

## ABSTRAK

Rini, Ni Made Prila Trisna (2026). *Pengembangan Buku Cerita Digital Interaktif Berbasis Kearifan Lokal Bali Untuk Meningkatkan Membaca Pemahaman Siswa Kelas V Sekolah Dasar*. Tesis. Pendidikan Dasar. Program Pascasarjana, Universitas Pendidikan Ganesha.

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Kata-kata kunci: Buku cerita digital interaktif, membaca pemahaman, kearifan lokal bali.

Penelitian diarahkan pada pengembangan buku cerita digital interaktif yang mengangkat kearifan lokal Bali, sekaligus menilai tingkat validitas, kepraktisan, dan efektivitasnya terhadap peningkatan keterampilan membaca pemahaman siswa kelas V SD. Rendahnya kemampuan membaca pemahaman siswa serta terbatasnya penggunaan media digital yang kontekstual dan bermakna dalam proses pembelajaran Bahasa Indonesia menjadi dasar dilakukannya pengembangan media ini. Pengembangan buku cerita digital interaktif ini dilakukan dengan mengombinasikan elemen visual, teks, serta fitur interaktif yang menampilkan nilai-nilai kearifan lokal Bali guna mewujudkan pembelajaran yang lebih atraktif serta sesuai sekaligus menunjang peningkatan membaca pemahaman siswa. Studi ini memanfaatkan pendekatan R&D dengan model ADDIE yang meliputi tahap menganalisis, merancang, mengembangkan, mengimplementasi, serta mengevaluasi. Penelitian berlangsung di SD No. 4 Mengwitani dengan fokus pada buku cerita digital interaktif berbasis kearifan lokal Bali. Teknik pengumpulan data melibatkan observasi, angket, dan tes. Lembar validasi ahli media dan materi, angket praktis untuk guru dan siswa, serta tes membaca pemahaman dalam bentuk pre-test dan post-test menjadi instrumen studi. Buku cerita digital interaktif berbasis kearifan lokal Bali sebagai produk penelitian dirancang secara sistematis dengan mempertimbangkan komposisi gambar, warna, dan audio yang menarik bagi siswa. Untuk mengetahui validitas, kepraktisan, dan efektivitasnya, penganalisisan data digunakan teknik inferensial serta deskriptif. Temuan validasi mengungkapkan persentase 94% dari ahli media serta 91% dari ahli materi yang termasuk kategori sangat baik. Uji kepraktisan memperoleh nilai 96% dari guru dan 87,86% dari siswa dengan kategori sangat baik. Sementara itu, peningkatan rata-rata nilai *pretest* dan *posttest* dibuktikan melalui  $t_{hitung}$  18,247 yang lebih besar dibandingkan  $t_{tabel}$  (n-1) sebesar 2,048. Berdasarkan temuan tersebut, produk dinyatakan efektif dupergunakan dalam pembelajaran SD demi mengoptimalkan kemampuan membaca pemahaman siswa.

## **ABSTRACT**

Rini, Ni Made Prila Trisna (2026). *Development of an Interactive Digital Storybook Based on Balinese Local Wisdom to Improve Reading Comprehension of Fifth Grade Elementary School Students*. Thesis. Primary Education. Postgraduate Program, Ganesha University of Education.

This thesis has been approved and examined by Supervisor I: Prof. Dr. Ida Bagus Putrayasa, M.Pd. and Supervisor II: Prof. Dr. I Nyoman Sudiana, M.Pd.

Keywords: Interactive digital storybook, reading comprehension, Balinese local wisdom.

The study was directed at the development of an interactive digital storybook that highlights Balinese local wisdom, while also assessing its validity, practicality, and effectiveness in improving the reading comprehension skills of fifth-grade elementary school students. The low reading comprehension skills of the students, along with the limited use of contextual and meaningful digital media in the Indonesian language learning process, became the basis for the development of this media. The development of this interactive digital storybook was carried out by combining visual elements, text, and interactive features that display the values of Balinese local wisdom to create more engaging and appropriate learning while simultaneously supporting the improvement of students' reading comprehension skills. This study utilized an R&D approach with the ADDIE model, which includes the stages of analyzing, designing, developing, implementing, and evaluating. The study was conducted at SD No. 4 Mengwitani, focusing on an interactive digital storybook based on Balinese local wisdom. Data collection techniques involved observation, questionnaires, and tests. The instruments of the study consisted of validation sheets from media and content experts, practicality questionnaires for teachers and students, as well as reading comprehension tests in the form of pre-tests and post-tests. The interactive digital storybook based on Balinese local wisdom, as the research product, was systematically designed by considering the composition of images, colors, and audio that are appealing to students. To determine its validity, practicality, and effectiveness, the data were analyzed using inferential and descriptive techniques. Validation results revealed a percentage of 94% from media experts and 91% from content experts, categorized as very good. The practicality test obtained scores of 96% from teachers and 87.86% from students, both categorized as very good. Meanwhile, the increase in the average pre-test and post-test scores was confirmed through a t-calculated value of 18.247, which was greater than the t-table value (n-1) of 2.048. Based on these findings, the product was declared effective for use in elementary school learning to optimize students' reading comprehension skills

