

INTERACTIVE ANIMATED COMIC IN LEARNING ENGLISH TENSES

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ABSTRACT

University students often find it very difficult to learn English especially grammar, since it is not their native language. Students still have difficulties in envisioning English grammar. Therefore, interactive animated comic in learning English tenses (i-COMEST) is designed to help students in learning English tenses as an alternative learning application. This research focuses on two type of tenses which are simple present tenses and simple past tenses. i-COMEST is an application to learn English grammar through comic using storytelling technique, blended with interactive multimedia elements, such as text, graphics, audio, video, animation, together with several multimedia principles. The study adapts Waterfall Model as the guideline to accomplish the study which consists of analysis, design, development, implementation, testing and documentation phases. This application is tested based on three main testing process which are heuristic evaluation, usability testing and user acceptance testing. The respondents (lecturers and students) agreed that i-COMEST is an attractive, user friendly and interesting learning aid ($\mu = 4.42$). The user acceptances results proven that the application is useful, easy to use and acceptable by the target user ($\mu = 4.50$). It concludes that i-COMEST is an interesting and valuable for students in improving English language especially grammar skills as it is an important language in the world.

Keywords: i-COMEST, multimedia elements, multimedia principles, interactive animated comic.