

**PENGEMBANGAN *E-BOOK* INTERAKTIF BERMUATAN
GAME SUSUN CERITA UNTUK MENINGKATKAN
LITERASI BACA SISWA KELAS IV SD**

Oleh

Ketut Oka Triyasa, NIM 2211031678

Program Studi Pendidikan Guru Sekolah Dasar

ABSTRAK

Riset ini difokuskan pada upaya memproduksi perangkat edukasi digital berupa *e-book* interaktif dengan model game susun cerita yang memenuhi kriteria validitas, praktis, serta memiliki efikasi dalam menstimulasi kemajuan literasi baca bagi anak didik kelas IV SD Negeri 1 Sambirenteng. Inisiasi pengembangan ini berpijak pada realitas minimnya gairah literasi peserta didik yang dipicu oleh keterbatasan variasi sarana instruksional serta pemanfaatan teknologi yang belum maksimal pada dinamika kelas. Pendekatan yang diimplementasikan adalah metode *Research and Development* (R&D) melalui kerangka kerja ADDIE (*Analysis, Design, Development, Implementation, dan Evaluation*). Teknik pengumpulan data dilakukan lewat prosedur pengamatan, diskusi mendalam, kuesioner, serta evaluasi hasil belajar yang selanjutnya diolah menggunakan teknik deskriptif kuantitatif. Temuan riset mengonfirmasi bahwa instrumen yang dihasilkan mencapai derajat validitas pada angka 94,67% dari perspektif substansi konten dan 96,67% dari sisi kemasan media dengan kualifikasi sangat valid. Pada aspek kepraktisan, didapatkan skor 94,20% merujuk umpan balik peserta didik dan 94,22% dari persepsi pendidik dengan klasifikasi sangat praktis. Pengujian efektivitas memperlihatkan akselerasi rerata skor anak didik dari 71,75 saat pretest naik menjadi 90,50 saat posttest. *Output paired sample t-test* menghasilkan nilai signifikansi di bawah 0,001, sementara indeks N-Gain tercatat sebesar 0,7124 (71,24%) yang menempati kategori tinggi. Oleh karena itu, *e-book* interaktif bermodel game susun cerita telah terverifikasi valid, praktis, serta efisien sehingga sangat memadai untuk difungsikan sebagai sarana edukasi Bahasa Indonesia dalam rangka mengoptimalkan kecakapan literasi baca anak didik di tingkat sekolah dasar.

Kata kunci: *e-book* interaktif, game susun cerita, literasi baca, ADDIE.

**DEVELOPMENT OF AN INTERACTIVE E-BOOK BASED ON A STORY
SEQUENCING GAME TO IMPROVE THE READING LITERACY OF FOURTH-
GRADE ELEMENTARY SCHOOL STUDENTS**

By

Ketut Oka Triyasa, Student ID Number 2211031678

Elementary School Teacher Education Study Program

ABSTRACT

This study focuses on the development of a digital educational tool in the form of an interactive e-book based on story arrangement games that meets the criteria of validity, practicality, and efficacy in stimulating the progression of reading literacy for grade IV students at SD Negeri 1 Sambirenteng. The development is initiated based on the reality of students' low literacy enthusiasm, triggered by the limited variety of instructional tools and the suboptimal utilization of technology in classroom dynamics. The approach implemented is the Research and Development (R&D) method through the ADDIE framework (Analysis, Design, Development, Implementation, and Evaluation). Data collection techniques were conducted through observation procedures, in-depth interviews, questionnaires, and learning outcome evaluations, which were then processed using quantitative descriptive techniques. Research findings confirm that the resulting instrument reached a validity degree of 94.67% from the content substance perspective and 96.67% from the media presentation side, categorized as highly valid. In the practicality aspect, a score of 94.20% was obtained based on student feedback and 94.22% from teacher perceptions, classified as highly practical. Efficacy testing demonstrated an acceleration of students' mean scores from 71.75 during the pretest to 90.50 during the posttest. The paired sample t-test output yielded a significance value below 0.001, while the N-Gain index was recorded at 0.7124 (71.24%), occupying the high category. Therefore, the interactive e-book based on story arrangement games has been verified as valid, practical, and efficient, making it highly adequate to be functioned as an Indonesian language educational tool to optimize reading literacy skills for elementary school students.

Keywords: *interactive e-book, story sequencing game, reading literacy, ADDIE.*