MANGATON AS A MEDIUM FOR DEVELOPING ENGLISH READING SKILLS

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Abstract: This article introduces one method that can improve one’s English language skills, namely the ability to read English. Given the important role of reading for the development of science, it is necessary to make efforts to improve students' reading skills, one of which is by utilizing English comics as a medium to improve English reading skills. Reading is one of the most important skills for us to master to improve our English language skills. Therefore, there are many methods out there that can develop reading skills. One of them is the media for reading comics using English. Mangatoon is an application that is much loved by teenagers who are very fond of reading comics. Many teenagers learn to read English from this application. This much-loved application is characterized by comic content that is presented very attractively. So that teenagers prefer to read comics through this application. Many teenagers think that with this application they can learn while developing the potential of their English skills. The author uses a qualitative method because this study wants to adjust the facts in the field by describing in detail the mangatoon application.

INTRODUCTION

Comic media can be used in improving students' reading skills. The existence of comics as a medium is expected to make a positive contribution to students through their nature that makes readers feel happy. Children's interest in storytelling images gives meaning to the need for the use of comic media for learning. The use of comic media is expected to help students develop language skills, art, and assist students in interpreting and recalling the stories contained in them. In the field of literature, comic media can encourage students to read, build vocabulary, and provide guidance and train students to express themselves with the help of visual forms in comics.

The results of research conducted by Puspitorini et al (2014) entitled "Use of Comic Media in IPA Learning to Increase Motivation and Cognitive and Affective Learning Outcomes" showed that the use of comic media in IPA learning was able to increase the learning motivation of learners with a score of 0.55 (moderate), cognitive learning outcomes with a score gain of 0.42 (medium), and improved affective learning outcomes with a score of 0.34 (medium). The results of the test differences between before and after treatment.
showed differences both regarding learning motivation, cognitive learning outcomes, and affective learning outcomes.

Research conducted by Prasetyono, et al (2015) on "The Influence of Comic Media Use on Improving Historical Learning Outcomes" obtained the result that there is a significant influence and the magnitude of the significance of the influence of the application of comic media is 0.61. Looking at the relevant research results, the use of comic media learning in this study is one of the efforts to improve students’ reading comprehension skills. Comic media is used as a learning tool because comic media is a book that is widely loved by children to adulthood.

McCloud (2001) argues that comics can have the meaning of images and other adjacent or contiguous emblems in a specific order, to convey information and/or achieve aesthetic responses from their readers. Comics are not just a medium of entertainment but comics can be a medium to educate and teach science and morals to students. Comics are a form of visual communication media that has the power to convey information popularly and easily understood. This is possible because comics combine the power of image and writing, which is assembled in an image storyline making information more easily absorbed. Text makes it more understandable, and the groove makes it easier to follow and remember. Based on the description of the above problem, one of the efforts to improve the ability to read the understanding of English students is to use English-language comic media. Where comic media is used as a learning tool because comic media is a book that is widely loved by children to adulthood.

RESEARCH METHODS
The method that the author uses is a qualitative method because this research method is the most suitable to clearly describe the facts on the ground studied in the form of an orientation picture of the use of mangatoon applications as a medium to improve English reading skills.

FINDING AND DISCUSSION
Manga (Japanese):is a comic or graphic novel made in Japan or using Japanese, according to the style developed there in the late 19th century. ¹ This application can be accessed on smartphones only by providing 41 MB of storage. We can already have this very popular comic application for free. This application has been downloaded by more than 10 million users in the world with a rating of 4.3 stars.

The time manga in Japan is a word used to refer to comics and cartoons. Outside of Japan, the word "manga" is used to refer to comics originally published in Japan.² The history of manga is said to date back to the 12th century, and the scroll is believed to represent the basis for a style of reading from right to left. During the Edo period (1603-1867), Toba Ehon instilled the basic concepts of manga.³ The word "manga" itself first came into use in 1798, ⁴

¹ Lent 2001, hlm. 3-4, Gravett 2004 , hlm.8
² Merriam-Webster 2009
³ Kageyama,Y. “A SHORT HISTORY OF JAPANESE MANGA”. Diakses tanggal 1 October 2017
⁴ “Santo Kyoden’s picturebooks

http://bajangjournal.com/index.php/JCI
with the publication of works such as] santō kyōden’s picture book Shiji no yukikai (1798), and in the early 19th century with books such as Manga hyakujo (1814) and Hokusai Manga (1814–1834) by Manga Aikawa Minwa. In Japan, people of all age groups read manga. The manga covers works in a variety of genres: action, adventure, business and commerce, comedy, detective, drama, history, horror, mystery, romance, science fiction and fantasy, sports and games, and fun stories. Many manga have been translated into other languages. There are approximately 6 languages already available in this manga application namely English, Mandarin, Indonesian, Vietnamese, Spanish and Portuguese. Since the 1950s, manga has been a major part of the Japanese publishing industry. In 1995, the manga market in Japan was worth ¥586.4 billion (US$6 – 7 billion), with annual sales of approximately 1.9 billion for manga manga and magazines in Japan (equivalent to 15 editions per person).

Stories in a manga are usually printed in black and white although there are some manga that are entirely colorful (such as Colorful). In Japan, manga is usually featured in popular manga magazines—often containing multiple stories, and each manga is loaded in one chapter and connected to the next issue. Bundled chapters are usually republished in the form of tankōbon volumes, and sometimes in the form of thin-knotted books. A manga illustrator (mangaka in Japanese) usually works with several assistants in a small studio and deals with the creative editors of commercial publishing companies. If a manga series is popular enough, it can be used as an anime after the story ends or as long as it continues. Sometimes, a manga is based on a live action film (live-action) or other animated film. Manga-influenced comics also exist in other countries, including Algeria (“DZ manga”), China, Hong Kong, Taiwan (“manhua”), and South Korea (“manhwa”).

Some people think of the act of reading as a straightforward task that is easy to master. In reality, reading is a complex process that draws on many different skills. Utilizing the existence of English-language comics as a medium is expected to make a positive contribution to students through their nature that makes their readers feel happy. Children’s interest in storytelling gives a meaningful emphasis on the need for the use of comic media for learning. Together, these skills lead to the ultimate goal of reading: reading comprehension, or understanding what’s been read. Reading comprehension can be challenging for lots of reasons.

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5 “Shiji no yukikai”. Japanese National Diet Library. Diakses tanggal 23 Mei 2019
6 Bouquillard and Marquet 2007
7 “Manga/Anime topic”. MIT. Diakses tanggal 22 Juni 2017
8 Gravett 2004, hlm.8
9 Kinsella 2004, Schodt 1996
12 Katzen and Shiraishi 1997
13 Gravett 2004, hlm.8, Scohodt 1986
14 Kinsella 2000
15 Kittelson 1998
16 Jhonston-O’Neill 2007
17 Webb 2006
Comics are a unique and interesting learning medium. Comics are also simple, clear, and easy to understand. Comics have their own appeal in the form of a combination of stories and images so that they are easy to digest and do not seem patronizing so that comics can be used as a learning medium. This comic medium is used to see the influence of reading skills shown by the value of interview results given to students at the end of reading comics in manga toon. The author interviewed several people to find out how efficient manga applications are to improve their reading skills. The author gave readings of English comics then asked the same question: after reading this comic, are there any difficulties faced when reading the comic? Here are the interviews obtained from the following sources:

Source 1
Name : Nur Arifah A.Husain
Age : 18 years old
Status : 3rd semester English student

Because I am an English student and I also quite often read comics where I am also one of the users of mangatoon application. I think by reading comics in the manga toon application that is English I can get a lot of new vocabulary and I find it easy to understand the conversations that exist in comics because there is not too much writing like in novels or articles that are full of writing while in this comic interspersed with pictures so it is not boring to read comics and when I read a writing other than comics I find a lot of vocabulary that is familiar because I often read it in comics and it makes me feel easy when reading. This application is very suitable to improve reading skills in addition to not boring comic media and also little by little change our reading skills.

From the statement of the source above, it is concluded that comic media in manga applications is an effective way to overcome the laziness of reading with the increasing desire to read, the reading skills will also increase without us knowing.

Source 2
Name : Khoirun Nisa
Age : 17 years old
Status : 2nd grade high school student

Because I love to read comics and from reading comics I feel it is not a difficult thing to understand even though I am not a major in English but reading English comics in this manga application is very easy to understand because the vocabulary used is not an unfamiliar vocabulary for me so reading this comic does not need to open the dictionary again to find out what it means maybe only find one or two words that are used. I don’t know but I can guess the relationship between words with each other so it becomes easy for me.

From the statement of the source above the author concluded that this application is very easy to understand by the source although the source is not from the English department and the source also uses the technique of reading making predictions from a reading so that the reading can continue to run even though there are one or two unknown words from the source in the source also know that without learning reading techniques indirectly he found a way to read in accordance with the reading procedure the good is right.

Based on the above facts, it can be concluded that reading comics according to the

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18 Nur Arifah A.Husain 4th semester English Student (wawancara), 15 Maret 2022, 11.00 a.m
19 Khoirun Nisa 3rd grade high school student (wawancara), 15 Maret 2022, 09.00 a.m
author is the first step to increase the excitement of reading because reading comics is not boring even readers can read comics for a full night only to find out the end of the story they read and indirectly this unconsciously makes readers very fond to read there are 2 things that can make our reading interest increase, namely as follows:

a. **Read because you really want to.**

The first way is to instill in yourself that you **really want to read.** It's to read because you want to. Find the best reason to read a book. You have to read because you need it.

This method is inspired by the experience of Cristina Chipurici. When he was 4 years old, he was very excited to read. He even devoured a lot of books. But there was one incident that made him reluctant to read the book again. When he entered school, he was required to read a book. This obligation actually makes him sick and depressed. Until your 20s, reading interest was still very low. But that turning point came when he realized that there was a very stark difference between reading and not reading. He realized that people who read a lot of things. It could be unknown. This is what prompted him to start reading again. He thought he needed to read. He wants to read because he wants to know information and knowledge.

b. **Find the Way to Read That Best Suits You**

Everyone has their own reading style. Some like to read in quiet places, some are in crowded places. Some like to read in voice, some are more comfortable reading silently. There are also those who like to read in between travel times when heading to campus. As he rode on public transport. Some deliberately go to the coffee shop to read a book.

There are many ways to read. Find the way that best suits you. As the times progressed, audio books emerged. Not a few who end up turning to audio books when tired of reading conventional books. So, you are usually most happy and comfortable reading books where and in what kind of atmosphere?

This application is a favorite of teenagers, even some say "You have been big, still read comics" Those words are the most often heard and also experienced by people. Parents, friends or other closest people always say the same thing. They always question why teenagers still often buy and read comics, even though they are a quarter of a century old. I do not know what they have in mind, maybe they think reading the comic is just for kids, or a little boy just learning to read. But for me personally, reading comics is a pleasure in itself and part of human rights that's how teenagers say.

It's not wrong to think so and no one blames it. But there are still many who consider that comics are books that represent the laziness of reading. Yes, it is true that comics are different from novels, literacy or other books that contain a series of letters in one full page. Comics are filled with images (visuals) and in one scene contain only a small amount of text. The rest is full of pictures.

Maybe this is because comics are considered only liked by people who are lazy to read and prefer to just look at the visuals. But there are actually benefits to reading comics. Not just enjoying the pictures, but more than that.

First, reading comics allows us to think differently. According to Dale Jacobs' 2007 journal published by the University of Windsor English, people who read a comic must process several elements at once called multiple modalities techniques.

Images and writing are the two main elements. Then coupled with spatial elements and layout. In one read, comic readers must process these three data quickly to interpret and interpret something. That is, although these elements are also present in other things like
video games, television, etc., reading comics turns out to involve much more complex data processing. This is where the brain needs more effort and can indirectly train our brain to be able to see things in a different way of thinking.

Second, the storyline in comics can make the brain nerves work better. A study of brain nerves created by Berns Gregory, Blaine Kristina, Prietula Michael and Pye Brandon in 2013 explained that reading a story continuously can have a positive impact on brain nerves. Reading a systematic story can train the brain to think systematically as well and sequentially. Of course comics are books that present a neatly arranged story with a structured storyboard with visual support.

Third, many valuable lessons can be taken from the story of a comic, especially Japanese comics aka manga. Take for example this Shinchan comic I just bought. Although this comic "he said" is not good to read because it contains many images of paradise, there are actually many moral values that can be taken. The innocence of a child told in this comic provides entertainment and its own impression.

Not only Shinchan, another example for example is slam dunk comics that tell the character Hanamichi Sakuragi. A fool who plays basketball but wants to be a member of the basketball club in his school. In the end, he became one of the key players at the school's basketball club. From here the moral value that can be taken is, no matter how stupid we are when we keep trying to give our best then we will be one of the best.

There are still many benefits that can be obtained from reading comics. So, do not think that comics should only be read for young children and only read by lazy people. Reading comics is a pleasure in itself. It cannot be confused with reading a novel, literacy or other books.

CONCLUSION

From the results of research and discussion it was concluded that learning to read and understanding English by using comic media can improve the ability to read adolescent comprehension. Reading is an important part of learning English. This guide to how to improve your reading skills will help you improve reading by using skills you use in your own language. In other words, one of the best tips on improving reading is to think about how you read in your own language. Start by thinking about how you read different documents. How do you read the newspaper? How do you read novels? How do you read train schedules and so on. Taking time to think about this will help give you clues on how to read in English - even if you don’t understand every single word.

Bibliografi

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HALAMAN INI SENGAJA DIKOSONGKAN