

**CRITICAL ANALYSIS OF INFLECTIONAL MORPHEME IN *THE LEGEND
OF PUTRI HIJAU COMIC***

SKRIPSI

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ABSTRACT

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This study was about Critical Analysis of Inflectional Morpheme in *The Legend of Putri Hijau Comic*. It focused on Inflectional affixes. The data was collected from *The Legend of Putri Hijau Comic* that was published in 2018. This comic was created by researcher and her beloved friends in Go-mic Team. This study has two aims, they are; to search and inform the kinds of inflectional morpheme which is used in *The Legend of Putri Hijau Comic* and to find the processes of each inflectional affixes in *The Legend of Putri Hijau Comic*. The method of this study is descriptive qualitative research. The findings of this study are the first is there are 7 from 8 kinds of inflectional morpheme that is used in *The Legend of Putri Hijau Comic*, such as suffix –ed, suffix –ing, suffix –s (third person singular), suffix –en, suffix –s (plural marker), suffix –‘s, and suffix –er. And from the data analysis, there are 73 inflectional affixes was found in *The Legend of Putri Hijau Comic*. The second is the processes of each inflectional affixes do not change the whole meaning, but some of them change the grammatical function.

Keywords : Inflectional Morpheme, *The Legend of Putri Hijau Comic*, Process of Inflectional Morpheme

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CHAPTER I

INTRODUCTION

A. Background of The Study

Language is a system which is used as a tool of communication by human being. It is why we should master the language with all of its elements such as structure, meaning and vocabulary. It will make us easy to express ourselves and communicate each other. Structure and meaning are included in the aspects of language. One of study which is learnt about structure and meaning is morphology, where it discusses about the word formation from word to the littlest unit in language named morpheme.

Morpheme is the smallest part of language and it has own meaning. Morpheme has two varieties, they are free morpheme and bound morpheme. Free morpheme is the types of roots which be able standing independently. Whereas, bound morpheme is the types of roots that are incapable standing independently and they always occur with several other word building component added to them. In the case of morphemes, whether they create a current word or a current meaning or not, they are divided into two kinds: derivational morphemes and inflectional morphemes. (Beard: 1995)

Derivational morpheme is a bound morpheme that changes the word class. Bauer (1998) stated that derivational morpheme is the morpheme created by an unused term from a base. Inflectional morpheme is one kind of bound morpheme. It consists of six

morpheme, that is: -s, -ing, -er, -est, -ed, and -en. But, Fromkin (2014) found Modern English has only eight bound inflectional affixes: -s as third-person singular, -s as plural, -ed as past tense, -ing as progressive, -en as past participle, -er as comparative, and -est as superlative.

This study investigated about bound morphemes which is focused on inflectional affixes. Inflectional morpheme subsequently, are the affix which basically print ideal relations among linguistic components in a language. A worldview being the framework of morpheme varieties which is related with corollary system of varieties in environment (Francis, 1967). For clearly, inflectional morphemes product in switches in the model of a word to reveal strictly grammatical relationships (Matthews, 1974).

The object of this study is comic book. Comic is an aesthetic media that blends word and picture. A comic book may well be one story from cover to cover or a set of shorter stories might be incorporated. Furthermore, comic books have come to be respected as a medium unadulterated, decadent excitement. However scholarly researchers have started to study the interesting language of visual accounts and how it impact and informs the way readers get it stories, and how our brains develop and understand codes and language.

Comic that is conducted by researcher is entitle The Legend of Putri hijau. It contains four stories about the legend in North Sumatra. They are The Legend of Toba Lake, The Legend of Putri Hijau, The Legend of Si Gale-gale Statue and The

Legend of Lau kawat lake. Its brand is Go-mic which is made by Rizki Ajura, Nabilah Khalisah, Meily Winie Manik and Dinda Dewi. This comic is a result of Pekan Kreativitas Mahasiswa (PKM) competition that is followed by researcher, et al. The competition is held in every year by KEMENRISTEKDIKTI and this comic is one of products that is presented on final competition at the Yogyakarta State University. The final competition of PKM is called Pekan Ilmiah Mahasiswa Nasional (PIMNAS).

In addition, comic is visual fun media for study nowadays and it gives happiness for readers. It can be seen from the increasing number of comics spread in the community both in printed and application forms. Therefore, publisher of comic and comic application maker got high profit because the consumer of comic is not only children but also adults. For instance, Webtoon is one of comic application that is used by about more than fifty million people in a month.

B. The Identification of The Problem

Based on the background, the identification of the problem in this study is near to the comic book. The researcher interested to conduct this object for her study because it is rare researches using comic book. Moreover, this comic book has different story. In order, the story of comic is about daily life, fantasy, imagination or wishes, but this comic lift the old stories from North Sumatra, such as The Legend of Toba Lake story, and others. In addition, researcher hopefully this analysis will be useful for both the reader and the researcher to obtain a deeper understanding of inflectional affixes.

C. Scope and Limitation

The scope of this study was Morphology and it was limited on Inflectional Morpheme in the stories in *The Legend of Putri Hijau Comic*. It used eight kinds of inflectional affixes according to Fromkin, et al (2014) were suffix –ed, suffix -ing, suffix -s, suffix -en, suffix -s (plural), suffix -‘s, suffix -er and suffix –est.

D. The Formulation of The Problem

With reference from the background, the problems are found as follows:

1. What are inflectional affixes which is used in *The Legend of Putri Hijau Comic*?
2. How inflectional affixes were used in *The Legend of Putri Hijau Comic*?

E. The Objective of The Study

In this study, the objectives of this analysis are:

1. to search and inform the inflectional affixes that was used in *The Legend of Putri Hijau Comic*.
2. to find out the process of inflectional affixes used in *The Legend of Putri Hijau Comic*.

F. The Significance of Study

From this analysis, there are two benefits which is expected, namely theoretically and practically.

1. Theoretically

The result of this analysis might be used as reference or information for language users and reseachers in understanding inflectional affixes

2. Practically

The result of this study is expected to give scientific information about inflectional affixes for the readers and also for other researcher, it could be used as a further knowledge of inflectional affixes for similar study related to this.

CHAPTER II

LITERATURE REVIEW

A. Theoretical Framework

1. Morphology

Morphology is one of branch of linguistics. Aronoff and Fudeman (2011) say in grammatical, morphology refers to the linguistic branch concerned with words, their internal structure, and the way they are formed. Therefore, morphology as the one of branches in linguistics that just focuses on word and how the word is shaped. Morphology is also labelled as the study of words, how they are shaped, and its relation to other words in the same language. It explains words construction and components of words, like bases, roots, stems, and affixes. Morphology also detects word classes sound, and accent and the setting of the way can revise a word's pronunciation and meaning.

Many definitions of morphology were found. Some linguists have their own morphological definitions. Nida (1952) inferred that morphology includes the study of morphemes and their patterns in words formation. Morphology is the science of linguistics that studied the composition of a word grammatical which focuses on the word formation in producing the meaning grammatically. Verhaar (1990) states that morphology is the field of linguistics which grammatically studies the composition of part of word. Morphology includes in the field of linguistics that studies the morpheme and combinations.

Yule (1996) identified morphology as the study of the language emphasis of forms, rather than the identification of words. As the study of word, morphology exhibits the word formation or word creation through a variety of processes (McCarthy, 2002). According to Katamba (2005), in linguistics the term morphology is defined as the study of how the word is formed and its structure. Booij (2008) claims that morphology is the grammar of words. Lieber (2009) further argued that morphology is the study of word formation about how new words are coined in world languages. Haspelmath and D. Sims (2010) state that there are two definitions of morphology. Thus morphology is the study of systematic covariation in the form and meaning of words and the study of morphemic combination to yield words.

Mark and Kirsten (2011) stated that morphology in linguistics, refers to the mental system involved in word formation or to the linguistics branch which deals with words, their internal structure, and the way they are formed. The characteristics of words will be known by considering morphology and why language has morphology. Thus, morphology plays an important role in building linguistic units and structures. Every language has other peculiar terms to its morphological properties. In addition, morphology concerns about two major subjects, they are derivational and inflectional morphemes. Derivational process or the term derivation refers to all aspects of word, structure involving affixation that is not inflectional while, the inflection mechanism does not modify any part of speech nor context, but rather refine and provide extra grammatical detail (McCarthy : 2002).

2. Morpheme

Morpheme is a main discussion in morphology. It discusses about the types of morpheme, how to build a word from morpheme and the categories of morpheme which will be discussed in this study, it is inflectional morpheme. There are many definitions of morpheme based on the linguists views. Lehmann (1972) said a morpheme is a minimal form element with a particular meaning. Morpheme is described as the littlest unit of a language which has full of meaning (Lim Kiat Boey, 1975). According to Katamba (2005), Morpheme is the smallest unit of meaning in a language that has a grammatical function or the term morpheme is used to refer to the smallest unit that is meaningful in a language or has a semantic function. Lieber (2009) said that the minimal use of morpheme as functional units is to form words. VanPatten and Benati (2010) defined a morpheme is 'the smallest unit of language with any meaning whatsoever. Embick (2015) defined that morpheme is the notion that grammar includes representations of the facets of sound and meaning of language: that is, representations of sound and meaning in terms of characteristic.

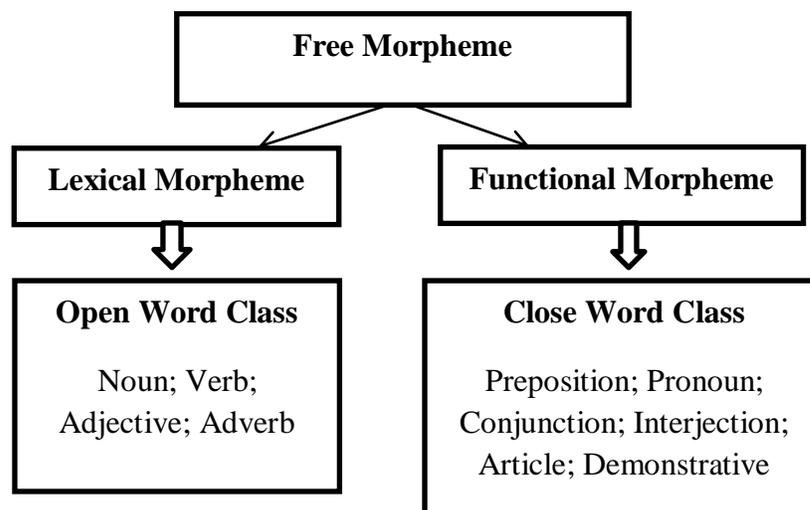
Another researcher declared about morpheme, for instance : Hippiusley and Stump (2017) declared that morphemes as the minimal contentful elements. It means a morpheme is the element of the minimum qualifying unit considered to be the smallest unit in English language. Words are combined of morphemes. Free morphemes are called morphemes that can stand on their own, while bound morphemes are the morphemes that cannot stand on their own. Bound morphemes

usually follow in the back or in front of free morphemes and it is also called as affixes. Affixes have three categories; prefixes, infixes and suffixes. But English does not have infixes. Prefix is a bound morpheme which is placed in front of a word for changing and modifying their grammar for example dis, re, and un. A suffix refers to an affix added after parts of words such as affixes -er, -ed, -ist, -ing, -ly, -s, and -or. For example: perfect-ly, teach-er, ring-s, talk-ed (Katamba, 1994). Bound morphemes are divided into two morphemes, namely derivative and inflective.

3. Kinds of Morpheme

A morpheme is divided into free morpheme and bound morpheme. Charstair-McCarthy (2002) explained, Morphemes which can stand alone are called free, and those that cannot are bound. It denotes a morpheme that stands as a word called free morpheme and the other that can not stand as a word called attached morpheme. And free morpheme consist of two categories, such is in the picture below:

Picture 1. Kinds of Free Morpheme



From the picture above, it was found that Free morpheme consist of two criteria, they are lexical morpheme and functional morpheme. Where, lexical morpheme include into open word classes that consist of **Noun, Verb, Adjective and Adverb**. Whereas functional morpheme consist of close word classes which include into **Preposition, Pronoun, Conjunction, Interjection, Article and Demonstrative**.

Bound morpheme has no potential to change words, but it has the potential to change affixes. A bound morpheme has two types, there are Derivational and inflectional morpheme. Lieber (2009) clear distinction of free and bound morpheme is that free morpheme is morphemythat can stand alone as a single term, whereas bound morpheme cannot stand alone and has to be added to another type. One of the examples is *im- / possible*, the word “possible” is a free morpheme category because it can stand alone, while “im” is as bound morpheme because it is impossible if this word is standing alone without attaching it to the other. This bound morphemous varieties are called affixes. Like above, bound morphemes are composed of derivational and inflectional morphemes.

The reverse of inflectional is known as derivational morphemes. A derivative morphemy is a morpheme that can be applied to a phrase to build or move a specific word. This form changes the meaning of the word or speech component or both (a new word with a new meaning).Derivative morphemes in English can be prefixes or suffixes.In English, all the prefixes are related. All prefixes change the meaning while the syntactic class is no longer modified.Inflexional morphemes are the ones that

establish no new context. Such morphemes never alter the type of syntactic words or morphemes to which they are connected. An inflectional morpheme is also a morpheme and can be a suffix only. The inflectional morpheme produces a shift in the word's purpose, but Inflectional morphemes produce no new sense. (Bauer, 1988).

4. Base, Root, Stem

Plag (2002) classified base term, root term, and stem term. A base is the portion of a term added to it by an affix e.g. *govern* in *governor* and *govern-ment*. Whereas root refers to bases that cannot be further categorized into morphemes, or the other words, root is the center of the term consisting of noun, adjective, adverb, and verb lexical categories. For instance are book, tonight, pretty, grey, teach, later, and so on. The last is stem generally used for bases connected to by inflectional affixes, but sometimes also for bases with derivative affixes. All roots are also bases, but not all bases are root. In the context of inflectional morphology bases are only called stems.

5. Derivational and Inflectional Morpheme

Yule (1996) said that derivation is the familiar process of creating terms that have small amount of English language "bits" not widely mentioned in dictionaries. The small "bits" concept is called affixes. In the context of lexical terminology, affixation can be considered the most common way of forming words (Katamba, 2005). Lieber (2009) claimed that derivation is the mechanism by which the words are formed and

new lexemes are produced, so they must have "the foundation" before creating new lexemes, as it is the center of the word that can be transformed into different words by adding affixes. Moreover, it gives the meaning when a basis is inserted by derivational affixes. These derived words may offer different grammatical function or simply make new words without altering the part of the speech (Fromkin, et al , 2014).

According to Fromkin, et al, 2014, there are several derivational affixing processes. It was contained in table below:

Table 1. Derivational processes

No.	Categories	Affixes	Example
1.	Noun to Adjective	-ish -ous -ate -ful -ic	Child + (-ish) = Childish Danger + (-ous) = Dangerous Valid + (-ate) = Validate Beauty + (-ful) = Beautiful Athlet + (-ic) = Athletic
2.	Verb to Noun	-al -ance	Act + (-al) = Actual Ignore + (-ance) = Ignorance

		-ation	Inform + (-ation) = Information
		-er	Play + (-er) = Player
		-ist	Tour + (-ist) = Tourist
		-ion	Suggest + (-ion) = Suggestion
3.	Adjective to Adverb	-ly	Shy + (-ly) = Shyly
4.	Noun to Verb	-ize	Colony + (-ize) = Colonize
		-ate	Saliva + (-ate) = Salivate
		-en	Fright + (-en) = Frighten
		Im-	(Im-) + prison = Imprison
		Be-	(Be-) + cloud = Becloud
		En-	(En-) + danger = Endanger
		In-	(In-) + habit = Inhabit
5.	Adjective to Noun	-ness	Bright + (-ness) = Brightness
		-ity	Humid + (-ity) = Humidity
		-ism	National + (-ism) = Nationalism

		-dom	Free + (-dom) = Freedom
6.	Verb to Adjective	-able -ive -ory -y	Forget + (-able) = Forgettable Act + (-ive) = Active Obligate + (-ory) = Obligatory Touch + (-y) = Touchy
7.	Adjective to Verb	En- -ize	(En-) + able = Enable Special + (-ize) = Specialize

Many derivative affixes do not cause the grammatical classes to shift (Fromkin, et al , 2014), as explained in the table below:

Table 2. Unchange Derivational Processes

No.	Categories	Affixes	Example
1.	Noun to Noun	-ship -ity -dom Dis- Un-	Friend + (-ship) = Friendship Human + (-ity) = Humanity Star + (-dom) = Stardom (Dis-) + advantage = Disadvantage (Un-) + employment = Unemployment

2.	Verb to Verb	Un- Re- Dis- Auto-	(Un-) + follow = Unfollow (Re-) + apply = Reapply (Dis-) + appoint = Disappoint (Auto-) + destruct = Autodestruct
3	Adjective to Adjective	-ish Il- In- Un-	Big + (-ish) = Biggish (Il-) + logical = Illogical (In-) + capable = Incapable (Un-) + well = Unwell

Inflectional affixes are part of a bound morpheme that has no function to produce new words in the language, but only used to signify the grammatical role of words, such as the use of singular or plural, past tense or not, comparative or possessive, and so on (Yule, 2010). It's not the same for derivative morphemes as inflectional morphemes never alter the grammatical form of the stems they are attached to. Here are several examples of Fromkin's Inflectional Affixes, et al (2014).

Table 3. Inflectional Morpheme

No.	Affixes	Example
1.	-s : third person singular	Mika text <u>s</u> her boyfriend everyday
2.	-s : plural marker	He bought me jewelr <u>ies</u> .

3.	-‘s : possessive	This is lisa’s note book.
4.	-ing : progressive	Lisa is reading novel in the library right now.
5.	-ed : past tense	He called me last night.
6	-en : past participle	He has written the script.
7.	-er : comparative degree	My little sister is taller than me.
8.	-est : superlative degree	This comic is the greatest comic that I ever read

6. Affixes

In English there are two types of affixes; they are prefixes and suffixes.

- a. Prefixes: a shape such as ex-, anti-, un-, ad-, com-, dis-, in-, re-, mis- or inter- that can be applied to the foreground of a term to offer an extra or specific sense.

Ex: Anti-British, un-happy, ex-wife.

- b. Suffixes: a form such as -ology, -ance(-ence), -ful, ness, ment, -able, or -ese, which can be applied to the end of a term to give a specific or additional sense.

Ex: Biology, understandable, creditable.

B. Previous Related Study

There are a few of previous studies related with this research which is used in the conduct of this analysis as references. The first prior study was linked to this study is Derivational and Inflectional Affixes in *@TheGoodQuote’s* Posts on Instagram

(2018) by Fitri Amalia. These purposes study are to find out the intended meaning of derivational and inflectional from *@TheGoodQuote's* posts on instagram and then elaborate its process. This study used qualitative content analysis as a research method and the finding shows that the most frequently found of 137 words are 62 derivative words which change grammar classes and also some derivative processes which change grammar classes such as adjective to noun, verb to noun, noun to adjective, verb to adjective, noun to verb, adjective to verb, adjective to adverb, adjective to adverb, while noun to noun, negative form, quantitative and preposition and relationship are for derivation without changing grammatical classes.

The second previous study is Tahir Rasool Tariq's study (2020) about derivational and inflectional analysis in daily language by Pakistani students. This study used qualitative research approach with the result is prominent dimensions generated by morphemes with inflection and derivation when connected to other morphemes. Also from Adi Yusuf's research (2017) conducted the different criteria between derivational and inflectional morpheme. Aziz, et al also compared the difference between derivational and inflectional from the grammatical change. In addition, the study of derivational and inflectional morpheme in Jakarta Post by Tati Mardewi, et al. (2019)

For the study of inflectional only, there are several previous studies such as Grammatical Errors in Using Inflectional Morphemes in Writing at The Fifth Semester Student of English Education Departement Based on Surface Strategy Taxonomy (2018) by Atika Amalina, An Analysis of Inflectional Morphemes Errors

In Writing A Text by Second-Year Student of Mas Tpi Silau Dunia by Ade Hidayati, et al. (2016), An Analysis of Inflectional Affixes on English Department Students' Undergraduate Thesis Abstracts by Dimas Sukma Cahyadi, (2018), Sensitivity to Inflectional Morphemes in the Absence of Meaning: Evidence from a Novel Task by Douglass Saddy, et al. (2019) and Inflectional Words And Their Processes In English Children Stories by Rudy Suherman, et al. (2018).

C. Conceptual Framework

1. Differentiation of Derivational and Inflectional Morpheme

Table 4. Differentiation of Derivational and Inflectional Morpheme

DIFFERENTIATION	
DERIVATIONAL	INFLECTIONAL
Grammatical function	Style function
No change of word class	Can trigger change of word class
Shift in meaning	Small or no significance
Also called for by grammar rules	Never needed by grammar rules
Follow derivative morphemes in the word	Precede in a word inflectional morphemes
Some Competitive	Some ineffective

Collected from Fromkin, et al (2014)

2. Derivational Morpheme

A derivative morpheme is a morpheme that can be applied to a phrase to build or move a specific word. This form changes the meaning of the word or speech component or both (a new word with a new meaning). Ex: -ation, un-, -al, -ize, -ous, -y, and so on. In nationalizations (nation-al-ization-s), the final -s is inflectional, and appears outside the derivative morphemes -al, -iz, -ation at the end of the term.

3. Inflectional Morpheme

According to Yule (1996), English has just eight morphemes with inflections, as follows:

1. 2 Adjectives used: -er (comparative) & -est (superlative);
2. 2 Nouns used: -s (plural),-'s (possessive);
3. 4 Used with verbs:-s (singular third person),-ed (past tense),-en (past part) & -ing (progressive present)

These following tables described the Inflectional Morpheme:

Table 5. Adjective Inflectional Suffixes

	Affixes	Function	Example
1. Adjectives	-er	Comparative Degree	The wall is high(er) than that tree
	-est	Superlative Degree	She is the preeti(est) woman

Table 6. Noun Inflectional Suffixes

	Affixes	Function	Example
2. Nouns	-s	Plural marker	I have some comic(s)
	-‘s	Possessive	It is Rina(‘s) pencil

Table 7. Verb Inflectional Suffixes

	Affixes	Function	Example
3. Verbs	-s	Third Person Singular	He wait(s) me
	-ed	Past Tense	I talk(ed) to him
	-en	Participle	Jhon has tak(en) the notes
	-ing	Progressive	She is bring(ing) the food

CHAPTER III

RESEARCH METHODOLOGY

There are several measures in conducting this study which will be clarified in this chapter. The parts are Method of Research, Source of Data, Research Instrument, and Technique of Data Analysis.

A. Method of Research

This study exploited descriptive qualitative content analysis, using the data from this study *The Legend of Putri Hijau Comic*. This research applied a descriptive qualitative because it is descriptive qualitative research. Moleong (1983) claimed that qualitative research is a form of research that has inspected results in descriptive data. It was in the design of written or spoken from detecting people behavior. It means the result of this study such a essential descriptive data and it is in the accurated shape.

Descriptive research is research that attempts to explain an occurrence, an instance, an event that is occurring now. This is intended to define the situation of stuff that occurs from the same time of study. With regard to the aims of this analysis , it is important to find out the types of inflectional affixes that are used and to explain the prospective meaning found, so the data analyzed by quantitative and descriptive text. In addition, a natural way that is actual in data collection is used to gather the results of descriptive researches. Or, to put it another way, the outcome of this analysis is not data manipulation.

B. Source of Data

The data of this study were taken from *The Legend of Putri Hijau Comic* which is published by Harfey Publishing. It was written by Rizki Ajura, et. al. in 2018. The brand of this comic is Go-mic which has mean the authors want it to be known in International market and it will consumed by many people in the world. This comic contains four stories about the legends in North Sumatra which is each story has two different language, in Bahasa and English. They are The Legend of Toba Lake, The Legend of Putri Hijau, The Legend of Si Gale-gale Statue and The Legend of Lau kawat Lake.

C. Research Instrument

The researcher herself was the key instrument of this research as she identified and analyzed the collected data and also elaborated the conclusions from this analysis. The Researcher's other tools used were notes. It means that all of instruments that is used such as printing or recording, For instance the dictionary, reference books, newspapers and official websites to support this work.

D. Technique of Data Analysis

There are several steps in collecting the data.

The first is the data was selected about the story in *The Legend of Putri Hijau Comic*. And from the data, researcher choosed three of four stories in The Legend of Putri Hijau Comic. The following are the title of the story that is choosed:

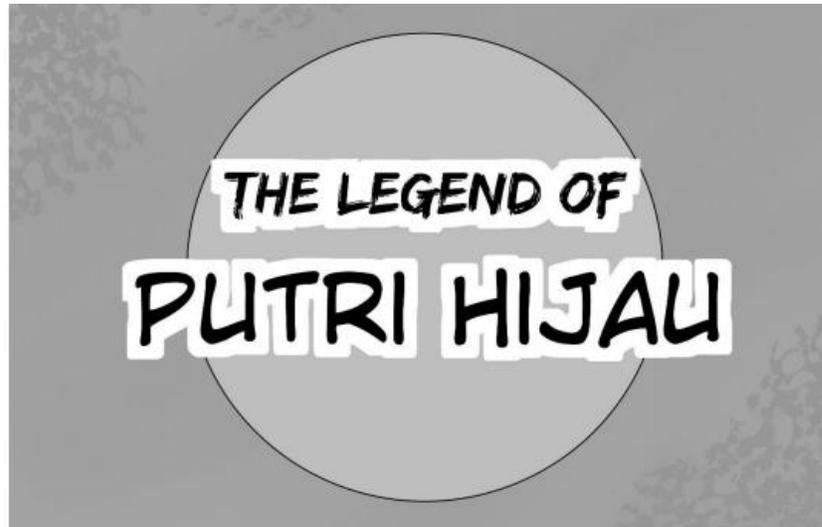
Picture 2. Title of story 1



Picture 3. Title of story 2

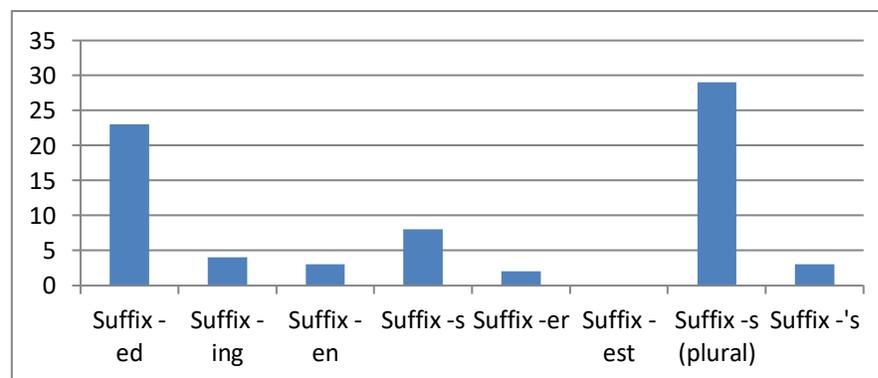


Picture 4. Title of story 3



The second is it was classified into data inflectional affixes, such as in the following picture:

Picture 5. Inflectional Data



From the picture 5 it can be described that the use of inflectional morpheme consist of 8 affixes, that were suffix -ed, -ing, -en, -s, -er, -est, -s (plural), and -'s.

CHAPTER IV

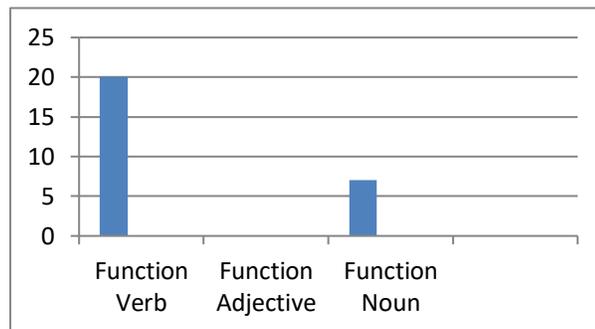
FINDING AND DISCUSSION

This chapter is the essential detail in this study. It details the result of this study which contains two parts that will be explained clearly in this chapter. They are Research Finding and Discussion. The result is included the objectives to answer the research problem.

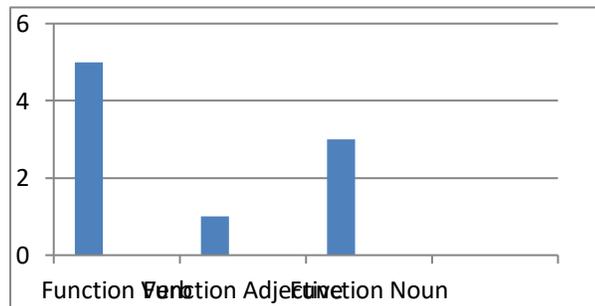
A. Research Finding

1. The types of inflectional morpheme that is used in *The Legend of Putri Hijau Comic*

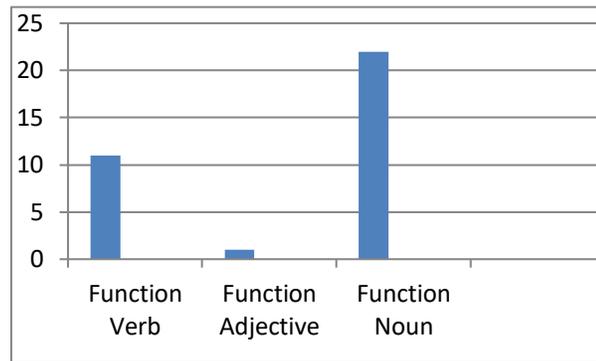
Picture 6. Inflectional Data from The Legend of Toba Lake



Picture 7. Inflectional Data from The Legend of Law Kawar Lake



Picture 8. Inflectional Data of The Legend of Putri Hijau



From the data collected above, there are several affixes that is not found in The Legend of Putri Hijau Comic. One of them is suffix -est (-est : superlative). The following is the explanation of the data collected above.

- 1) From The Legend of Toba Lake is found : 16 times using -ed (past tense), 3 times using -ing (progressive), once using -s (3rd person singular), 3 times using -'s (possessive), and 4 times using -s (plural marker). There is not found adjective function in (-er and -est).
- 2) From The Legend of Lawkawar Lake is found : twice using -ed (past tense), twice using -en (participle), once using -s (3rd person singular), 3 times using -s (plural marker), and once using -er (comparative degree). In this story, all of function is used atleast once using.
- 3) From The Legend of Putri Hijau is found : 5 times using -ed (past tense), once using -ing (progressive), once using -en (participle), once using -er (comparative degree), and 22 times using -s (plural marker).

For instance, the following data collected will explain some of inflectional affixes in *The Legend of Putri Hijau Comic*: (a whole data can be seen in appendix VIII)

Table 8. Data collected from The Legend of Toba Lake

No.	Affixes	Function	Example in the story
1.	-ed	Past tense	Toba was very <u>surprised</u> . Suffix –ed in that clause described that Toba was in heart attack because of something at the moment.
2.			Toba <u>confused</u> Suffix –ed always state something happened in the past, and in that clause it means that Toba had a complicated thinking.
3.			A woman <u>explained</u> Explain(ed) means that the woman were doing something with her words to make her listener understood what

			her mean is.
4.	-ing	Progressive	A woman who was <u>cooking</u> Adding suffix –ing in that clause means the woman were doing something and there are another case happened in the same moment.
5.			He was <u>eating</u> the food Eat(ing) in the clause didn't mean if the suffix –ing is not there, it will change. Of course no, it just the grammatical change, not the meaning.
6.	-s	Third person singular	If it <u>continues</u> , I will become a rich man The suffix –s is used because the subject is the singular third person. It is also used if the subject she and he.
8.	-‘s	Possessive	To bring his father’ <u>s</u> food The suffix -‘s declare that father has

			food which nobody can't be eaten it without his agreement.
9.			Samosir' <u>s</u> mother realized Suffix –'s in that clause stated that Samosir has a mother.
10.	-s	Plural marker	The sound <u>s</u> come from here Suffix –s in that clause has a important role, where if it is not there, the grammar will change. It means the sound that they heard are much.
11.			Take my scale <u>s</u> Different from suffix –s above, this suffix –s describe something that can be count or seen.

2. The processes of inflectional affixes in *The Legend of Putri Hijau Comic*

From the data collected, the researcher stated that there are 73 inflectional affixes that is used in *The Legend of Putri Hijau Comic*. And from the result found, there is

inflectional affix that is not used in the story, it was the suffix *est* (-*est*). According to Fromkin, et al (2014), the categories of inflectional affixes have eight affixes, they are : -s plural, -s third singular, -'s possessive, -ed past tense, -en past participle, -ing progressive, -er comparative, -est superlative. Example in the story will be explained below :

1) The example of using -s (third person singular)

“If it continues, I will become a rich man.” –Toba

The word *continues* is the example of using -s as third person singular. It will happen in the present situation with the subject is one of the third person singular such as *she*, *he* and *it*. “Continues” has two morphemes i.e. *continue* as a lexical morpheme and -s as a bound morpheme. And it makes automatically changing the grammatical function, but no changing the meaning.

When lexical morpheme meet the third person singular in present situation, it will automatically use the suffix -s or -es based on the word. For instance the clause *She continues* and *She goes*. There are adding suffix -s and -es following the base word. There are several words which is have to receive suffix -es, they are the verbs ending -s,-ss, -sh,-ch, -tch, -x, -zz and -o.

2) The example of using -ed (past tense)

“and finally Toba decided looking for Samosir.”

The word *decided* is one of using suffix –ed in the story. It happened with the lexical morpheme (decide) and adding suffix –ed as a bound morpheme. Suffix -ed changed the grammatical, still no changed the meaning. It also only states that something happened in the past. Morphemes *decided* in that phrase mean that Toba choosed the way to look for Samosir.

3) The example of using –ing (progressive)

“what are you doing? It is just a trick!”

The word that is underlined is one of the using of present progressive. It happened when the lexical morpheme *do* received the suffix –ing. The inflectional suffix –ing attached the lexical morpheme *do* to make the grammatical correctly based on the grammatical function. Whereas the way to ask what does someone do is not only clause “what are you doing?” but it can also ask with “ what do you do?”. In this case, the author choosed the clause to make it clear that the situation is in the present.

4) The example of using –en (participle)

“My mother has not eaten yet.”

The inflectional affix –en in the clause above is stated as a present participle. The word *eaten* has two morpheme where the lexical morpheme is *eat* and attached by suffix –en. Function of inflectional suffix –en in the clause is to explain that mother

has not eaten yet until the the food was given. The inflectional suffix –en include in the irregular participle. For instance, in the word take-took-taken, see-saw-seen, give-gave-given, get-got-gotten, etc. It means that not all of words can be added with the suffix –en for the perfect tense. Because there are category of regular verb and irregular verb that is attached by suffix –ed or irregular changing such as attend-attended, think-thought-thought, come-came-come, etc.

5) The example of using –‘s (possessive)

“Samosir was asked to bring his father’s food.”

The clause *father’s food* is the possessive form where it means that the food is meant for father. The lexical morpheme *father* attached by the inflectional suffix –‘s and followed by word *food*. The phrase *father’s food* has the meaning father has food that must be served by his son.

6) The example of using –s (plural marker)

“There are many coins of gold in front of the fortrees!”

That clause has two using of suffix –s as plural marker. To change the word from the singular form to the plural form is so simple. We only have to add the suffix –s in the base word. In the clause above, the first word is *coins* and the second word is *fortrees*. The base words in that phrase are *coin* and *fortree*. Each word is attached by inflectional suffix –s that means the nouns are many.

7) The example of using –er (comparative)

“It is better for you to listen my words.”

The inflectional suffix –er is used in the comparative degree form. In this clause, the base word is good which does not related if we just added suffix –er back. It is cause the base word include in irregular adjective. The meaning of *better* in the clause is it has higher position than the base word.

B. Discussion

In this research, the objectives are ; to find out the kind of inflectional affixes in *The Legend of Putri hijau Comic* and get the prospective meaning in each inflectional affixes. The researcher found 7 from 8 kinds of inflectional morpheme which is used in *The Legend of Putri Hijau Comic*. Base on the result, there are 73 inflectional affixes found in. Specifically, the using of suffix –ed are 26 times; the using of suffix –ing are 4 times; the using of suffix –en are 3 times; the using of suffix –s (third person singular) are 6 times; the using of suffix –‘s are 3 times; the using of suffix –s (plural) are 29 times; and the using of suffix –er are twice.

From the result above, the researcher stated that the highest suffix which is used in *The Legend of Putri Hijau Comic* is suffix –s (plural marker), then followed by suffix –ed as a second position. The researcher assumed that the using of suffix –ed is in the second place because the comic is about the legend story. It is almost similar with the narrative text that use simple past tense. The difference is that comic

contained the outline from the narrative text. Simply, the story of the comic comes from the narrative text about the legend story. Example; the legend of Toba Lake story was changed become the illustration comic of Toba Lake.

The prospective meaning of each suffix does not change the whole meaning of the words, but it means there is the change of time or situation. For instance, suffix –ed tell us that something happened in the past, suffix –s (plural) means that before adding the suffix, the thing is singular but when it is added with the suffix –s, it becomes plural, and so on. It also happens with the suffix –er on degree situation. The suffix –er means someone or something is more than the compare one. But, its inflectional suffix changed the grammatical function.

The grammatical that is meant such as :

“If it continues, I will become a rich man.”

The grammatical changing from the sentence followed the subject. It is because the subject is the third person singular. If it is not, the verb will be not changed with adding suffix –s.

“My loyalguards prepare the jewelries.”

The suffix –s (plural marker) makes the grammatical changing. If the word loyalguards is not added with suffix –s, the sentence will change to be “My loyalguard prepares the jewelries.” It is caused singular and plural have an important role as a subject.

CHAPTER V

CONCLUSION AND SUGGESTION

A. Conclusion

From the result of this study, the researcher concluded that :

1. *The Legend of Putri Hijau Comic* used 7 kinds from 8 kinds of inflectional morpheme and it was found 73 inflectional affixes. The categories are suffix –ed (past tense), -ing (progressive), -en (participle), -s (third person singular), -s (plural marker), -'s (possessive) and –er (comparative degree). The most frequently used is the suffix –s as a plural marker and the second place is the suffix –ed as a past tense.
2. The processes of each inflectional affixes do not change the whole meaning of words, but most of them change the grammatical function.

B. Suggestion

The researcher suggests for another researcher who interests in analysis morpheme study to make this study as one of the reference and continue the study further. The inflectional affixes can be found in every data analysis that use the english language such as in the article of magazine, fairy tales or from social media quotes like instagram's post, twitter, blog and more over.

For the linguistic college students, researcher hope this study will help all of you who interest in learning linguistic especially about morpheme subject. And for another students, hope it will be one of your collection for read.

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Appendix I. Laporan Akhir PKM



LAPORAN AKHIR

PROGRAM KREATIVITAS MAHASISWA

KOMIK LEGENDA ASLI SUMATERA UTARA *GOES TO INTERNATIONAL*

BIDANG KEGIATAN:

PKM-KEWIRAUSAHAAN

Diusulkanoleh:

RizkiAzuraAyuNingtia	NIM 1602050077	TahunAngkatan 2016
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UNIVERSITAS MUHAMMADIYAH SUMATERA UTARA

MEDAN

2018

PENGESAHAN LAPORAN AKHIR PKM-K

1. Judul Kegiatan : Komik Legenda Asli Sumatera Utara goes to International
2. Bidang Kegiatan : PKMK
3. Ketua Pelaksana Kegiatan
a. Nama Lengkap : Rizki Ajura Ayu Ningtia
b. NIM : 1602050077
c. Jurusan : S1 Pendidikan Bahasa Inggris
d. Universitas/Institut/Politeknik : Universitas Muhammadiyah Sumatera Utara
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4. Anggota Pelaksana Kegiatan/Penulis : 3 orang
5. Dosen Pendamping
a. Nama Lengkap dan Gelar : FATIMAH SARI SIREGAR S.Pd., M.Hum.
b. NIDN : 0111098402
c. Alamat Rumah dan No Telp./HP : -
6. Biaya Kegiatan Total
a. Kemristekdikti : Rp.6.800.000,-
b. Sumber lain (sebutkan...) : Rp.-
7. Jangka Waktu Pelaksanaan : 4 Bulan

Medan, 24-07-2018

Ketua Pelaksana Kegiatan,

(Rizki Ajura Ayu Ningtia)
NIM. 1602050077

Dosen Pendamping,

(FATIMAH SARI SIREGAR S.Pd., M.Hum.)
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BAB 1. PENDAHULUAN

Berdasarkan data dari Tribun Yogyakarta 2013 bahwa Indonesia berada di posisi ke-2 pembaca komik Jepang di dunia. Hal tersebut juga didapat dari Jurnal Kajian Komunikasi UNPAD pada tahun 2017 ditemukan hasil bahwa anak-anak lebih menyukai komik Jepang dari pada komik-komik asing lainnya. Sehingga majalah anak-anak yang cukup populer pun harus memuat komik-komik Jepang. Sedangkan berdasarkan hasil data dari penelitian sebelumnya dengan judul “Analisis Minat Siswa SMP Negeri 2 Medan Terhadap Komik Jepang (*Manga*)” tahun 2018 bahwa 70% sampel yang terpilih telah memiliki koleksi komik Jepang lebih dari 100 jilid. Sehingga anak-anak terpengaruh dengan budaya Jepang dan melupakan kearifan lokal Sumatera Utara.

Dengan adanya permasalahan ini, kami berinisiatif menciptakan suatu produk berupa Buku Komik Legenda Asli Sumatera Utara *Goes To International* dan Aplikasi KOMIK SUMUT yang dapat diunduh di Google Playstore, yang bertujuan untuk melestarikan kearifan lokal Sumatera Utara oleh generasi-generasi muda.

Survei Pasar

komik Legenda Asli Sumatera Utara *Goes To International* yang telah kami promosikan sangat diterima baik oleh masyarakat Sumatera Utara, khususnya anak-anak SD dan SMP di Kota Medan, Binjai dan Kisaran. Adapun survei pasar yang telah kami terima dari anak-anak SD dan SMP di Kota Medan dan Kisaran yang berjumlah 60 siswa/i dengan 30 siswa/i SD dan 30 siswa/i SMP dari beberapa sekolah yang ada di berbagai daerah-daerah yang ada di Sumatera Utara sehingga dengan perolehan hasil pasar yaitu :

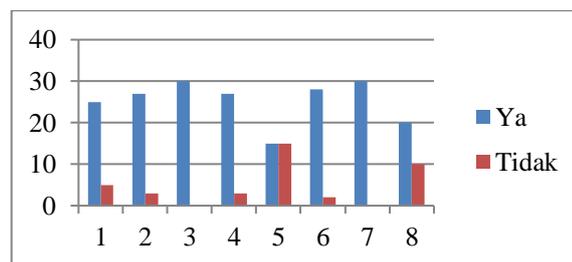


Diagram 1. Survey Pasar Ketertarikan Siswa SD Kelas IV, V, VI Terhadap Komik

Hasil dari Survey yang terdapat pada diagram diatas disimpulkan bahwa pasar ketertarikan siswa SD terhadap komik yang kami berikan kepada 30 responden yang terdiri dari 10 responden siswa kelas IV, 10 siswa kelas V dan 10 siswa

kelas VI. Dari diagram tersebut terlihat hasil survey yaitu banyak responden yang menyukai komik.

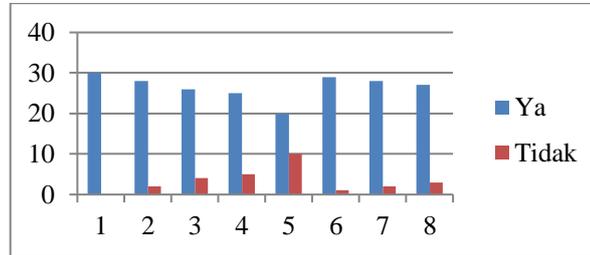


Diagram 2. Survey Pasar Ketertarikan Siswa SMP Kelas VII, VIII, IX Terhadap Komik

Hasil dari Survey yang terdapat pada diagram diatas disimpulkan bahwa pasar ketertarikan siswa SMP terhadap komik yang kami berikan kepada 30 responden yang terdiri dari 10 responden siswa kelasVII, 10 siswa kelas VIII dan 10 siswa kelas IX. Dari diagram tersebut terlihat hasil survey yaitu banyak responden yang menyukai komik

Kompetitor

Kompetitor buku Komik Legenda Asli Sumatera Utara *Goes To International* kami adalah komik Jepang seperti komik Naruto, komik Dragon Ball, komik Doraemon, dan komik remaja Indonesia. Komik-komik Jepang pada umumnya, yang sudah banyak goes to international sehingga banyak anak-anak SD, SMP, dan masyarakat Sumatera Utara menyukai komik Jepang karena tema komik-komik Jepang yang lebih beragam. Sedangkan komik-komik Indonesia tidak kalah saing dengan komik-komik Jepang pada umumnya. Komik yang dimaksud yaitu Komik Legenda Asli Sumatera Utara *Goes To International*. Komik tersebut mengambil kisah-kisah legenda Sumatera Utara yang bertujuan untuk melestarikan kearifan lokal Sumatera Utara. Hal tersebut jauh berbeda dengan komik Jepang. Komik Legenda Asli Sumatera Utara juga mampu meningkatkan nilai guna dan kreatif di pasaran di daerah-daerah dan mancanegara sehingga dapat tetap dilestarikan oleh masyarakat Sumatera Utara dan dikenal oleh mancanegara.

Keunggulan Komoditas PKM

Adapun keunggulan Komik Legenda Asli Sumatera Utara yaitu : *pertama*, komik legenda asli Sumatera Utara merupakan komik satu-satunya yang ada di Sumatera Utara. *Kedua*, Komik legenda asli Sumatera Utara yang mengisahkan legenda-legenda Sumatera Utara terdapat dua bentuk yang akan dipasarkan yaitu buku komik yang telah ber-ISBN dengan harga yang terjangkau murah yaitu Rp.

12.500/buku dan dalam bentuk aplikasi berbayar dengan nama KOMIK SUMUT di Playstore dengan harga Rp. 7.000. *Ketiga*, buku yang telah ber-ISBN sudah terdaftar untuk mendapatkan HKI dengan nomor permohonan EC00201821045. *Keempat*, kelebihan komik tersebut juga didukung dengan menggunakan dua bahasa yaitu bahasa Indonesia dan bahasa Inggris. *Kelima*, komik legenda asli Sumatera Utara ini juga telah dikenal sampai ke mancanegara.

Target Luaran

Adapun target luaran Komik Legenda Asli Sumatera Utara *Goes To International* dari bidang kewirausahaan kami yaitu:

1. Buku komik legenda asli Sumatera Utara yang telah memperoleh ISBN 978-602-6653-47-5.
2. Aplikasi komik digital yang dapat didownload di Google Playstore dengan nama “KOMIK SUMUT” atau di link <https://play.google.com/store/apps/details?id=com.gomiclegends.komiksumut>
3. Buku komik legenda asli Sumatera Utara yang ber-ISBN telah didaftarkan untuk mendapatkan HKI dengan nomor permohonan EC00201821045
4. Artikel ilmiah yang telah diterbitkan di Jurnal Sains, Penelitian dan Pengabdian pada volume 01, Nomor 01 Juli 2018 dengan link <http://ejurnal.id/index.php/jspp>
5. Artikel ilmiah yang telah terbit di International Journal Of Management, Accounting and Economic (IJMAE) pada volume 05, No 5 May 2018 dengan link www.ijmae.com
6. Buku Komik Legenda Asli Sumatera Utara dan aplikasi KOMIK SUMUT sudah dipublikasikan di surat kabar Analisa edisi Minggu yang terbit pada tanggal 08 Juli 2018 baik cetak maupun online

BAB 2. GAMBARAN RENCANA USAHA

Branding Produk

Produk kami merupakan satu-satunya yang ada di Sumatera Utara yaitu Komik Legenda Asli Sumatera Utara *Goes To International* dengan brand logo yang bernama “GOMIC” yang merupakan singkatan dari kata “Go” yang bermakna Goes To International sedangkan “Mic” yaitu Comic. Logo GOMIC yang berlatar belakang Istana Maimun yang merupakan ikon Sumatera Utara. Perempuan yang bersiluet yang berada di depan Istana Maimun merupakan kami sebagai putri Sumatera Utara yang siap melestarikan kearifan lokal Sumatera Utara. Di tengah kata GOMIC terdapat pulau Sumatera Utara dengan tanda merah

di tengah pulau yang artinya ibu kota Sumatera Utara yaitu kota Medan. Warna biru yang merupakan Danau Toba.



Gambar 1. Brand Logo GOMIC

Analisis SWOT

Faktor	Usaha Go-mic Legend
Strength	<ol style="list-style-type: none">1. Satu-satunya komik yang memuat kearifan lokal Sumatera Utara2. Memuat legenda masyarakat Sumatera Utara3. Menggunakan dua bahasa (bilingual) yaitu Bahasa Indonesia dan Bahasa Inggris4. Memuat informasi mengenai fakta legenda yang dapat dilihat secara langsung
Weakness	<ol style="list-style-type: none">1. Komik ini belum dikenal masyarakat luas
Opportunity	<ol style="list-style-type: none">1. Go-mic Legend berbeda dengan komik pada umumnya2. Kontennya ringan, menambah pengetahuan dan menghibur3. Harga terjangkau4. Mudah dibaca oleh setiap kalangan, tidak hanya bagi orang-orang yang sudah biasa membaca komik
Threat	<ol style="list-style-type: none">1. Ketertarikan konsumen dengan komik luar negeri

Pemasaran atau Promosi

Promosi-promosi yang telah kami lakukan untuk penjualan buku Komik Legenda Asli Sumatera Utara yaitu :

1. Media sosial komik seperti Instagram, Facebook dan Whatsapp

2. Media sosial Penerbit Harfeey seperti Facebook, Fanpage, Twitter, Instagram, BBM, Line, Bukalapak, Shopee, Wattpad, Tumblr, Flickr, dan Blog
3. Sekolah-sekolah di kota Medan, Binjai dan Kisaran
4. Perpustakaan UMSU dan Perpustakaan Daerah
5. Media massa yaitu Harian Analisa
6. KUI (Kantor Urusan International) UMSU
7. Tempat-tempat wisata di kota Medan
8. Lembaga pendidikan kursus Bahasa Inggris
9. Media penyiaran yaitu DAAI TV, RRI Radio Medan Pro-4 88,4 FM, dan M-Radio UMSU 91,6 FM

Analisis BEP

Analisis BEP dengan harga jual produk adalah sebesar Rp 12.500/unit dan kuantitas produksi sebesar 500 unit buku adalah sebagai berikut:

Fixed Cost = Rp 2.900.000

Variabel Cost = Rp 550.000

Price = Rp 12.500/ unit

Quantity = 500 unit

Total penjualan = 500 x Rp 12.500

= Rp 6.250.000

Biayatetap unit = Rp2.900.000 : 500

= Rp 5.800

Biayavariabel unit = Rp550.000 : 500

= Rp 1.100

BEP Unit = $\frac{FC}{P-V}$

= $\frac{Rp2.900.000}{Rp12.500-Rp5.800}$

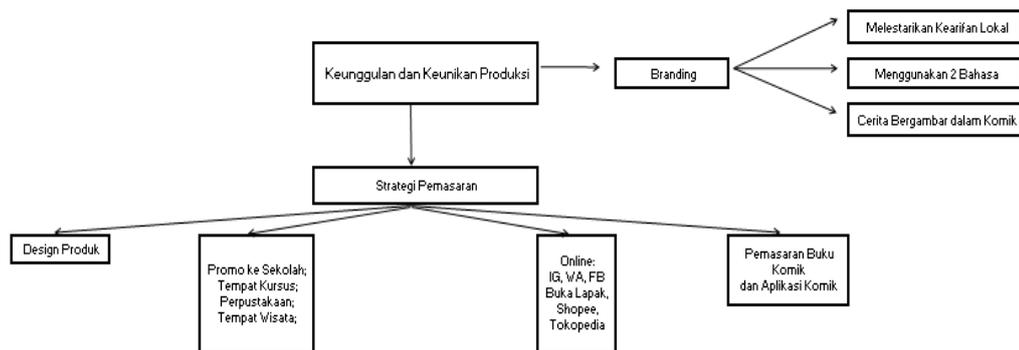
= 433 unit

$$\begin{aligned}
 \text{BEP Harga} &= \frac{FC}{1-\frac{V}{P}} \\
 &= \frac{\text{Rp}2.900.000}{1-\frac{\text{Rp}550.000}{6.250.000}} \\
 &= \text{Rp } 3.179.825
 \end{aligned}$$

$$\begin{aligned}
 \Pi &= \text{TR}-\text{TC} \\
 &= \text{Rp } 6.250.000- \text{Rp } 3.450.000 \\
 &= \text{Rp } 2.800.000
 \end{aligned}$$

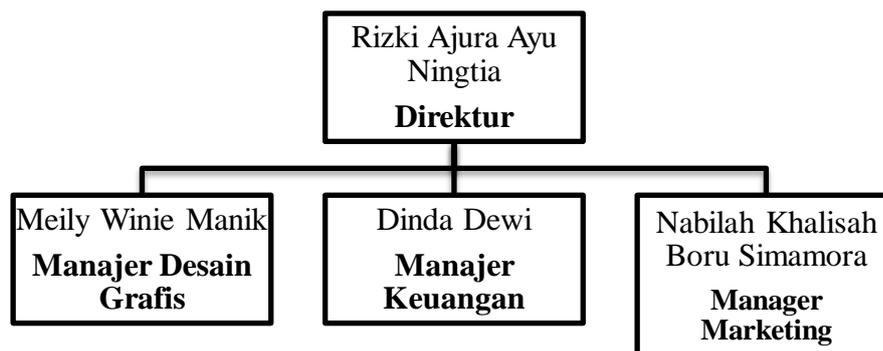
BAB 3. METODE PELAKSANAAN

Tahapan-tahapan yang dilakukan dalam pelaksanaan program ini ialah dengan menggunakan metode pelaksanaan yang digambarkan dalam diagram berikut :



Gambar 2. Metode Produksi Komik Legenda Asli Sumatera Utara

Adapun manajerial usaha Komik Legenda Asli Sumatera Utara *Goes To International* sebagai berikut :



Gambar 3. Manajerial Usaha Komik Legenda Asli Sumatera Utara

Aspek-aspek yang mendukung dalam metode pelaksanaan kegiatan program ini yaitu aspek produksi dan aspek manajemen usaha.

3.1.Aspek Produksi

Dalam proses produksi Komik Legenda Asli Sumatera Utara *Goes To International* dilakukan dalam waktu 1 bulan. Berikut tahap-tahap yang dilakukan dalam pelaksanaan sebagai berikut :

Dalam tahap perencanaan, persiapan isi cerita dan memilih legenda yang akan dijadikan isi dari komik legenda asli Sumatera Utara, Tahap mendesain, menggambar sketsa komik menggunakan kertas HVS, pensil, penghapus dan penggaris.

Tahap editing, mengedit keseluruhan isi narasi komik baik yang berbahasa Indonesia dan bahasa Inggris, dan mengedit kembali gambar komik yang sesuai dengan keempat cerita legenda asli Sumatera Utara untuk menyatukan cerita sesuai dengan urutan kisahnya di komik.

Tahap evaluasi, merupakan tahap pengumpulan semua narasi baik yang berbahasa Indonesia dan bahasa Inggris sehingga gambar-gambar yang sudah diedit dapat terkumpul dalam satu cerita.

Tahap promosi, menjual dan mempromosikan buku Komik Legenda Asli Sumatera Utara dan aplikasi komik Sumut berbayar di Playstore dengan menyebarkan brosur ke sekolah-sekolah yang ada di Sumatera Utara, lingkungan sekitar kampus, perpustakaan UMSU, perpustakaan daerah, lembaga pendidikan kursus Bahasa Inggris, masyarakat Sumatera Utara dan di official Komik Legenda Asli Sumatera Utara meliputi Instagram, Facebook, dan Whatsapp.



Gambar 4. Promosi Komik Legenda Asli Sumatera Utara kepada Kepala Sekolah SMP Negeri 13 Binjai

3.2. Aspek Manajemen Usaha

Pada aspek manajemen usaha, kegiatan program kewirausahaan kami ini menggunakan strategi pemasaran produk yang meliputi: Desain Produk, Rancangan Harga, Promosi, dan Distribusi ke konsumen. Rancangan Harga yang kami lakukan setelah kami melakukan survei pasar dan terlihat ketertarikan siswa SD dan SMP sangat besar terhadap komik. Setelah tim menyelesaikan seluruh cerita berbentuk komik, tim melakukan koordinasi dengan pihak penerbit yaitu Penerbit Harfeey. Kesepakatan dengan Penerbit Harfeey jika menerbitkan dan mencetak buku minimal 500 eksemplar dengan maksimal halaman 150 halaman maka harga per buku adalah Rp5.000,-. Setelah tim merancang harga, langkah selanjutnya yaitu mempromosikan buku komik Legenda Asli Sumatera Utara dan aplikasi komik.

BAB 4. HASIL YANG DICAPAI DAN POTENSI PENGEMBANGAN USAHA

Ketercapaian target luaran meliputi kesesuaian jenis dan jumlah luaran yang telah dihasilkan, serta presentase terhadap seluruh target kegiatan. Adapun target luaran yang telah dicapai adalah sebagai berikut :

Pada **aspek produksi** Komik Legenda Asli Sumatera Utara *Goes To International* meliputi :

- a. Modal usaha Komik Legenda asli Sumatera Utara *Goes To International* ini berasal dari modal yang didanai oleh Kemenristekdikti. Bernilai profitable, artinya telah dilaksanakan selama 3 bulan penjualan Komik Legenda Asli Sumatera Utara *Goes To International* dan aplikasi KOMIK SUMUT telah dilaksanakan dan keuntungan yang diperoleh sangat besar.

Pada **aspek pemasaran** Komik Legenda Asli Sumatera Utara *Goes To International* meliputi :

- a. Harga Komik Legenda Asli Sumatera Utara *Goes To International* senilai Rp.12.500.-/bukusedangkan untuk aplikasi KOMIK SUMUT di Playstore senilai Rp.7.000,-.Harga yang diberikan sesuai dengan harga pasaran sehingga relatif murah dan sesuai dengan uang saku anak sekolah.
- b. Kami mempromosikan buku komik Legenda Asli Sumatera Utara dan komik digital ke sekolah-sekolah SD dan SMP di Sumatera Utara. Kami juga melakukan promosi ke perpustakaan UMSU, perpustakaan daerah, media penyiaran yaitu M-Radio UMSU 91,6 FM, RRI Radio Pro-4 88,4 Medan, DAAI TV, lembaga pendidikan kursus Bahasa Inggris, tempat-tempat wisata, media massa yaitu koran Harian Analisa, lingkungan sekitar kampus, masyarakat Sumatera Utara dan secara online meliputi:
Facebook : Komiklegenda
Instagram : @gomic_legendasumut
- c. Promosi buku komik juga dibantu oleh pihak penerbit Harfeey meliputi Facebook, Fanpage, Twitter, Instagram, BBM, Line, Bukalapak, Shopee, Wattpad, Tumblr, Flickr, dan Blog.
- d. Break Even Point

Tabel 1. Pendapatan Komik Legenda Asli Sumatera Utara *Goes To International*

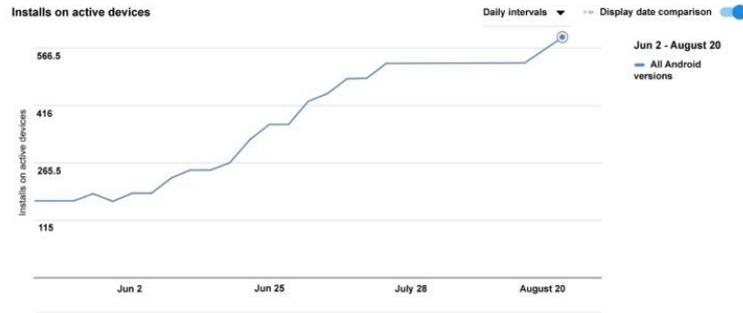
No	Konsumen	Banyak Buku	Harga	Jumlah
1	SMP Pertiwi	100 buku	Rp 12.500.-	Rp1.250.000.-
2	SD Muhammadiyah 02	80 buku		Rp1.000.000.-
3	SMPN 1 Kisaran	200 buku		Rp2.500.000.-
4	SMP Nurul Azmi	60 buku		Rp750.000.-
5	SMP Yahdi	110 buku		Rp1.375.000.-
6	SMP Imelda	150 buku		Rp1.875.000.-
7	SMPN 13 Binjai	200 buku		Rp2.500.000.-
8	SMP PAB 2 Medan	110 buku		Rp1.375.000.-
9	SMP Muhammadiyah 49	50 buku		Rp625.000.-

10	SD Yos Sudarso	150 buku	Rp1.875.000.-
11	SMP Pangeran Antasari	150 buku	Rp1.875.000.-
12	Lingkungan UMSU	128 buku	Rp1.600.000.-
13	Perpus UMSU	100 buku	Rp1.250.000.-
14	Tempat Kursus	113 buku	Rp1.412.500.-
15	Tempat Wisata	224 buku	Rp2.800.000.-
16	Pesanan Luar Kota	160 buku	Rp2.000.000.-
17	SD Pelita	150 buku	Rp1.875.000.-
18	SD YPK	150 buku	Rp1.875.000.-
	Jumlah		Rp29.812.500,-



Grafik Penjualan Buku Komik Selama 3 Bulan

$$\begin{aligned}
 \text{II} &= \text{TR} - \text{TC} \\
 &= \text{Rp}29.812.500 - \text{Rp}16.456.500 \\
 &= \text{Rp} 13.356.000
 \end{aligned}$$



Grafik Penjualan Komik di Google Playstore

$$\begin{aligned}
 \Pi &= TR-TC \\
 &= Rp4.424.000 - Rp1.000.000 \\
 &= Rp3.424.000
 \end{aligned}$$

Dari grafik penjualan di atas terlihat bahwa tim berhasil menjual buku komik sebanyak 2385 unit dalam jangka waktu 3 bulan dan komik digital sebanyak 632 user. Sehingga keuntungan maksimal yang diperoleh adalah sebesar Rp16.780.000

Tabel 2. Ketercapaian Target Luaran

No	Kegiatan	Bulan ke-1	Bulan ke-2	Bulan ke-3	Bulan ke-4
1	Promosi				
2	PersiapanAlatdanBahan				
3	ProduksiKarya				
4	Pemasaran				
5	EvaluasiPerkembanganUsaha				

Lampiran 1**PENGUNAAN DANA**

No	Keterangan	Jumlah	Harga (Rp)	Debet (Rp)	Kredit (Rp)
A	PEMASUKAN DIKTI (100%)			6.800.000	
B	PENGELUARAN				
PERALATAN					
1	Pensil 2B	10	50.000		50.000
2	Penghapus	10	20.000		20.000
3	Kertas HVS	2 rim	70.000		70.000
4	Penggaris	2	4.000		4.000
5	Rautan	2	6.000		6.000
6	Drawing Pen	5 pcs	400.000		400.000
7	Buku Akuntansi	1	22.000		22.000
8	Pulpen	3	18.000		18.000
Sub Total					590.000
Administrasi					
1	Buku Logbook	2	45.000		45.000
2	Penggaris	1	4.000		4.000
3	Pena Hitam	1	6.000		6.000
4	Print foto kegiatan		42.000		42.000
5	Kertas A4	1 rim	38.000		38.000
6	Print Laporan Kemajuan+Jilid		30.000		30.000
7	Print Laporan Akhir+Jilid		40.000		40.000
Sub Total					205.000
PercetakandanPromosi					

1	Cetak Brosur	100	240.000		240.000
2	Cetak Kartu Nama	220	440.000		440.000
3	ISBN	1	400.000		400.000
4	Transportasi		400.000		400.000
5	Buku Komik	500	2.500.000		2.500.000
6	Hosting google	1	1.000.000		1.500.000
Sub Total					5.480.000
Total Penggunaan Biaya					
					6.275.000,-

Lampiran 2

Laporan Arus Keuangan

Penjualan	Juni	Juli	Agustus
Penjualan	Rp 8.475.000	Rp 9.937.500	Rp 11.400.000
Harga Pokok Penjualan	Rp 3.390.000	Rp 3.975.000	Rp 4.560.000
Laba Kotor	Rp 5.085.000	Rp 5.962.500	Rp 6.840.000
Beban Pemasaran	Rp 400.000	Rp 200.000	Rp 100.000
Beban Administrasi	Rp 150.000	Rp 50.000	Rp 20.000
Jumlah Beban Usaha	Rp 550.000	Rp 250.000	Rp 120.000
Laba Bersih	Rp 4.535.000	Rp 5.712.500	Rp 6.720.000

Lampiran

DOKUMENTASI

Perencanaan cerita Legenda Asli Sumatera Utara



Sketsa komik Legenda Asli Sumatera Utara



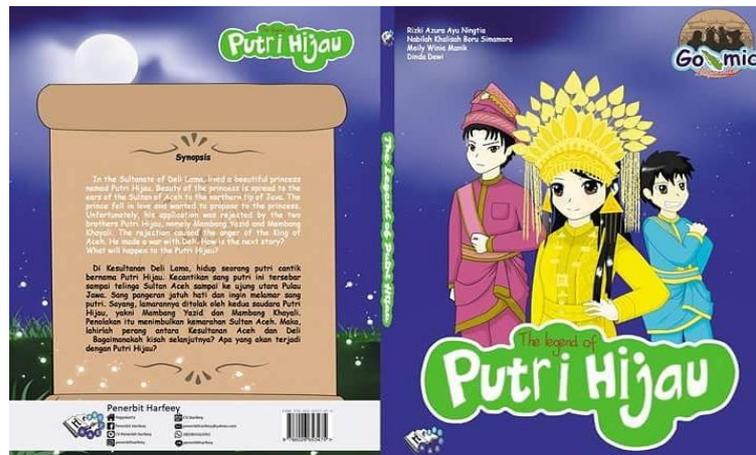
Diskusi merancang brosur Komik Legenda Asli Sumatera Utara



Brosur Komik Legenda Asli Sumatera Utara



Cover depan dan belakang buku Komik Legenda Asli Sumatera Utara



Aplikasi KOMIK SUMUT di Google Playstore



Publikasi Komik Legenda Asli Sumatera Utara di Surat Kabar Analisa



Home » Kota » Detail Berita

Mahasiswa UMSU Terbitkan Buku Komik Digital

Minggu, 8 Juli 2018 | Dibaca 18 kali

[f](#) [t](#) [e](#)

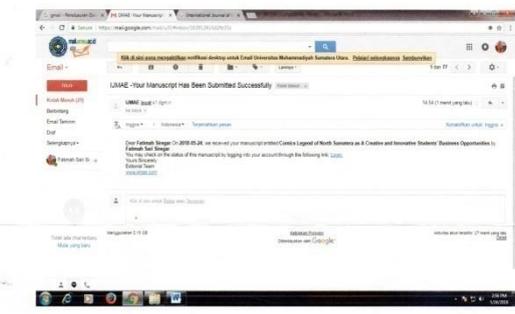
Url Berita : <http://harian.analisedaily.co>

Analisa/istimewa

KOMIK SUMUT: Dosen pendamping Fatimah Sari Siregar, MHum bersama mahasiswa menunjukkan buku komik digital di UMSU, Jalan Muktar Basri Medan, baru-baru ini.

Medan, (Analisa). Mahasiswa Fakultas Keguruan dan Ilmu Pendidikan (FKIP) UMSU menerbitkan buku Gomic. "Gomic merupakan brand komik legenda Sumatera Utara yang dicetak dalam bentuk buku komik berisbn dan komik digital dengan judul "The Legend of Putri Hijau".

Artikel Ilmiah dan Letter Of Acceptance LOA dari jurnal International IJMAE



International Journal of Management, Accounting and Economics (IJMAE)
ISSN 2383-2126 (Online)

[Acceptance Letter]

From: International Journal of Management, Accounting and Economics (IJMAE)

To: Rizki Ajura Ayu Ningtia, Nabila Khalisa Br Simamora, Melly Winie Manik, Dinda Dewi, Fatimah Sari Siregar

It is declared that your paper called: **"Comics Legend of North Sumatera as a Creative and Innovative students' Business Opportunities"** has been accepted after double-blinded peer review and will be published in Volume (5), No. (5), July 2018.

Best Regards

Dr. Behzad Hassannezhad Kashani
Director-in-Charge
2018/06/15

Letter Of Acceptance LOA dari jurnal AQLI



No. : 52/LPPI-AQLI/VI/2018
Lampiran : -
Perihal : Surat keterangan Submit Jurnal

Medan, 18 Juni 2018

Penulis yang terhormat,

Dengan ini kami informasikan bahwa artikel Saudara,

Rizki Ajura Ayu Ningtia; Nabila Khalisa Br Simamora; Mely Winle Manik; Dinda Dewi;
Fatimah Sari Singar
(Universitas Muhammadiyah Sumatera Utara)

Telah melakukan *submission* pada,

Nama Jurnal : Jurnal Sains Penelitian & Pengabdian
Penerbit : Lembaga Penelitian dan Pengabdian Ilmiah AQLI
Judul : Komik Legenda Sumatera Utara sebagai Peluang Usaha Kreatif dan Inovatif Mahasiswa
Rencana Terbit : Volume 01, Nomor 01, Juli 2018
Uri : <http://ejournal.id/index.php/jsp>

Demikianlah keterangan ini kami sampaikan. Atas pehatiannya kami ucapkan terimakasih.

Editor Produksi

HERYA WAIYUNI

JURNAL RISET SAINS MANAJEMEN

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Buku komik Ber-ISSBN telah mendapatkan HKI



BIRO BANTUAN HUKUM UNIVERSITAS MUHAMMADIYAH SUMATERA UTARA (BBH-UMSU)

Kantor: Jl. Kapten Mukhtar Basri, No. 3 Medan 20238 Telp. (061) 6622400 Website: www.umsu.ac.id

SURAT KETERANGAN

Nomor: 121/RI.3-AU/UMSU-BBH/2018

Yang bertandatangan dibawah ini:

Nama : Faisal Riza, S.H., M.H.
Jabatan : Direktur Biro Bantuan Hukum UMSU

Dengan ini menerangkan bahwa:

Judul Ciptaan : The Legend of Putri Hijau
Nomor Aplikasi : 201514689
Billing Code : 820180719038844

Adalah benar Hak Cipta tersebut telah didaftarkan di Kementerian Hukum dan Hak Asasi Manusia pada Tanggal 16 Juli 2018 dan saat ini status penerimaan Hak Cipta tersebut sedang menunggu approval.

Demikianlah surat keterangan ini diperbuat dan diberikan untuk dapat dipergunakan seperlunya.

Medan, 18 Juli 2018

Hormat Kami,

Biro Bantuan Hukum (BBH) UMSU

Dipaparkan



Faisal Riza, S.H., M.H.

Formulir Pemohonan Pencatatan Ciptaan

Data Pemohonan	
Nomor Pemohonan	: EC00201821045
Tanggal Pengajuan	: 13-07-2018
Jenis Ciptaan	: Komik
Judul Ciptaan	: The Legend of Putri Hijau
Uraian Ciptaan	: Buku The Legend of Putri Hijau ini adalah buku komik yang didalamnya terdapat 4 kisah legenda Sumatera Utara dalam bentuk kumpulan gambar animasi dengan dua bahasa didalamnya yaitu bahasa Inggris dan bahasa Indonesia.
Tanggal dan tempat diumumkan pertama kali	: Yogyakarta, 02-06-2018

Pencipta		
Nama	Alamat	Kebangsaan
Mely Winle Manik, dkk	Dusun IX Jampalan Simpang Empat, Kisaran	Indonesia

Pemegang		
Nama	Alamat	Kebangsaan
Universitas Muhammadiyah Sumatera Utara	Jl. Kapten Mukhtar Basri No. 3	Indonesia

Lampiran	
Akta Perusahaan	KTP
	NPWP
	Pernyataan
	Detail

Jakarta, 13-07-2018
Pemohon/Kuasa

Lt.d.

Tanda Tangan

Nama Lengkap Faisal Riza, SH., MH.

Catatan: Jika dalam jangka waktu 5(lima) hari kerja belum mendapatkan surat pencatatan ciptaan, agar menghubungi email: permohonan.ciptadesain@dgip.go.id



Aplikasi KOMIK SUMUT yang sudah Goes International di Jepang, Jerman, dan Australia



Buku dan Aplikasi KOMIK SUMUT yang sudah Goes International di Brunei Darussalam dan Philipina



Promosi di M-Radio UMSU 91,6 FM



Promosi Komik di SMP Negeri 13 Binjai



Promosi di Perpustakaan UMSU



Monev Eksternal di Universitas Sumatera Utara pada tanggal 17 Juli 2018



Promosi Komik Legenda Asli Sumatera Utara di DAAI TV



Promosi Komik di RRI Radio Medan 88,4 FM



Appendix II. Log Book PKM

Catatan Harian (Log Book)

CATATAN HARIAN

Komik Legenda Asli Sumatera Utara goes to International

Kembali [+ Tambah Catatan](#)

Tanggal Pelaksanaan	Kegiatan / Catatan	Persen Capaian	Biaya Terpakai		
04-Apr-18	1. Pertemuan pertama dengan dosen pendamping untuk memberi ucapan selamat kepada tim dan merencanakan kegiatan apa yang akan dilakukan 2. Pertemuan 13 tim PKM penerima hibah dana dari kemenristekdikti bersama perwakilan pihak universitas.	2%	0	Edit	Hapus
05-Apr-18	1. Berdiskusi untuk menentukan cerita legenda yang akan diangkat menjadi komik 2. Membeli peralatan untuk menggambar design komik. (pensil, penghapus, kertas Hvs, penggaris, rautan, drawing pen)	5%	550.000	Edit	Hapus
09-Apr-18	1. Diskusi dengan dosen pendamping untuk membahas naskah teks cerita setiap legenda. 2. Diskusi dengan pihak perpustakaan universitas muhammadiyah sumatera utara untuk membicarakan percetakan buku komik. 3. Mendesain gambar danau toba	8%	0	Edit	Hapus
14-Apr-18	Proses penyelesaian mendesain gambar cerita danau toba	10%	0	Edit	Hapus
15-Apr-18	1. Mendesain gambar putri hijau 2. Diskusi team dengan dosen pendamping serta evaluasi hasil desain gambar komik dan naskah dalam teks bahasa inggris dan bahasa indonesia	13%	0	Edit	Hapus
19-Apr-18	Pendampingan pertama oleh pihak UPKIM universitas dengan 13 tim PKM penerima hibah dari kemenristekdikti , terkait progress pengerjaan PKM di gedung penjamin mutu Universitas Muhammadiyah Sumatera Utara	15%	0	Edit	Hapus
25-Apr-18	1. Mendesain gambar cerita putri hijau 2. Dilanjutkan diskusi team serta evaluasi desain gambar komik putri hijau beserta text naskah dalam bahasa inggris dan bahasa indonesia	17%	0	Edit	Hapus
30-Apr-18	Membuat artikel ilmiah yang akan di submit ke jurnal Nasional dan Internasional	20%	0	Edit	Hapus
03-Mei-18	1. Merancang brosur komik legenda asli sumatera utara 2. Berdiskusi dengan dosen pendamping mengenai penerbitan dan percetakan buku komik	22%	3.300.000	Edit	Hapus
05-Mei-18	1. Pendampingan kedua oleh pihak UPKIM universitas kepada 13 tim penerima hibah PKM Kemenristekdikti, terkait progress lanjutan pengerjaan PKM 2. pembelian peralatan penunjang kegiatan PKM (buku akuntansi, pulpen, penggaris)	24%	62.000	Edit	Hapus
08-Mei-18	Berdiskusi serta evaluasi desain gambar komik danau lau kawat dan sigale-gale beserta text naskah dalam bahasa inggris dan bahasa indonesia	25%	0	Edit	Hapus
09-Mei-18	Revisi dan penguatan gambar komik beserta text naskah cerita legenda sumatera utara dalam bahasa inggris dan bahasa indonesia	27%	0	Edit	Hapus
13-Mei-18	penguatan gambar komik beserta text naskah cerita legenda sumatera utara dalam bahasa inggris dan bahasa indonesia	29%	0	Edit	Hapus

15-Mei-18	1. Mengubah artikel ilmiah dari bahasa Indonesia ke bahasa Inggris untuk disubmit ke jurnal Internasional (IJMAE) 2. Dilanjutkan dengan pembuatan platform komik digital ke Google Play Store	33%	0	Edit	Hapus
19-Mei-18	Pengiriman naskah kepada penerbit Harfeiy dan cetak sebanyak 500 eksemplar buku	37%	0	Edit	Hapus
21-Mei-18	1. Pendampingan ke tiga membahas produk/ hasil dari kegiatan yang telah dilaksanakan 2. Pengeditan artikel ilmiah yang berbahasa Inggris 3. Mensubmit artikel ilmiah ke jurnal Nasional	42%	0	Edit	Hapus
22-Mei-18	1. Penerimaan dana talangan dari pihak universitas sebesar 80% 2. Berdiskusi dengan dosen pendamping mengenai submit jurnal internasional 3. Dilanjutkan pengiriman (submission) artikel ilmiah ke jurnal internasional 4. Pembayaran Hosting ke Google Playstore	47%	1.000.000	Edit	Hapus
24-Mei-18	1. Pembuatan Power Point untuk monev internal 1 2. latihan presentasi untuk monev internal 1 3. Penyempurnaan Power Point untuk monev Internal Umsu	50%	0	Edit	Hapus
26-Mei-18	1. Monev internal 1 yang diadakan di gedung penjamin mutu Universitas Muhammadiyah Sumatera Utara 2. launching komik digital yang dapat di download di Google Playstore dengan nama "Komik Sumut" 3. dilanjutkan memulai promosi komik legenda Sumatera Utara yang dapat di download di playstore melalui sosial media	56%	0	Edit	Hapus
30-Mei-18	Team melakukan talkshow di radio 91.6FM Umsu M.Radio sebagai promosi secara luas kepada masyarakat	60%	0	Edit	Hapus

02-Jun-18	Team berdiskusi dengan dosen pendamping tentang evaluasi promosi dan sudah ada 25 user yang telah mendownload komik legenda Sumatera Utara di Google Playstore	62%	0	Edit	Hapus
04-Jun-18	1. Team sudah mendapatkan buku komik legenda Sumatera Utara ber ISBN dengan nomor ISBN 978-602-6653-47-5 2. dilanjutkan mencetak brosur GOMIC sebagai promosi	67%	240.000	Edit	Hapus
05-Jun-18	1. Launching buku komik legenda Sumatera Utara yang ber ISBN 2. Dilanjutkan dengan melakukan 2 promosi ke dua unit sekolah, yaitu: sekolah SMP Pertiwi Medan, team bertemu dengan ketua Yayasan Perguruan Pertiwi. Sekolah SMP Pertiwi membeli 100 eksemplar buku komik legenda Sumatera Utara.	70%	50.000	Edit	Hapus
06-Jun-18	1. Team melakukan promosi ke SD Muhammadiyah 02 Medan. Team bertemu kepala Sekolah SD Muhammadiyah 02 membeli sebanyak 80 eks buku komik legenda Sumatera Utara. 2. Team kembali mencetak buku sebanyak 1.000 eksemplar.	74%	60.000	Edit	Hapus
07-Jun-18	Team diminta untuk promosi ke sekolah di luar kota Medan, yaitu SMPN 1 Simpang Kawat, Kisaran. Kepsek SMPN1 membeli 200 eks.	76%	150.000	Edit	Hapus
09-Jun-18	1. Team melakukan evaluasi kegiatan dengan dosen pendamping. Sampai tanggal 9 Juni 2018 total penjualan kami adalah 380 eksemplar. 2. Team melanjutkan mencetak kartu nama sebagai promosi sebanyak 220 lembar	78%	440.000	Edit	Hapus
25-Jun-18	Buku sudah sampai sebanyak 1000 eksemplar, dan dilanjutkan Team melakukan diskusi dengan dosen pendamping kelanjutan promosi buku ke sekolah-sekolah	80%	0	Edit	Hapus
27-Jun-18	PILKADA (tidak ada kegiatan promosi) ke sekolah tetapi di sosial media untuk online dan team mendapatkan informasi komik sumut sudah dapat di download di Jerman.	82%	0	Edit	Hapus

28-Jun-18	1. Team melakukan promosi ke SMP NURUL AZMI dan membeli 60 eksemplar komik legenda Sumatera Utara 2. Dilanjutkan oleh Team melakukan promosi ke SMP YAHDY dan membeli 110 eksemplar komik legenda Sumatera Utara	84%	70.000	Edit	Hapus
29-Jun-18	Team melakukan promosi ke setiap fakultas, prodi, mahasiswa di lingkungan UMSU dan terjual 128 eksemplar buku komik legenda Sumatera Utara	85%	0	Edit	Hapus
30-Jun-18	Team melakukan evaluasi dengan dosen pendamping berkaitan promosi dan progres kegiatan.	87%	0	Edit	Hapus
02-Jul-18	Team melakukan promosi ke SMP Imelda dan bertemu dengan Kepala Sekolah SMP Imelda membeli 150 eksemplar buku komik legenda Sumatera Utara	88%	50.000	Edit	Hapus
03-Jul-18	Team kembali melakukan Tlaskshow ke dua untuk promosi Ke 91.6FM M Radio	89%	0	Edit	Hapus
04-Jul-18	1. Pertemuan dengan kepala perpustakaan Muhammadiyah Sumatera Utara dan membeli buku sebanyak 100 eksemplar buku Komik Legenda Sumatera Utara 2. Team mendapatkan info bahwa komik dalam google playstore sudah dapat didownload di Jepang	90%	70.000	Edit	Hapus
05-Jul-18	Team melakukan promosi ke beberapa kursus bahasa inggris di Medan dan berhasil terjual sebanyak 113 eksemplar	92%	0	Edit	Hapus
06-Jul-18	Diskusi dengan dosen pendamping persiapan menuju Monev	93%	0	Edit	Hapus
07-Jul-18	1. Team mendapatkan hasil data bahwa yang sudah mendownload di Google Playstore sebanyak 560 user. 2. Team melakukan promosi ditempat wisata di Medan dan terjual 122 eksemplar	93%	126.000	Edit	Hapus
09-Jul-18	Team diundang untuk melakukan promosi kesekolah di SMP Negeri 13 Binjai dan disini berhasil menjual buku sebanyak 200 eksemplar	93%	200.000	Edit	Hapus

10-Jul-18	1. Team melakukan promosi ke sekolah PAB 2 Medan dan terjual sebanyak 110 eksemplar	94%	30.000	Edit	Hapus
11-Jul-18	Team melakukan MONEV ke 2 internal Universitas Muhammadiyah Sumatera Utara	94%	0	Edit	Hapus
12-Jul-18	Diskusi dengan dosen pendamping membahas revisi logbook dan laporan kemajuan mencetak kembali dokumentasi	95%	62.000	Edit	Hapus
17-Jul-18	Tim melakukan Monev Eksternal di Universitas Sumatera Utara	96%	0	Edit	Hapus
20-Jul-18	Tim di diminta langsung oleh pihak DAAI TV untuk mempromosikan buku komik legenda asli sumatera utara	97%	0	Edit	Hapus
28-Jul-18	Tim kembali melakukan promosi buku komik yang diundang langsung oleh pihak Radio RRI PRO 4 88.4FM	97%	0	Edit	Hapus
01-Agt-18	Tim mengirim buku yang dipesan dari luar kota, sebanyak 160 buku komik	97%	0	Edit	Hapus
02-Agt-18	Tim mempromosikan buku komik ke sekolah SMP MUHAMMADIYAH 49, dan kepala sekolah SMP MUHAMMADIYAH 49 membeli buku sebanyak 50 buku	97%	0	Edit	Hapus
04-Agt-18	Tim melakukan promosi ke dua sekolah, yaitu SMP Pangeran Antasari dan sekolah SD Pelita, kepala sekolah SMP Pangeran Antasari membeli sebanyak 150 buku dan Kepala sekolah SD Pelita juga membeli sebanyak 150 buku	98%	0	Edit	Hapus

10-Agt-18	Tim kembali melakukan promosi kesekolah, yaitu sekolah SD YPK. dan kepala sekolah YPK membeli sebanyak 150 buku komik.	99%	0	Edit	Hapus
26-Agt-18	Sebelum menuju PIMNAS tim kembali mempromosikan buku komik ke Brunei Darussalam	100%	0	Edit	Hapus

Appendix III. Poster PKM



PEKAN ILMIAH MAHASISWA NASIONAL
PIMNAS 31
UNIVERSITAS NEGERI YOGYAKARTA 2018



PKM - K



**KOMIK LEGENDA ASLI
SUMATERA UTARA
GOES TO
INTERNATIONAL**

Latar Belakang

- ✓ **Indonesia** berada di posisi kedua sebagai pembaca komik terbanyak di dunia setelah Finlandia (Tribun Jogja, 2013)
- ✓ Anak-anak menjadi lebih menyukai komik Jepang daripada komik asing lainnya, sehingga sebuah majalah anak-anak yang cukup populer pun harus memuat komik Jepang (Jurnal Kajian Komunikasi UNPAD, 2017)
- ✓ 70% siswa SMP Negeri 2 Medan memiliki koleksi komik Jepang lebih dari 100 jilid (Analisis minat SMP Negeri 2 Medan terhadap komik Jepang, Jurnal USU, 2018)

Luaran

- ✓ Buku komik ber-ISBN
- ✓ Komik digital
- ✓ Terbit di harian Analisa edisi Minggu, 8 Juli 2018.
- ✓ Jurnal nasional dan internasional
- ✓ Buku komik telah mendapatkan HKI

Testimoni

中美画はいいです、私は良いです、私はこの漫画が好きです
(Komiknya bagus, gambarnya bagus, saya suka komik ini. Terima kasih.)
Jepang

Gusto ko ang larawan at sa palagay ko ang kuwento ay kawili-wili!
(Saya suka dengan gambarnya dan menurut saya ceritanya menarik.)
Filipina

Keunggulan Produk

- ✓ Satu-satunya komik yang memuat legenda asli Sumatera Utara
- ✓ Mengangkat kearifan lokal Sumatera Utara
- ✓ Hadir dalam dua bahasa yaitu Bahasa Indonesia dan Bahasa Inggris (Bilingual)
- ✓ Harganya murah
- ✓ Hadir dalam bentuk buku komik dan komik digital
- ✓ Sudah mendapatkan ISBN dan HKI

Penjualan

Ekspansi Pasar di 6 Negara
dari 8 Kota di Indonesia



Proses Pembuatan

1 Mendiskusikan cerita legenda yang akan diangkat menjadi komik

2 Pembuatan naskah cerita dan sketsa komik

3 Mendesain komik digital

4 Pemberian dialog dan pengalihan bahasa

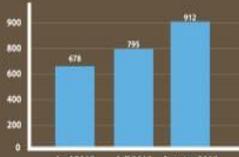
5 Mencetak komik menjadi buku komik dan

6 Mengupload komik ke dalam playstore

Analisis Keuangan

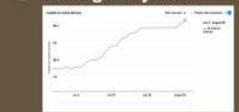
HPP	: Rp 5.800,-/unit
Harga Jual	: Rp 12.500,-/unit
BEP	: 433
Benefit Cost Ratio	: 1,6
Payback Period	: 1 bulan
OMZET	: Rp 16.780.000,-

Grafik Penjualan Komik



Bulan	Penjualan
Juni 2018	478
Juli 2018	799
Agustus 2018	912

Grafik Penjualan Komik di Google Play Store



Universitas Muhammadiyah Sumatera Utara

Universitas Muhammadiyah Sumatera Utara
Jalan Terpadu
Anggota Tera

Direksi Pendidikan
1821 6511 8141 | info@umhsu.ac.id | www.umhsu.ac.id | [Facebook](https://www.facebook.com/umhsu) | [Instagram](https://www.instagram.com/umhsu) | [YouTube](https://www.youtube.com/umhsu) | [TikTok](https://www.tiktok.com/umhsu) | [LinkedIn](https://www.linkedin.com/umhsu) | [Pinterest](https://www.pinterest.com/umhsu) | [WhatsApp](https://www.whatsapp.com/umhsu) | [Telegram](https://www.telegram.com/umhsu) | [Snapchat](https://www.snapchat.com/umhsu) | [Skype](https://www.skype.com/umhsu) | [Viber](https://www.viber.com/umhsu) | [Zooskype](https://www.zooskype.com/umhsu) | [Gtalk](https://www.gtalk.com/umhsu) | [AIM](https://www.aim.com/umhsu) | [Messenger](https://www.messenger.com/umhsu) | [Slack](https://www.slack.com/umhsu) | [Discord](https://www.discord.com/umhsu) | [Telegram](https://www.telegram.com/umhsu) | [Viber](https://www.viber.com/umhsu) | [Zooskype](https://www.zooskype.com/umhsu) | [Gtalk](https://www.gtalk.com/umhsu) | [AIM](https://www.aim.com/umhsu) | [Messenger](https://www.messenger.com/umhsu) | [Slack](https://www.slack.com/umhsu) | [Discord](https://www.discord.com/umhsu)

Ucapan Terima Kasih

1. Kementerian Riset, Teknologi, dan Pendidikan Tinggi
2. Universitas Muhammadiyah Sumatera Utara
3. Fakultas Sastra dan Bahasa
4. Program Studi Sastra Indonesia
5. Dosen Pembimbing
6. Dosen Pembantu
7. Dosen Pengajar
8. Dosen Peneliti
9. Dosen Pengajar
10. Dosen Peneliti
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18. Dosen Peneliti
19. Dosen Pengajar
20. Dosen Peneliti

Media Penjualan



Appendix IV. Artikel Ilmiah

Comics Legend of North Sumatera as a Creative and Innovative Students' Business Opportunities

Fatimah Sari Siregar¹, Rizki Ajura Ayu Ningtia, Nabila Khalisa Br Simamora,
Meily Winie Manik, Dinda Dewi

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Abstract

The comic is one of the print media and is liked by the children and adults. Comics legend of North Sumatera is a result of the innovation from the comics "generally serving as a means to for preserve the local wisdom. Now the local wisdom is about the story of the people or the legends located in North Sumatera. The purpose of the creation of this comic is to create new innovations and business opportunities and receiving complain community awareness of local wisdom in North Sumatera. The implementation of methods that include data collection, product creation and marketing. The end result of the product is in the form of comic books and also the digital application.

Keywords: Comics, Local Wisdom, and Implementation Methods.

Cite this article: Siregar, F. S., Ayu Ningtia, R. A., Br Simamora, N. K., Manik, M. W., & Dewi, D. (2018). Comics Legend of North Sumatera as a Creative and Innovative Students' Business Opportunities. *International Journal of Management, Accounting and Economics*, 5(5), 353-359.

Introduction

Printed media paints an interesting and most preferred one is the comics. Almost all people like comic, especially in children. However, comics in Indonesia many excerpted from the Japan comics. This will surely give impact to the children following the Japanese culture which is located in the comics they read and forget the culture of the land itself. So as Indonesian citizen, required to preserve the local wisdom in order to keep the continuity is.

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In addition, problems that occurred in the city of Medan, children aged 13 to 15 years prefer to read comics, but they did not like learning English and in Indonesia is not found comics about the legend of the North Sumatera in English. So we areas English students attempt to collaborate it, so inhuman murders comics containing typical legend North Sumatera which have two languages namely English and Bahasa Indonesia, so that children are interested to learn English and local wisdom North Sumatera still maintained very well by the generations of the youngman.

Comics legend of North Sumatera which have two languages namely English and Bahasa Indonesia logo "Go-mic Legend" lift local wisdom with deals with legends of genuine North Sumatera. The original legends, its existence is still not known by the wider community so that we want to marketing not only in Indonesia but overseas so that people in the world know and know there are cultures in North Sumatera.

Business Opportunities in this activity is: (1) Comics this could become an interesting visual media for children to know the legend of North Sumatera and learning materials English. (2) Remind again and introduce the legends of North Sumatera on the community. (3) to additional options for comic lovers, so that they can still enjoy reading them but they get the actual information.

The feasibility of business in this activity is: (1) Students English is not only able to sell services but also able to sell goods such as comics legend in English. (2) Grow entrepreneurial soul for each student especially our team to encourage students and the public in general to grow in the form of something that can produce good values in the field of education and in the field of the economy. (3) market goods in accordance with our activities is to get an occurrence report know the extent to which our products produce buying and selling power that attracted many people not only in Indonesia but abroad.

Literature Review

Etymologically, local wisdom consists of two words namely wisdom (wisdom) and local (local). On KBBI, local means that local people, while wisdom with wisdom. So if seen etymologically, local wisdom (local wisdom) can be interpreted as a local ideas (local) who is wise, full of wisdom, good value, planted and followed by members of the community. Forms of local wisdom in society according to Aulia and Dharmawan (2010) (in the journal Using Heading Culture and Local Wisdom in conducting Soil and Water Conservation can be values, norms, trust and special rules. The local wisdom is the identity of/personality culture nation that causes the nation is able to absorb and process foreign culture according to the characters and the ability to own (Ayatrohaedi, 1986:18- 19). While Moendardjito (in Ayatrohaedi, 1986:40-41) says that the elements of the culture of potential areas as *local genius* because it has proven its ability to survive until now.

The local wisdom contains three important elements. First, religious values and social ethics that underpin the practices of biological resource management. Second, norms/rules of indigenous peoples, which regulates the relations between communities and the natural environment. Third, local knowledge and skills obtained from empirical experience tens even hundreds of years manage resources biodiversity and the environment.

The importance of the preservation of the local wisdom found in Act No. 32 The year 2009 about the protection and management of environment that is the noble values occurred in the procedures for the life of the community to among others to protect and manage the environment sustainably. In the article 2 mentioned that the protection and management of environment conducted based on some basis that one of them is the basis of the local wisdom.

Research Method

Before producing comics, we do the collection of data about how the narrative from the legends in North Sumatera which we will lift in comic books by visiting some of the regional library and book store as a reference. In addition, we buy some comic books for us to make a comparison as well as the reference in the making of our comic books.

In the phase of making comics, each member has the role of each. Now the role that will be done is: specifies the legend that will be published, determine the narrative from the legend, arrangement of the script of the story or *script*, make sketch that corresponds with the story on paper and then scan it into the computer for *editing process* and dye in the form of a digital image and the switching language. To the end result of the product Go-mic Legend, we work together with the printing press.

Now the equipment that we use in making the comics namely: pencil, paper sin offering and a ruler, to make the sketch. Medibang paint pro application for the process of making pictures on comics. Photoscape application, for the process of creating a balloon on each conversation in comics figures.

The end result of the product in the form of comic books that are printed in the appropriate size with comic that circulate in general, so easy to carry. On the front cover comics loaded pictures that are in accordance with the contents of the story in it and the logo which is a characteristic of our comic, while on the back cover comics loaded synopsis in addition to attract the attention of consumers and description about the content of the book.

Because the process of making the comics a long time, we work together with

an illustrator in the making of the comic to match the comic publishing target. We are also working with relationships that make application programs playstore, so comics we not only produced in the form of a print or books but also in digital form. We also worked together with the printing press that will help us in the printing comic books that already surfing the ISBN.

Marketing strategy that will we do on the comic business legend of North Sumatera, done online and offline. The marketing done online namely, use some social media to promote products, while offline marketing done by offering a product to some of the school library.

Results and discussion

With the existence of comic production this legend, students had the opportunity to regain the business with successfully enhance the creativity to produce new product innovation. The ability of creativity can be enhanced with various ways and marked with the results of innovative products, and captivating relevant.

The initial activities done to produce comics i.e. perform data collection on the legend that will be taken into the comics. Data collection is done by searching for the books concerned with the story of the legend that is meant to the regional library and bookstore. The next step is the preparation of the script and the narrative according to the original story. Then continued with the creation of the sketch of the picture based on the flow has been made until the coloring process digital pictures.

The process of making comics need a long time and vary based on the length of the short story. To produce a story comics, time needed a minimum of 2 weeks. The more the length of the story and the longer the time needed for execution the comics. The process stages of the making of the comic can be seen from the pictures below:



Picture 1. The making of

the sketch of the picture



Picture 2. The process of lining of the sketch of the picture



Picture 3. The process of filling the colors of the sketch of the picture



Picture 4. The placement of the words on the balloons conversation and the redirection of Bible

Sales prices for 1 fruit comic books is Rp 10.000,- and to the use of or application downloads also imposed cost Rp10.000,-. Announcement of the selling price of products is adjusted with the making process so that obtained the selling price that economically.

Product marketing stage is done by using two ways the online and offline. Online marketing is done to promote products on some social media and offline done by offering products to libraries in schools.

Conclusion

With creativity, authors produce comics new innovations that it also can simultaneously preserve the local wisdom so that one of the local wisdom of North Sumatera remains continuity is. From the explanation above, can be drawn the conclusion that: (1) The comic is a means of delivering effective way to preserve the local wisdom culture among students. (2) The local wisdom of Indonesia is very diverse and the need for preservation will be the local wisdom, (3) The creation of the comic this creation can become business opportunities among students. With the existence of this creation comic can increase community awareness of local wisdom.

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Appendix V. Sertifikat HKI


REPUBLIK INDONESIA
KEMENTERIAN HUKUM DAN HAK ASASI MANUSIA

SURAT PENCATATAN CIPTAAN

Dalam rangka perlindungan ciptaan di bidang ilmu pengetahuan, seni dan sastra berdasarkan Undang-Undang Nomor 28 Tahun 2014 tentang Hak Cipta, dengan ini menerangkan:

Nomor dan tanggal permohonan : EC00201824770, 23 Agustus 2018

Pencipta

Nama : **Meily Winie Manik, Rizki Azura Ayu Ningtia, , dkk**
Alamat : Dusun IX Jampalan Simpang Empat, Kisaran, Sumatera Utara, 21271
Kewarganegaraan : Indonesia

Pemegang Hak Cipta

Nama : **Universitas Muhammadiyah Sumatera Utara**
Alamat : Jl. Kapten Mukhtar Basri No.3 Medan, Medan, Sumatera Utara, 20238
Kewarganegaraan : Indonesia

Jenis Ciptaan : **Komik**
Judul Ciptaan : **The Legend Of Putri Hijau**
Tanggal dan tempat diumumkan untuk pertama kali di wilayah Indonesia atau di luar wilayah Indonesia : 2 Juni 2018, di Yogyakarta

Jangka waktu perlindungan : Berlaku selama 50 (lima puluh) tahun sejak Ciptaan tersebut pertama kali dilakukan Pengumuman.

Nomor pencatatan : 000115110

adalah benar berdasarkan keterangan yang diberikan oleh Pemohon.
Surat Pencatatan Hak Cipta atau produk Hak terkait ini sesuai dengan Pasal 72 Undang-Undang Nomor 28 Tahun 2014 tentang Hak Cipta.

a.n. MENTERI HUKUM DAN HAK ASASI MANUSIA
DIREKTUR JENDERAL KEKAYAAN INTELEKTUAL



Dr. Freddy Harris, S.H., LL.M., ACCS.
NIP. 196611181994031001



Appendix VI. Sertifikat PIMNAS



The certificate is titled "SERTIFIKAT" and is issued by the "KEMENTERIAN RISET, TEKNOLOGI, DAN PENDIDIKAN TINGGI UNIVERSITAS NEGERI YOGYAKARTA". It recognizes "Dinda Dewi" as a participant in the "Pekan Ilmiah Mahasiswa Nasional (PIMNAS) Ke-31 Tahun 2018" held at Universitas Muhammadiyah Sumatera Utara. The event took place from August 28 to September 2, 2018. The certificate is signed by Dr. Satrisna Wibawa, M.Pd., with a NIP of 19590901 198601 1 002. The certificate features a blue and yellow ribbon logo at the top left, a network diagram at the top right, and a blue banner at the bottom with two cartoon archers. The background has a light blue and white pattern with a large, faint watermark of the text "PEKAN ILMIAH MAHASISWA NASIONAL 2018" and "UNIVERSITAS NEGERI YOGYAKARTA".

SERTIFIKAT

Nomor 209/PIMNAS31/IX/2018
diberikan kepada:

Nama : Dinda Dewi
Perguruan Tinggi : Universitas Muhammadiyah Sumatera Utara
Jenis PKM : PKMK
Judul : Komik Legenda Asli Sumatera Utara goes to International

sebagai **PESERTA**

Pekan Ilmiah Mahasiswa Nasional (PIMNAS) Ke-31 Tahun 2018
yang diselenggarakan pada tanggal 28 Agustus - 2 September 2018
di Universitas Negeri Yogyakarta

Yogyakarta, 1 September 2018
Rektor Universitas Negeri Yogyakarta
Dr. Satrisna Wibawa, M.Pd.
NIP. 19590901 198601 1 002

Appendix VII. Piagam Penghargaan Umsu



UNIVERSITAS MUHAMMADIYAH
SUMATERA UTARA

PIAGAM PENGHARGAAN

Nomor: 2638 /IL.3-AU/UMSU/F/2018

Diberikan kepada :

DINDA DEWI

Sebagai Mahasiswa Yang Lulus Pekan Ilmiah Mahasiswa Nasional (PIMNAS) XXXI di Universitas Negeri Yogyakarta Pada Program Kreativitas Mahasiswa (PKM) **Kewirausahaan** Yang Diselenggarakan Oleh Kemennristekdikti Dikti Tahun 2018 dengan Judul

“Komik Legenda Asli Sumatera Utara goes to International”

Sesuai Surat Keputusan Rektor No. 2137/KEP/IL.3-AU/UMSU/F/2018

dinyatakan bebas dari tugas penulisan skripsi sebagai syarat akhir perkuliahan.

Medan, 07 Muharram 1440 H
17 September 2018 M



Appendix VIII. Data Collected from The Legend of Putri Hijau Comic

No.	Affixes	Function	Example in the story
1.	-ed	Past tense	Lived a young man, named Toba.
2.			Toba was very surprised
3.			And cooked delicious foods
4.			Toba confused
5.			Who cooked for him
6.			A woman explained
7.			Toba married his beloved
8.			After they married
9.			He enjoyed playing
10.			His father waited
11.			After played
12.			His father decided looking for Samosir
13.			You enjoyed eating my food

14.			And the big storm occ <u>u</u> red
15.			Samosir's mother realiz <u>e</u> d
16.			Something that was fe <u>a</u> red happ <u>e</u> ned
17.			A woman who was cook <u>i</u> ng
18.	-ing	Progressive	He was eat <u>i</u> ng the food
19.			What are you do <u>i</u> ng in my house?
20.	-s	Third person singular	If it contin <u>e</u> s, I will become a rich
21.			To bring his father's fo <u>o</u> d
22.	-'s	Possessive	Forget his mother's wo <u>r</u> d
23.			Samosir's mother realiz <u>e</u> d
24.			The sound <u>s</u> come from here
25.			Take my scale <u>s</u>
26.	-s	Plural marker	The scale <u>s</u> can become gold
27.			And cook <u>e</u> d delicious food <u>s</u>

No.	Affixes	Function	Example in the story
1.	-ed	Past tense	And turn <u>e</u> d into a lake

2.			It was <u>called</u> Laukawar Lake
3.	-en	Participle	My mother has not <u>eaten</u> yet
4.			The food had <u>fallen</u> down
5.	-s	Third person singular	If mommy know <u>s</u> , she will be angry
6.	-s	Plural marker	Bring me some food <u>s</u>
7.			Pack some food <u>s</u> for her
8.			Mommy gave some food <u>s</u> for you
9.	-er	Comparative degree	I had <u>better</u> pack some foods

No.	Affixes	Function	Example in the story
1.	-ed	Past tense	I <u>heard</u> the issue that the light
2.			I <u>heard</u> like that, your majesty
3.			<u>Enganged</u> ?
4.			Before <u>arrived</u> at Aceh
5.			When you <u>arrived</u> at Aceh
6.	-ing	Progressive	What are you <u>doing</u> ?
7.	-en	Participle	Putri Hijau was <u>taken</u> away forever

8.			The light comes <u>es</u> from the princess
9.	-s	Third person singular	It makes <u>s</u> me mad!
10.			If it continues <u>s</u> , i can't beat them
11.			I hope it works <u>s</u> .
12.	-er	Comparative degree	It is better <u>er</u> for you to listen
13.			My loyal guards <u>s</u>
14.			Prepare some jewelries <u>s</u>
15.			The loyal guards <u>s</u> of Aceh Sultanate
16.			And some jewelries <u>s</u> to engage
17.			My loyal guards <u>s</u> ,
18.	-s	Plural marker	Say our awfully apologies <u>s</u>
19.			All units <u>s</u> !
20.			They are troops <u>s</u> of Sultan Aceh
21.			Our fortrees <u>s</u> are so strong
22.			My troops <u>s</u> are reduced
23.			Trough off the fortrees <u>s</u> !

24.			You put some gold coins <u>u</u> to carry them
25.			There are solutions <u>u</u> of every problem
26.			Our troops <u>u</u> win!
27.			Then take the gold <u>u</u> s!
28.			Listen my words <u>u</u> !

Appendix IX. The Legend of Putri Hijau Comic

Rizki Azura Ayu Ningtia
Nabilah Khalisah Boru Simamora
Meily Winie Manik
Dinda Dewi



The Legend of Putri Hijau

Penulis : Rizki Azura Ayu Ningtia, Nabilah Khalisah Boru
Simamora, Meily Winie Manik, Dinda Dewi

ISBN : 978-602-6653-47-5

Ilustrator : Meily Winie Manik

Penata Letak : Bolin

Desain Sampul : Tim Penulis

CV Penerbit Harfeey

Jl. Prof. Dr. Soepomo S. H. No. 5 Kota Yogyakarta

www.penerbitharfeey.blogspot.com

Cetakan pertama, Juni 2018

Hak cipta dilindungi undang-undang

Dewi, Dinda dkk

The Legend of Putri Hijau/Dinda Dewi dkk; editor, Bolin—cet.
1—Yogyakarta: Harfeey, 2018

iii + 108 hlm; 14,8 x 21 cm

Appendix X. Berita Acara Sidang



MAJELIS PENDIDIKAN TINGGI
UNIVERSITAS MUHAMMADIYAH SUMATERA UTARA
FAKULTAS KEGURUAN DAN ILMU PENDIDIKAN
Jalan Kayen Mukhtar Bauri NO.1 Telp. (061) 9619056 Medan 20218
Website: <http://www.fkipumsu.ac.id> E-mail: fkp@umsu.ac.id

BERITA ACARA

Ujian Mempertahankan Skripsi Sarjana Bagi Mahasiswa Program Strata I
Fakultas Keguruan dan Ilmu Pendidikan Universitas Muhammadiyah Sumatera Utara



Panitia Ujian Sarjana Strata I Fakultas Keguruan dan Ilmu Pendidikan dalam Sidangnya yang diselenggarakan pada hari Senin, 20 Juli 2020, pada pukul 09.30 WIB sampai dengan selesai. Setelah mendengar, memperhatikan dan memutuskan bahwa :

Nama Lengkap : Denda Dewi
NPM : 1602050101
Program Studi : Pendidikan Bahasa Inggris
Judul Skripsi : *Critical Analysis of Inflectional Morpheme in The Legend of Putri Hyang Cume*

Ditetapkan : (.....) Lulus Yudisium
(.....) Lulus Bersyarat
(.....) Memperbaiki Skripsi
(.....) Tidak Lulus

Dengan diterimanya skripsi ini, sudah lulus dari ujian kompetensi, tidak memaki gelar Sarjana Pendidikan (S.Pd.)

PANITIA PELAKSANA

Ketua,

Dr. H. Efrianto Nasution, S.Pd., M.Pd.

ANGGOTA PENGUJI

1. Dr. Hj. Dewi Kesuma Nasution, S.S., M.Hum
2. Mandra Saragih, S.Pd., M.Hum.
3. Fatimah Sari Siregar, S.Pd., M.Hum.

Sekretaris

Dra. Hj. Sriamsyarnita, M.Pd

2.

Appendix XI. Lembar Pengesahan Skripsi



MAJELIS PENDIDIKAN TINGGI
UNIVERSITAS MUHAMMADIYAH SUMATERA UTARA
FAKULTAS KEGURUAN DAN ILMU PENDIDIKAN
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Website: <http://www.fkipumsu.ac.id> E-mail: fkip@umsu.ac.id

LEMBAR PENGESAHAN SKRIPSI

بِسْمِ اللَّهِ الرَّحْمَنِ الرَّحِيمِ

Skripsi yang diajukan oleh mahasiswa di bawah ini :

Nama Lengkap : Dinda Dewi
N.P.M : 1602050101
Program Studi : Pendidikan Bahasa Inggris
Judul Skripsi : Critical Analysis of Inflectional Morpheme in *The Legend of Putri Hyau Comic*

sudah layak disidangkan.

Medan, 20 Juli 2020

Disetujui oleh :

Dosen Pembimbing.

Fatimah Sari Siregar, S.Pd., M.Hum.

Dekan

Dr. H. Elfrianto Nasution, S.Pd., M.Pd.

Ketua Program Studi.

Mandra Saragih, S.Pd., M.Hum.

Appendix XII. Surat Pernyataan Plagiasi



MAJELIS PENDIDIKAN TINGGI
UNIVERSITAS MUHAMMADIYAH SUMATERA UTARA
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Website : <http://www.fkipumsu.ac.id> E-mail : fkip@umsu.ac.id

SURAT PERNYATAAN



Saya yang bertanda tangan dibawah ini :

Nama Lengkap : Dinda Dewi
N.P.M : 1602050101
Prog. Studi : Pendidikan Bahasa Inggris
Judul Proposal : Critical Analysis of Inflectional Morpheme in *The Legend of Putri Hijau Comic*

Dengan ini saya menyatakan bahwa :

1. Penelitian yang saya lakukan dengan judul diatas belum pernah diteliti di Fakultas Keguruan dan Ilmu Pendidikan Universitas Muhammadiyah Sumatera Utara.
 2. Penelitian ini akan saya lakukan sendiri tanpa ada bantuan dari pihak manapun dengan kata lain penelitian ini tidak saya tempahkan (dibuat) oleh orang lain dan juga tidak tergolong *Plagiat*.
 3. Apabila point 1 dan 2 di atas saya langgar maka saya bersedia untuk dilakukan pembatalan terhadap penelitian tersebut dan saya bersedia mengulang kembali mengajukan judul penelitian yang baru dengan catatan mengulang seminar kembali.
- Demikian surat pernyataan ini saya perbuat tanpa ada paksaan dari pihak manapun juga, dan dapat dipergunakan sebagaimana mestinya.

Medan, 20 Juli 2020

Hormat saya

Yang membuat pernyataan,



Dinda Dewi

Diketahui oleh
Ketua Program Studi
Pendidikan Bahasa Inggris

Mandra Saragih, S.Pd., M.Hum

Appendix XIII. Lembar Turnitin

Critical Analysis of Inflectional Morpheme in The Legend of Putri Hijau Comic

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Appendix XIV. Curriculum Vitae



Name : Dinda Dewi
Place and Date Birth : Bukit Bagasan, January 14, 1998
Age : 22 years old
Gender : Female
Religion : Islam
Address : Bukit Bagasan
Phone Number : 082268273179
Email : dindadewi152@gmail.com

Background of education:

3. Elementary School at SDN 091570 AFD I. Bah Jabi (2004-2010)
4. Junior High School at SMP Tamansiswa Bah Jambi (2010-2013)
5. Senior High School at SMA Tamansiswa Bah Jambi (2013-2016)
6. English Department in University of Muhammadiyah North Sumatra (2016-2020)

Achievement

7. As one of finalist PIMNAS 31 in State University of Yogyakarta
8. As favorite team at PIMNAS 32 in Udayana University, Bali