

ABSTRACT

In a learning process, a media is necessary as an effort to achieve educational goals. One of the learning medias needed is books. Books as an educational tool provide a variety of written learning materials related to certain subjects. However, learning books that seem monotonous and only contain texts are the main cause of learning using text-based books is less attractive to many people, especially students. Nowadays, many students tend to read comic books rather than books. This is because comic books can wash away the emotions of readers in the story line. Therefore, an application that can help teachers to visualize the important points in books into comics is needed. So that user interface modeling can help teachers in delivering the learning materials in a more attractive way through a design in the form of a prototype. This research was conducted with a Goal Directed Design approach to get user perspectives in developing this application. The prototype tests were carried out twice and each test involved 15 respondents to get the optimum results. The usability measurement of the prototype made using the USE Questionnaire evaluation method shows an average value of 83.27% (Very Feasible) in the first iteration and 85.37% (Very Feasible) in the second iteration. Thus, the design of the user interface as a supporting media for teachers in delivering the learning materials is in accordance with the expected goal.

Keywords: Comic Strip, Goal Directed Design, Learning Materials, USE Questionnaire, User Interface, Visualization.