

ABSTRAK

PENGEMBANGAN BUKU CERITA BERGAMBAR BERBASIS *COMPUTATIONAL THINKING* SEBAGAI BAHAN LITERASI ANAK USIA 5–6 TAHUN

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Penelitian ini bertujuan untuk mendeskripsikan proses pengembangan dan mengetahui tingkat kelayakan buku cerita bergambar berbasis *Computational Thinking* sebagai bahan literasi anak usia 5–6 tahun. Penelitian ini menggunakan metode *Research and Development* (R&D) dengan model ADDIE yang dibatasi pada tiga tahap, yaitu *Analyze*, *Design*, dan *Development*. Tahap *Analyze* dilakukan melalui kajian pustaka dan telaah sumber ilmiah yang relevan. Tahap *Design* dilakukan dengan merancang buku cerita yang mengintegrasikan komponen *Computational Thinking* ke dalam cerita dan aktivitas, sedangkan tahap *Development* meliputi pengembangan produk, validasi oleh ahli dan praktisi (guru), serta revisi produk berdasarkan saran validator.

Data dikumpulkan melalui kuesioner dan dokumentasi, kemudian dianalisis secara kuantitatif dan kualitatif. Hasil penelitian menunjukkan bahwa produk yang dikembangkan mengintegrasikan empat komponen *Computational Thinking*, yaitu dekomposisi, pengenalan pola, abstraksi, dan algoritma. Hasil validasi ahli memperoleh rata-rata skor 3,75 dan validasi praktisi memperoleh rata-rata skor 3,78. Rata-rata keseluruhan hasil validasi sebesar 3,76 dengan kategori “**Sangat Baik**”. Dengan demikian, buku cerita bergambar berbasis *Computational Thinking* yang dikembangkan dinyatakan layak digunakan dengan revisi sesuai saran validator sebagai bahan literasi bagi anak usia 5–6 tahun.

Kata kunci: buku cerita bergambar, *Computational Thinking*, literasi, anak usia 5–6 tahun.

ABSTRACT

**THE DEVELOPMENT OF A COMPUTATIONAL THINKING-BASED
PICTURE STORYBOOK AS A LITERACY MATERIAL FOR
CHILDREN AGED 5-6 YEARS**

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This study aimed to describe the Development process and determine the feasibility of a Computational Thinking-based picture storybook as literacy material for children aged 5–6 years. This study employed a Research and Development (R&D) method using the ADDIE model limited to three stages: Analyze, Design, and Development. The Analyze stage involved a literature review and examination of relevant scientific sources. The Design stage involved Designing a storybook that integrated Computational Thinking components into stories and activities, while the Development stage included product Development, validation by an expert and a practitioner (teacher), and product revision based on the validators' suggestions.

*Data were collected through questionnaires and documentation and analyzed quantitatively and qualitatively. The results showed that the developed product integrated four components of Computational Thinking: Decomposition, Pattern Recognition, Abstraction, and Algorithms. The expert validation obtained an average score of 3.75, while the practitioner validation obtained an average score of 3.78. The overall average validation score was 3.76, categorized as “**Very Good.**” Therefore, the developed Computational Thinking-based picture storybook was considered feasible for use with revisions based on the validators' suggestions as literacy material for children aged 5–6 years.*

Keywords: picture storybook, Computational Thinking, literacy, children aged 5–6 years.