

DEVELOPING INTERACTIVE VIDEOS FOR FACILITATING READING ACTIVITY IN AN INCLUSIVE CLASS AT THE FOURTH GRADE OF SDN 2 BENGKALA

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ABSTRACT

This study is a type of Research and Development (R&D) that aims to facilitating interactive videos that integrate text, images, videos, animations, and sign language as reading activity in English language learning within an inclusive classroom at SDN 2 Bengkulu. The study employed the ADDIE model (Analysis, Design, Development, Implementation, and Evaluation) as the framework for the development process. The needs analysis indicated that inclusive students require visually engaging reading materials that incorporate multimodal elements such as sign language interpretation, subtitles, attractive images, animations, and interactive features to support reading activity. The design of the interactive videos was aligned with the Merdeka Curriculum, ensuring accessibility through clear visual representations, structured narration that promotes Pancasila values. The expert validation results showed that the developed interactive videos achieved an average score of 4.625 from content experts and 4.75 from media experts, which are categorized as very good. Practicality tests indicated that the interactive videos obtained an average score of 4.18 from students and 4.75 from teachers, indicating that the videos are practical and effective in increasing student engagement and reading activity. The results of this study confirm that interactive videos have significant potential in increasing motivation and interest in reading for students with disabilities, especially those who are mute and in inclusive learning.

Keywords: *Reading Activity, Inclusive Education, Special Needs Students, Interactive Videos, ADDIE Model.*

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ABSTRAK

Penelitian ini merupakan jenis penelitian Research and Development (R&D) yang bertujuan untuk memfasilitasi video interaktif yang mengintegrasikan teks, gambar, video, animasi, dan bahasa isyarat sebagai kegiatan membaca dalam pembelajaran bahasa Inggris di kelas inklusi di SDN 2 Bengkala. Penelitian ini menggunakan model ADDIE (Analysis, Design, Development, Implementation, and Evaluation). Analisis kebutuhan menunjukkan bahwa siswa inklusi membutuhkan bahan bacaan yang menarik secara visual yang menggabungkan elemen multimodal seperti interpretasi bahasa isyarat, teks, gambar yang menarik, animasi, dan fitur interaktif untuk mendukung aktivitas membaca. Desain video interaktif diselaraskan dengan Kurikulum Merdeka, memastikan aksesibilitas melalui representasi visual yang jelas, narasi yang terstruktur yang mempromosikan nilai-nilai Pancasila. Hasil validasi ahli menunjukkan bahwa video interaktif yang dikembangkan mendapatkan nilai rata-rata 4,625 dari ahli materi dan 4,75 dari ahli media, yang termasuk dalam kategori sangat baik. Uji kepraktisan menunjukkan bahwa video interaktif memperoleh skor rata-rata 4,18 dari siswa dan 4,75 dari guru, yang menunjukkan bahwa video tersebut praktis dan efektif dalam meningkatkan aktivitas membaca siswa. Hasil penelitian ini menegaskan bahwa video interaktif memiliki potensi yang signifikan dalam meningkatkan motivasi, dan minat membaca bagi siswa penyandang disabilitas, khususnya yang memiliki kondisi bisu dan dalam pembelajaran inklusi.

Kata kunci: *Aktifitas Membaca, Pendidikan Inklusif, Siswa Berkebutuhan Khusus, Video Interaktif, Model ADDIE.*