

ABSTRAK

ALVINA KHAIRUNISA. Pengembangan Buku Cerita Interaktif Dwi-Bahasa Berbasis Kearifan Lokal Pada Pembelajaran Bahasa Inggris Kelas IV di SD Dewi Sartika Sergai. Skripsi. Medan: Fakultas Ilmu Pendidikan Universitas Negeri Medan 2026.

Penelitian ini bertujuan untuk mengembangkan buku cerita interaktif dwi-bahasa berbasis kearifan lokal budaya Melayu sebagai media pembelajaran Bahasa Inggris bagi peserta didik kelas IV Sekolah Dasar. Penelitian menggunakan model Research and Development (R&D) dengan pendekatan ADDIE yang meliputi tahap Analisis, Desain, Pengembangan, Implementasi, dan Evaluasi. Instrumen pengumpulan data terdiri dari lembar validasi ahli media dan materi, angket respon guru dan peserta didik, serta tes hasil belajar (pretest dan posttest) dan uji kinerja keterampilan berbicara. Hasil penelitian menunjukkan bahwa: (1) buku cerita interaktif dikembangkan dalam bentuk flipbook digital bermuatan teks bilingual, ilustrasi berwarna, audio pelafalan, dan kegiatan interaktif; (2) kelayakan produk berada pada kategori sangat layak dengan rata-rata persentase 92% berdasarkan validasi ahli media (88%) dan ahli materi (96%); (3) kepraktisan produk berada pada kategori sangat praktis dengan rata-rata 92,6% berdasarkan respon guru (90%) dan peserta didik (95,2%); dan (4) keefektifan produk terbukti sangat efektif dengan nilai N-Gain tes pilihan ganda sebesar 0,86 (86%) dan uji kinerja berbicara sebesar 0,78 (78%). Dengan demikian, buku cerita interaktif dwi-bahasa berbasis kearifan lokal terbukti layak, praktis, dan efektif digunakan sebagai media pembelajaran Bahasa Inggris di kelas IV Sekolah Dasar.

Kata Kunci: buku cerita interaktif, dwi-bahasa, kearifan lokal, Bahasa Inggris, sekolah dasar, ADDIE

ABSTRACT

ALVINA KHAIRUNISA. Development of Bilingual Interactive Story Books Based on Local Wisdom in English Learning for Fourth Graders at Dewi Sartika Sergai Elementary School. Skripsi. Medan: Faculty of Education, State University of Medan 2026.

This study aims to develop a bilingual interactive storybook based on Malay local wisdom as an English learning medium for fourth-grade elementary school students. This study employed the Research and Development (R&D) method using the ADDIE model, which consists of five stages: Analysis, Design, Development, Implementation, and Evaluation. Data collection instruments included media and material expert validation sheets, teacher and student response questionnaires, learning outcome tests (pretest and posttest), and speaking performance assessment. The results showed that: (1) the interactive storybook was developed as a digital flipbook containing bilingual texts, colorful illustrations, pronunciation audio, and interactive activities; (2) the product feasibility was in the very feasible category with an average percentage of 92%, based on media expert validation (88%) and material expert validation (96%); (3) the practicality was in the very practical category with an average of 92.6%, based on teacher responses (90%) and student responses (95.2%); and (4) the product effectiveness was proven very effective, with an N-Gain score of 0.86 (86%) for the multiple-choice test and 0.78 (78%) for the speaking performance test. Thus, the bilingual interactive storybook based on local wisdom was proven to be feasible, practical, and effective as an English learning medium in the fourth grade of elementary school.

Keywords: interactive storybook, bilingual, local wisdom, English language, elementary school, ADDIE