

**STUDENTS' PREFERENCES
ON THE USE OF DIGITAL COMICS APPLICATION
FOR ENGLISH INDEPENDENT LEARNING**

THESIS

Submitted in partial Fulfilment of The Requirement for the degree of Sarjana
Pendidikan (S. Pd) in teaching English



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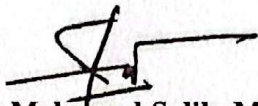
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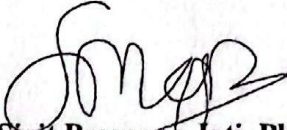
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ABSTRACT

Maghfiroh, Azizatul. (2025). *Students' Preferences on The Use of Digital Comics Application for English Independent Learning*. A thesis. English Language Education Department, Faculty of Tarbiyah and Teacher Training, UIN Sunan Ampel Surabaya. Advisors: Prof. Dr. Mohamad Salik, M.Ag. and Rizka Safriyani, M.Pd.

Keywords: *Students' Preferences, Digital Comics, English Independent Learning*.

In this era, digital media have become popular among students. Digital media help students in learning the material effectively and even facilitate them to learn independently. One of the digital media that is beneficial for students' learning process is digital comics. This study explores the preferences of English Department students at Universitas Negeri Surabaya (UINSA) regarding digital comic applications for independent English language learning. The research aims to identify the types of digital comic applications preferred by students and to understand the reasons behind their choices. The study examines the distinct characteristics of popular platforms such as Webtoon, Pixtoon, and Mangatoon. Using a qualitative approach, the survey and interview were conducted to 25 students of UINSA. They are 18-24 years old students from the English Language Education Department who have been using digital comics to facilitate their English independent learning. The findings reveal that while these platforms differ in features, all are effective in facilitating independent English learning, with students responding positively to their use based on individual needs and preferences. Digital comics are shown to be versatile educational tools that promote active and independent learning by offering visually engaging, personalized, and diverse content. Supported by previous research, these results highlight the potential of digital comics to enhance comprehension and sustain learner interest, making them valuable resources for language education.

ABSTRAK

Maghfiroh, Azizatul. (2025). *Students' preferences on The Use of Digital Comics Application for English Independent Learning*. Skripsi. Pendidikan Bahasa Inggris, Fakultas Tarbiyah dan Keguruan, Universitas Islam Negeri Sunan Ampel Surabaya. Pembimbing: Prof. Dr. Mohamad Salik, M.Ag. dan Rizka Safriyani, M.Pd.

Keywords: Preferensi Siswa, Komik Digital, Belajar Mandiri Bahasa Inggris

Di era sekarang media digital menjadi populer di kalangan siswa. Media digital membantu siswa mempelajari materi dengan efektif dan bahkan memfasilitasi mereka untuk bisa belajar secara mandiri. Studi ini mengeksplorasi preferensi mahasiswa Jurusan Bahasa Inggris di Universitas Negeri Surabaya (UINSA) mengenai aplikasi komik digital untuk pembelajaran bahasa Inggris mandiri. Penelitian ini bertujuan untuk mengidentifikasi jenis aplikasi komik digital yang disukai oleh mahasiswa dan untuk memahami alasan di balik pilihan mereka. Studi ini meneliti karakteristik khusus dari platform populer seperti Webtoon, Pixtoon, dan Mangatoon. Dengan menggunakan pendekatan kualitatif, kuesioner dan wawancara dilakukan kepada 25 mahasiswa UINSA. Mereka merupakan mahasiswa dengan rentang usia 18 sampai 24 tahun dari Fakultas Pendidikan Bahasa Inggris yang telah menggunakan komik digital untuk memfasilitasi pembelajaran bahasa Inggris mandiri mereka. Temuan penelitian mengungkapkan bahwa meskipun platform ini memiliki fitur yang berbeda, semuanya efektif dalam memfasilitasi pembelajaran bahasa Inggris mandiri, dengan mahasiswa menanggapi penggunaan mereka secara positif berdasarkan kebutuhan dan preferensi individu. Komik digital terbukti menjadi alat pendidikan serbaguna yang mempromosikan pembelajaran aktif dan mandiri dengan menawarkan konten yang menarik secara visual, dipersonalisasi, dan beragam. Didukung oleh penelitian sebelumnya, hasil ini menyoroti potensi komik digital untuk meningkatkan pemahaman dan mempertahankan minat pelajar, menjadikannya sumber daya yang berharga untuk pendidikan bahasa.

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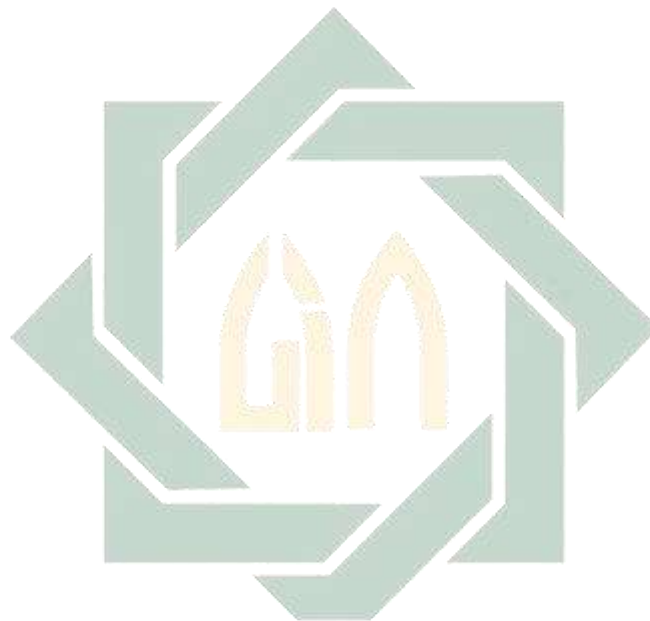
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