The Development of Anti-Hoax Digital Comics for the 2024 Presidential Election: A Research-Based Approach Reflecting Surah Al-Hujurat Verse 6

Nina[1]*, Triyanto [2]
[1,2] Universitas Muhammadiyah Bogor Raya, Bogor, Indonesia
*Correspondence Author: bila83810@gmail.com

Abstract
The 2024 Indonesia presidential election underwent the possibility of disseminating false information. Digital comics are deemed useful in combating misinformation due to their proximity to the younger generation. The research aims to develop a digital comic to raise public awareness about the dangers of spreading hoax news in the 2024 Presidential Election using the principles of Surah Al-Hujurat verse 6. Employing the ADDIE analysis model, this research collects main data from first-time voters between the ages of 17-25 who are active on social media. The research uses the 5W+1H framework in analyzing data. This strategy is frequently employed to gather data and assess an issue, enabling the formulation of an appropriate solution. This research finds that 45 respondents who have read the comic reveal that 89% comprehend the storyline; 96% believe the narrative accurately reflects the current political climate in Indonesia; 98% feel that reading this comic enhances their critical evaluation of news; 93% assert that the comic educates about misinformation in the lead-up to elections; and 100% express interest in and recommend this digital comic to friends or relatives.
Keywords: Digital Comics; Hoax News; Presidential Election; QS Al-Hujurat Verse 6

1. Introduction

The 2024 presidential election in Indonesia is highly susceptible to the spread of hoaxes, which can significantly disrupt the democratic process. Hoaxes not only mislead the public but also foster distrust, societal division, and emotional manipulation, potentially influencing election outcomes unfairly. Addressing this issue requires innovative strategies, such as the development of anti-hoax digital comics. These comics can serve as effective educational tools, embedding the ethical principles of verifying information as emphasized in Surah Al-Hujurat verse 6: "You who have believed, if there comes to you a disobedient one with information, investigate, lest you harm a people out of ignorance and become, over what you have done, regretful." By aligning modern digital media with timeless moral guidance, these initiatives aim to counter misinformation effectively and support a more informed and ethical political landscape during the election.

The spread of hoaxes during the 2024 election is exacerbated by the widespread use of mass media, where framing and agenda-setting can amplify misleading narratives. Political campaigns, while crucial for democratic engagement, often contribute to this phenomenon by utilizing both traditional and digital platforms to influence public opinion. These campaigns, as well as the sensationalized nature of some media content, make it imperative for the public to develop critical reading skills to identify and reject hoax news. The role of media literacy and tools like anti-hoax digital comics becomes increasingly vital in equipping society to navigate this information landscape responsibly.

In 2024, Indonesia underwent a tumultuous political upheaval with the transition of the presidency. National entities and political parties commenced the

formation of coalitions, exemplified as KIB (Koalisi Indonesia Bersatu), an alliance of the Golkar Party, PPP, and PAN. Political parties and people conduct extensive campaigns through print media (posters, banners, billboards in public areas) as well as electronic and internet mass media. Political campaigns before elections seek to sway public opinion to accept, reject, or alter specific ideas, attitudes, actions, or behaviors in a systematic fashion (Wahid, 2016). Even mundane actions can be rendered engaging in mass media due to its framing and agenda-setting capabilities. Occasionally, the content presented in mass media is orchestrated by a collective of individuals or images, designed to appear captivating and sensational (Munif, 2023).

Indonesia, as a republic governed by the President according to the 1945 Constitution, has experienced significant political transformations, including the direct election system established in 2004. In 2024, the presidential election once again brought intense public attention, with political entities vying to influence public opinion through extensive media campaigns. Elections are held as an effort for the best people carried by political parties and by individual channels in the hope of producing leaders with integrity, morality, and care for the interests of society (Aprillia et al., 2024). While these campaigns serve democratic processes, they also contribute to the spread of hoax news, which can disrupt public perception and trust in political processes. Hoax news, characterized by exaggerated and often misleading information, is especially prevalent during election periods and poses challenges to the nation's social and political fabric (Tsaniyah & Juliana, 2019). The journalistic code of ethics is the basic rule of journalists when writing news that is accurate, balanced, has no bad intentions, and is neutral (Nina & Triyanto, 2021).

This phenomenon has become a trend that usually appears before elections to attract public sympathy or bring down political opponents. So that people are required to be more observant when responding to this situation. The ease with which people access information via the internet has the potential to receive hoax news. The hoax news will easily influence people who have a low interest in reading, but if they have a high interest in reading, they will not be easily influenced (Nasution & Hidayah, 2019). As reported by (Munif, 2023) on the framing of the 2024 presidential candidate news in Indonesia, framing analysis is a theoretical approach applied in the study of communication, politics, and social movements that can read the journalist's point of view in writing news.

Given the rise of hoax news during the election period, Islam offers a strong ethical foundation for countering misinformation, as illustrated in Surah Al-Hujurat verse 6. This verse highlights the importance of *tabbayun* (verification), urging believers to verify information before accepting it as true. This study addresses the need for innovative media grounded in Islamic values to help the public, particularly young voters, critically evaluate news. Digital comics, a popular format among the millennial generation, provide an effective platform for this purpose.

Comics are not merely light and fun illustrated narratives; they are visual communication mediums capable of conveying information in an easily comprehensible manner. Comics comprise a synthesis of visuals and text organized inside a narrative that conveys information that is readily comprehensible and memorable for readers (Nasution & Hidayah, 2019). The choice of digital comic medium is due to the millennial generation's current preference for digital formats. Digital comics are images that are sorted using computer assistance and published digitally. (Rohmanurmeta & Dewi, 2019). As an effort to overcome and increase

public awareness of hoax news, researchers provide a strategic solution, namely by designing and developing digital comics "Pilkades Aman in Sukaduka Village with three main characters namely Sueb, Darwa, and Jono Sar," as tool to educate the public on the dangers of hoax news, using the principles of Surah Al-Hujurat verse 6.

2. Method

This research employs the R&D (Research and Development) method, which, according to Borg and Gall, is a systematic process used to develop and validate educational products (Aka, 2019). The concept of "product" in R&D encompasses not only tangible materials such as textbooks and educational films but also processes and procedures, such as instructional methods and learning strategies. This definition provides a foundation for understanding the systematic approach taken in this study.

While Borg and Gall's R&D framework provides general principles for educational product development, this study specifically employs the ADDIE model (Analysis, Design, Development, Implementation, and Evaluation) to guide its systematic development process. The ADDIE model was selected due to its structured, iterative approach that is particularly effective for creating and refining anti-hoax digital comics.

The research methodology integrates the systematic process proposed encompassing problem identification, data collection, processing, analysis, system design, implementation, and conclusion within the ADDIE framework (Yusa & Jayanegara, 2014). This integration ensures alignment with established R&D phases while maintaining focus on the study's specific objectives. The adapted phases are as follows: (1) **Analysis**: Identifying the core challenge of hoax dissemination during the 2024 presidential election and collecting data on target audience (first-time voters aged 17-25) characteristics

and needs; (2) **Design**: Developing the comic's framework, including narrative structure, visual components, and educational content aligned with both media literacy principles and Islamic values from Surah Al-Hujurat verse 6 (Diana et al., 2025); (3) **Development**: Creating the initial comic prototype by incorporating research findings and expert validation feedback to optimize content and presentation; (4) **Implementation**: Deploying the digital comic in controlled settings to evaluate its efficacy in countering misinformation and enhancing critical thinking skills; and (5) **Evaluation**: Assessing implementation outcomes and refining the product based on empirical results to maximize its educational impact.

This methodological synthesis combines the comprehensive approach of Yusa & Jayanegara with the focused, phase-specific structure of ADDIE, creating a robust framework for developing an effective digital comic as an anti-hoax educational tool. The following is the research flow:
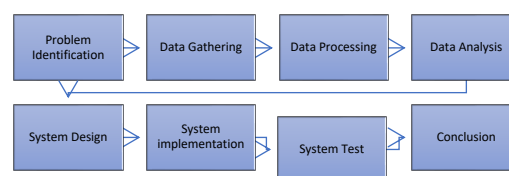

Image 1: Research flow

Designing this digital comic requires many supporting data, specifically primary and secondary data. Questionnaires were disseminated to ascertain readers' comprehension of the hazards associated with false news before the presidential election circulating on social media. Secondary data comprise literature reviews and investigations aimed at locating journals, books, proceedings, and articles to supplement the requisite information. Data analysis uses the 5W+1H framework (What, Where, When, Why, Who, and How). This strategy is frequently employed to gather data and assess

an issue, enabling the formulation of an appropriate solution (Setiawan & Kristiana, 2020).

Table 1. Questions to be developed into Digital Comics

WHAT - What is the reason digital comics were developed?	To become a medium for educating the public to prevent the spread of hoax news
WHO - Who is the target audience?	Teenagers or first-time voters between the ages of 17-25 who are active on social media from city and distric Bogor
WHEN - When was this comic story developed?	Ahead of the 2024 presidential election
WHERE - Where will this digital comic be distributed?	This digital comic is distributed through Instagram.
WHY - Why can this digitized comic be an educational medium?	Digital comics are easy to share on social media and are more attractive to teenagers because the content of the story is short, clear and concise and is more quickly understood by readers.
HOW - How can this digital comic be developed to entertain and educate readers?	This digital comic is designed with colorful images and a short storyline so that readers do not get bored. Readers can read one scroll greetings. The storyline does not directly tell the presidential election but the analogy of the story in the village head election with the approach of Surah Al-Hujurat verse 6,
	which teaches that people must do Tabayyun or review a news story.

In designing comics using several design schemes to complete the work (Muhdaliha & Batuaya, 2017) The following are the stages that the author, among others: (1) Choosing an AI application, making observations about hoax news ahead of the 2024 presidential election; (2) Developing a storyline with the topic of a democratic party, sketching characters and settings and creating text narratives; (3) Finishing images, text and comic colors; and (4) Comic packaging and distribution on social media Instagram. Pengumpulan data menggunakan angket yang ditulis pada caption komik di Instagram. The researchers employed a random sampling technique, where respondents who viewed the comic provided their feedback. The respondents were selected from the Instagram and 45 students and pupils between the ages of 17-25 from city and district Bogor by Google Form questionnaire provided. Below is the link to the digital comic's Instagram page: https://www.instagram.com/p/C3ul5h5xAW1/?igsh=MWpka2Ztb3c1eG95Mg==.

Quantitative descriptive analysis is used to obtain respondents' answers using percentages which will then be converted into levels of achievement (Pinatih & Putra, 2021):

Tabel 2. Conversion of achievement levels

Achievement Level (%)	Qualification
90 – 100	Very Good
75 – 89	Good
65 – 74	Adequate
55 – 64	Less
0 - 54	Very Less

3. Research and Discussion
Initial Development and Validation of the Digital Comic

The findings of this R&D study are presented systematically according to the main stages of product development according to the ADDIE model. **The first stage**, data analysis by analyzing news texts that have the potential to lead public opinion regarding the 2024 presidential election news. The results of the analysis are relevant to the study's objective of developing an educational digital comic aimed at combating hoaxes during the 2024 presidential election. Based on the initial data analyzed, a significant gap was found in media literacy among young voters, especially regarding the ability to identify and counter hoaxes. Data collected through questionnaires revealed that the majority of respondents were unaware of the importance of verifying information before sharing it. This finding underscores the need for educational media such as engaging and informative digital comics. Respondents also expressed interest in a narrative approach that incorporates Islamic values, as reflected in Surah Al-Hujurat verse 6. **The second stage**, the initial design of the digital comic was based on a needs analysis and focused on the themes of critical thinking and ethical information sharing. **The third stage,** developing the digital comic by featuring relevant characters and a storyline that integrates Surah Al-Hujurat verse 6 to emphasize the importance of verifying information. **The fourth stage,** involved implementing the digital comic by posting it on Instagram and distributing the link to 45 respondents aged 17-25 who were university students. **The fifth stage**, involved evaluation by experts in education, religion, and visual communication, which suggested minor adjustments to the storyline and illustrations to improve clarity and appeal. Expert validation of the digital comic yielded constructive feedback regarding content accuracy, visual quality, and message effectiveness. Experts

highlighted the need for simplified language and more visually appealing scenes to appeal to a younger audience. Adjustments were made to address these issues, including refining the dialogue and enhancing the comic's visual flow.

Development of Digital Comic based on Surah Al-Hujurah Verse 6

The year 2024 is characterized by significant political turmoil at both regional and national levels. A plethora of deceptive narratives proliferates on social media, adversely affecting societal issues and disrupting individuals' cognitive frameworks (Bhaskara, 2024). It is essential to educate individuals to mitigate the dissemination of false information through digital comic media. This cartoon employs Adobe Illustrator digital media. The comic is titled "Pilkades Aman in Sukaduka Village" and features three principal characters: Jono Sar, a commentator on village politics and academia; Su'eb, the first candidate for village head; and Darwa, the second candidate for village head. The rationale for selecting a narrative centered on village elections lies in its fictional nature, which still reflects the experiences of Indonesian individuals participating in a small-scale democratic process, specifically village head elections. Village head elections are held concurrently in accordance with Article 31, paragraph 2 of the 2014 legislation.

Slide 1

Slide 1 Description
The First Image contains three images. The initial Image depicts the setting of the narrative, a village named Sukaduka. The

initial image illustrates the ambiance of an agrarian community, featuring three residences, one adorned with a roof constructed from coconut fronds, beside three substantial green trees and coconut palms to accentuate the narrative's setting.

Between the second and third photos, there is narrative text that elucidates slide one, which presents the two applicants for the village head position. **The second Image** features the initial candidate, Su'eb, who is supported by the rice faction. The author selected the diction of the Rice Group to symbolize political parties in reality. The hue behind Su'eb's background is peach pink, reflecting Su'eb's serene disposition. Conversely, the choice of black suits and shirts included a tie to characterize Su'eb, who possesses a higher level of education. Su'eb is portrayed gesturing with a broad smile to signify a congenial disposition.

The third Image depicts the primary character of the second candidate, Darwa, who the corn group supports. The choice of red and yellow hues, accompanied by sharper lines, seeks to depict Darwa's character as lively and joyful. Darwa's selection of a shirt paired with a vest and black jacket reflects a stylish, millennial persona, likely to captivate the interest of youth.

Slide 2
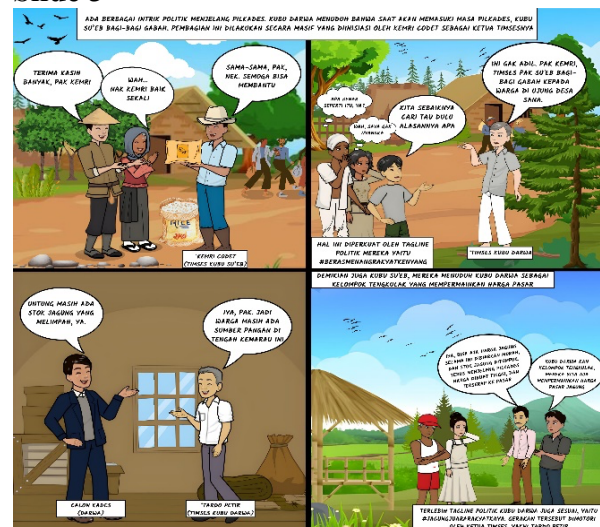

Slide 2 Description
The second slide has three images. **The first Image** depicts the situation of a village that is beginning to experience a drought due to the long dry season, so the rice stocks in the town

are empty. Added with narrative text of utterances from two villagers stating that rice stocks have started to run low and question text asking when the rainy season will enter because this year's dry season was long enough to cause rice harvest failure.

The second Image illustrates that some villagers plant corn on dry rice fields. It is emphasized by the brown and slightly cracked soil color and the two female farmers who are tending to the corn plants in the field.

The third Image depicts a corn harvest with a pile of corn on a red cart and two farmers carrying hoes to harvest. The text in the third Image explains the situation, and it turns out that in the midst of a prolonged dry season, corn farmers have harvested twice, so corn stocks are abundant because people do not like corn as a staple food.
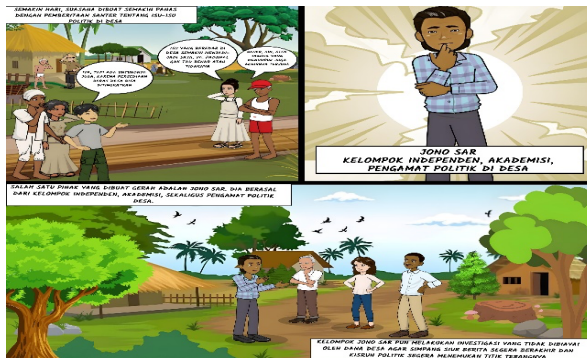
Slide 3

Slide 3 Description
On the third slide, there are four images. In this section, conflicts begin to emerge, namely political issues in the community ahead of the Sukaduka Village Head election. **Image one** depicts Kemri Codet as the success team of the Su'eb camp, which was carried out by the rice group distributing rice grain to the village community. **In the second Image, Tardo Petir, a successful team member of Darwa,**

accused the Su'eb camp of distributing rice grain as *money politics*. It is reinforced by the tagline of the Su'eb camp, namely #BERASMENANGRAKYATKENYANG, which correlates the distribution of grain to the community. This issue resulted in supporters of the Darwa camp being provoked by Tardo Petir's provocation. **The third Image** is set in a corn storage warehouse. Darwa from the corn camp is talking with his success team, Tardo Petir, about the abundant corn stock so that it can be an alternative food for the community in this long dry season. **The fourth Image** is the background location in the rice field area of Su'eb's camp, where four people are talking and accusing Darwa's camp of cheating by playing the market price of corn. The Darwa camp tagline #JAGUNGJUARARAKYATKAYA.

Slide 4

Slide 4 Description

The fourth slide has three images. **In the first Image**, the situation in the village is starting to heat up, and people are getting restless with the issues of grain distribution and corn price games. In the first Image, five people are worried about the conditions of the two camps that are suspected of committing campaign violations. For example, the Su'eb camp distributed grain to people affected by the drought, and the Darwa camp played a role in the price of corn in the market.

The **second Image** shows the third main character, Jono Sar, appearing to solve the problem. The character of Jono Sar is depicted with a darker face because it considers that Jono Sar is an independent team that is often in the field. The selection of casual clothing using a plaid blue shirt and gray pants. Jono Sar is depicted as thinking hard to resolve conflicts in the community.

Image 3 depicts the Jono Sar group of four discussing how to resolve conflicts in the village. Jono Sar is a group of independent, academic and political observers in the village who then form a neutral investigation team. Jono Sar emerged to solve the problem. The purpose of creating this team is to investigate the political issue of grain distribution using village funds and the issue of corn price games.
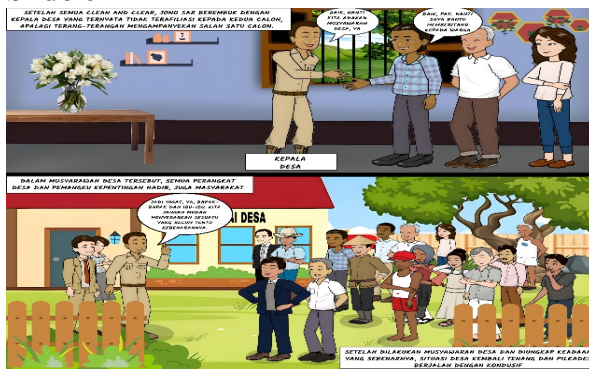
Slide 5

Slide 5 Description

The sixth slide has two photos. **The first Image** depicts Jono Sar's investigative team performing a thorough inquiry to locate a luminous area. Image 1 features four individuals: Jono Sar, his assistant, Su'eb, and his success team leader, Kemri Codet. The site is situated amid rice fields as Su'eb is engaged in rice farming. The investigation revealed that Kemri Codet, part of Su'eb's success team, managed the rice barn. The Sukaduka village community is dedicated to allocating 30% of the harvest to the granary manager as a strategy to address hunger during the famine. Simultaneously, the investigative team was examining the matter about the leader of Darwa's successful team. Image 2 features

four individuals: two members of the Jono Sar squad, Darwa, and Tardo Petir, the leader of his success team. The site is situated in a grain warehouse operated by Darwa, a trader in corn commodities. Tardo Petir is presently acquiring substantial quantities of grain stock at elevated prices due to significant market demand. Several months prior, he refrained from purchasing the plentiful maize reserves in the village owing to diminished market demand.

Slide 6

Slide 6 Description

The sixth slide has two images. The **first Image shows** Jono Sar as an independent team discussing and explaining his findings in the field to the Sukaduka Village Head. Then, the village head, along with other village officials, conducted an open deliberation by presenting the two candidates, the village head and the community, in order to resolve the issues circulating in the community ahead of the democratic party in Sukaduka village.

The second Image is set in the courtyard of the Sukaduka village office. The village head explains the issue of grain distribution and corn price games to the community. Then, the hoax news that has been circulating in the midst of the community has been completed, and the community returns to its normal activities. The two candidates for village head also return to prepare for the Sukadana village head election, which will soon be held.

The Relevance of Surah Al-Hujurat Verse 6 with Hoax News Ahead of the Election

In the run-up to the presidential election, groups supporting presidential and vice presidential candidates emerged, called populism. Populism is an ideology that divides society into two groups, supported by the polarization between "us" and "them." They define populism as "a group-centered ideology that considers society to be ultimately divided into two homogeneous and antagonistic spheres - the pure people and the corrupt elite - and that the policies should be an expression of the general will of the people (Araújo & Prior, 2021). The storyline of this comic also shows two groups, Su'eb from the rice group and Darwa from the corn group, fighting each other for power.

The storyline of this digital comic is a representation of the political situation in Indonesia. People are easily provoked by news that has not been proven true. In Surah Al-Hujurat verse 6, which reads *you who believe! If a wicked person comes to you with news, then research the truth so that you do not harm a person through ignorance (carelessness), which, in the end, you regret.* This verse was revealed when Al-Walid was sent by the apostle to collect zakat from Banu Al-Musthakiq. At that time, Al-Wahid came to Bani, and the people who heard the messenger of the apostle welcomed him with alms. Still, Al-Wahid thought they would attack him, so he returned and reported to the messenger that Bani Al-Musthalaq did not want to pay zakat and wanted to attack the Prophet. Of course, the Prophet was angry and sent Khalid Ibn Walid to investigate the truth, but it turned out that the news was not true (Oknita & Restiviani, 2022). It means that as a Muslim, you must examine the news so that you are not easily influenced by news that is not yet clear. The actions taken by Jono Sar's character are an implementation of the actions of Khalid Ibn Walid, who has done tabayyun.

Discussion
Digital Comics Testing Results

The author employs a Guttman scale for definitive response types, including true-false or yes-no answers (Sumanto, 2014). An evaluation of digital comics was performed on 45 individuals aged 17 to 25 years from Google Form disseminated via Instagram descriptions. The subsequent inquiries pertain to the questionnaire:

Table 3. Questioner's Results After Digital Comics Testing

No.	Question	Answer		Percentage	
		Yes	No	Yes	No
1	Are you interested in the Digital Comic of Democracy Party in Sukadana Village?	45	0	100%	0
2	Do you understand the storyline?	40	5	89%	11%
3	Does the comic's storyline depict Indonesia's current political situation?	43	2	96%	4%
4	After reading this comic, will you be more thorough in your review of the news?	44	1	98%	2%
5	Does this comic educate you about hoax news ahead of the election?	42	3	93%	7%
6	Would you recommend this comic to relatives or colleagues to educate them on how to prevent hoax news ahead of the presidential election?	45	0	100%	0

The public publishes this digital comic through online media, such as Instagram. The educational content provides awareness and, at the same time, a reminder that every piece of news, especially in online portals, does not all contain the truth and has the potential to contain hoaxes. Therefore, it is realized that every time readers read news on online portals, it is necessary for them to cross-check so that it can be known whether the news is genuine or fake. The more people who have this awareness, the less the potential for spreading hoax news that can make the political situation unfavorable. Along with the development of the industrial revolution that caused humans to depend on technology, information can be easily accessed through social media quickly. It causes people to quickly draw conclusions and not look for the source of the news truth first; instead, they immediately disseminate it to other social media users (Suyanah & Fiyanto, 2023).

Table 4. Percentage of Validity of Digital Comic Development

Test Subjects	Validity Results (%)	Percentage Qualification
Education Science Expert Test	82	Good
Visual design expert test	79	Good
Religious Expert Test	86	Good
Political Science Expert Test	88	Good
Journalism communication science expert test	82	Good

"The quality of digital comics based on the approach of Surah Al-Hujurat verse 6 includes expert tests on education, visual design, religion, politics and journalism as well as individual trial product trials. The Education expert test was conducted by a lecturer expert in Psycholinguistics learning at the Faculty of Teacher Training and Educational sciences, Muhammadiyah University of Bogor Raya, namely Mr. Triyanto, S.Pd., M.Hum., based on the assessment results, Digital Comics has a good percentage (82%). The visual design expert test was conducted by a learning technologist who is a lecturer at the Faculty of Health and Science, Muhammadiyah University of Bogor Raya who is an expert in technology-based visual design, namely Mrs. Dede Latifah, M.Kom., based on the assessment results, in terms of visual design, Digital Comics has a good percentage (79%). The religious expert test was conducted by Mr. Mad Rois, S.Th.I., M.Pd. as Director of Student Development, AIK and Alumni of Muhammadiyah University of Bogor Raya in terms of media, Digital Comics has a good percentage (86%). The Political expert test was conducted by Mr.

Fauzi Dahlan, M.A,. lecturer in International Relations, Al-Muslim University of Aceh, Digital Comics has a good percentage (88%). The expert test of Journalism science was conducted by Dr. Sofiatin, S.S,. M.Pd., a Journalism lecturer at the Muhammadiyah University of Bogor Raya, Digital Comics has a good percentage (82%). Individual trials were conducted by 45 students and pupils in the city and district of Bogor. Individual test assessments, Digital Comics has a very good percentage (96%).

5. Conclusion

Based on the results of developing, making, and testing digital comics entitled *Pilkades Aman in Sukaduka Village.* The concept of theme, setting, and visual applied to this digital comic is a democratic party in the village. It is reflected in the storyline and characters referring to rural social values. The three main characters are Jono Sar, a political observer and academic from the hamlet; Su'eb, the first candidate for village head; and Darwa, the second contender for village head. The narrative selection is predicated on the village election controversy. The narrative, while fictional, reflects the experiences of Indonesian individuals involved in a small-scale democracy process, including the election of a village chief. The objective of this comedic narrative is to encourage individuals to refrain from becoming easily incited by critically evaluating the integrity of information presented in news articles. A Muslim must critically assess the news to avoid being unduly swayed by ambiguous details. The activities executed by the character Jono Sar reflect the implementation of Khalid Ibn Walid's deeds, who has performed tabayyun. Digital comic testing was done to find out readers' understanding of the meaning of this storyline by asking six questionnaire questions to 45 respondents who have read this comic and including a link to the comic description on Instagram media. After

the analysis, it can be concluded that 89% of respondents understand the storyline; 96% of the comic's storyline describes Indonesia's current political situation; 98% after reading this comic makes readers more careful in reviewing news; 93% this comic provides education about hoax news ahead of the election; and 100% are interested and recommend this digital comic to their friends or relatives.

6. References

Araújo, B., & Prior, H. (2020). Framing Political Populism: The Role of Media in Framing the Election of Jair Bolsonaro. *Journalism Practice*, *15*(2), 226–242. https://doi.org/10.1080/17512786.2019.1709881

Benham, J. (2019). Best Practices for Journalistic Balance: Gatekeeping, Imbalance and the Fake News Era. *Journalism Practice*, *14*(7), 791–811. https://doi.org/10.1080/17512786.2019.1658538

Borg, Walter R., & Gall, Meredith D. (1983). *Educational Research*: An Introduction. New York: Longman.

Bhaskara, H. A. (2024). *Retorika Visual dalam Kampanye Literasi Covid-19 pada Media Komik Strip Digital*. *24*(1), 1–12.

Muhdaliha, B., & Batuaya, D. R. D. (2017). Film Animasi 2 Dimensi Cerita Rakyat Bali Berjudul I Ceker Cipak. *Jurnal Bahasa Rupa*, *1*(1), 61–72. https://doi.org/10.31598/bahasarupa.v1i1.143

Munif, M. A. (2023). Analisis Framing Model Zhongdang Pan Dan Gerald M. Kosicki dalam Kontruksi Pemberitaan Wacana Calon Presiden 2024 di Indonesia. *Selasar KPI : Referensi Media Komunikasi dan Dakwah*, *3*(1), 48–61. https://ejournal.iainu-kebumen.ac.id/index.php/selasar

Nasution, A., & Hidayah, M. (2019). *E-KOMPEN (ELEKTRONIK-KOMIK PENDEK) sebagai solusi cerdas dalam meningkatkan minat baca masyarakat Indonesia di era digital Anwar Efendi Nasution, Muhammad Wahyu Hidayah*. *13*(01), 105–114.

Nina, & Triyanto. (2021). Analisis Framing Pada Pemberitaan Covid-19 di Media Online Sebagai Bahan Pengembangan Modul Jurnalisme Positif. *Jurnal Educatio*, *7*(4), 1750–1758. https://doi.org/10.31949/educatio.v7i4.1509

Oknita, O., & Restiviani, Y. (2022). Analisis Nilai-Nilai Teori Gatekeeping Dalam Surat Al-Hujurat Ayat 6. *Network Media*, *5*(1), 27–38. https://doi.org/10.46576/jnm.v5i1.1827

Rohmanurmeta, F. M., & Dewi, C. (2019). Pengembangan Komik Digital Pelestarian Lingkungan Berbasis Nilai Karakter Religi Untuk Pembelajaran Tematik Pada Siswa Sekolah Dasar. *Muaddib : Studi Kependidikan dan Keislaman*, *1*(2), 100. https://doi.org/10.24269/muaddib.v1i2.1213

Setiawan, E., & Kristiana, N. (2020). Perancangan Komik Strip Berbasis Digital. *Barik*, *1*(3), 154–166. https://ejournal.unesa.ac.id/index.php/JKDKV/

Sumanto, M.A., (2014). *Teori dan Aplikasi Metode Penelitian.* Yogyakarta: CAPS (Center of Academic Publishing Service).

Suyanah, A., & Fiyanto, A. (2023). Komik Strip Tentang Dampak Negatif Media Sosial dengan Teknik Digital. *eduarts: Jurnal Pendidikan Seni*, *12*(1), 1–8.

Triono. (2017). Menakar Efektivitas Pemilu Serentak 2019. *Jurnal Wacana Politik*, *2*(2), 156–164. https://doi.org/10.24198/jwp.v2i2.14205

Tsaniyah, N., & Juliana, K. A. (2019). Literasi Digital Sebagai Upaya Menangkal Hoaks Di Era Disrupsi. *al-Balagh : Jurnal*

Dakwah dan Komunikasi, *4*(1), 121–140. https://doi.org/10.22515/balagh.v4i1.1555

Wahid & Umaimah. (2016). *Komunikasi Politik, Konsep, dan Aplikasi pada Era Media Baru*. Bandung: Simbiosa Rekatama.

Yusa, I. M. M., & Jayanegara, I. N. (2014). Pengembangan Aplikasi Penyampaian Kearifan Lokal Melalui Cerita Rakyat Bali untuk Anak Sekolah Dasar Berbasis Mobile. *S@Cies*, *5*(1), 24–32. https://doi.org/10.31598/sacies.v5i1.62