

## ABSTRAK

Siti Maisaroh, 2025. Pengembangan *E-book* Interaktif Sebagai Media Digital Berbasis Kearifan Lokal Untuk Keterampilan Literasi Membaca Pada Fase B. Skripsi, Program Studi Pendidikan Sekolah Dasar, FKIP, Universitas PGRI Madiun. Pembimbing (1) Dr. Heny Kusuma Widyaningrum, M.Pd. (2) Dr. Dewi Tryanasari, S.Pd., M.Pd.

Penelitian ini bertujuan untuk mengembangkan *e-book* interaktif sebagai media digital berbasis kearifan lokal untuk keterampilan literasi membaca siswa Fase B kelas IV sekolah dasar. Metode yang digunakan adalah *Research and Development* (R&D) dengan model pengembangan ADDIE yang mencakup tahap *Analysis, Design, Development, Implementation, dan Evaluation*. Produk yang dikembangkan berupa *e-book* interaktif berisi cerita rakyat lokal seperti Asal Usul Telaga Ngebel, Asal Usul Ponorogo, dan Ki Ageng Mirah, dilengkapi ilustrasi dan kuis yang dapat diakses melalui *QR code*. Hasil validasi menunjukkan media dinyatakan “sangat valid” oleh ahli materi dan media. Uji coba terbatas dan luas pada siswa kelas IV SDN 2 Mangkujayan menghasilkan skor literasi membaca rata-rata 98%, yang menunjukkan efektivitas tinggi. Selain meningkatkan pemahaman isi teks, media ini juga membantu siswa merefleksikan nilai-nilai budaya lokal melalui kegiatan membaca yang kontekstual dan menyenangkan. Dengan demikian, *e-book* interaktif berbasis kearifan lokal dinyatakan layak, menarik, dan efektif sebagai media pembelajaran untuk meningkatkan literasi membaca di sekolah dasar.

Kata kunci: *E-book* Interaktif, Kearifan Lokal, Literasi Membaca, Media Digital, Siswa Fase B

## ABSTRACT

Siti Maisaroh, 2025. Development of an Interactive E-book as a Local Wisdom-Based Digital Media for Reading Literacy Skills in Phase B. Thesis, Elementary School Education Study Program, Faculty of Teacher Training and Education, Universitas PGRI Madiun. Supervisors: (1) Dr. Heny Kusuma Widyaningrum, M.Pd. (2) Dr. Dewi Tryanasari, S.Pd., M.Pd.

This study aims to develop an interactive e-book as a local wisdom-based digital media for reading literacy skills in Phase B fourth-grade elementary school students. The method used is Research and Development (R&D) with the ADDIE development model, which includes the stages of Analysis, Design, Development, Implementation, and Evaluation. The product developed is an interactive e-book containing local folktales such as the Origin of Lake Ngebel, the Origin of Ponorogo, and Ki Ageng Mirah, complete with illustrations and quizzes accessible via QR code. Validation results indicate that the media is declared "very valid" by material and media experts. A limited and extensive trial of fourth-grade students at SDN 2 Mangkujayan resulted in an average reading literacy score of 98%, demonstrating high effectiveness. In addition to improving comprehension of text content, this media also helped students reflect on local cultural values through contextual and enjoyable reading activities. Thus, interactive e-books based on local wisdom were declared feasible, engaging, and effective as learning media for improving reading literacy in elementary schools.

Keywords: Interactive E-books, Local Wisdom, Reading Literacy, Digital Media, Phase B Students