

Revolutionizing Reading Practices: The Influence of Webcomics on Students' Vocabulary Development – A Library-Based Perspective

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Abstract

In the digital age, technology is considered an effective tool to support students in developing their vocabulary mastery. This study aims to observe the theory and concept of webcomics as digital reading material and to identify and explain the factors that correlate between students' reading habits in webcomics and their vocabulary mastery. This type of research is literature research, where the research data obtained are taken from books, articles and previous research reports. This study uses a qualitative approach. The research technique used is library research. Based on data analysis, there is a positive correlation between reading comics and students' vocabulary skills. Based on the 10 journals that have been analyzed, it was found that reading comics and learning using comic media can significantly improve students' vocabulary skills compared to learning carried out without using comics as media. Reading comics can have a positive impact on students' vocabulary mastery. The following are factors that correlate between reading comics and students' vocabulary skills from several data findings: 1) Exposure to new vocabulary; 2) contextual learning; 3) visual aids; 4) repetition and reinforcement; 5) engagement and motivation. Overall, incorporating webcomics into students' reading habits can have a positive impact on their vocabulary mastery, reading comprehension, and overall language skills, making it a valuable tool for language learning and development.

Keywords: Language Development, Reading Webcomic, Vocabulary Mastery

1 INTRODUCTION

Language is a very important aspect in human life. It means, language is a medium used by many people to communicate. They interact with one another to get information and knowledge they require. Identified as the need of human life, language has four necessities. It is commonly known as the four skills, they are reading, writing, listening and speaking. English is one of the languages used by people all over the world. It is commonly used for international communication both in formal and informal communication. English is a compulsory subject which is clearly stated as English as a Foreign Language. It is taught a compulsory subject in schools ranging from elementary school to college university. The aim of Teaching English as a Foreign Language (TEFL) is to help students to master language skills which are listening, speaking, reading and writing and also language components which are vocabulary, grammar, pronunciation and spelling.

Vocabulary is the most important skill students have to master. For native speakers, although the most rapid growth occurs in childhood, vocabulary knowledge continues to develop naturally in adult life in response to new experiences, invention, concept, social trends and opportunities for learning (Read John, 2000). Vocabulary is the foundation to build language, in which there is communication. It is one element that links the four skills of listening, speaking, reading and writing altogether. It is true that it may be impossible to learn a language without mastery of vocabulary (Darwatik, Danti & Ira, 2019).

Vocabulary is all about words (Hiebert & Kamil, 2005). Vocabulary is an essential and basic component of all uses of the English language. When students acquire new vocabulary, they must know the meaning of the words. The words will be useful if they are used in a certain language.

Students can improve their vocabulary in different fun ways. Online games could be one of them, reading is also familiar amongst students of junior and senior high school. Reading is one of the most important skills that should be acquired by the students. Students who have good reading ability can extract a lot of information and knowledge from various text books and also other references to support their learning process. Such as the new vocabulary, phrases and many more when they read various kinds of books. Through reading, learners are not only able to expand their vocabulary but also improve their understanding of sentence structures, cohesion, and overall text organization (Grabe & Stoller, 2002).

According to Greene, 2001. Reading habits can be achieved by someone at a younger age. If at a young age, they form a reading habit that will last a long time in their lives. Reading habits can be obtained by readers if they often read books for whatever reason they have. When they are accustomed to reading and looking for books to read, reading can become their habit.

One strategy to improve students' vocabulary mastery is by reading English comic. Comics these days can be read online, we can read comics that are published in online platforms like social media, comic application and website. Comic that published online also called Webcomic. The use of technology of smartphone is more active than reading a book. The student can find many books on the internet or many articles without paying too much even better free and they can find more information. They used to be more active on social media than real life. But without a doubt, that there are so many applications that can improve the ability in learning. For English education, the application that can help students improve their English ability are dictionary offline and online, the bunch of vocabulary, the English games, the English quiz, the chat room for user in the world, and many more.

Web comics (also known as online comics or Internet comics) are comics published on a website or mobile app. While many are published exclusively on the web, others are also published in magazines, newspapers, or comic books. Web comics are often developed using digital art programs, such as Adobe Photoshop or Illustrator. Artists tend to publish webcomics on personal websites, blogs, social media pages, or art websites.

The advantages of digital comics compared to printed comics, such as making it easier for comic creators to distribute their own comics through social media such as Facebook, Twitter, Instagram or websites or application such as Webtoon, Mangatoon, Kakao Page, etc. to readers all over the world, and being able to directly collect and display comments from readers. The presence of digital comics is currently reviving the quality of comics that had died during the print media era.

Therefore, the writer would like to know whether students' reading habits have positive correlation to vocabulary mastery of the Indonesian students of English, especially at senior high school.

2 RESEARCH METHODS

The research design is library research. In terms of type this research is of a literary nature. Research that can only be completed using library resources is known as library research. This type of study is conducted in a library setting where books or other visual or auditory aids are used to collect data and information on the subject of interest.

According to Zed Mestika, library research is a series of activities related to library data collection methods, reading and recording and processing library collection materials without requiring field research. Library research is an integral part of inquiry in any field, allowing researchers to determine what related work has already been done and how experts have assessed it. In short, the library research process is similar in nature to other forms of inquiry. It is an investigation involving accepted facts, unknowns, speculation, logical procedures rigorously applied, verification, evaluation, repetition and ultimately an interpretation of findings that extends understanding.

There are several definitions of this library research. Mirzakon. T, and Purwoko (2017) put forward several definitions of library research from several experts. Library research is a study used to collect information and data with the help of various materials available in the library such as documents, books, magazines, historical stories, etc. (Mardalis: 1999). Literature research is a study that examines various reference books and the result of previous similar research which is useful for obtaining a theoretical basis for the problem to be researched (Sarwono: 2006). Library research is a data collection technique by reviewing books, literature, notes and various reports related to the problem to be solved (Nazir: 1988). Library research is a theoretical study, references and other scientific literature related to culture, values and norms that develop in the social situation being studied. (Sugiyono: 2012).

Khatibah (2011) describes library research as an activity carried out systematically to collect, process and conclude data using certain methods or techniques to find answers to the problems faced through library research. Meanwhile Danandjaja (2014) stated that library research is a method of systematic scientific bibliographic research, which includes collecting bibliographic materials related to the research target; collection techniques using library methods and organizing and presenting data.

Based on the explanation of library research above, it can be concluded that library research is a research method that is carried out by collecting, reading and analyzing data from library sources, such as books, journals, articles, etc. this research does not require field research and focuses more on collecting secondary data from library sources. The purpose of library research is to collect information, analyze secondary data and develop knowledge on a topic. Library research is an important research method for understanding a particular topic and developing knowledge.

The approach used in this study is a qualitative approach, namely by emphasizing the analysis on the process of comparative conclusions and on the analysis of the dynamics of the relationship between observed phenomena using scientific logic (Saifudin Azmar, 2001). Qualitative research is an approach that produces descriptive data in the form of written words from people being observed that are not expressed in terms used in quantitative research. Qualitative research focuses on understanding phenomena in depth, not just measuring or calculating, collecting data in narrative form (text, words). In qualitative research, the research instrument is divided into two types, namely the primary instrument and the secondary instrument Ary et al (2010, 424) said that the main instrument (primary instrument) in qualitative research is the researcher herself to collect and analyze data. Then the researcher needs another instrument as a secondary instrument. In taking these secondary instruments through document analysis.

the data collection techniques employed in this study and the individual instruments used to gather the data. In qualitative research, data collection approach includes in-depth interview, document analysis, observation, and audiovisual materials analysis

(Creswell, 2012). Data of this research came from library research and document review, which was gathered through several techniques of data collection.

3 RESULT AND DISCUSSION

From the data analysis, the researcher found there is a positive correlation between students' habit in reading web comics with their vocabulary. Data was obtained from academic writings totaling 10 articles. The articles were subdivided based on the use of comics in improving vocabulary skills. The article was taken from google scholar conducted in 2021-2024. In the table below, these findings are listed and explained.

Table 1. Analysis Theory and Concept

No	Title	Author/Year	Findings	Methodology
1	Using Comic as a Learning Media to Improve EFL Vocabulary: MAN 1 Lamongan Students' perspectives	Rakhmawati, Yayuk Mukhayatin, Arinatus Safitri, Zuhira Nafisa, Muhammad Amirul Amin (2021)	The result of the survey shows a positive perspective on each statement provided where most students prefer to learn to improve their vocabulary skills by reading comics.	Survei
2	The Use of Comic Book as a Media in Teaching Reading Comprehension to Improve Students' Vocabulary Mastery	Desi Purnama Sari, Sofyan Abdul Gani, Saiful Marhaban (2021)	There is a significant difference in the students' vocabulary mastery between those who were taught by using comic books and those who are not.	Quasi-experimental
3	Webtoon Potentials to enhance EFL Students' Vocabulary	Elza Aqilla Novanti, Suprayogi (2021)	Based on the results of interviews with respondents who teach Webtoon as a medium, Webtoon has the potential to improve English vocabulary	Questionnaire
4	The Effect of Using Comic Strips on Students' Motivation in Mastering Vocabulary	Juliana (2021)	The result of this study shows positive results where students have high motivation to learn when using comic media as a learning medium.	Experimental Teaching
5	The Effectiveness of Comic Strip in Improving Students' Vocabulary and	Risma Azizzah, Syifa Fadhilah Hamid (2022)	The result of this study shows a significant increase in students' vocabulary and	Pre-Experimental

No	Title	Author/Year	Findings	Methodology
	Reading Comprehension		reading comprehension skills.	
6	Using Comic as A Method for Developing Vocabulary	Suleimenova A.B., Alpysbayeva A.A., Argynalieva N.B (2023)	The results of the study showed a significant increase in the test results of students who studied using comics.	Literature Review & Group Experimental
7	The Use of Comic Stories in Mastery Students' Vocabulary at SMA Negeri 1 Tondano	Inggrit N.Y. Solang, Elisabeth Z. Oroh, Ignatius J.C. Tuerah	The research obtained shows that there is a significant achievement where the students' scores on post-test are much higher compared to their pre-test scores.	Pre-Experimental
8	The Effect of Line Webtoon in Improving Vocabulary Mastery	Mayang Sari, Muchsin, Faudi (2023)	This research finds there is a positive result in increasing students' vocabulary by reading comics.	Pre-Experimental
9	The Use of Comic Strips as Media to Increase The Students' Vocabulary Mastery at SMKN 4 Pangkep	Veranda Amir, Sitti Maryam Hamid, Awalia Azis (2024)	Finding this research, using comic strips can increase students' vocabulary mastery. It was confirmed that scores of pre-test are increased from the post-test results.	Experimental Study
10	The Utilizing of Digital Comics to Enrich Students' Vocabulary Knowledge	Firdha Cintya Prihatiningtyas, Izzati Geni Seinsiani (2025)	The result of the data collection of students' perception of using digital comics to enrich vocabulary shows positive response but some of the also shows the challenge of using digital comics.	Questionnaire & Interview

Reading comics can have a positive impact on students' vocabulary mastery due to several correlating factors, including exposure to new vocabulary as comic feature a wide range of words and phrases, contextual learning which provides context for new vocabulary making it easier to understand and remember, visual aids such as

illustrations and images that convey meaning and provide additional context, repetition and reinforcement through repeated vocabulary in different context, and engagement and motivation as comics can be an engaging and motivating way to learn new vocabulary, ultimately helping students expand their vocabulary, improve comprehension, and develop a more nuanced understanding of language.

4 CONCLUSION

These findings suggest there is a strong relationship between reading webcomics and students' vocabulary skills, which may have important implications for language teaching practice and curriculum development. The implication of these findings is that teachers should encourage students to read webcomics as a way to improve their vocabulary. Curriculum developers may also consider incorporating webcomics as part of language learning programs. Furthermore, further research is needed to explore the mechanisms underlying the correlation between reading webcomics and vocabulary skills. Developing appropriate webcomic resources for use in language learning may also help improve students' vocabulary skills. Thus, these findings may have a positive impact on language teaching practice and curriculum development.

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