

**DEVELOPMENT OF DIGITAL STORYBOOK ON SDG-1 TO FACILITATE
READING BEHAVIOURAL ENGAGEMENT OF FIFTH GRADE STUDENTS
AT SD LAB UNDIKSHA**

By:

Kadek Dian Nitami, NIM 2212021071

English Language Education

ABSTRACT

Reading literacy is important for students' academic success. However, many students in Indonesia still face challenges in reading as shown by PISA 2022. This is related to students' low reading behavioural engagement. To address this issue, previous studies have explored digital storybooks, however, the focus is only on multimedia features and on story content without combining both aspects. In line with the 21st century learning, integrating meaningful content such as SDG 1 No Poverty into reading materials is also important to make learning more relevant for students. This study aimed to analyze, design, develop, and evaluate a digital storybook based on SDG 1 to support reading behavioural engagement of fifth grade students at SD Lab Undiksha. This study used a Design and Development (DnD) with ADDE model. The data were collected through observation and interview involving 22 students and one teacher, and expert judgement conducted by two experts and one teacher using checklist. The data were analyzed using qualitative and quantitative methods. The results showed that: (1) Students needed more engaging, interactive and meaningful reading materials, (2) The design is based on students and teacher needs with including SDG 1 theme, and developed using Procreate, Articulate Storyline, and Netlify, (3) The product was categorized as excellent based on experts in terms of criteria of digital storybook and SDG 1 learning objective, and (4) In terms of reading behavioural engagement, the product also categorized as excellent based on teacher checklist. This means the digital storybook was achieve excellent quality in supporting students reading behavioural engagement

Keywords: *Digital Storybook, Digital Reading materials, SDG 1, Reading Behavioural Engagement*

**DEVELOPMENT OF DIGITAL STORYBOOK ON SDG-1 TO FACILITATE
READING BEHAVIOURAL ENGAGEMENT OF FIFTH GRADE STUDENTS
AT SD LAB UNDIKSHA**

Oleh:

Kadek Dian Nitami, NIM 2212021071

Pendidikan Bahasa Inggris

ABSTRAK

Literasi membaca merupakan salah satu faktor penting dalam menungjung keberhasilan akademik siswa, namun hasil PISA 2022 menunjukkan bahwa siswa di Indonesia masih menghadapi berbagai tantangan dalam membaca, yang juga berkaitan dengan rendahnya keterlibatan perilaku membaca pada siswa. Untuk mengatasi permasalahan tersebut, beberapa penelitian telah mengembangkan digital storybook. Namun, sebagian besar penelitian masih berfokus pada fitur multimedia atau isi cerita saja, tanpa menggabungkan keduanya secara optimal. Selain itu, dalam konteks pembelajaran abad ke-21, integrasi konten yang bermakna seperti SDG 1 (No Poverty) juga penting agar materi pembelajaran lebih relevan bagi siswa. Penelitian ini bertujuan untuk menganalisis, merancang, mengembangkan dan mengevaluasi digital storybook berbasis SDG 1 untuk mendukung keterlibatan perilaku membaca siswa kelas lima di SD Lab Undiksha. Penelitian ini menggunakan model Design and Develop (DnD) dengan model ADDE. Data dikumpulkan melalui observasi dan wawancara yang melibatkan 22 orang siswa dan satu guru, serta expert judgement yang dilakukan oleh dua ahli dan satu guru menggunakan checklist. Data dianalisis dengan metode kualitatif dan kuantitatif. Hasil penelitian menunjukkan bahwa: (1) Siswa membutuhkan bahan bacaan yang lebih menarik, interaktif, dan bermakna, (2) Desain produk dikembangkan berdasarkan kebutuhan siswa dan guru dengan mengintegrasikan tema SDG 1 dan produk dikembangkan menggunakan aplikasi Procreate, Articulate Storyline dan Netlify, dan (3) Produk berada pada kategori sangat baik berdasarkan penilaian ahli, baik dari segi kriteria digital storybook maupun tujuan pembelajaran SDG 1. Selain itu, (4) Dari aspek keterlibatan perilaku membaca, produk juga berada pada kategori sangat baik berdasarkan penilaian guru. Hal ini menunjukkan bahwa digital storybook yang dikembangkan mampu mendukung keterlibatan perilaku membaca siswa.

Kata Kunci: Buku cerita digital, bahan bacaan digital, SDG 1, Keterlibatan Perilaku membaca