

DEVELOPMENT OF A DIGITAL STORYBOOK ON SDG-9 TO FACILITATE READING BEHAVIOUR ENGAGEMENT OF SIXTH GRADE STUDENTS AT SD MUTIARA SINGARAJA

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ABSTRACT

Reading behavioural engagement among elementary school students remains an important aspect to support in English language learning. This study aimed to develop a digital storybook integrating Sustainable Development Goal 9 (SDG-9), Industry, Innovation, and Infrastructure, to facilitate the reading behavioural engagement of sixth-grade students at SD Mutiara Singaraja. The study employed a Design and Development (D&D) research approach using the ADDE model proposed by Richey and Klein (2014), consisting of Analysis, Design, Development, and Evaluation stages. Data were collected through classroom observations, teacher interviews, expert judgment checklists, and teacher evaluation instruments. The needs analysis revealed that students preferred reading materials that were visually attractive, interactive, easy to understand, and connected to their daily lives. Based on these findings, a digital storybook entitled *Rolling, Rolling, Roll* was developed as a web-based learning medium integrating SDG-9 values through a story about innovation. The product included illustrations, bilingual texts, vocabulary translation features, and interactive activities. The evaluation results showed that the digital storybook achieved an excellent level of quality based on expert judgment and can be used to facilitate students' reading behavioural engagement based on teacher evaluation. Therefore, the developed SDG-9 digital storybook can be considered a relevance and effective instructional medium for supporting reading behavioural engagement while introducing sustainability concepts to elementary school students.

Keywords: *digital storybook, SDG-9, reading behavioural engagement, design and development, sixth-grade students.*

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ABSTRAK

Keterlibatan perilaku membaca (reading behavioural engagement) siswa sekolah dasar merupakan salah satu aspek penting yang perlu didukung dalam pembelajaran bahasa Inggris. Penelitian ini bertujuan untuk mengembangkan sebuah buku cerita digital yang mengintegrasikan Sustainable Development Goal 9 (SDG-9), yaitu Industri, Inovasi, dan Infrastruktur, untuk memfasilitasi reading behavioural engagement siswa kelas VI di SD Mutiara Singaraja. Penelitian ini menggunakan pendekatan Design and Development (D&D) dengan model ADDE yang dikemukakan oleh Richey dan Klein (2014), yang meliputi tahap Analisis, Perancangan, Pengembangan, dan Evaluasi. Data dikumpulkan melalui observasi kelas, wawancara guru, daftar periksa penilaian ahli, dan instrumen evaluasi guru. Hasil analisis kebutuhan menunjukkan bahwa siswa lebih menyukai bahan bacaan yang menarik secara visual, interaktif, mudah dipahami, serta berkaitan dengan kehidupan sehari-hari mereka. Berdasarkan temuan tersebut, dikembangkan sebuah buku cerita digital berjudul "Rolling, Rolling, Roll" sebagai media pembelajaran berbasis web yang mengintegrasikan nilai-nilai SDG-9 melalui cerita bertema inovasi. Produk yang dikembangkan dilengkapi dengan ilustrasi, teks dwibahasa, fitur terjemahan kosakata, dan aktivitas interaktif. Hasil evaluasi menunjukkan bahwa buku cerita digital yang dikembangkan memperoleh kategori sangat baik berdasarkan penilaian para ahli dan dinilai layak digunakan untuk memfasilitasi reading behavioural engagement siswa berdasarkan hasil evaluasi guru. Oleh karena itu, buku cerita digital berbasis SDG-9 yang dikembangkan dapat dipertimbangkan sebagai media pembelajaran yang berkualitas dan sesuai untuk mendukung reading behavioural engagement sekaligus memperkenalkan konsep keberlanjutan kepada siswa sekolah dasar.

Kata Kunci: *buku cerita digital, sdg-9, keterlibatan perilaku membaca, design and development, siswa kelas vi.*