

PENGEMBANGAN BUKU DIGITAL PADA MATERI CERITA RAKYAT NUSANTARA UNTUK SISWA KELAS IV DI SEKOLAH DASAR

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ABSTRAK

Pengintegrasian media pembelajaran ke dalam proses belajar masih belum terlaksana secara optimal sehingga memperlihatkan urgensi penyediaan media belajar yang mampu menjawab kebutuhan pembelajaran saat ini melalui penyajian yang berbasis interaksi dan berpijak pada karakteristik peserta didik sekolah dasar. Kajian pengembangan ini difokuskan pada perancangan buku digital pada materi Cerita Rakyat Nusantara bagi siswa kelas IV sekolah dasar, bersamaan dengan proses verifikasi terhadap validitas maupun keberterimaan penggunaannya. Rangkaian pengembangan produk disusun berdasarkan tahapan model 4D (*Define, Design, Develop, dan Disseminate*), namun tahap disseminate tidak dilaksanakan. Rekapitulasi hasil validasi mengonfirmasi skor 4,87 dari ahli pembelajaran, 4,85 dari ahli desain pembelajaran, serta 5,00 dari ahli media yang seluruhnya termasuk dalam klasifikasi sangat valid. Penilaian terhadap aspek kepraktisan memperlihatkan capaian rerata sebesar 4,66 dengan klasifikasi sangat praktis. Berdasarkan keseluruhan temuan tersebut, produk yang dikembangkan terbukti memenuhi standar kelayakan baik dari aspek validitas maupun kepraktisan sehingga layak diimplementasikan untuk menunjang aktivitas belajar peserta didik kelas IV sekolah dasar.

Kata kunci: buku digital, cerita rakyat nusantara, media pembelajaran, sekolah dasar

DEVELOPMENT OF A DIGITAL BOOK ON INDONESIAN FOLKTALES FOR FOURTH-GRADE ELEMENTARY SCHOOL STUDENTS

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ABSTRACT

The integration of learning media into classroom instruction has not yet been implemented optimally, highlighting the need for learning media that can address current educational demands through interactive presentation while accommodating the characteristics of elementary school students. This development study focused on designing a digital book on the topic of Indonesian Folktales for fourth-grade elementary school students, accompanied by the verification of its validity and practical usability. The product was developed using the 4D model (Define, Design, Develop, and Disseminate); however, the dissemination stage was not conducted. The validation results yielded scores of 4.87 from the learning expert, 4.85 from the instructional design expert, and 5.00 from the learning media expert, all of which were classified as very valid. The practicality assessment produced an average score of 4.66, indicating a very practical category. Based on these findings, the developed digital book met the required standards of validity and practicality, making it suitable for implementation as a learning medium to support the learning activities of fourth-grade elementary school students.

Keywords: *digital book, Indonesian folktales, learning media, elementary school*