Webtoon-Based Anticorruption Children's Story Development

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Article Info	ABSTRACT
	The rise of corruption cases illustrates that Indonesia is experiencing a crisis of morals and trust. Seeing these conditions, efforts to eradicate anti-corruption are needed. One of them is through preventive efforts in the form of anti-corruption education from an early age. This research aims to 1) develop the webtoon CANTIK, 2) find out the feasibility of the webtoon CANTIK, and 3) find out the effectiveness of the webtoon CANTIK to introduce anti-corruption moral values to children. The research method used is research and development (R&D) which consists of 4 stages: define, design, development, and dissemination. The content contained in CANTIK contains simple forms of corruption and anti-corruption values. The first series describes a form of bribery corruption with anti-corruption values: honesty, responsibility, independence, and courage. The second series describes the form of corruption of the time with anti-corruption values: discipline, care and justice. The third series describes the form of greed corruption with anti-corruption values: simplicity, hard work, and responsibility.

Introduction

Corruption is an act that is not commendable and very detrimental to Indonesia. Corruption is considered an extraordinary crime, (Wutsqah, 2019). Rampant corruption illustrates a crisis of morals and trust in society. This is because corruption causes society to be chaotic, there is no social system that can apply properly. Every individual will only be self-interested, even selfishness. There will be no sincere cooperation and brotherhood, (Setiadi, 2018). Repairing these conditions, it is need to increase efforts to eradicate corruption through anti-corruption education in early childhood. Anti-corruption education is a conscious and planned effort to realize a learning process that is critical of anti-corruption values. The anticorruption education process is not just a medium of knowledge transfer (cognitive), but it also emphasizes the efforts of character building (affective) and moral consciousness in carrying out resistance (psychomotor) to the perversion of corrupt behavior (Wibowo, 2013).

In addition, anti-corruption education is an effort to improve political culture in the educational path to carry out sustainable cultural change, (Widiartana & Setyawan, 2020). Anti-corruption education should ideally be given by parents to their children from an early

age. Anti-corruption education is an early provision so that children from an early age are accustomed to being honest, trustworthy, and clean-hearted without having to harm themselves and others, (Aziz, 2015). Early age (0-8 years) is the golden age. The development of a person's intelligence potential can be optimal if given from an early age through various stimulations. Anti-corruption education for early childhood is part of character education, that is, related to how to instill habits about various good behaviors in life, so that the child has a high awareness and understanding, as well as concern and commitment to apply virtue in everyday life (Mulyasa, 2017).

There are various media that can be used to educate children about anti-corruption values, one of them is through a gadget. So that the gadget can be used by children properly, then it should be restricted and supervised by parents, so that children do not access content that is not in accordance with their development. For this reason, positive gadget content is needed in stimulating child development, in this case researchers choose a webtoon application. The term webtoon is used to distinguish from published comic books, webtoons are created for viewing on the web. However, after the advent of smart media, the concept of webtoons has expanded and is defined as a creative goody combined with stories, images, and techniques (Nuratikah, 2018). The selection of webtoons aims to be easily accessible at home and can be used in leisure time without being bound by classroom learning. Children spend more time at home, so reading a webtoon will be an educational alternative to entertainment. Stories in webtoons can insert moral messages, it is hoped that the child will easily accept the message contained in the story. Stories are used to instill moral values because they contain elements that strengthen the midbrain and right brain. When the child listens to the story, the child directly associates the life of the story with himself. Stories train children to be sensitive and hone memory, therefore teachers must promote stories that are educational, rich in noble values and exemplary ethics, (Kusumastuti & Rukiyati, 2018). A person's attitude or personality is determined by the education, experience and practice that goes through in childhood. A person who in his childhood received education, experience, and exercises on the things that make up the character will affect the sensitivity of the child, (Yanthi et al., 2020).

Based on the description above, the author developed the Anti-Corruption Children's Story (CANTIK). CANTIK developed in the form of a webtoon, making it more accessible. The digital era triggers children to get to know gadgets with various pros and cons. To provide education to children, CANTIK is a solution to the problem of gadgets. Through CANTIK based on webtoons, it is hoped that it can provide human touch for children, so that exploring the horizons of children's thinking will become better, critical and intelligent. Children will understand which things need to be imitated and should not be imitated, thus helping them in identifying themselves with the surrounding environment. Children can understand anti-corruption values as moral messages and those contained in the story. Thus, children as the next generation of national life do not commit acts of corruption when they grow up later.

Method

This research uses research and development (R&D) methods. This study uses the Thiagarajan 4D model with stages including: define, design, develop, and desseminate, (Sugiyono, 2015). The subjects of this study were children aged 6-8 years. This research was conducted in North Sumedang sub-district. This research instrument uses observation sheets during preliminary studies, questionnaires for validation of media and material experts, tests

of child development aspects, interviews, and documentation. The data needed in this research and development is in the form of quality and quantitative data. To obtain qualitative data, interview, observation, and documentation data collection techniques, while to obtain quantitative data, researchers use data collection techniques in the form of tests and questionnaires. The feasibility data analysis technique is carried out by tabulating all the data obtained from the validators for each indicator, and sub indicators of the assessment items available in the assessment instrument. The next step calculates the average total score of each component of the indicator. Data in the form of assessment scores of material experts and media experts. The last step converts the average into a value with the converted criteria. The converted data refers to the formula in Table 1 below.

Table 1. Actual score conversion

Quantitative data	Range	Qualitative data
5	X > Xi + 1,80 Sbi	Excellent
4	Xi + 0,60 Sbi < X > Xi + 1,80 Sbi	Good
3	Xi – 0,60 Sbi < X > Xi + 0,60 Sbi	Enough
2	Xi – 1,80 Sbi < X > Xi – 0,60 Sbi	Less
1	X ≤ Xi – 1,80 Sbi	Very less

Information:

Xi = Ideal Average

$= \frac{1}{2}$ (Max score + Min score)

Sbi = Ideal raw interchange

$= \frac{1}{6}$ (Max score – Min score)

X = Actual score

To find out the average assessment data to be used as a conclusion, the following formula is used.

$$\text{Ideality} = \frac{Earned\ score}{Maximal\ score}$$

The feasibility value of the product is targeted to at least reach the "enough" criterion, meaning that when the validation results reach sufficient value, then CANTIK is worth using to introduce nutritious foodstuffs for early childhood. To find out the effectiveness of CANTIK to introduce anti-corruption values to children, it is carried out with the model of one group pretest and posttest and using normalized gains on the grounds that they want to see an increase that occurs after and before treatment by looking at the child's data.

Table 2. Effectiveness Criteria

Average gain score normalized	Effectiveness
0,00 < (g) ≤ 0,30	Low
0,30 < (g) ≤ 0,70	Medium
0,70 < (g) ≤ 1,00	High

The data analysis in this study used nonparametric statistics because there was too little data, involving only 10 children.

Results and Discussion

The research was conducted by developing the CANTIK concept. The CANTIK concept is a story containing nine anti-corruption values as follows: 1) Honesty, 2) Independence, 3) Discipline, 4) Responsibility, 5) Hard work, 6) Modest, 7) Courage, 8) Justice, and 9) Caring, (Kurniawan & Lutfiana, 2021). The researcher made three series of stories with different values. The first story is entitled "Belajar Mengakui Kesalahan". The anti-corruption values included are honesty, responsibility and courage, while the form of corruption shown is bribery. The second story is entitled "Olahraga". The anti-corruption

values contained in it include: discipline, caring and justice. The form of corruption contained in it is the corruption of time (dragging time). The third story is entitled "" with anti-corruption values: simplicity, hard work and responsibility. The form of corruption that is told is avarice / greed. Then, the CANTIK concept was presented into the webtoon.
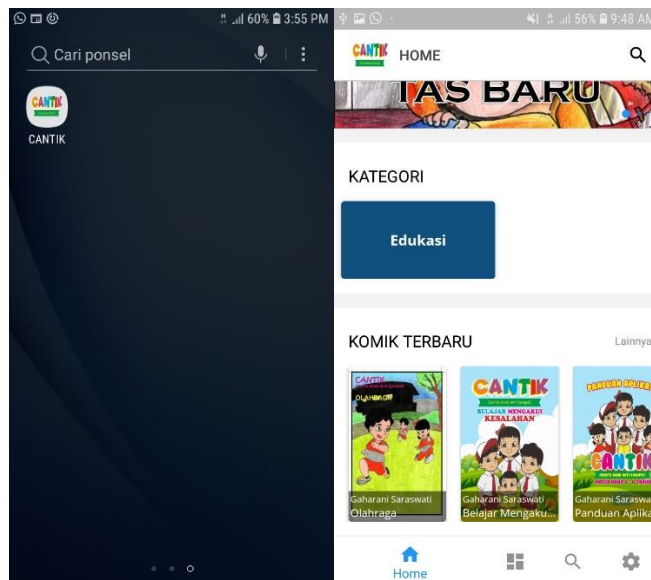

Figure 1. CANTIK Webtoon Display

Media Expert Validation Results

Validation was carried out with two revisions to the material components in the form of physical form, front page, story presentation, and webtoon illustrations. The analysis and evaluation by media experts that have been improved include: 1) the webtoon is quite accessible to users, 2) the suitability of the images with the storyline, the size of the images and the colors in the images are good. The results of the media expert can be concluded as an assessment of the results of the validation of media experts. These results can be explained in Table 3 below.

Webtoon Application Physical Form

Table 3. Results of Webtoon Application Physical Form Validation

No	Indicator	Score
1	1. The size of the application is in accordance with the capacity of the user's device	4
	2. The form of the application makes it easy for users to access	4
	3. The application is easy for users to use	5
	4. Appearance of attractive applications	4
	Question items	4
	Amount	17
	Average	4,25
	Criteria	Good

Calculations in Table 3 show that the score obtained from the analysis of the physical form obtained from each indicator, namely the size of the application, the form of the application, the ease of accessing the application, and the appearance of the application has a total of 17 with an average of 4.25, so it has good criteria.

Front Page

Table 4. Application Front Page Validation Results

No	Indicator	Score
2.	1. There is an identity; title, author name, and institution	3
	2. Has compatibility with the contents of the webtoon	5
	3. Appearance is attractive so that it motivates users to read	4
Question items		3
Amount		12
Average		4
Criteria		Good

Based on Table 4, it is known that the score obtained from the front-page analysis obtained from each indicator, namely identity, webtoon content suitability, and front-page display has a total of 12 with an average of 4, so it has good criteria.

Story Presentation

Table 5. Application Front Page Validation Results

No	Indicator	Score
3.	1. There is suitability of the story with the age of the child's development	5
	2. The storyline used shows logic	5
	3. Characters in the story according to the stage of child development	5
	4. The story setting describes suitability with the plot and theme	4
	5. Stories are arranged systematically, and logically.	4
	6. Using a dialogical and communicative writing style (easy to understand)	4
	7. Using good and correct Indonesian and easily understood by children	4
	8. Interesting and stimulating children's curiosity	4
	9. Stories emphasize the cultivation of positive values and the prohibition of negative values	5
	10. Contains character values charged with anti-corruption	5
	11. The story does not conflict with applicable laws and does not contain SARA elements	5
Question items		11
Amount		50
Average		4,54
Criteria		Very Good

Based on Table 5, it is known that the score obtained in the presentation of the story obtained from each indicator, namely suitability for the child's age, storyline, story writing, and story content has a total of 50 with an average of 4.54, so it has very good criteria.

Webtoon Illustration

Table 6. Webtoon Illustration Validation Results

No	Indicator	Score
4.	1. Illustrations (objects, characters, experiences, etc.) show appropriateness to the context of the story	5

		Score
2.	The character's description does not violate SARA and is in accordance with the child's logic	5
3.	The size of the illustration provides clarity of the image	4
4.	Illustrations depict the entire plot in the story	4
5.	Illustrations have interesting coloring for children	4
Question items		5
Amount		22
Average		4.4
Criteria		Good

Based on Table 6 it is known that the score obtained on the webtoon illustration obtained from each indicator, namely suitability with context, illustration size, storyline illustration, and illustration color have a total of 22 with an average of 4.4, so it has good criteria.

Material Expert Validation

Validation was carried out with two revisions to the material components in the form of material content, story presentation, front page, and webtoon illustrations. Based on the analysis and evaluation by material experts that have been improved including: 1) a guide for well-traveled users, 2) the concept of the story is very interesting, 3) the illustrations are easy to understand, 4) the story illustrations have given a moral message. From the results of the material expert validation, the following are the results of the CANTIK webtoon assessment. These results can be explained in Table 7 below.

Material Content

Table 7. Material Content Validation Results

No		Indicator	Score
1.	1.	Describe the suitability of the story with the age stages of child development	4
	2.	The story emphasizes the cultivation of positive values and the prohibition of negative values	4
	3.	Contains anti-corruption-charged character values	3
Question items			3
Amount			11
Average			3,6
Criteria			Good

Based on Table 7 it is known that the score obtained on the material content obtained from each indicator, namely suitability with child development and character values has a total of 11 with an average of 3.6, so it has good criteria.

Story

Table 8. Results of Story Presentation Validation

No		Indicator	Score
2.	1.	The storyline is arranged systematically and logically.	4
	2.	The story characters show suitability with the plot and theme	5
	3.	The setting of the story describes suitability with the plot and theme	5

4. Using a dialogical and communicative writing style (easy to understand)	5
5. Using good and correct Indonesian and easy to understand	4
6. Interesting and stimulating curiosity	4
7. The story does not conflict with applicable laws and does not conflict with elements of SARA	5
Question items	7
Amount	32
Average	4,57
Criteria	Very Good

Based on Table 8 it is known that the score obtained in the presentation of the story obtained from each indicator, namely storyline, story characters, story setting, and story writing has a total of 32 with an average of 4.57, so it has very good criteria.

Front Page

Table 9. Front Page Validation Results

No	Indicator	Score
3.	1. There is a story title	5
	2. There is an identity; name of author, and institution	5
	3. Has compatibility with the contents of the webtoon	5
Question items		3
Amount		15
Average		5
Criteria		Very Good

Based on Table 9 it is known that the score obtained on the front page obtained from each indicator, namely there is a title, there is an identity, and conformity with the contents of the webtoon has a total of 15 with an average of 5, so it has very good criteria.

Webtoons illustration

Table 10. Webtoon Illustration Validation Results

No	Indicator	Score
4.	1. The character's description does not violate SARA and is in accordance with the child's logic	5
	2. The picture has a suitability with the context of the story	4
	3. The size of the picture makes it easier for the reader to understand the contents of the story	4
	4. Illustrations depict the entire plot in the story	4
	5. Illustrations have logical and contextual coloring	4
Question items		5
Amount		21
Average		4,2
Criteria		Good

Based on Table 10 it is known that the score obtained on the webtoon illustration obtained from each indicator, namely suitability with context, illustration size, storyline

illustration, and illustration color have a total of 21 with an average of 4.2, so it has good criteria.

Limited Trial

After the validation was carried out, then the CANTIK webtoon was tested on a limited basis. A limited trial was conducted with four children aged 6-8 years who were randomly selected as subjects. It begins with the researcher giving parents an overview of the manual for using the CANTIK webtoon and the essence of each story. Next, parents read stories in the webtoon to their children. Stories are read when parents have free time, or before going to bed. Story reading may be done at once or for several days, adjusting to the conditions of the child and parents. The results of the limited trial showed that all four children enjoyed reading the webtoon both from the story and the pictures.

Product Revision

Based on the results of limited trials and validation results, researchers need to revise the CANTIK webtoon. Things that should be revised include:
1. adding an image on the front view so it doesn't look plain,
2. adding a guidebook to the menu column so that parents can easily access and understand the use of the application,
3. adding variations to the story menu because the child is curious about the next story.
4. review the content of the material in the guide so that parents and children can easily catch the meaning of the story.

Field Trial Results

Field trials were carried out in North Sumedang sub-district. This field trial was carried out involving 10 subjects. Field trials were carried out using the one group pretest and posttest models, namely to find out the effectiveness of the CANTIK webtoon in introducing anti-corruption character values. Technically this field trial is different from limited trials. If a limited trial only involves four children as subjects, then this field trial involves 10 children in the same age group, namely 6-8 years. The pretest was conducted to measure children's initial understanding of anti-corruption character values. Then the researcher did the treatment by using the CANTIK webtoon. Children can read by themselves or read stories by their parents. Because the data were too small, involving only 10 subjects, the analysis of research data used nonparametric statistics. To see the effectiveness of the CANTIK webtoon, use normalized gain on the grounds that you want to see the increase that occurred after and before treatment by looking at the child's data.

Table 11. Effectiveness Criteria

The average gain score is normalized	Effectiveness
$0,00 < (g) \leq 0,30$	Low
$0,30 < (g) \leq 0,70$	Medium
$0,70 < (g) \leq 1,00$	High

The comparison of pretest and posttest can be seen from the following table.

Table 12. Comparison of Pretest Posttest Results Based on Average

No	Subject	Pretest	Posttest	Gain
1	S1	1,25	3,33	0,56
2	S2	1,83	4,25	0,76
3	S3	2,33	4,25	0,72

4	S4	1,67	3,58	0,58
5	S5	1,58	4,17	0,76
6	S6	1,58	4,08	0,73
7	S7	2,67	4,58	0,82
8	S8	2,33	4,58	0,84
9	S9	1,25	3,42	0,58
10	S10	2,25	4,25	0,73
Total		1,88	4,05	0,71

Based on the results of the research above, the effectiveness of the CANTIK webtoon is 0.71 which is included in the high category. One of the factors that supports the effectiveness of this CANTIK webtoon is that stories accompanied by pictures make children enthusiastic. In addition, story material is taken from everyday life stories, so it is easy for children to understand.

The stories in the CANTIK webtoon are children's stories that tell the lives of children's characters. Children's stories (Nurfarida & Solihat, 2017) are stories where children are the subject that becomes the focus of attention. Characters in children's stories can be anyone, but there must be children, and these child characters are the center of attention and the center of storytelling. By using characters and stories about children, it is hoped that they can provide concrete experiences from the events in the story, so that it will stimulate children to apply positive values in everyday life.

In accordance with this opinion, the stories in this study describe children's characters and events depicted in the contents of the story related to everyday life. This is intended to provide a concrete picture for the child and become a medium for transmitting new values that will later shape the child's personality as an adult. In addition, stories are expected to awaken children's imagination as well as provide a place for them to recognize and process all feelings, such as sadness, joy, joy, emotion, sympathy, anger, anxiety, and other forms of emotion. The moral message contained in the story will be remembered by children and used in their lives habits that will form positive characters. In addition, the story is a medium of moral learning for early childhood. Moral learning according to social learning theory can be done in two ways, namely by direct teaching and secondly by providing examples (modeling) or imitation (Sit, 2017). Based on this opinion, stories can describe a behavior that can be used as an example that will eventually be imitated by children. Besides that, through the CANTIK webtoon it is also hoped that it can introduce literacy to early childhood. Literacy in the modern sense includes the ability to speak, count, interpret pictures, computer literacy, and various efforts to gain knowledge, (Aulinda, 2020). Of course, this cannot be separated from the involvement of parents. Parental involvement is very important because it has a big influence on the success of children. With the involvement of parents, it will help children in developing literacy, intellectual, motivation, and achievement, (Yulianingsih et al., 2020).

Conclusion

This research produces a product in the form of an android application containing the CANTIK webtoon. The CANTIK webtoon contains three stories with anti-corruption values. Based on the results of the feasibility test from the media side, the CANTIK webtoon has a good physical shape, a good front page, very good story presentation, and good illustrations. In terms of material, the CANTIK webtoon also has good content, very good presentation of the material and the front page, as well as good webtoon illustrations. In addition, the results of a limited trial show that research subjects like this webtoon. The

CANTIK webtoon also has an effectiveness of 0.71 which is included in the high category. Thus, showing that the CANTIK webtoon is feasible and effective to use.

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