### a. Research Methods

This study uses a descriptive qualitative approach to understand the phenomenon related to improve the quality of learning, thereby adequately meeting the needs of visual learners. This method was chosen because it is able to describe naturally what happens in class, with the researcher as the main instrument. (Sugiyono, 2019).

### b. Subjects and Location of Research

The subjects in this study were 21 school in Karanglewas sub-district. The study was conducted at the school for two weeks in the even semester of the 2024/2025 school year.

### c. Research Instruments

The main instrument in this research is the researcher himself, assisted by colleagues as observers, and with additional instruments such as:

- 1) Participatory observation sheet
- 2) Interview guidelines
- 3) Documentation of teacher activity.

This instrument is used to obtain data on responses, active teacher participation, and teacher enthusiasm in participating in interactive digital-based science learning.

### d. Data collection technique

Data is collected by three main techniques:

- 1) Direct observation: Observations were made of teacher activities during used comic digital application, recording learning behavior, active involvement and participation, and teacher enthusiasm.
- 2) Semi-structured interviews: Conducted with several teacher and colleagues as observers to obtain subjective opinions about The Utilization of Comic as Learning Media to Fulfill Student's Learning Needs.
- 3) Documentation: Collecting visual evidence such as photos of activities, The Utilization of Comic as Learning Media, and videos of the learning process.

### e. Data Analysis Techniques

Data were analyzed using the interactive analysis model of Miles and Huberman (1994), which includes:

- 1) Data reduction: Filtering and selecting relevant data from observations, interviews, and documentation.
- 2) Data presentation: Arrange data in the form of descriptive narratives and thematic tables.
- 3) Drawing conclusions: Conclude patterns of student enthusiasm and participation based on the results of integrating data from various sources.

### f. Validity of Data

To ensure the validity of the data, triangulation of sources and techniques was carried out, as well as member checking of informants. Validity was confirmed by comparing data from observations, interviews, and documentation.

### g. Results

Training in the use of comic media requires teachers to have full awareness of their own abilities to enhance their competence. Internal motivation will foster a strong desire to learn new things. The use of educational comics needs input and guidance from experts in the field. Activities that initially seemed like a burden to teachers, in fact, become enjoyable activities that can produce products used to meet learning needs in line with the goal of implementing differentiated instruction.

### 3. RESULTS AND DISCUSSIONS

The use of educational comic media sounds strange among teachers at Semaya Elementary School. It's not the definition of comics, but rather they are not used to making their own educational comics. Educational comics are a form of educational media that uses images, text, and sequential narratives to convey information, concepts, or knowledge to readers or viewers in an interesting and understandable way. The main purpose of educational comics is to facilitate the learning process in a creative and entertaining way, illustrate concepts well, and simplify complex material become easier to remember.

To increase students' interest in learning, it is necessary to be supported by interesting learning media, where the approach of using digital technology as a learning medium is more effective and impactful than others. The enthusiasm of the teachers began to be seen when they saw the examples I showed. They assumed that making educational comics was not as difficult as imagined. Comics contain text in the form of dialogue, narration, or character speech bubbles. This text is used to convey information, explain concepts, or describe what happens in the story.

The purpose of educational comics is to make learning more interesting and easier to understand, especially for students or learners who may be less motivated by long texts or traditional learning methods. Educational comics are often used in education to explain complex concepts or in materials that require visual illustrations. Although educational comics have many benefits, their use can also face several challenges. One major challenge is ensuring that the content should be aligned with the learning objectives. Irrelevant or inadequate content can reduce the effectiveness of comics as a teaching tool.

In the initial stage, teachers need to determine the goals they want to achieve in their lessons, which will be reflected in the educational comic media. Teachers should be provided with sufficient guidance and training to integrate comics into their teaching. If teachers are unprepared or lack a sufficient understanding of how to create comics effectively, challenges may arise. The author uses Canva as an easy and familiar application for teachers. Teachers can explore Canva and use it as needed to create educational comics. Comics are included in graphic media that are presented visually using dots, lines, images, writing, and other visual symbols to summarize, illustrate, and summarize an idea, data, or event.

Comics can be used as teaching materials, because comics can present material visually that is aesthetic so that it is interesting to read by students and can optimize learning. The use of this learning comic is used to meet learning needs based on visual style. Visual Learning is a learning process that relies on sight as a recipient of information and knowledge. Someone who has a visual learning style will easily accept ideas, concepts, data and information that are presented in the form of images. This learning style prioritizes the sense of sight to capture the information presented.

At the planning stage, the author held a discussion session with the teachers. The activity has been held since October 2024. The training on the use of digital comic media using the Canva application was carried out through direct practice. Each teacher is required to bring a laptop and have a plan in the form of material that will be used as material for making learning comics. The implementation of the training session was quite enthusiastic because there were new things for teachers to learn. The teacher carried out direct practice in making learning comics which were previously exemplified by the author.

Each participant explores their own creativity to create educational comics. During the training, all participants are allowed to discuss and share experiences and ideas. This training feels more meaningful because teachers are increasingly aware of their own potential. When the educational comics have been created, there is a presentation session so that all teachers can watch and learn new things from other teachers.

### 4. CONCLUSIONS

Based on successful practices that have been held and will continue to be implemented, it can be concluded that the use of educational comics as learning media is essential to meet learning needs. Visual learning styles are highly influenced by media that can attract the viewer's attention. Digital-based educational comics using Canva provide a great opportunity for teachers to enhance their competence. Media are an essential tool that must be available in the learning process. They serve as a means of transferring knowledge. Teachers have great potential to create digital works such as educational comics that can be utilized in teaching.

### 5. RECOMMENDATION AND FOLLOW UP ACTION

The author recommends that can serve as input for schools, particularly that utilizing Canva is highly helpful in creating educational comics. Canva is one of the popular graphic design tools for making comics. It provides free online tutorials and courses that can help teachers understand how to use the platform effectively in comic creation. The term Canva is already familiar to teachers, making it easier for them to utilize it for creating educational comics. Find mentors who can provide direct guidance, feedback, and the necessary resources. Before choosing specific training, consider the goals and the current skill level of teachers in comic creation. Assess the

teachers beginners or do they have expertise in art and design. Select training that aligns with the teachers' abilities and that can help them achieve their learning objectives. Furthermore, consistent practice in creating comics is also key to developing teachers' skills in this area.

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