

ABSTRACT

Belinda, Audrey Berta. (2026). *Designing a Bible Storybook for Sunday School At GII Hok Im Tong Cornerstone Yogyakarta*. Yogyakarta: English Language Education Study Program, Department of Language and Arts Education, Faculty of Teachers Training and Education, Sanata Dharma University.

Bible stories are a means of moral, spiritual, and character education for children. Therefore, Bible stories should be introduced from an early age. However, several previous studies have shown that children's interest in reading Bible stories is quite low (Libertina et al., 2021). This is based on several factors, such as difficult-to-understand narratives and limited use of visual illustrations. Therefore, this study aims to develop an illustrated Bible storybook, "The Loving Way of the Cross," to support children's interest in reading.

This study used a Research and Development (R&D) approach, employing the ADDIE model and integrating children's literature theory by Peter Hunt and gamification theory by Sebastian Deterding for children aged 7-12 at the GII Hok Im Tong Cornerstone, Yogyakarta. The researcher posed two research questions: (1) How is a Bible storybook for Sunday school designed to deepen the spiritual growth of children aged 7-12? and (2) What does the design of a Bible storybook for Sunday school look like?

The first research question was answered by providing a Research and Development (R&D) method using the ADDIE model. These steps consisted of (1) needs analysis through questionnaires and observations, (2) developing a storybook development framework based on the needs analysis results, (3) developing the storybook "The Loving Way of the Cross" for children aged 7-12, and (4) conducting an evaluation by Pastors, Sunday school teachers, English teacher, and parents followed by revisions to the storybook content.

The second research question was answered by providing four Bible storybook units. These books recount the events of Lent through the resurrection of Jesus using A2-level English narrative. Furthermore, the use of animated cartoon figures and interactive activities such as quizzes, reflections, and vocabulary lists is recognized by experts as effective in improving children's English vocabulary and reading interest.

Keywords: Bible storybook, children's literature, gamification, reading interest.

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Cerita alkitab merupakan sarana pendidikan moral, spiritual, dan karakter bagi anak. Oleh karena itu, cerita Alkitab perlu dikenalkan sejak anak usia dini. Namun, beberapa penelitian terdahulu menunjukkan bahwa minat membaca anak terhadap cerita Alkitab cukup rendah (Libertina et al., 2021). Hal ini didasari oleh beberapa faktor, seperti narasi cerita yang sulit dipahami serta penggunaan ilustrasi visual yang terbatas. Dengan demikian, penelitian ini bertujuan untuk mengembangkan buku cerita Alkitab bergambar "*The Loving Way of the Cross*" untuk mendukung minat membaca anak.

Penelitian ini menggunakan pendekatan *Research and Development (R&D)* dengan model ADDIE serta mengintegrasikan children's literature theory oleh Peter Hunt dan gamification theory oleh Sebastian Deterding di dalamnya untuk anak usia 7-12 tahun di GII Hok Im Tong Cornerstone Yogyakarta. Peneliti mengajukan dua pertanyaan penelitian: (1) Bagaimana desain buku cerita Alkitab untuk Sekolah Minggu yang dapat menjadi sarana pertumbuhan rohani anak usia 7-12 tahun? Dan (2) Seperti apa desain buku cerita Alkitab untuk Sekolah Minggu?

Pertanyaan penelitian pertama dijawab dengan memberikan langkah-langkah pendekatan Penelitian dan Pengembangan (R&D) dengan model ADDIE. Langkah tersebut terdiri dari (1) analisis kebutuhan melalui kuesioner dan observasi, (2) penyusunan kerangka pengembangan buku cerita berdasarkan hasil analisis kebutuhan, (3) pengembangan buku cerita "*The Loving Way of The Cross*" untuk anak usia 7-12 tahun, dan (4) evaluasi oleh pendeta dan guru Sekolah Minggu yang ditindaklanjuti dengan revisi pada isi buku cerita.

Pertanyaan penelitian kedua dijawab dengan menyediakan empat unit buku cerita Alkitab. Buku ini menceritakan peristiwa pra-paskah sampai dengan kebangkitan Yesus dengan menggunakan narasi bahasa Inggris level A2. Selain itu, penggunaan gambar animasi kartun serta aktivitas interaktif seperti kuis, refleksi, dan vocabulary list diakui oleh para ahli dapat meningkatkan kosakata bahasa Inggris dan minat membaca anak.

Kata kunci: Buku cerita Alkitab, gamifikasi, minat baca, sastra anak.