

## ABSTRAK

### **PENGEMBANGAN BUKU CERITA INTERAKTIF BERBASIS KEARIFAN LOKAL TRADISI LABUHAN GUNUNG MERAPI di YOGYAKARTA UNTUK ANAK SEKOLAH DASAR**

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Penelitian ini bertujuan untuk mengembangkan buku cerita interaktif berbasis kearifan lokal Tradisi Labuhan Gunung Merapi di Yogyakarta untuk siswa sekolah dasar, serta untuk mengetahui kualitas produk pengembangan tersebut. Pengembangan buku cerita interaktif ini dilatarbelakangi oleh permasalahan rendahnya literasi kebudayaan siswa, yang ditunjukkan dengan kurangnya pemahaman mengenai bahasa serta kurangnya pengetahuan mengenai tradisi upacara Labuhan Gunung Merapi. Metode penelitian dan pengembangan (R&D) dengan model ADDIE digunakan. Penelitian ini melibatkan observasi di toko buku, internet, dan sekolah untuk analisis kebutuhan, serta validasi oleh ahli. Subjek penelitian adalah siswa SD. Penelitian menggunakan analisis data kualitatif dan kuantitatif. Analisis kebutuhan menggunakan observasi non-partisipatif, wawancara, dan kuesioner. Hasil validasi ahli menunjukkan kualitas buku "Sangat Baik" (skor rerata 3,48) dan layak digunakan siswa. Observasi (skor rerata 3,72), wawancara, dan kuesioner (skor rerata 3,6) menunjukkan siswa memahami isi buku dan senang menggunakannya. Wawancara terstruktur yang dilakukan mendapat hasil bahwa siswa sudah dapat memahami isi dari buku cerita serta senang dalam menggunakan buku cerita. Hasil dari kuesioner tertutup mendapatkan skor rerata 3,6 dengan kategori "sangat baik". Peningkatan pemahaman siswa sebesar 34% berdasarkan hasil pre-test dan post-test.

**Kata Kunci:** Buku cerita interaktif, kearifan lokal, pengembangan R&D

**ABSTRACT*****THE DEVELOPMENT OF INTERACTIVE STORY BOOKS BASED ON LOCAL WISDOM OF THE LABUHAN GUNUNG MERAPI TRADITION IN YOGYAKARTA FOR ELEMENTARY SCHOOL STUDENTS***

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*This research aims to develop an interactive storybook based on the local wisdom of the Labuhan Gunung Merapi Tradition in Yogyakarta for elementary school students, and to determine the quality of the developed product. The development of this interactive storybook is motivated by the problem of low cultural literacy among students, indicated by a lack of understanding of local languages and insufficient knowledge of the Labuhan Gunung Merapi ceremonial tradition. A Research and Development (R&D) method with the ADDIE model was used. This research involved observations in bookstores, the internet, and schools for needs analysis, as well as validation by experts. The subjects of the research were elementary school students. The research used qualitative and quantitative data analysis. Needs analysis utilized non-participatory observation, interviews, and questionnaires. The results of expert validation showed the book's quality as "Very Good" (average score of 3.48) and deemed it suitable for student use. Observations (average score of 3.72), interviews, and questionnaires (average score of 3.6) indicated that students understood the book's content and enjoyed using it. Structured interviews revealed that students could comprehend the storybook's content and were enthusiastic about using it. The results of the closed questionnaire obtained an average score of 3.6 with a "very good" category. An increase in student understanding of 34% was shown based on the results of pre-test and post-test.*

*Keywords: Interactive story book, local wisdom, R&D development*