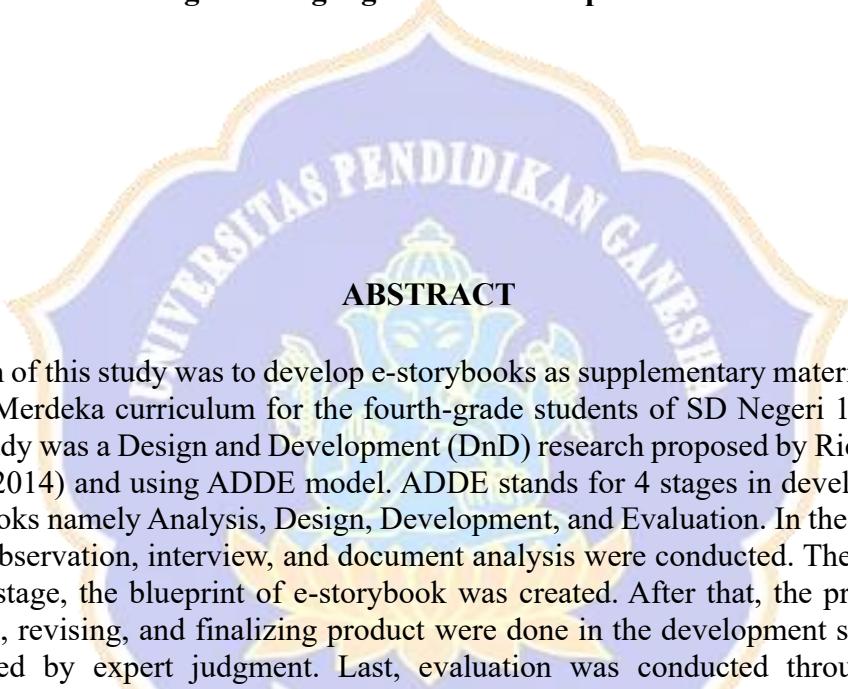# DEVELOPING E-STORYBOOKS BASED ON THE MERDEKA CURRICULUM FOR 4th GRADE STUDENTS OF SD NEGERI 1 SUWUG

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ABSTRACT

The aim of this study was to develop e-storybooks as supplementary material based on the Merdeka curriculum for the fourth-grade students of SD Negeri 1 Suwug. This study was a Design and Development (DnD) research proposed by Richey and Klein (2014) and using ADDE model. ADDE stands for 4 stages in developing e-storybooks namely Analysis, Design, Development, and Evaluation. In the analysis stage, observation, interview, and document analysis were conducted. Then, in the design stage, the blueprint of e-storybook was created. After that, the process of drafting, revising, and finalizing product were done in the development stage and continued by expert judgment. Last, evaluation was conducted through user judgment to determine the quality of e-storybook. Based on the result of judgment, this e-storybook got 5 scale from experts that validated it as "Excellent" product. The e-storybook then being tried out for small group. The result revealed that this e-storybook received positive responses from users. It means that the developed e-storybooks are ready to use as supplementary materials.

Keywords: E-storybook, Supplementary material, Young learners, Merdeka curriculum

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Tujuan penelitian ini adalah mengembangkan buku cerita elektronik sebagai materi pelengkap berbasis Kurikulum Merdeka untuk siswa kelas IV SD Negeri 1 Suwug. Penelitian ini merupakan penelitian Design and Development (DnD) yang dikemukakan oleh Richey dan Klein (2014) dan menggunakan model ADDE. ADDE merupakan singkatan dari 4 tahap dalam pengembangan buku cerita elektronik yaitu Analisis, Desain, Pengembangan, dan Evaluasi. Pada tahap analisis dilakukan observasi, wawancara, dan analisis dokumen. Kemudian pada tahap perancangan dibuat cetak biru buku cerita elektronik. Setelah itu dilakukan proses penyusunan, revisi, dan finalisasi produk pada tahap pengembangan dan dilanjutkan dengan penilaian ahli. Terakhir, evaluasi dilakukan melalui penilaian pengguna untuk menentukan kualitas e-storybook. Berdasarkan hasil penilaian, e-storybook ini mendapat skala 5 dari para ahli yang memvalidasi produk "Sangat Baik". Buku cerita elektronik tersebut kemudian diujicobakan pada kelompok kecil. Hasilnya menunjukkan bahwa buku cerita elektronik ini mendapat respon positif dari pengguna. Artinya, buku cerita elektronik yang dikembangkan siap digunakan sebagai materi pelengkap.

Kata kunci: Buku cerita elektronik, Materi pelengkap, Pebelajar muda, Kurikulum Merdeka