

ABSTRAK

“PENGEMBANGAN BUKU CERITA INTERAKTIF BERBASIS KEARIFAN LOKAL: MAKANAN WALANG GORENG UNTUK SISWA SEKOLAH DASAR”

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2026

Penelitian ini dilatarbelakangi oleh minimnya literasi budaya siswa sekolah dasar, serta terbatasnya buku cerita interaktif berbasis kearifan lokal. Untuk mengatasi masalah tersebut, penelitian ini bertujuan untuk meningkatkan literasi budaya siswa sekolah dasar dengan mengembangkan buku cerita interaktif yang mengangkat makanan khas Gunungkidul, *Walang Goreng*.

Metode penelitian yang digunakan adalah *Research and Development* (R&D) dengan model pengembangan ADDIE (*Analysis, Design, Development, Implementation, and Evaluation*). Penelitian ini dilakukan terhadap 5 siswa kelas V SD Kanisius Wonosari II. Validasi produk dilakukan dengan melibatkan dosen dan guru SD yang sudah bersertifikasi untuk memastikan kualitas buku cerita interaktif yang dikembangkan. Pengumpulan data dilakukan melalui observasi partisipan, observasi non-partisipan, kuesioner tertutup, tes, dan wawancara terstruktur, yang kemudian dianalisis secara kualitatif dan kuantitatif.

Hasil validasi produk yang dikembangkan pada penelitian ini memperoleh skor rerata 3,57 dengan kategori “Sangat Baik” dan direkomendasikan “Tidak Perlu Revisi”. Sementara itu, hasil *pre-test* dan *post-test* mengalami kenaikan sebesar 0,31, atau persentase 67%, yang dikategorikan sebagai “Tinggi”. Maka, dapat disimpulkan bahwa buku cerita interaktif berbasis kearifan lokal makanan khas Gunungkidul, *Walang Goreng*, memiliki kualitas yang baik dalam mengoptimalkan literasi budaya makanan *Walang Goreng* untuk siswa sekolah dasar kelas atas.

Kata Kunci: buku cerita interaktif, kearifan lokal, makanan *walang goreng*, literasi budaya

ABSTRACT

“DEVELOPMENT OF AN INTERACTIVE STORYBOOK BASED ON LOCAL WISDOM: WALANG GORENG FOOD FOR ELEMENTARY SCHOOL STUDENTS”

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This study was motivated by the low level of cultural literacy among elementary school students, as well as the limited availability of interactive storybooks based on local wisdom. To address this issue, this study aimed to enhance elementary school students' cultural literacy by developing an interactive storybook that highlights the signature culinary of Gunungkidul, Walang Goreng (fried grasshopper).

The research methodology employed was Research and Development (R&D) using the ADDIE model (Analysis, Design, Development, Implementation, and Evaluation). This study was conducted with five 5th grade students at SD Kanisius Wonosari II. Product validation was carried out by involving university lecturers and certified elementary school teachers to ensure the quality of the developed interactive storybook. Data collection was performed through participant observation, non-participant observation, closed questionnaires, tests, and structured interviews, which were subsequently analyzed using qualitative and quantitative methods.

The validation results for the product developed in this study achieved an average score of 3.57, categorized as "Very Good" and recommended as "No Revision Needed." Meanwhile, the pre-test and post-test results showed an increase of 0.31, or a 67% percentage gain, categorized as "High." Therefore, it can be concluded that the local wisdom-based interactive storybook featuring the signature food of Gunungkidul, Walang Goreng, is of good quality in optimizing cultural literacy regarding Walang Goreng among upper-grade elementary school students.

Keywords: *interactive storybook, local wisdom, walang goreng food, cultural literacy*