PENGEMBANGAN *E-BOOK* INTERAKTIF PENDEKATAN KONTEKSTUAL BERBASIS CERITA RAKYAT UNTUK MENINGKATKAN KETERAMPILAN MENYIMAK SISWA KELAS IV SD

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ABSTRAK

Keterampilan menyimak siswa sekolah dasar masih rendah karena materi yang disajikan kurang kontekstual dan media yang digunakan guru terbatas pada buku paket serta *powerpoint*. Kondisi tersebut menyebabkan sebagian besar siswa belum mencapai kriteria ketuntasan yang ditetapkan sekolah. Penelitian ini bertujuan untuk (1) menghasilkan media *E-book* interaktif pendekatan kontekstual berbasis cerita rakyat, (2) menguji validitas media *E-book* interaktif pendekatan kontekstual berbasis cerita rakyat, (3) mengetahui kepraktisan *e-book* interaktif, dan (4) mengetahui efektivitas media *E-book* interaktif pendekatan kontekstual berbasis cerita rakyat untuk meningkatkan keterampilan menyimak siswa kelas IV sekolah dasar. Penelitian ini menggunakan metode penelitian dan pengembangan dengan model *ADDIE* yang terdiri atas tahap analisis, perancangan, pengembangan, implementasi, dan evaluasi. Produk disusun menggunakan Canva, dilengkapi kuis interaktif Wordwall, dan disajikan dalam format flipbook melalui Heyzine. Subjek penelitian terdiri atas dua ahli materi, dua ahli media, tiga guru, serta 33 siswa kelas IV. Data dikumpulkan melalui angket dan tes objektif pilihan ganda, kemudian dianalisis menggunakan indeks validitas Aiken, analisis persentase, dan uji-t berkorelasi setelah uji normalitas dan uji homogenitas terpenuhi. Hasil penelitian menunjukkan bahwa *E-book* interaktif yang dikembangkan memenuhi kriteria valid berdasarkan penilaian ahli, memiliki tingkat kepraktisan yang sangat baik menurut guru dan siswa, serta terbukti efektif dalam meningkatkan keterampilan menyimak siswa setelah diterapkan dalam proses pembelajaran. Dengan demikian, E-book interaktif pendekatan kontekstual berbasis cerita rakyat dapat menjadi alternatif media pembelajaran yang inovatif.

Kata kunci: *E-book* Interaktif, Pendekatan Kontekstual, Cerita Rakyat, Keterampilan Menyimak.

DEVELOPMENT OF AN INTERACTIVE E-BOOK USING A CONTEXTUAL APPROACH BASED ON FOLKTALES TO IMPROVE THE LISTENING SKILLS OF FOURTH GRADE ELEMENTARY SCHOOL STUDENTS

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ABSTRACT

The listening skills of elementary school students remain relatively low because the learning materials are insufficiently contextual, while the instructional media used by teachers are generally limited to textbooks and simple presentation slides. As a result, many students have not achieved the minimum learning mastery criteria established by the school. This study aims to (1) produce an interactive e-book based on folklore using a contextual approach, (2) assess the validity of this interactive e-book, (3) determine the practicality of the interactive e-book, and (4) evaluate its effectiveness in improving the listening skills of fourth-grade elementary school students. The study employed a Research and Development (R&D) method using the ADDIE model, which consists of the analysis, design, development, implementation, and evaluation stages. The product was developed using Canva, integrated with interactive Wordwall quizzes, and published in a flipbook format through Heyzine. The participants included two content experts, two media experts, three teachers, and 33 fourth-grade students. Data were collected through questionnaires and objective multiple-choice tests and were analysed using Aiken's validity index, percentage analysis, and a paired-samples t-*test after the assumptions of normality and homogeneity had been satisfied. The findings indicated that the developed interactive E-book demonstrated high validity based on expert evaluations, showed excellent practicality according to teachers' and students' responses, and was effective in improving students' listening skills after its implementation in the learning process. Therefore, the contextual folklore-based interactive E-book can serve as an innovative instructional medium for enhancing elementary school students' listening skills.*

Keywords: *Interactive E-book, Contextual Teaching and Learning, Folklore, Listening Skills*