

## ABSTRAK

### **PENGEMBANGAN BUKU CERITA INTERAKTIF BERBASIS KEARIFAN LOKAL BERFOKUS PADA PENTAS SENI GEJOG LESUNG UNTUK ANAK SEKOLAH DASAR**

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Salah satu aspek penting dalam dunia Pendidikan adalah literasi budaya, karena literasi memiliki dampak terhadap perkembangan anak secara keseluruhan. Tujuan dari penelitian ini adalah dikembangkan buku cerita interaktif berbasis kearifan lokal Pentas seni gejog dan mengetahui kualitas dari buku cerita. Metode yang digunakan adalah penelitian R&D (Research and Development). Buku Cerita Interaktif ini dikembangkan sesuai dengan langkah ADDIE, yakni Analyze, Design, Develop, Impelement, dan Evaluate. Buku cerita interaktif telah dikembangkan dengan menambahkan berbagai elemen (infografis, dialog/pertanyaan pemantik dan games), telah melalui penilaian validator dan dilakukan uji coba kepada 7 siswa sekolah dasar kelas atas. Kualitas produk hasil dari penelitian ini memperoleh total rerata skor mencapai 3,60 dan masuk dalam rentang skor 3,25 - 4,00 kategori "Sangat Baik" dengan rekomendasi "Tidak perlu revisi" hasil tersebut dapat diperoleh dari 2 dosen dan 3 guru sekolah dasar. Rerata hasil tes pretest dan posttest siswa untuk menguatkan kemampuan literasi siswa pada pre test adalah 0,6 sedangkan rerata pada post test 0,9 terdapat selisih 0,3 dengan persentase 34% yang menunjukkan bahwa terdapat peningkatan pemahaman terkait buku cerita kearifan lokal.

**Kata Kunci** : kearifan lokal, buku cerita interaktif, literasi, R&D.

**ABSTRACT**

**DEVELOPMENT OF INTERACTIVE STORYBOOKS BASED ON LOCAL WISDOM FOCUSING ON GEJOG LESUNG ART PERFORMANCE FOR ELEMENTARY SCHOOL CHILDREN**

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*An important aspect in the world of education is literacy, because literacy has an impact on the overall development of children. The purpose of creating an interactive story book based on local wisdom, the Gejog Lesung art performance for elementary school students is to introduce students to local wisdom, namely the Gejog Lesung art performance. The method used is R&D (Research and Development) research. This Interactive Story Book was developed in accordance with the ADDIE steps, namely Analyze, Design, Develop, Implement, and Evaluate. The interactive story book has been developed by adding various elements (infographics, dialogue/starter questions and games), has gone through a validator assessment and has been tested on 7 upper elementary school students. The results of the product quality from this study obtained a total average score of 3.60 and fell into the range of 3.25 - 4.00 in the "Very Good" category with the recommendation "No need for revision" these results can be obtained from 2 lecturers and 3 elementary school teachers. The average results of the students' pretest and posttest to strengthen students' literacy skills in the pre-test were 0.6, while the average in the post-test was 0.9. There was a difference of 0.3 with a percentage of 34%, which showed that there was an increase in understanding related to local wisdom story books.*

**Keywords:** local wisdom, interactive story books, literacy, R&D