

**DIGITAL COMIC STRIPS AS MULTI – MODAL TEXT FOR  
LEARNING INTERPERSONAL & TRANSACTIONAL TEXT  
IN JUNIOR HIGH SCHOOL : A CONTENT ANALYSIS**



*Memcerdaskan dan  
Memartabatkan Bangsa*

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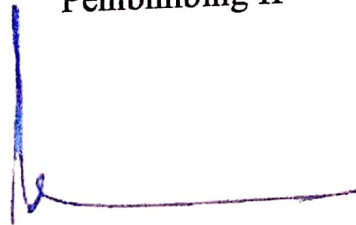
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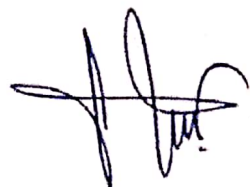
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## ABSTRAK

**Anisa Pratiwi.** 2021. *Komik Strip Digital Sebagai Teks Multi – Modal untuk Pembelajaran Teks Interpersonal dan Transaksional di Sekolah Menengah Pertama: Analisis Konten.* Skripsi. Jakarta: Program Studi Pendidikan Bahasa Inggris, Fakultas Bahasa dan Seni, Universitas Negeri Jakarta

Penelitian ini bertujuan untuk menganalisis konten dari *Digital Comic Strips* untuk pembelajaran teks Interpersonal dan Transactional di Sekolah Menengah Pertama. Instrumen yang digunakan diadaptasi dari Silabus Menteri Pendidikan Indonesia dan 3 Teori Digital Learning Material. Data yang digunakan berasal dari Digital Comic Strips yang diunggah melalui media sosial dan web khusus untuk komik strip. Penelitian ini mengungkapkan bahwa semua Digital Comic Strips yang ditemukan sudah memiliki unsur bahasa yang tertera di silabus yang dibuat oleh Menteri Pendidikan dan Kebudayaan Indonesia serta 28 dari 35 Digital Komik Strip yang ditemukan telah memenuhi dari kriteria yang ada di The National Center for Accessible Educational Resources (AEM), Kriteria dari PRIMO (Peer-Reviewed Instructional Materials Online) Selection Criteria and Usability Criteria dari Petri Nokelainen. Sedangkan 5 sisanya tidak memenuhi beberapa indikator yang tertera dalam 3 teori Digital Learning Material yang digunakan.

## ABSTRACT

**Anisa Pratiwi.** 2021. *Digital Comic Strips as Multi-Modal Text for Learning Interpersonal & Transactional Text in Junior High School : A Content Analysis.* A Skripsi. Jakarta: English Department, Faculty of Languages and Arts, Universitas Negeri Jakarta

This research analyzed the content of the Digital Comic Strip for Learning Interpersonal & Transactional Text in Junior High School. The instrument of the study were constructed adjusting from Indonesia Ministry Syllabus and 3 Digital Learning Material Framework. The data and data source is based on the digital comic strip which uploaded in social media and comic strips web. It revealed that all of the Digital Comic Strip found already has the language features which the Ministry of Education and Culture stated on the Syllabus, also 28 out of 35 digital comic strips found have accomplished the digital learning material criteria from by The National Center for Accessible Educational Resources (AEM ), Criteria from PRIMO (Peer-Reviewed Instructional Materials Online) and the usability Petri Nokelainen. Meanwhile the other 5 haven't accomplished the indicator stated on the 3 Digital Learning Material framework.

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