

**PENGEMBANGAN BAHAN AJAR CERPEN BERBASIS E-BOOK
DENGAN PENDEKATAN BUDAYA LOKAL DALAM MENINGKATKAN
MULTILITERASI SISWA KELAS XI SMA NEGERI 2 LUBUK PAKAM**

Anggita Nazla Munawarah
anggitanazla08@gmail.com

ABSTRAK

Penelitian ini merupakan jenis penelitian pengembangan (Research and Development) yang bertujuan untuk mengembangkan bahan ajar cerpen berbasis e-book dengan pendekatan budaya lokal dalam meningkatkan multiliterasi siswa kelas XI SMA Negeri 2 Lubuk Pakam. Model pengembangan yang digunakan adalah ADDIE (Analyze, Design, Develop, Implement, dan Evaluate). Instrumen yang digunakan berupa angket validasi dengan skala Likert yang melibatkan dua ahli materi dan dua ahli media. Data hasil validasi dianalisis secara deskriptif kuantitatif untuk mengetahui kelayakan produk. Hasil penelitian menunjukkan bahwa bahan ajar cerpen berbasis e-book dinyatakan layak digunakan. Ahli materi pertama memberikan nilai 74,6% (cukup valid dan cukup layak), ahli materi kedua 76,6% (valid dan layak), ahli media pertama 91,3% (sangat valid dan sangat layak), dan ahli media kedua 81,3% (valid dan layak). Dengan demikian, bahan ajar yang dikembangkan layak digunakan dalam meningkatkan multiliterasi siswa.

Kata kunci: Pengembangan, E-book, Bahan Ajar Cerpen, Budaya Lokal, Multiliterasi.

The Development of a Local Culture-Based Short Story E-Book to Enhance Multiliteracy Among Class XI at SMA Negeri 2 Lubuk Pakam

Anggita Nazla Munawarah

anggitanazla08@gmail.com

ABSTRACT

This study is a research and development (R&D) project aimed at designing and implementing a short story as teaching material in the form of an interactive e-book that incorporates local cultural values to enhance the multiliteracy competencies of eleventh-grade students at SMA Negeri 2 Lubuk Pakam. The development process followed the ADDIE model, that includes five key stages: Analyse, Design, Develop, Implement, and Evaluate. The validation process involved both content and media experts. Data were collected using Likert-scale questionnaires administered to two subject matter experts and two media design experts. The results were analysed by using descriptive quantitative methods to assess the feasibility and effectiveness of the e-book. The evaluation from the first content expert resulted as 74.6%, indicated that the material is valid and feasible. The second content expert gave a score as 76.6%, categorizing the material as valid and feasible. Meanwhile, the media experts gave higher scores as 91.3% or very valid and highly feasible and 81.3% or valid and feasible. These results confirm that the developed e-book meets the required standards for educational used and suitable for classroom implementation.

Keywords: Development, E-book, Short Story, Local Culture, Multiliteracy