

Improving Students' Speaking Competence in Daily Expressions through Digital Comics

SKRIPSI



Presented to
IKIP PGRI Bojonegoro
In partial fulfilment of the requirements
For the degree of Sarjana in English Education

By:
Siti Khotijah
NIM 22120057

ENGLISH EDUCATION DEPARTMENT
FACULTY OF LANGUAGE AND ARTS EDUCATION
IKIP PGRI BOJONEGORO
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2026

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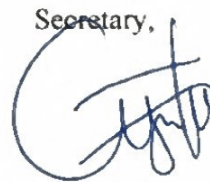
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MOTTO

“Do what you love, and love what you do”

(The Researcher)

“Whoever travels a path in search of knowledge, Allah will make easy for them the path to paradise”

(HR. Muslim)

DEDICATION

With deep gratitude, the author dedicates this proposal to:

1. Allah SWT for his endless mercy, guidance, and blessings, which have granted me strength, health, and patience in completing this work.
2. My beloved parents, Sumadianto and Siti Mukaromah, for their never-ending prayers, unconditional love, endless sacrifices, and unwavering moral as well as financial support, which have always been my greatest source of motivation in life.
3. My beloved brothers, Abdullah and Utsman Arif, thank you for your prayers, support, encouragement, and the joyful moments we have shared. Thank you for making my life more colorful and for always protecting and caring for me as your only sister. I am truly grateful to have both of you in my life.
4. My academic supervisor, who patiently devoted time to provide guidance, direction, and invaluable knowledge throughout the completion of this work.
5. My friends, especially my fellow students in the English Education Department, Class of 2022, thank you for your friendship, support, encouragement, and the precious memories we shared throughout this journey.
6. Myself, for staying strong, persevering, and never giving up despite the many challenges I faced throughout this journey.

ACKNOWLEDGEMENT

All praise and gratitude are due to Allah SWT for his mercy, guidance, and blessings, which have enabled the writer to complete this thesis entitled “Improving Students’ Speaking Competence in Daily Expressions through Digital Comics” this proposal is written as a partial fulfillment of the requirements to obtain a bachelor’s Degree in English Education at IKIP PGRI Bojonegoro.

In completing this proposal, the writer realizes that its accomplishment would not have been possible without the assistance, guidance, support, and prayers of many people. Therefore, the writer would like to express sincere gratitude and appreciation to:

1. Dr. Junarti, M.Pd, as the Rector of IKIP PGRI Bojonegoro.
2. Dr. Cahyo Hasanudin, M.Pd, as the Dean of the Faculty of Language and Arts Education, IKIP PGRI Bojonegoro.
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4. Chyntia Heru Woro Prastiwi, M.Pd, as the first thesis advisor, for her patience, guidance, valuable suggestions, and motivation throughout the completion of this thesis.
5. Dr. Moh. Fuadul Matin, S.S., M.Pd, as the second thesis advisor, for his constructive comments, corrections, and suggestions to improve this thesis.

6. All lecturers of IKIP PGRI Bojonegoro, especially those of the English Education Study Program, for their knowledge and support during the writer's study.

The writer realizes that thesis is still far from perfect. Therefore, constructive criticism and suggestions are warmly welcomed for future improvement. Hopefully, this thesis will be beneficial for readers and contribute to the development of education, especially in teaching speaking skills.

Bojonegoro, July 8th 2026

Siti Khotijah

STATEMENT OF AUTHENTICITY

I, the undersigned below:

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In order to uphold academic integrity, sincerely and without coercion from any parties,
I hereby declare that the thesis entitled:

“IMPROVING STUDENTS’ SPEAKING COMPETENCE IN DAILY EXPRESSIONS THROUGH DIGITAL COMICS”

Is the result of my own original work, and all sources of information used have been
clearly cited in the reference list according to the scientific and academic code of ethics.
I am aware that if any violations of scholarly ethics regarding to the authenticity of this
work are found, I personally accept the consequences in accordance with the applicable
regulations and am prepared to bear legal sanctions.

Bojonegoro, July 8th 2026



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ABSTRACT

Khotijah, Siti. 2026. Improving Students' Speaking Competence in Daily Expressions through Digital Comics. Skripsi, English Education Department Faculty of language and Art Education IKIP PGRI Bojonegoro, Lecturer: 1) Chyntia Heru Woro Prastiwi, M.Pd., 2) Dr. Moh. Fuadul Matin, M.Pd.

Keywords: Speaking competence, daily expressions, digital comics, classroom action research.

Speaking competence plays an important role in helping students communicate effectively in English. However, many junior high school students experience difficulties in using daily expressions because of limited vocabulary, low confidence, and insufficient opportunities to practice speaking. This study aimed to improve students' speaking competence through the implementation of digital comics as an instructional medium. The research employed Classroom Action Research (CAR) involving 31 students of class VII F at MTsN 2 Bojonegoro. The research was conducted in one cycle consisting of planning, acting, observing, and reflecting. Data were collected through speaking tests, classroom observations, questionnaires, and documentation, and analyzed using quantitative and qualitative methods. The findings showed that digital comics effectively improved students' speaking competence. The percentage of students achieving the minimum mastery criterion (KKM 75%) increased from 45.56% before the intervention to 81.05% after the implementation. Improvement was also reflected in students' fluency, pronunciation, vocabulary, and confidence. In addition, classroom observations and questionnaire results indicated that students became more active, confident, and motivated to participate in speaking activities. The visual and contextual features of digital comics also helped students understand and practice daily expressions more effectively. It can be concluded that digital comics are a valuable instructional medium for improving students' speaking competence, particularly in the use of daily expressions.

ABSTRAK

Khotijah, Siti. 2026. Improving Students' Speaking Competence in Daily Expressions through Digital Comics. Skripsi. Program Studi Pendidikan Bahasa Inggris, Fakultas Pendidikan Bahasa dan Seni, IKIP PGRI Bojonegoro. Pembimbing: (1) Chyntia Heru Woro Prastiwi, M.Pd., (2) Dr. Moh. Fuadul Matin, M.Pd.

Kata Kunci: kompetensi berbicara, ekspresi sehari-hari, komik digital, penelitian tindakan kelas.

Kemampuan berbicara memiliki peran penting dalam membantu siswa berkomunikasi secara efektif dalam bahasa Inggris. Namun, masih banyak siswa sekolah menengah pertama yang mengalami kesulitan dalam menggunakan daily expressions karena keterbatasan kosakata, rendahnya rasa percaya diri, serta kurangnya kesempatan untuk berlatih berbicara. Penelitian ini bertujuan untuk meningkatkan kemampuan berbicara siswa melalui penerapan komik digital sebagai media pembelajaran. Penelitian ini menggunakan metode Penelitian Tindakan Kelas (PTK) yang melibatkan 31 siswa kelas VII F MTsN 2 Bojonegoro. Penelitian ini dilaksanakan dalam satu siklus yang terdiri dari tahap perencanaan (planning), pelaksanaan tindakan (acting), observasi (observing), dan refleksi (reflecting). Data dikumpulkan melalui tes berbicara, observasi kelas, angket, dan dokumentasi, kemudian dianalisis menggunakan metode kuantitatif dan kualitatif. Hasil penelitian menunjukkan bahwa penggunaan komik digital efektif dalam meningkatkan kemampuan berbicara siswa. Persentase siswa yang mencapai Kriteria Ketuntasan Minimal (KKM 75%) meningkat dari 45,56% sebelum tindakan menjadi 81,05% setelah tindakan dilaksanakan. Peningkatan juga terlihat pada aspek kelancaran, pelafalan, kosakata, dan kepercayaan diri siswa. Selain itu, hasil observasi kelas dan angket menunjukkan bahwa siswa menjadi lebih aktif, percaya diri, dan termotivasi untuk berpartisipasi dalam kegiatan berbicara. Fitur visual dan dialog kontekstual dalam komik digital juga membantu siswa memahami serta mempraktikkan daily expressions dengan lebih aktif. Berdasarkan hasil penelitian, dapat disimpulkan bahwa komik digital merupakan media pembelajaran yang efektif untuk meningkatkan kemampuan berbicara siswa, khususnya dalam penggunaan daily expressions.

PREFACE

All praises are due to Allah SWT, the Most Gracious and the Most Merciful, for His endless blessings, guidance, strength, and mercy, which have enabled the researcher to complete this undergraduate thesis entitled **"Improving Students' Speaking Competence in Daily Expressions through Digital Comics."** Peace and blessings be upon Prophet Muhammad SAW, who has guided humanity from darkness to the light of knowledge and faith.

This thesis is submitted as one of the requirements for obtaining the Bachelor's Degree in the English Education Study Program at IKIP PGRI Bojonegoro. Throughout the process of conducting this research, the researcher gained valuable knowledge, experience, and insight into the teaching and learning process, particularly in developing students' speaking competence through innovative learning media.

The researcher chose digital comics as the instructional media because they provide interesting visual contexts, increase students' motivation, encourage active participation, and create meaningful opportunities for practicing daily expressions in English. It is expected that the findings of this study will contribute to English language teaching, especially in improving students' speaking competence through engaging and interactive learning activities.

The researcher realizes that this thesis could not have been completed without the guidance, support, encouragement, and prayers from many individuals. Therefore, the researcher would like to express sincere gratitude to all lecturers, teachers, family members, friends, and everyone who contributed to the completion of this research.

Finally, the researcher realizes that this thesis is far from perfect. Therefore, constructive criticism and valuable suggestions are sincerely appreciated for the improvement of this thesis. The researcher hopes that this study will be beneficial for readers, future researchers, and English teachers who are interested in implementing digital comics as an effective learning medium to improve students' speaking competence.

Bojonegoro, July 8th 2026

Siti Khotijah
NIM 22120057

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CHAPTER I

INTRODUCTION

A. Background of the Study

Speaking is a crucial skill because people essentially learn a language in order to communicate with those around them (Asrabikal, 2019). In speaking activities, learners must consider various components, including intonation, word choice, pronunciation, and other related aspects (Yuni et al., 2023). The function of speaking skills is to facilitate social interaction, self-expression, and cultural exchange. In developing speaking skills, students must focus on related aspects to ensure their speech is clear and easily understood.

In mastering these aspects, student can improve their communication to become more structured. They will also feel more confident when they are able to express their ideas with proper intonation and pronunciation. In using daily expressions, many students still face difficulties because opportunities to practice directly are limited. The way students express common phrases such as greetings, explanations, and requests often sounds rigid and unnatural. This condition is caused by the use of conventional teaching approaches that still focus on text reading and dialogue memorization, resulting in students' speaking competence not reaching its optimal level. The main challenge faced by students in expressing daily expressions lies in the lack of real speaking practice and their limited vocabulary mastery.

In the context of language learning, students often focus more on reading and writing, leaving them with little time to practice speaking directly. As a follow-up, the use of technology in education plays a vital role in enhancing students' learning experiences. Developments in technology have led to major transformations in many areas of human life, one of which is education (Tomar & Soni, 2024). Digital comics, as interactive visual media, present an effective alternative learning tool by combining narrative, images, and audio elements that help students practice their daily speaking skills. Digital comics combine visual representations and written language in a single medium, enabling students to understand learning materials more effectively. The integration of images and text can attract learners' attention, increase engagement, and facilitate comprehension of contextual language use (Rina et al., 2020). Educational comics serve as one of the effective learning resources applicable in modern learning contexts. Additionally, they can be incorporated into different subjects and provide many learning advantages, including capturing students' attention, enhancing participation, and making learning more engaging and enjoyable (İlhan et al., 2021)

Educational comics are one of the useful learning tools in the field of education, as they can be easily integrated into various subject and offer diverse benefits. In line with these advantages, the use of technology-based learning media has become increasingly important to support student in the modern era. The urgency of this research is based on the need to develop creative and innovative learning strategies to address the dynamics of post-pandemic

education, where students require flexible and technology-supported learning approaches.

Despite the growing importance of technology-based learning media, students' speaking competence in using daily expressions remains low (Afandi et al., 2025). Many students experience difficulties in expressing simple daily expressions fluently and confidently due to limited vocabulary, lack of practice opportunities, low motivation, and anxiety when speaking in front of others. In addition, classroom speaking activities are often conducted using conventional methods that do not sufficiently engage students or encourage active participation. These conditions result in students becoming passive learners and reluctant to express their ideas orally.

To address these problems, the use of digital comics can enhance students' engagement, participation, and enthusiasm in learning activities. This medium offers a more creative and innovative learning experience compared to conventional approaches commonly applied in the classroom. Through the use of digital comics, students are expected to take a more active role in the learning process and have greater opportunities to express their ideas, feelings, and attitudes.

This background emphasizes the importance of innovation in English language learning because the students in class 7F at MTsN 2 Bojonegoro often experience difficulty speaking English fluently. This happens due to several factors, namely limited vocabulary, which makes students afraid of making mistakes or embraced if their speech is incorrect in front of friends or teachers,

as well as students dominantly using Indonesian both at school and at home. As a result, they find it difficult to familiarize their ears and mouths with the sounds of the English language. In addition, less interactive learning strategies make students unfamiliar to practicing speaking.

Digital comics are fun and enjoyable learning medium that can help students in develop their English speaking skills (Icha et al., 2026). Therefore, the use of digital comics is considered suitable for the students of class 7F at MTsN 2 Bojonegoro to learn and practice English speaking. This strategy is suitable because comics use simple pictures and stories that are easy for students to understand. The use of digital comics as a learning innovation is expected to be an effective alternative and solution to increase student's motivation and speaking ability, as well as to fill the gap in English teaching practice that has not been implemented previously.

B. Formulation of the Problem

Based on the background of the study, the writer formulates the problem statements as follows: How can digital comics improve students' speaking competence in using daily expressions naturally and confidently?

C. Objective of the Study

As stated in the research problem, the objective of this research is to investigate the use of digital comics to improve students' speaking competence in using daily expressions naturally and confidently.

D. Significances of the Study

There are several advantages that can be achieved from this research including:

1. Theoretical Significances

In general, the results of this study are expected to contribute to the development of knowledge in the field of English language teaching, particularly in the teaching of speaking skills.

2. Practical Significances

a) English teachers

1) This research is expected to help teachers find alternative learning media that are engaging and effective in improving students' speaking skills through the use of digital comics.

2) This method can encourage teachers to innovate in creating a more interactive and communicative learning environment.

b) Schools

This study can support schools in developing modern and technology - oriented curriculum that align with the needs of 21st century education.

c) Future researchers

This research can as a reference shows how results open new avenues and inspiration or provide data for replication and extension.

3. Pedagogical Significance

This research can help teachers recognize and apply the most effective teaching strategies for their students, particularly through the use of digital comics as a technique to enhance students speaking skills in daily expressions.

E. Delimitation of the Study

Based on the background that has been previously explained, the research focusing on improving students speaking ability through the use of daily expressions with the help of digital comics is limited to several important. The subject of this research are the students in class 7F at MTsN 2 Bojonegoro. The material given is focused on four main categories of daily expressions, specifically greetings, asking and giving information, thanks and apologies, and requests and commands. The learning process will be conducted using an innovative strategy in the form of digital comics created through the chatgpts platform. These limitations are set so that the research execution is more focused, measurable, and able to provide a clear picture of the effectiveness of using digital comics in improving students speaking ability.

F. Definition of Terminologies

1. Digital Comics

Comics are a form of narrative presented in a series of entertaining images. Comic Books offer simple and easy-to-understand stories, making them popular among various groups, from children to adults. Comics can be delivered via electronic platforms and are therefore known as digital comics. In the early 2010s, many comic enthusiasts started moving from print to digital formats (Dikko et al., 24 C.E.). Digital comic media represents a type of digital literacy that has become highly essential for students in engaging with online learning (Ghofur, 2022). Digital comics are learning media that help students understand images more effectively, develop their imagination, organize their ideas systematically, and convey story content coherently, making them suitable for integrative thematic learning (Rina et al., 2020). From the definition, the researchers define digital comics are a learning medium based on sequential images presented through digital platforms. This medium combines visuals and text, making it easier for students to understand the context of conversation, build imagination, and organize their flow of thinking. In this study, the term digital comics refers to comics created using chatgpts, which are used as a tool to provide language models, stimulate dialogue, and offer visual context that supports the practice of daily expressions.

2. Speaking Competence

Speaking is an interactive process through which individuals express ideas and gather information from others (Yuni et al., 2023). It functions as a means of communication for conveying messages so that listeners can understand the information, and it is one of the essential skills in practicing a language (Muzayyanah, 2023). Speaking is not simply about producing sounds or words but about engaging in authentic communication that demands fluency, correctness, and appropriate language use (Ulviani, 2025). From the definition, researchers define speaking skill as students' ability to express ideas, feelings, and information orally with accurate pronunciation, intonation, and language structure. In the context of this study, speaking skills focus on students' ability to use daily expressions fluently, accurately, and appropriately according to the situation. This ability not only requires vocabulary mastery but also confidence, willingness to speak, and fluency in producing English sounds.

3. Daily Expressions

Expression is a means by which individuals communicate with others to convey feelings, opinions, and suggestions in an immediate way (Humaeroah in (Palopo & Bahru, 2022)). Expressions are fundamental phrases commonly used in everyday communication (Anwarsyah in (Muzayyanah, 2023)). From the definition, the researches define daily expressions are set of short expressions used in everyday conversations to

convey meaning quickly, clearly, and naturally. In this study, daily expressions are limited to four main categories, they are greetings, asking and giving information, thanks and apologies, and request and commands. These four categories were selected because they are relevant to the communicative needs of seventh-grade students and align with the basic speaking competence at junior high school level