

# C7\_Moh. Irawan Zain

*by Moh. Irawan Zain Moh. Irawan Zain*

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## DEVELOPMENT OF THE DIGITAL STORY BOOK 'LALU DIA LALA JINIS' AS A LEARNING MEDIA FOR 5<sup>th</sup> GRADE ELEMENTARY SCHOOL STUDENTS

Ida Bagus Kade Gunayasa<sup>1</sup>, I Ketut Widiada<sup>2</sup>, Moh. Irawan Zain<sup>3</sup>, Muhammad Tahir<sup>4</sup>, Lalu Wira Zain Amrullah<sup>5</sup>

<sup>1,2,3,4,5</sup>Elementary Education Study Program, Universitas Mataram, Indonesia

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### ABSTRACT

The Sumbawa folklore book is currently a story book whose existence is not well identified. This can be proven by the fact that there are not many Sumbawa folklore books that can be used in learning at school or stored in the national library. In this regard, this study aims to design a digital storybook model, determine readability and determine the feasibility of digital Sumbawa folk stories that were tested on fifth grade students at Gusus 2 Elementary School, Sumbawa Besar. The method used in this study is Research and Development using the ADDIE model. The results of each stage of the research are detailed as follows; 1) at the analysis stage from the observations it was found that the use of folklore books was limited to limited printed textbooks and had not yet used storybooks in digital form, 2) at the design stage an update of the storybook model was produced from the printed version to the digital version as well as improving the display quality such as improvements visual, 3) at the development stage changes the shape of the cover image, adding color to the character of the character which was previously black and white, adjusting the vocabulary and story content which is then assessed by media experts and material experts with a feasibility level of 92.5% and 82.5% , 4) in the implementation stage which involved respondents from teachers and students produced a feasibility level of 91% and 98%, 5) the final stage, namely the evaluation stage by reviewing all the results obtained so that it can be concluded that the use of Sumbawa folk digital story books is very feasible for used as a learning medium in 5<sup>th</sup> grade elementary school Group 2 Sumbawa Besar.

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### Corresponding Author:

Lalu Wira Zain Amrullah,  
Elementary Education Study Program, Universitas Mataram, Indonesia  
Email: [l.wirazainamrullah@unram.ac.id](mailto:l.wirazainamrullah@unram.ac.id)

### 1. INTRODUCTION

Learning media is a means used to convey information in the learning process (Afianti, Ratnawuri, & Pritandhari, 2022). Learning media that can support educational programs, especially in improving language literacy skills, are certainly very much needed. This is in line with the School Literacy Movement (GLS) program based on Permendikbud No 23 Tahun 2015 about growing character regarding growing interest in reading through 15 minutes of reading activities (Ulumudin, 2019). The 15-minute reading activity that is implemented especially in elementary schools is a step to be able to have a positive influence on students' literacy skills. The use of learning media in the form of picture story books certainly has an appeal to elementary school students' reading interest (Suprpto, 2021). However, the limitations of printed story books are a problem, such as books

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that are not well maintained, damaged, and even faded text. This encourages the need for an alternative presentation of digital-based learning media such as transforming printed storybook learning media into digital-based storybooks or known as digital storybooks.

A storybook is a series of events arranged in a coherent and continuous manner. Making a story can contain some events and in the form of a serial story (Asmaranty, Hasanah, & Suwignyo, 2019). The story is continued with the plot of solving events and providing the same solutions in the next series. In addition, the story is said to be serial because the main character is played by the same characters. This can be done by maintaining the consistency of the physical characteristics, character and habits of the main character in each series, establishing a characterization that starts the event at the beginning of the series is a character that completes the events at the end of the series and emphasizes that the main character gets a reward that is appropriate at the end of the series in accordance with the characters in the previous series are figures and characterization is an important element of the story. A story will be interesting and leave a deep impression because of the strong and convincing characterizations in building the storyline (Zola, 2020). One of the folklores that is rarely integrated into learning is the folklore of Sumbawa.

Based on the results of interviews with teachers at the Sumbawa Besar cluster 2 elementary school regarding Sumbawa regional folklore books, it is known that the use of story books in elementary schools located in cluster 2 Sumbawa Besar has not been optimally implemented. This is in line with the results of the study Safitri et al. (2022), related to the lack of Sumbawa folklore books as learning media for elementary school students. Likewise according Nurjadin (2020), Folklore books presented in the form of Sumbawa folklore books already exist but contain only writing without clear pictures. In response to this, it is necessary to carry out an innovation that can produce picture story books and can be integrated in learning (Surachman, 2020).

The Sumbawa folklore *Lalu Dia Lala Jinis* is a treasure of Samawa tribal oral literature in prose. Prose is folklore that belongs to the community's literary works in the form of narrative and is spread orally within a certain time (Qur'ani & Andalas, 2019). The folklore *Lalu Dia Lala Jinis* is one of the living and popular folk prose among the people of Sumbawa. This prose is passed down from generation to generation by telling it to posterity and presenting it in the form of folklore as children's reading material. To maintain the preservation of local culture such as the folklore *Lalu Dia Lala Jinis* is to introduce Indonesian language learning to students through formal education in elementary schools. This study aims to describe the development of the Sumbawa folklore digital book "*Lalu Dia Lala Jinis*", in terms of readability and the feasibility of the Sumbawa Besar folklore book "*Lalu Dia Lala Jinis*" to be used as a learning medium in Indonesian language subjects in Sumbawa cluster 2 elementary school.

## 2. RESEARCH METHOD

The type of research used in this research is Research and Development using the ADDIE model consisting of five stages, namely; 1) Analysis, 2) Design, 3) Development, 4) Implementation, and 5) Evaluation which produces a product in the form of a digital storybook learning media for the people of Sumbawa *Lalu Dia Lala Jinis* (Latip, 2022). Data collection techniques through two stages of activity, namely distributing questionnaires and collecting documentation. According to Sari et al. (2020), Questionnaires or questionnaires are data collection techniques by providing a set of questions or written statements to respondents. The questionnaire used in this study was a questionnaire obtained from media experts and material experts, while to find out the response of teachers and students obtained from filling out the questionnaire. In this study, documentation in the form of pictures and photographs was based on research activities carried out when using the Sumbawa people's digital story book "*Lalu Dia Lala Jinis*". Research documentation is a record of events that can be obtained in the form of writing, pictures or photos from research activities (Sugiyono, 2016).

## 3. RESULT AND DISCUSSION

The results of the digital story book design used the ADDIE development model to determine the readability and feasibility of the Sumbawa people's digital story book *Lalu Dia Lala Jinis*. The research results were obtained from an assessment carried out by an expert validator. Expert validators are divided into two, namely material experts and media experts.

Material experts assess the suitability of the story content and language vocabulary in the Sumbawa folk digital story book "*Lalu Dia Lala Jinis*". Meanwhile, media experts assessed from a technical point of view, consisting of the cover design and pictures in the Sumbawa folk digital story book "*Lalu Dia Lala Jinis*".

Furthermore, the learning media for digital children's story books from Sumbawa, *Lalu Dia Lala Jinis*, was tested at elementary schools in cluster 2, Sumbawa Besar. Respondents used in the testing phase were teachers and students. The results of each research stage are interpreted as follows:

Table 1. Results of the 1st, 2nd & 3rd Observation Character Education Development Recapitulation

Target	Percentage (%)	Description
Content Expert	82,5	Decent
Media Expert	92,5	Decent
Teacher's Response	91	Decent

#### 1. Analysis

In the analysis stage based on potentials and problems, exploring potentials and problems is carried out by collecting data through preliminary studies both by means of literature reviews and field studies through observations in several schools. Preliminary study aims to obtain data and information needed for research. The data and information obtained through the preliminary study were further analyzed to sharpen the basis of the research conducted (Latip, 2022). The results of the analysis based on the results of observations found that the use of folklore books was limited to limited printed textbooks and had not used story books in digital form. In addition, the use of Sumbawa folklore textbooks is rarely integrated as a learning medium. at the analysis stage it is also known that during the learning process only use theme books. According to Dewi (2018), Kurniawati & Koeswanti (2020), Fitri et al. (2022), that storybook media can improve students' reading, writing and listening skills. So developing a Sumbawa folk story book "*Lalu Dia Lala Jinis*" can help students improve their reading, writing and listening skills.

#### 2. Design

At the design stage, several steps were carried out, such as transforming the form of a storybook from a printed version to a digital version as well as improving the quality of the display, such as making visual improvements more clear, images that were originally black and white became colorful. The stage of designing the product of the Sumbawa people's digital story book "*Lalu Dia Lala Jinis*" aims to produce an image display that is in accordance with the stages of student development. According to Hidayat et al. (2022), the display of images that are in accordance with the stage of student development is able to attract interest in reading better. According to Piaget there are four stages of students' cognitive development, namely the sensorimotor stage from 0-2 years, pre-operational from 2-7 years, concrete operational from 7-12 years, and formal operational from 12 years and above (Ilhami, 2022).

#### 3. Development

At the Development stage, changes were made starting from the shape of the cover image, adding color to the characters which were previously black and white, adjusting vocabulary and content or story content which was then assessed by media experts and material experts. The results of the assessment of media experts get a feasibility level value of 92.5%. While the material experts get a feasibility value of 82.5%.

#### 4. Implementation

The implementation stage was carried out to test the results of the development of learning media for Sumbawa folk digital storybooks by giving questionnaires to teachers and students as respondents. The test results at this stage obtained a feasibility level value of 91% of the teacher respondents. Whereas for respondents who involve students get a feasibility level score of 98%. The testing phase in development research is the stage to determine product suitability both in terms of use and the feasibility of the resulting product (Rozi & Kristari, 2020).

#### 5. Evaluation

7) The evaluation stage is the final stage in the implementation of research and development with the ADDIE model. The evaluation stage is the process of assessing, correcting, and making improvements to achieve the desired results (Syafliin & Ayurachmawati, 2022). At this stage a review of all the results obtained was carried out so that it can be concluded that the use of digital Sumbawa folk story books is very suitable for use as a learning medium for fifth grade students of Elementary School cluster 2 Sumbawa Besar.

## 4. CONCLUSION

Based on the results of research on the development of the Sumbawa people's digital story book "*Lalu Dia Lala Jinis*" using the ADDIE model development stages, namely: 1) Successfully designing storybook

learning media from the printed version to the digital version of storybooks. 2) Learning media for Sumbawa digital folklore books in terms of readability, appearance and content or material content is suitable for use as digital learning media for fifth grade students at Cluster 2 Elementary School Sumbawa Besar.

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