

TABLE OF CONTENTS

APPROVAL SHEET	i
EXAMINER PAGE.....	ii
LEMBAR PERNYATAAN	iii
PERSONAL PAGE (MOTTO)	iv
ABSTRAK	v
ABSTRACT	vii
PREFACE	viii
ACKNOWLEDGEMENTS.....	ix
TABLE OF CONTENTS	xi
LIST OF TABLES	xiii
LIST OF FIGURES	xiv
LIST OF ENCLOSURES	xv
CHAPTER 1 INTRODUCTION	1
1.1 Background of the Study	1
1.2 Formulation of the Problem	4
1.3 Operational Definitions	4
CHAPTER 2 LITERATURE REVIEW	7
2.1. Theoretical Framework	7
2.1.1 Online Comic in Reading Motivation.....	7
2.1.2 Extensive Reading	11
2.1.3 Students' Perception	12
2.1.4 Reading Motivation	13
2.1.5 Enhancing Reading Motivation Through Extensive Reading	15
2.2 Study of the Relevant Research.....	16
CHAPTER 3 RESEARCH PROCEDURES	18
3.1 Research Design	18
3.2 Research Setting and Participants	19
3.3 Data Collection.....	20
3.4 Data Analysis.....	21
3.5 Research Schedule.....	29

CHAPTER 4 FINDINGS AND DISCUSSION.....	31
4.1 Cognitive Aspect	31
4.1.1 Accessibility of the Materials	31
4.1.2 Utilization of Interactive Features in Online Comics	34
4.1.3 Vocabulary Acquisition.....	37
4.1.4 Challenges in Technical Issues and Platform Use	40
4.2 Affective Component	43
4.2.1 Emotional Engagement Through Visual Aesthetic	43
4.2.2 Influence of Genre on Reading Preferences	46
4.2.3 Consequences of Storyline on Reading Motivation	49
4.2.4 Negative Emotional Response: Frustration and Boredom.....	52
4.3 Conative Component	55
4.3.1 Reading Frequency and Duration Based on Engagement	55
4.3.2 Task-Based Motivation on Reading Behavior	57
4.3.3 Sustained Reading Motivation Beyond the Course	59
CHAPTER 5 CONCLUSION AND SUGGESTION	63
5.1 Conclusion.....	63
5.2 Suggestions.....	65
REFERENCES.....	66
ENCLOSURES.....	75

LIST OF TABLES

Table 3.4.1 Generating Initial Code	22
Table 3.4.2 Generating Codes	26
Table 3.4.3 Searching for Themes.....	26
Table 3.4.4 Defining and Naming Themes	28
Table 3.5.1 Research Schedule.....	29
Table 4.1.1 Accessibility in Online Platforms.....	31
Table 4.1.2 Interactive Features in Online Comics	35
Table 4.1.3 Vocabulary Acquisition Through Contextualized Narratives.....	37
Table 4.1.4 Challenges in Reading Online Comics.....	40
Table 4.2.1 Visual Appeal in Online Comics	43
Table 4.2.2 Students Preferences in Genres	46
Table 4.2.3 Students' Emotional Connection Through Engaging Storylines	49
Table 4.2.4 Negative Emotional Responses	52
Table 4.3.1 Students' Reading Frequency	55
Table 4.3.2 Task-Based Motivation.....	58
Table 4.3.3 Post-Course Reading	60

LIST OF FIGURES

Figure 1 The Front Page of Webtoon	7
Figure 2 Multiple Genres of Comics in Webtoon	8
Figure 3 The Front Page of Tappytoon	8
Figure 4 Different Genres and Styles in Comics	9
Figure 5 Expression of Action in Comics	9

LIST OF ENCLOSURES

Enclosure 1 Participants Consent Form	75
Enclosure 2 Interview Guidelines	78
Enclosure 3 Interview Audio Transcription	85
Enclosure 4 Generating Initial Code	108
Enclosure 5 Pre-Survey Results	117
Enclosure 6 Approved Tentative Research.....	122
Enclosure 7 <i>SK dan Kartu Bimbingan</i>	127