

The Feasibility of Comic Media on Narrative Texts Based on Local Wisdom in VII Grade Student of Junior High School (SMPN) 3 Kotapinang

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Abstract : *The aims of this study is to find out the feasibility of comic media on narrative texts based on local wisdom. The research was conducted in the second semester 2018/2019. The subjects in this study were students of VII grade of Junior High School (SMPN) 1 Kotapinang. The results of the material expert validation on the feasibility of material aspects gained an average of 89.37% with the category "Very Good", the aspect of language feasibility obtained an average of 83.33% with the category "Very Good", the feasibility of presentation aspects obtained an average of 89, 58% with the category "Very Good. The results of the validation from the illustrated expert obtained an average of 100% with the category "Very Good", while the results of the validation of the design of the learning media from the visual appearance aspect obtained an average of 80.28% with the category "Good", while from the aspect of design learning obtained on average 75% with the category "Good". Therefore, comic media in narrative texts based on local wisdom are developed for VII Grade Students of Junior High School (SMPN) 3 Kotapinang that are suitable for use in the learning process.*

Keywords : *feasability comic media; narrative texts; local wisdom; SMPN 3*

I. Introduction

Learning Indonesian in the 2013 curriculum applied at Senior High School 3 Kotapinang has now been emphasized in text-based material, where one of the subject matter of VII Grade student is narrative text. Narrative text is an essay that tells or explains in detail an event or event based on the time sequence. Events in a narrative text itself can actually occur or an imagination. Narrative texts are found in many writings, such as novels, short stories, biographies and so on.

The basic concept of the narrative text, local wisdom can be contained from a narrative text. Local wisdom can be defined as a wealth of local culture that contains a policy of life, a way of life that accommodates wisdom and life wisdom. Local wisdom can also be in the form of knowledge, beliefs, traditions, customs of a society, insight, understanding and ethics, local wisdom is usually passed down from generation to generation through word of mouth. In Indonesia, local wisdom does not only apply locally to certain cultures or ethnicities, but can be said to be cross-cultural or cross-cultural in nature, forming national cultural values.

The insertion of local wisdom values in narrative texts aims to preserve and introduce cultural values to students. Many students tend to be less interested in things that are related to tradition because students consider outdated, old-fashioned and old-fashioned. These results were proven through observations at Junior High School 3 Kotapinang that in the teaching and learning process in the narrative text material the teacher never discussed or raised the topic of local wisdom or wisdom in the Kotapinang area, even though it was known that students in the school were more dominant living in Kotapinang people. Indeed the tradition or local wisdom is a cultural heritage that contains the values of the ancestors of one's identity formation. Technological advances often make people forget the importance of the tradition or culture of

society in managing the environment. Without realizing it often local culture is considered something outdated.

In connection with the subject matter above, the narrative text that contains local wisdom requires students to have the demands and creativity of thinking, but if they look at the current learning style of students, if they are faced with a series of writings and texts which contain elements of tradition and culture, they tend to feel bored and sleepy so they try to do activities that disrupt the teaching and learning process. These events need special attention from teachers to make innovations in the learning process so as to create a conducive learning atmosphere, for example by applying interesting learning media in accordance with current technological advancements.

II. Review of Literature

2.1 Instructional Media

Media is all forms and channels used to convey information or messages delivered. Today, technological developments increasingly require teachers to master technology in the teaching and learning process. In addition, teachers are also required to master a variety of learning media that can help students to learn, teachers are also required to be more creative in using learning media so that the purpose and objectives of learning can be achieved.

Criticos (in Daryanto, 2016: 5) argue that learning media is one component of communication, namely as a messenger from the communicator to the communicant. Next is Gagne & Briggs (in Arsyad, 2017: 4) learning media includes physically being used to convey the contents of teaching material, which consists of books, tape recorders, photographs, pictures, video recorders, tapes, graphics, television and computers. In line with Kemp and Dayton (in Daryanto, 2016: 6) learning media are as follows: (1) Delivery of learning messages can be more standardized, (2) Learning can be more interesting, (3) Learning becomes more interactive by applying learning theory, (4) The implementation time can be shortened, (5) The quality of learning can be improved, (6) The learning process can take place whenever and wherever it is needed, (7) Students' positive attitudes towards learning materials and learning processes can be improved, (8) The teacher's role changes positive ones. Similarly, Daryanto (2016: 4) suggests that learning media are all things that can be used to channel messages from senders so that they can stimulate students' thoughts, feelings, concerns, and interests and attention in such a way that the learning process takes place.

2.2 Narrative Text

According to the Big Indonesian Dictionary, the narrative is the telling of a story or event. According to Budiharso in Mulyati (2011: 17) the narrative is writing that directs curiosity by developing imagination. In addition, according to Keraf (2004: 135-136) narrative is a form of discourse that seeks to tell an event or event, so that the reader seems to see or experience the event itself. In addition, Finosa (in Ardianta, 2010: 12) argues that "narrative is a form of writing that seeks to create, narrate, coupling the actions of human actions in an event".

Based on the opinion above, it can be concluded that narrative is a form of discourse that seeks to describe and describe in detail as clearly as possible to the reader an event that has occurred. Events in a narrative text can really happen or just an imagination.

2.3 Local wisdom

Epistemologically, local wisdom consists of two words: wisdom and local. According to Indonesian English dictionary John M. Echols and Hassan Syadily, local means local, while wisdom (wisdom) is the same as wisdom. In general, local wisdom can be understood as local ideas that are wise, full of wisdom, good value, embedded and followed by community members. In line with that, Sudikan (in Shafwan, 2015: 24) argues that local wisdom has three overlapping terms in interpreting words for the same purpose, namely local knowledge, local wisdom and local intelligence. Likewise, Puspowardoyo (in Shafwan 2015: 24) states that local geniues as self-expression and manifestation of people's personalities are able to withstand the elements that come from outside and are also able to develop for the future. The loss or loss of local genius also means the fading of the personality of a society, while the strength of local genius to survive and develop shows the personality of that society. Furthermore, the opinion of Gadgil and Barkes in Derita Rahayu (2016) that local wisdom cannot be separated from the elements of local rules, local traditions, customs or cultural values which are harmonious proof of the relationship between society and the environment. Understanding the linguistic wisdom of local wisdom means local wisdom that can be understood as local ideas that are wise, full of wisdom, valuable, embedded and followed by citizens.

2.4 Culture

All people in the world have their own cultures that are different from one another. However, all forms of culture have several cultural elements that each community has. According to Dedy Mulyana, (2001: 18) the term culture originates from the words of wisdom and power, namely the power of mind, which is in the form of creativity, taste and intention; while culture is the result of creativity, taste, and intention. Culture is a concept that arouses interest. Formally, culture is defined as the order of knowledge, experience, beliefs, values, attitudes, meanings, hierarchies, time, roles, relationships of the universe, material objects and property acquired by a large group of people from generation to generation through individual and group efforts.

According to Koentjaraningrat (2009: 164) there are seven elements of culture as follows: (1) language, (2) knowledge systems, (3) social organizations, (4) living and technological systems, (5) eye systems of life, (6) religious systems, and (7) arts. Whereas according to Maran (2000: 38) there are seven elements of culture as follows: (1) trust, (2) value, (3) norms and sanctions, (4) symbols, (5) technology, (6) language, (7) art.

2.5 Local Wisdom of Sultanate Kingdom of Kotapinang

The Sultanate of Kotapinang was originally named the Pinang Awan Sultanate. The first Sultan to rule was Sultan Batara Sinombah, also called Sultan Batara, Pinayungan Gorga Teacher, who had a tomb in Mumuk Negeri Pinang Awan Hotang. Sultan Batara Sinombah is a descendant of the Minang Kabau realm of Pagaruyung State named Sultan Alamsyah Syaifuddin. Sultan Batara Sinombah and his brother Batara Payung and their half-sister, Putri Lenggani, left Pagaruyung State to go to the Mandailing area. On his way, Batara Payung decided to stay in Mandailing and become the origin of the kings in the area. While Batara Sinombah and Princess Lenggani continued their journey to Hotang Mumuk (Pinang Awan).

The descendants of Sinombah Batara from his son Mangkuto alam are the origins of several kingdoms found in the Labuhan Batu area like the oldest King Indra settled in Kambul (Upper Blades) and his descendants became kings of Panai and Bilah. Whereas number two

the Fresh King settled on the Toras River to become Zuriat king of the Kampung Raja, and the youngest King Awan settled on the Tasik River to become Zuriat raja in Pinang City.

The government system used in the Sultanate of Kotapinang is a monarchy that is held by a king who is inherited from generation to generation. This monarchical system of government resulted in the existence of a classification within the Pinang Sultanate community, namely the class differences between the aristocratic class and the common people. The aristocratic group plays a role in all fields that are based on the Sultan. Ordinary people are only servants of the King and guardians of the land. All people's activities are only for the glory and wealth of the Sultanate. On the contrary, the Sultanate must protect its people and maintain the harmony and tranquility of its people. In the court system the royal court is more glorified, the people are only recipients of the situation if the judicial law is imposed.

III. Research Method

This research will be conducted at Junior High School (*SMPN*) 1 Kotapinang, Kota Pinang district, Labuhanbatu Selatan Regency. The research was conducted in the second semester 2018/2019. The subjects in this study were students of VII grade of Junior High School (*SMPN*) 1 Kotapinang. The object in this research is comic learning media based on local wisdom.

IV. Discussion

The application of learning comic media is based on the results of the validation of the expert team, namely material experts, image illustration experts and design experts. After being validated, the product was tested on individual students, small groups and limited field groups. The following will be presented in the test of media comic feasibility.

Validation by material experts was intended to find out the opinions of material experts about the feasibility of content, the feasibility of presentation and language on comic media in narrative text material. This validation was carried out by Mr. Prof. Dr. Amrin Saragih, M.A., Ph.D. and Bapak Mara Untung Ritonga, S.S., M. Hum., Ph.D. who is a language lecturer at the Medan State University. This validation is carried out to obtain quality comic media to improve Indonesian language learning at the junior secondary level, especially in narrative text material.

The results of the validation questionnaire showed that the aspects of comic media based on local wisdom in narrative text material were stated as "Very Good" with an average percentage of 89.37%. Content is declared feasible because it is at an average value above 75%. Material data can be seen in table 4.1 below:

Table 1. Results of Material Expert Validation on Material Feasibility

Material Aspect			
Sub Component	Assessment Indicator	Average Percentage	Criteria
Compatibility of Materials with KI and KD	1. There are KI and KD that will be elaborated in the media	100	Very good
	2. Material presented in accordance with basic competencies	100	Very good
	3. There are indicators of student achievement	87.5	Very good

Concept Truth	4. The concepts described in the comic are true	87.5	Very good
	5. The concept relates to local wisdom	87.5	Very good
	6. The concept is easy for students to understand	75	Very good
Material accuracy	7. Contextual applications in real life	87.5	Very good
	8. The truth of the material in terms of scientific aspects	87.5	Very good
	9. Material is presented according to the theme	87.5	Very good
	10. Material is presented according to students' thinking abilities	87.5	Very good
	11. The material presented does not conflict with the facts	100	Very good
	12. Accuracy of concepts and definitions	87.5	Very good
	13. Accuracy of images and illustrations	87.5	Very good
Systematic Submission of Material	14. The material presented reflects the content of content	87.5	Very good
	15. The material presented reflects the relevance of the content	100	Very good
	16. Correlation between material is in accordance with the theme of local wisdom	87.5	Very good
	17. Completeness of narrative text material	87.5	Very good
	18. Depth of narrative text material	87.5	Very good
Reviewing Student Competence	19. The material presented can increase students' knowledge	87.5	Very good
	20. Can Develop Students' ability to think quickl	87.5	Very good
Total Average		89.37	Very good

The percentage criteria for the appearance of indicators on comic media based on local wisdom in narrative text material that has been developed

No.	Answer	Score
A	Very good	$81\% \leq X < 100\%$
B	Good	$61\% \leq X < 80\%$
C	Fair	$41\% \leq X < 60\%$
D	Low	$21\% \leq X < 40\%$
E	Unsatiesfied	$0\% \leq X < 20\%$

(Sugiyono, 2012:118)

The questionnaire results showed that the language aspects of comic media based on local wisdom in narrative text material were stated as "Very Good" with a total percentage of 83.33%. These results are given by material experts. Language assessments are also declared

feasible. This is because the average value in language assessment is above 75%. Language assessment is said to be inappropriate if the average value is obtained below 75%.

Table 2. Results of Material Expert Validation on Language Feasibility

Language Aspect			
Sub Component	Assessment Indicator	Average Percentage	Criteria
Straightforward	1. Structure effectiveness	87.5	Very good
	2. Accuracy of sentence structure	75	Good
	3. Stiffness of terms	75	Good
Communicative	4. Readability of the message	87.5	Very good
	5. Accuracy of language use	100	Very good
Dialogue and Interactive	6. The ability to encourage critical thinking	87.5	Very good
	7. The ability to motivate students	87.5	Very good
Conformity with the Development of Learners	8. Conformity of intellectual development of students	75	Good
	9. Conformity with the level of emotional development of students	75	Good
Total Average		83.33	Very good

The percentage criteria for the appearance of indicators on comic media based on local wisdom in narrative text material that has been developed.

No.	Answer	Score
A	Very good	$81\% \leq X < 100\%$
B	Good	$61\% \leq X < 80\%$
C	Fair	$41\% \leq X < 60\%$
D	Low	$21\% \leq X < 40\%$
E	Unsatisfies	$0\% \leq X < 20\%$

(Sugiyono, 2012:118)

The questionnaire results show that the feasibility aspect of presenting local wisdom based comic media material on narrative text material is stated as "Very Good" with an average percentage of 89.58%. This means that the presentation of material in comic media is declared feasible because it is above 75%. The presentation of the material is said to be inappropriate if it obtains an average value below 75%. Data on the feasibility of presenting the material can be seen in table 4.3 below.

Table 3. Results of Material Expert Validation on the Feasibility of Presentation

Presentation Aspect			
Sub Component	Assessment Indicator	Average Percentage	Criteria
Technical and Support Presentation	1. Material is presented logically and can be conceptually examined	100	Very good
	2. practice questions at the end of the learning activity	87.5	Very good

	3. References	87.5	Very good
Engaging Students actively	4. There is an effort to attract students' reading interest	100	Very good
	5. Facilitating students to develop knowledge	87.5	Very good
	6. Facilitating students to find out information independently	75	Good
Total Average		89.58	Very good

The percentage criteria for the appearance of indicators on comic media based on local wisdom in narrative text material that has been developed

No.	Answer	Score
A	Very Good	$81\% \leq X < 100\%$
B	Good	$61\% \leq X < 80\%$
C	Fair	$41\% \leq X < 60\%$
D	Low	$21\% \leq X < 40\%$
E	Unsatisfactory	$0\% \leq X < 20\%$

(Sugiyono, 2012:118)

Validation of image illustration experts was carried out by Dr. Agus Priyatno, M.Sn. who is one of the lecturers of language and arts faculty at Medan State University. An assessment of this illustration is done to improve the quality of comic-based display of local wisdom in narrative material. the narrative is in the "Very Good" category with an average of 100%.

Table 4. Data Results of Expert Validation of Image Illustrations Instructional Media

Sub Component	Assessment Indicator	Average Percentage	Criteria
Clarity of Cover or Cover	1. The color on the cover matches the image used	100	Very good
	2. Cover cover design uses clear and legible writing	100	Very good
	3. Victory of comic cover	100	Very good
	4. Suitability with the theme and contents of the comic	100	Very good
Media Clarity Picture	5. Use of relevant images with text	100	Very good
	6. The image used is clear	100	Very good
	7. The image size used is proportional	100	Very good
Format compatibility	8. Display format and image according to the material	100	Very good
	9. The text layout is appropriate to facilitate learning	100	Very good
	10. Selection of Background and supporting images can motivate students	100	Very good
	11. The size of the image and text on each page is balanced	100	Very good
	12. The image size used can cause reading	100	Very good

	interest		
	13. Conceptual	100	Very good
	14. Attract students' attention	100	Very good
Balance of lines, shapes, space and writing	15. The sentence used is simple	100	Very good
	16. There are panels in the comic to separate one image from another	100	Very good
	17. The panel in a comic page is arranged with the right comic reading direction	100	Very good
	18. There are word balloons in each panel to accommodate writing / messages	100	Very good
	19. Distance between matching panels and balloons	100	Very good
	20. The story is concise and interesting	100	Very good
Image Display	21. Use interesting color combinations	100	Very good
	22. Matched fonts, colors and font sizes	100	Very good
	23. Attractive illustration	100	Very good
	24. Illustrations are presented in an integrated manner	100	Very good
	25. Selection of illustrations in accordance with the material	100	Very good
	26. Design the contents section	100	Very good
	27. Design the appearance of comics	100	Very good
	28. Images used can convey messages / contents	100	Very good
Typography	29. Matching words with dialogue	100	Very good
	30. Matching letters to terms	100	Very good
	31. The accuracy of spaces and readability	100	Very good
	32. Readability of text or writing	100	Very good
Total Average		100	Very good

The percentage criteria for the appearance of indicators on comic media based on local wisdom in narrative text material that has been developed

No.	Answer	Score
A	Very good	$81\% \leq X < 100\%$
B	Good	$61\% \leq X < 80\%$
C	Fair	$41\% \leq X < 60\%$
D	Low	$21\% \leq X < 40\%$
E	Unsatisfied	$0\% \leq X < 20\%$

(Sugiyono, 2012:118)

Validation of design experts was carried out by Dr. Evi Eviyanti, M, Pd. who is one of the lecturers at Medan State University. An assessment of this design was carried out to improve the quality of display of local wisdom-based media in narrative material. The questionnaire results showed that the visual aspects of comic media based on local wisdom in narrative text material were in the "Good" category with an average of 80.28%. Data from the results of illustrative expert can be seen in table 4.5 below.

Table 5. Data Results of Design Validation of Visual Views

Visual Display			
Sub Component	Assessment Indicator	Average Percentage	Criteria
Clarity of Cover	1. The color on the cover matches the image used	75	Good
	2. Cover design uses clear and legible writing	100	Very good
	3. Victory of comic cover	75	Good
	4. Suitability with the theme and contents of the comic	75	Good
Media Clarity Picturee	5. Use of relevant images with text	75	Good
	6. The image used is clear	100	Very good
	7. The image size used is proportional	100	Very good
Format Compatibility	8. Display format and image according to the material	75	Good
	9. The text layout is appropriate to facilitate learning	75	Good
	10. Selection of Background and supporting images can motivate students	75	Good
	11. The size of the image and text on each page is balanced	75	Good
Image Display	12. Use interesting color combinations	75	Good
	13. Attractive media design	100	Very good
	14. Display interesting content of comics	75	Good
	15. Images, colors and font sizes match	75	Good
	16. Images used can convey messages / contents	75	Good
Tipografi	17. Matching words with dialogue	75	Good
	18. Letter compatibility in terms	75	Good
	19. Accuracy of space and readability	75	Good
Average Score		80.26	Good

The percentage criteria for the appearance of indicators on comic media based on local wisdom in narrative text material that has been developed

No.	Answer	Score
A	Very good	$81\% \leq X < 100\%$
B	Good	$61\% \leq X < 80\%$
C	Fair	$41\% \leq X < 60\%$
D	Low	$21\% \leq X < 40\%$
E	Unsatisfied	$0\% \leq X < 20\%$

(Sugiyono, 2012:118)

The results of the questionnaire indicate that the design aspects of comic media learning media based on local wisdom in narrative text material are declared "Good" with an average percentage of 75%. This means that the design of comic learning media is declared feasible because it is 75%. Presentation of the material is said to be inappropriate if it gets an average value below 75%. Data on the feasibility of medi learning design can be seen in table 4.6 below.

Table 6. Data Results of Design Expert Validation of Learning Design

Learning Design			
Sub Component	Assessment Indicator	Average Percentage	Criteria
Giving Learning Motivation	1. Can overcome passivity in students	75	Good
	2. Can make students motivated in learning	75	Good
	3. Making students confident and happy to learn independently	75	Good
Interactivity	4. Learning media can attract students' reading interest	75	Good
	5. Learning media make students more active in learning	75	Good
Creative and Innovative in Learning Media	6. Making learning interesting because it is presented with pictures	75	Good
	7. Making learning interesting because it is presented with color images	75	Good
	8. Making learning easy to understand because it is presented with a storyline	75	Good
	9. Learning media can be used anywhere	75	Good
Total Average		75	Good

The percentage criteria for the appearance of indicators on comic media based on local wisdom in narrative text material that has been developed

No.	Answer	Score
A	Very good	$81\% \leq X < 100\%$
B	Good	$61\% \leq X < 80\%$
C	Fair	$41\% \leq X < 60\%$
D	Low	$21\% \leq X < 40\%$
E	Unsatisfied	$0\% \leq X < 20\%$

(Sugiyono, 2012:118)

Table 7. Data on Teacher Assessment Results on Learning Media

No	Assessment Indicator	Average Percentage	Criteria
1	There are KI and KD in learning media	100	Very good
2	There are indicators of student achievement goals	100	Very good
3	There is evaluation in learning media	100	Very good
4	The material presented is in accordance with the students' local wisdom	100	Very good
5	Material is presented according to the theme	100	Very good
6	The material is presented according to students' thinking abilities	75	Good
7	The material presented reflects the content of content	87.5	Very good
8	The material presented reflects the relevance of the content	75	Good
9	The material presented can increase students' knowledge	100	Very good
10	The overall appearance of comic learning media is interesting	100	Very good
11	The language used in comic media is easy to understand	100	Very good
12	Writing text in accordance with the correct Indonesian writing rules	75	Good
13	The sentence used is clear and easy to understand	100	Very good
14	There is an effort to attract students' reading interest	100	Very good
15	Media for comic learning can be studied independently by students	87.5	Very good
	Total Average	93.33	Very good

The percentage criteria for the appearance of indicators on comic media based on local wisdom in narrative text material that has been developed

No.	Answers	Score
A	Very good	$81\% \leq X < 100\%$
B	Good	$61\% \leq X < 80\%$
C	Fair	$41\% \leq X < 60\%$
D	Low	$21\% \leq X < 40\%$
E	Unsatisfiesfied	$0\% \leq X < 20\%$

(Sugiyono, 2012:118)

Table 8. Data on Individual Test Results on Media Comics

No	Question	Average precentage	Criteria
1	This comic learning media makes me happy to learn it	91.66	Very good
2	The material in the comic is presented according to my thinking ability	83.33	Very good
3	The material presented in comics can increase my knowledge	83.33	Very good
4	The material discussed in comics is close to my environment	75	Good
5	This comic learning media makes formative tests that can test how far is my understanding of narrative text material	91.66	Very good
6	The language used is simple and easy to understand	83.33	Very good
7	The letters used are simple and easy to read	83.33	Very good
8	The cover illustration describes the contents in the material	83.33	Very good
9	The images used are clear and interesting	100	Very good
10	The display of comic learning media is interesting	100	Very good
11	Use attractive color combinations	91.66	Very good
12	Learning media can attract students' reading interest	100	Very good
13	Making learning easy to understand because media is presented with a storyline	91.66	Very good
14	Using this comic learning media can increase the desire to learn	75	Good
15	Can make me motivated in learning	75	Good
	Average Score	87.21	Very good

The percentage criteria for the appearance of indicators on comic media based on local wisdom in narrative text material that has been developed

No.	Answer	Score
A	Very good	$81\% \leq X < 100\%$
B	Good	$61\% \leq X < 80\%$
C	Fair	$41\% \leq X < 60\%$
D	Low	$21\% \leq X < 40\%$
E	Unstiesfied	$0\% \leq X < 20\%$

(Sugiyono, 2012:118)

Tabel 9. Data from Small Group Trial Results on Media Comics

No	Question	Average Score	Criteria
1	This comic learning media makes me happy to learn it	83.33	Very good
2	The material in the comic is presented according to my thinking ability	77.77	Good
3	The material presented in comics can increase my knowledge	97.22	Very good
4	The material discussed in comics is close to my environment	100	Very good
5	This comic learning media makes formative tests that can test how far is my understanding of narrative text material	80.55	Very good
6	The language used is simple and easy to understand	97.22	Very good
7	The letters used are simple and easy to read	91.66	Very good
8	The cover illustration describes the contents in the material	91.66	Very good
9	The images used are clear and interesting	91.66	Very good
10	The display of comic learning media is interesting	91.66	Very good
11	Use attractive color combinations	91.66	Very good
12	Learning media can attract students' reading interest	94.44	Very good
13	Making learning easy to understand because media is presented with a storyline	88.88	Very good
14	Using this comic learning media can increase the desire to learn	77.77	Very good
15	Can make me motivated in learning	86.11	Very good
	Jumlah Rata-rata	89.43	Very good

The percentage criteria for the appearance of indicators on comic media based on local wisdom in narrative text material that has been developed

No.	Answer	Score
A	Very good	$81\% \leq X < 100\%$
B	Good	$61\% \leq X < 80\%$
C	Fair	$41\% \leq X < 60\%$
D	Low	$21\% \leq X < 40\%$
E	Unsatisfiesfied	$0\% \leq X < 20\%$

(Sugiyono, 2012:118)

Table 10. Data on Limited Field Test Results for Media Comics

No	Question	Average Score	Criteria
1	This comic learning media makes me happy to learn it	89.84	Very Good
2	The material in the comic is presented according to my thinking ability	82.03	Very Good
3	The material presented in comics can increase my knowledge	97.65	Very Good
4	The material discussed in comics is close to my environment	92.18	Very Good
5	This comic learning media makes formative tests that can test how far my understanding of narrative text material	82.81	Very Good
6	The language used is simple and easy to understand	87.5	Very Good
7	The letters used are simple and easy to read	90.62	Very Good
8	The cover illustration describes the contents in the material	95.31	Very Good
9	The images used are clear and interesting	98.43	Very Good
10	The display of comic learning media is interesting	96.87	Very Good
11	Use attractive color combinations	96.87	Very Good
12	Learning media can attract students' reading interest	90.62	Very Good
13	Making learning easy to understand because media is presented with a storyline	89.06	Very Good
14	Dengan menggunakan media pembelajaran komik ini dapat menambah keinginan untuk belajar	85.93	Very Good
15	Can make me motivated in learning	93.75	Very Good
	Total Average	91.29	Very Good

The percentage criteria for the appearance of indicators on comic media based on local wisdom in narrative text material that has been developed

No.	Answer	Score
A	Very Good	$81\% \leq X < 100\%$
B	Good	$61\% \leq X < 80\%$
C	Fair	$41\% \leq X < 60\%$
D	Low	$21\% \leq X < 40\%$
E	Unsatisfiesfied	$0\% \leq X < 20\%$

(Sugiyono, 2012:118)

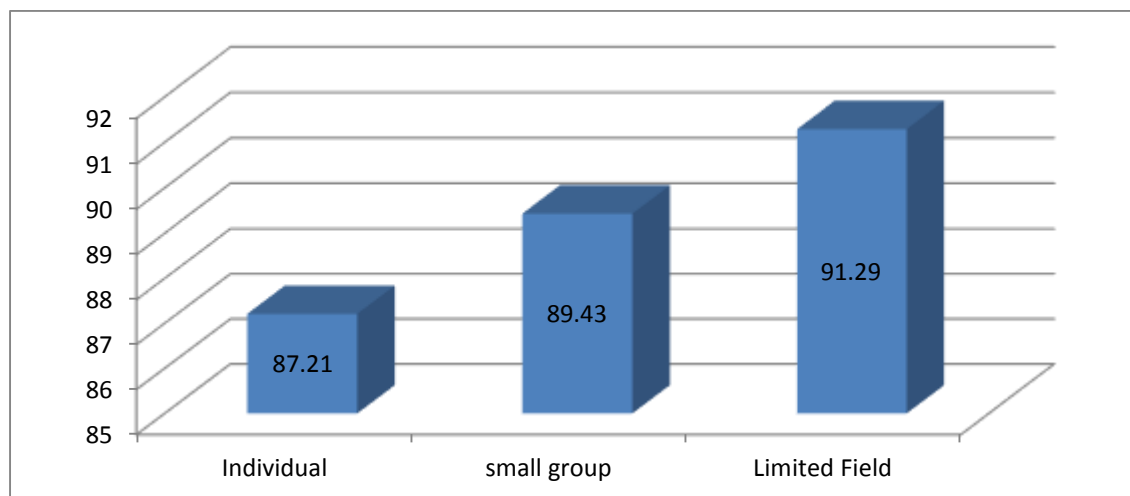


Figure 1 Evaluation of VII Grade Students of Junior High School (*SMPN*) 3 Kotapinang, Against Media Comics on Narrative Text Based on Local Wisdom

Figure 1 above, there are results of individual trials in Junior High School (*SMPN*) 3 Kotapinang, showing that comic media in narrative texts based on local wisdom are in the "Very Good" category with an average percentage of 87.21%. The results of a small group trial at Junior High School (*SMPN*) 3 Kotapinang showed that the comic media in narrative texts based on local wisdom were in the "Very Good" category with a percentage of 89.43%. The results of a limited field trial at Junior High School (*SMPN*) 3 Kotapinang showed that the comic media in narrative texts based on local wisdom was in the category of "Good Good" with a percentage of 91.29%. This shows that there is an increase and feasibility of comic media in narrative texts based on the VII Grade Students of Junior High School (*SMPN*) 3 Kotapinang.

V. Conclusion

The feasibility of comic media in narrative texts based on local wisdom developed for VII Grade Students of Junior High School (*SMPN*) 3 Kotapinang fulfills the requirements and is worthy of being used as a learning medium. This was obtained based on the results of the assessment by material experts, image illustration experts and design experts on the comic media. The results of the material expert validation on the feasibility of material aspects gained an average of 89.37% with the category "Very Good", the aspect of language feasibility obtained an average of 83.33% with the category "Very Good", the feasibility of presentation aspects obtained an average of 89, 58% with the category "Very Good. The results of the validation from the illustrated expert obtained an average of 100% with the category "Very Good", while the results of the validation of the design of the learning media from the visual appearance aspect obtained an average of 80.28% with the category "Good", while from the aspect of design learning obtained on average 75% with the category "Good". Therefore, comic media in narrative texts based on local wisdom are developed for VII Grade Students of Junior High School (*SMPN*) 3 Kotapinang that are suitable for use in the learning process.

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