

**DEVELOPING A DIGITAL FLIPBOOK FOR FACILITATING
READING ACTIVITY IN AN INCLUSIVE CLASS AT
THE SIXTH GRADE OF SDN 2 BENGKALA**

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ABSTRACT

This study aims to create and confirm a digital flipbook intended to improve reading comprehension for sixth graders in inclusive classroom settings, especially for those with special needs, such as deaf or mute students. By using the ADDIE (Analysis, Design, Development, Implementation, Evaluation) approach, this research tackles the difficulties inclusive students encounter when trying to access reading resources by adding features to enhance accessibility, including sign language, captions, images, and animations. Various tools were used in this research, such as an interview guide for assessing needs, a researcher's journal, a product development tracking sheet, evaluations by content experts, assessments by media experts, and a usability questionnaire. The digital flipbook was evaluated by content experts who rated it 4.75, and media design experts who scored it 4.50 by expert 1, and 4.70 by expert 2, both indicating a "very good" category. Additionally, the practicality of the digital flipbook was assessed by students and teachers, yielding scores of 4.625 and 4.625, respectively, falling into the "very good" category. The study concludes that the digital flipbook is an effective medium for supporting reading activities in inclusive classrooms. It is user-friendly and engaging, making it suitable for facilitating students' reading comprehension. Given its high level of validity and practicality, the digital flipbook can serve as a model for other inclusive learning environments and has the potential to enhance the quality of inclusive education in Indonesia.

Keywords: *Inclusive Classroom, Digital Flipbook, Reading Comprehension, Teaching Media, Technology Acceptance Model, Special Needs Students, ADDIE Model.*

**MENGEMBANGKAN BUKU FLIP DIGITAL UNTUK
MEMFASILITASI KEGIATAN MEMBACA DI KELAS INKLUSIF
DI KELAS ENAM SDN 2 BENGKALA**

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ABSTRAK

Penelitian ini berfokus pada pengembangan dan validasi flipbook digital yang bertujuan meningkatkan pemahaman membaca siswa kelas 6 di kelas inklusif, khususnya mereka dengan kebutuhan khusus seperti siswa tuli atau bisu. Menggunakan model ADDIE (Analisis, Desain, Pengembangan, Implementasi, Evaluasi), penelitian ini mengatasi tantangan yang dihadapi siswa inklusif dalam mengakses materi bacaan dengan menggabungkan fitur aksesibilitas seperti bahasa isyarat, subtitle, visual, dan animasi. Penelitian ini menggunakan berbagai instrumen, termasuk pedoman wawancara untuk analisis kebutuhan, jurnal peneliti, lembar kemajuan pengembangan produk, penilaian ahli konten, penilaian ahli media, dan kuesioner kepraktisan. Flipbook digital dinilai oleh ahli konten dengan skor 4,75 dan ahli desain media dengan skor 4,50 dari expert 1 dan 4,70 dari expert 2, keduanya menunjukkan kategori "sangat baik". Selain itu, kepraktisan flipbook digital dinilai oleh siswa dan guru, dengan skor masing-masing 4,625 dan 4,625, yang termasuk dalam kategori "sangat baik". Penelitian ini menyimpulkan bahwa flipbook digital merupakan media yang efektif untuk mendukung aktivitas membaca di kelas inklusif. Media ini mudah digunakan dan menarik, sehingga sesuai untuk memfasilitasi pemahaman membaca siswa. Dengan tingkat validitas dan kepraktisan yang tinggi, flipbook digital ini dapat dijadikan model bagi lingkungan pembelajaran inklusif lainnya serta berpotensi meningkatkan kualitas pendidikan inklusif di Indonesia.

Keywords: *Inclusive Classroom, Digital Flipbook, Reading Comprehension, Teaching Media, Technology Acceptance Model, Special Needs Students, ADDIE Model.*