

## REFERENCES

- Aggleton, J. (2019). Defining digital comics: a British Library perspective. *Journal of Graphic Novels and Comics*, 10(4), 393–409. <https://doi.org/10.1080/21504857.2018.1503189>
- Alison, F. (2014). *Grimm brothers' fairytales have blood and horror restored in new translation*. url: <https://www.theguardian.com/books/2014/nov/12/grimm-brothers-fairytales-horror-new-translation>
- Amutha, S., & Philomina, M. j. (2015). DIAGNOSIS OF READING AND WRITING SKILLS IN PRIMARY SCHOOL. *International Journal of English Language Teaching*, 3(7), 1–7.
- Andela, M., & Dahler. (2017). THE EFFECT OF IRE (INITIATION-RESPONSE-EVALUATION) STRATEGY IN TEACHING READING COMPREHENSION OF NARRATIVE TEXT AT THE FIRST GRADE OF SMAN OLAHRAGA RIAU PEKANBARU. *ELT- Lectura: Jurnal Pendidikan*, 4(2), 41–50.
- Barokah, U. S. (2014). *PENGEMBANGAN KOMIK DIGITAL BERBASIS NILAI KARAKTER SEBAGAI MEDIA PEMBELAJARAN AKUNTANSI PADA KOMPETENSI DASAR MENYUSUN LAPORAN KEUANGAN PERUSAHAAN JASA UNTUK SMA KELAS XI* (Vol. 5, Issue 564) [Universitas Negri Yogyakarta]. <https://doi.org/10.4324/9781315853178>
- Buchori, A., & Setyawati, R. D. (2015). *Development learning model of charactereducation through e-comic in elementary school*. 3(9), 369–386.
- Dalman. (2013). *Keterampilan Menulis* (1st ed.). PT. Raja Grafindo Persada.
- Fadila, F. (2013). Fairy Tale Sebagai Mekanisme Budaya Untuk Menanamkan dan Membentuk Peran Gender yang Salah Pada Anak. *AL-IJTIMA' International Journal of Government and Social Science*, 53(9), 181–196.
- Frater, J. (2009). *Gruesome Fairy Tale origins*. url: <http://listverse.com/2009/01/06/9-gruesome-fairy-tale-origins/>
- Grimaldi, S., Fokkinga, S., & Ocnareescu, I. (2013). Narratives in design: A study of the types, applications and functions of narratives in design practice. *Proceedings of the 6th International Conference on Designing Pleasurable Products and Interfaces, DPPI 2013*, 201–210. <https://doi.org/10.1145/2513506.2513528>
- Gumelar, M. (2011). *Comic Making : Cara Membuat Komik*. In *PT. Indeks*. PT. Indeks, Jakarta. <http://katalogarpusklaten.perpusnas.go.id/detail-opac?id=25332>
- Hossain, M. I. (2015). Teaching Productive Skills to the Students: A Secondary Level Scenario. In *Teaching Productive Skills to the Students: A Secondary Level Scenario* (pp. 1–99). Department of English and Humanities of BRAC University.
- Jahn, M. (2017). Poems, Plays and Prose: A Guide to the Theory of Literary Genres. *Narratology: A Guide to the Theory of Narrative*, May.

<http://www.uni-koeln.de/~ame02/pppn.htm>

- Karpman, S. (2011). Fairy tales and script drama analysis. *Group Facilitation*, 11, 49.
- Leavy, P. (2017). *Research Design : Quantitative, Qualitative, Mixed Methods, Arts-Based, and Community-Based Participatory Research Approaches*. A Division of Guilford Publications, Inc. [www.guilford.com](http://www.guilford.com)
- Maharsi, I. (2011). KOMIK Dunia Kreatif Tanpa Batas. In *Yogyakarta Kata Buku*. Yogyakarta Kata Buku. <http://kin.perpusnas.go.id/DisplayData.aspx?pld=95804&pRegionCode=UN11MAR&pClientId=112>
- McCloud, S. (2006). Making Comics. In *Harper Collins Publisher* (Vol. 40). <https://doi.org/10.1111/j.1540-5931.2007.00465.x>
- Novitasari, D. L. (2016). *Pengembangan media komik cerita anak untuk meningkatkan keterampilan menulis narasi siswa kelas iv sdn 1 ngawen kabupaten blora*. UNIVERSITAS NEGERI SEMARANG.
- Nursitawati, E. F., Sumarwati, S., & Rohmadi, M. (2017). IMPROVING WRITING SHORT STORY SKILL BASED ON FOLKLORE BY USING THINK TALK WRITE METHOD. *Lingua Ditactica Jurnal Bahasa Dan Pembelajaran Bahasa*, 11(1), 55–73.
- Prasetyo, B. (2013). *Pengembangan Komik sebagai Media Pembelajaran Ekonomi Pada Kompetensi Dasar Ketenagakerjaan dan Pengaruhnya Terhadap Motivasi Belajar Peserta Didik Kelas IX SMA Negeri 1 Gamping Yogyakarta*. Unersitas Negri Yogyakarta.
- Pratiwi, S. A., Halidjah, S., & Asran, M. (2013). PENGARUH PENGGUNAAN MEDIA FILM TERHADAP KETERAMPILAN MENULIS PUISI DI SD Santi. 1–11.
- Sanaky, H. A. (2013). *Media Pembelajaran Interaktif-Inovati*. Kaukaba Dipantara. <http://202.162.35.204:8191/opac/DetailOpacBlank.aspx?id=9702>
- Setyani, E. T. (2016). PENGEMBANGAN MEDIA KOMIK SEJARAH PROKLAMASI KEMERDEKAAN PADA MATA PELAJARAN IPS KELAS V SD [Universitas Negri Yogyakarta]. In *Journal of Knowledge Management*. <https://doi.org/10.1016/j.cya.2015.11.011>
- Sudjana, N. (2006). Penilaian hasil proses belajar mengajar. In *Perpustakaan BPPSDM*. PT Remaja Rosdakarya. <https://doi.org/10.23943/9781400889877>
- Sugiyono. (2015). *Metode Penelitian Pendidikan (Pendekatan Kuantitatif, Kualitatif, dan R&D)* (22nd ed.). ALFABETA, cv.
- Tanjung, N., Zainil, Y., & Wahyuni, D. (2020). THE ANALYSIS OF TYPES AND FUNCTIONS OF INTERJECTIONS USED IN WEBTOON DIGITAL COMIC. *E-Journal of English Language & Literature*, 9(1), 99–106. <http://ejournal.unp.ac.id/index.php/jell>
- Tejo, N. (2011). Membuat Media Pembelajaran yang Menarik. *Jurnal Ekonomi*

*Dan Pendidikan*, 8(1), 19–35. <https://doi.org/10.21831/jep.v8i1.706>

Urrutia, L. J., & Gutiérrez, A. S. M. (2011). Adolescents' Awareness of Environmental Care: Experiences when Writing Short Descriptive Texts in English. *Profile Issues in Teachers' Professional Development*, 13(1), 1–57.

Vanderstoep, S. W., & Deirdre D. Johnston. (2009). *RESEARCH METHOD for Everyday Life : Blending Qualitative and Quantitative Approaches* (Vol. 24). Jossey-Bass A Wiley Imprint. [www.josseybass.com](http://www.josseybass.com)

Yonata, F. (2018). The Effect of Applying The Talk-to-The Text Strategy on Students' Reading COMprehension in Narrative Text. *PHILOSOPHICA Jurnal Bahasa, Sastra, Dan Budaya*, 1(1), 12. <https://doi.org/10.35473/po.v1i1.114>

Zaman, B., & Eliyawati, C. (2010). MEDIA PEMBELAJARAN ANAK USIA DINI. *Fakultas Ilmu Pendidikan Universitas Indonesia*, 1–16.