ABSTRACT

DESIGNING DIGITAL COMIC AS A LEARNING TOOL FOR THE HISTORY OF PAREGREG WAR

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This research reviews the Designing Proccess of Digital Comic as a Learning Tool for The History of Paregreg War. This design aims to increase students' interest in history lessons and add variety to learning at school. In learning history, teachers are more inclined to use traditional methods that take place in one direction and rely entirely on the teacher in delivering the material. Digital comics were chosen as the media to support the design because almost all high school students already have their own gadget for daily basis and digital comics are also more accessible. The data collection method for this research is to use qualitative and quantitative data. The methods used are observation, interviews, questionnaires, and literature studies. While the method for analyzing data uses visual analysis, comparison matrix, and questionnaire data analysis. With this research, it is expected that it can expand students' interest in historical events, especially Indonesian history and increases ways and variations for students to learn and understand lessons at school.

Keywords: Digital comic, learning tool, history