

**DEVELOPING DIGITAL STORYTELLING USING A MULTI-PLOT
FLIPBOOK “SINGARAJA ADVENTURES” FOR 6TH-GRADE
STUDENTS AT UNDIKSHA LABORATORY ELEMENTARY SCHOOL**

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ABSTRACT

This study aimed to: (1) identify the English learning needs of sixth-grade students at UNDIKSHA Laboratory Elementary School, (2) design and develop the Digital Storytelling product “*Singaraja Adventures*” using a Multi-Plot Flipbook, (3) describe its classroom implementation, and (4) evaluate its quality and effectiveness in supporting students’ learning outcomes. This research adopted a Research and Development (R&D) design using the ADDIE framework (Analysis, Design, Development, Implementation, Evaluation). The participants were 52 sixth-grade students from Classes 6A and 6B and one English teacher. Data were collected using observation sheets, questionnaires, syllabus analysis, assignment sheets, feedback forms, and expert evaluation sheets. The needs analysis indicated a strong requirement for technology-supported interactive learning media, with mean scores ranging from 3.9 to 4.3. The Multi-Plot Flipbook “*Singaraja Adventures*” was developed using Canva and Flip PDF, combining local cultural contexts, branching narratives, multimedia features, and grammar activities focusing on the Present, Past, and Future Tenses. The expert evaluation produced high validity scores (Content Experts: 87.5% and 85%; Media Experts: 84% and 90%), categorizing the product as “Good” to “Very Good” and suitable for classroom use without major revisions. The classroom implementation demonstrated satisfactory learning achievement, with Grade 6A reaching an 80% mastery level and Grade 6B reaching 70% (combined average of 75%). Students gave highly positive responses, with mean Likert scores of 4.23 for Grade 6A and 3.90 for Grade 6B (overall mean of 4.07). The findings indicate that the Multi-Plot Flipbook “*Singaraja Adventures*” is a feasible, engaging, and culturally relevant digital learning tool that effectively enhances young EFL learners’ grammar understanding, motivation, and active classroom participation.

Keywords: Digital Storytelling, Multi-Plot Narrative, Interactive Flipbook, Young EFL Learners, ADDIE Model, Singaraja Adventures.

Pengembangan Digital Storytelling Menggunakan Flipbook Multi-Plot

“Singaraja Adventures” untuk Siswa Kelas 6 di SD Laboratorium

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ABSTRAK

Penelitian ini bertujuan untuk: (1) mengidentifikasi kebutuhan belajar siswa kelas 6 di SD Laboratorium UNDIKSHA dalam pembelajaran bahasa Inggris, (2) merancang dan mengembangkan media *Digital Storytelling* berbasis *Multi-Plot Flipbook “Singaraja Adventures”*, (3) mendeskripsikan penerapannya di kelas, serta (4) mengevaluasi kualitas dan efektivitasnya dalam meningkatkan hasil belajar siswa. Penelitian ini menggunakan desain *Research and Development (R&D)* dengan model ADDIE (*Analysis, Design, Development, Implementation, Evaluation*). Subjek penelitian melibatkan 52 siswa kelas 6 (Kelas 6A dan 6B) serta seorang guru bahasa Inggris. Data dikumpulkan melalui lembar observasi, kuesioner, analisis silabus, lembar tugas, formulir umpan balik, dan lembar evaluasi ahli. Analisis kebutuhan menunjukkan tingginya kebutuhan terhadap media pembelajaran interaktif berbasis teknologi (skor rata-rata 3,9–4,3). Produk dikembangkan menggunakan Canva dan Flip PDF dengan memadukan konteks budaya lokal, alur cerita bercabang (*branching narratives*), multimedia, serta tata bahasa (*Present, Past, Future Tenses*). Hasil evaluasi ahli menunjukkan tingkat validitas yang sangat tinggi (Ahli Materi: 87,5% dan 85%; Ahli Media: 84% dan 90%) dengan kualifikasi "Sangat Baik" dan layak digunakan. Pada tahap implementasi, siswa mencapai tingkat penguasaan materi sebesar 80% (Kelas 6A) dan 70% (Kelas 6B) dengan rerata pencapaian gabungan 75%. Respon siswa sangat positif (rata-rata skor Likert 4,23 untuk Kelas 6A dan 3,90 untuk Kelas 6B; rerata 4,07). Penelitian ini menyimpulkan bahwa *Multi-Plot Flipbook “Singaraja Adventures”* merupakan media penceritaan digital yang valid, praktis, dan efektif dalam meningkatkan partisipasi, pemahaman tata bahasa, serta motivasi belajar siswa pembelajar EFL usia muda.

Kata kunci: Penceritaan Digital, Narasi Multi-Alur, Flipbook Interaktif,

Pembelajar EFL Usia Muda, Model ADDIE, Singaraja Adventures.