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Development of Learning Media for Luwu Folklore E-Book Based on Flipbook Maker on Material Habituating Commendable Morals Class VIII Mts Cimpu

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Abstract

This research is designed to develop learning media for the Luwu Folklore e-Book in the subject of moral beliefs material to familiarize commendable morals in grade VIII MTsS Cimpu. This research uses a 4D development model which includes the steps: Define, Design, Develop and Disseminate. The validity of this media has been tested by experts in materials, language and media. The validation results from material experts recorded a high percentage of 100%, while linguists gave a percentage of 69%, and media experts obtained a percentage of 86%. Each of them is in the high category. This shows that the Luwu Folklore e-Book is very worthy of being used as a learning medium in the material of habituating commendable morals in class VIII Mts Cimpu.

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Introduction

Learning is the process of interaction between students and educators and learning resources in a learning environment. Learning is a process to help students learn well (Djamaluddin, 2019). The learning process is basically a communication process, where the media chosen for learning is known as learning media (Hamid, 2020). The existence of intermediaries as media and learning resources can support learning activities. In the learning process, learning media is needed to increase interest and achieve learning goals. One of the important components that must be considered during media development is the selection of the right technology platform (Hasriadi, 2023). So that by using learning media, the learning process becomes fun and not boring.

Folklore is a story that develops in the community and belongs to the type of fictional story. Folklore contains many values and moral messages in every meaning of the story. Each region certainly has folklore and has its own characteristics. Tana Luwu folklore includes Putri Taddampali, Datuk Pattimang, Borong and Pariama, Petta Pao, and Lalong Pongsowe.

Morality is a behavior or norm in daily life and gives birth to morals that arise in humans so that they can distinguish between good and bad things. According to Agus Syukur, morality is a trait that grows and unites in a person. Morals are a system or norm in behaving in daily life (Syukur, 2020). Commendable morals consist of patience, tawakal, gratitude, *effort*, *qana'ah*, *husnudzan*, *tawadhu*, *tasamuh*, and *ta'awun*.

Research conducted by Lisnawati shows that students like learning folklore with teaching materials in printed form and teaching materials with pictures (Lisnawati, 2021). *The e-book* developed has pictorial visuals and audio narration for each story. This indicates that the Luwu *Folklore e-Book* can be an important tool in learning, as well as supporting student involvement in learning with the media. This folklore is good and suitable for students, and can be used as a learning medium to instill good moral values (Kusumaning Ayu, et al., 2019). By utilizing the Luwu *Folklore e-Book*, students can learn independently using their respective gadgets that can be accessed anytime and anywhere to see students who are currently very skilled in the use of technology.

The first purpose of this study is to find out how *to difine* or define the development of learning media for the *Luwu Folklore e-Book based on flipbook maker* on the material of habituating commendable morals in class VIII MTsS Cimpu. The main purpose of this study is to ensure that *the e-Book* is not only interesting in terms of content, visual, and auditory but it is necessary to ensure that this media is valid and suitable for use in conveying commendable moral material in class VIII.

Based on what has been described, the research and development of the *Luwu Folklore e-Book* is expected to be a good and interesting learning medium and contribute to the literacy of students in introducing Luwu folklore which contains moral messages in it. This is an important action in teaching commendable morals to students.

Method

(R&D) is the method used in this study. The purpose of developing the *Luwu Folklore e-Book* learning media is to help students understand commendable morals through the moral messages contained in the story. It is hoped that this product will not only be useful as a learning tool but also useful for students to be able to learn independently by utilizing digital platforms.

The development of *the Luwu folklore e-book* uses a 4D model as a framework. This model consists of 4 stages. The first is *difine*, to analyze student needs, analyze materials, and analyze learning objectives. The second is *design*, choosing materials, media and formats or content, as well as making a prototype of the learning media to be developed. The third is *develop*, to find out

the assessment from experts and conduct limited testing. Then *disseminate*, the akhir stage is carried out to disseminate the developed product. The 4D model flow diagram is as follows (Muqdamien, et al., 2021).

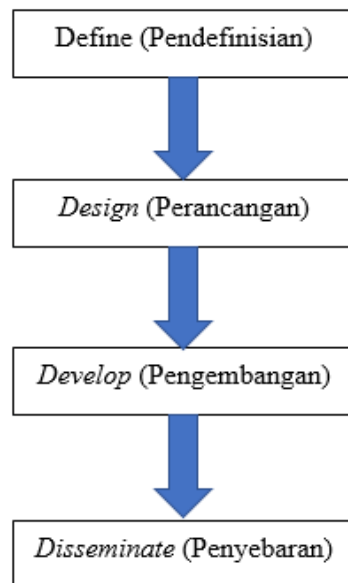


Figure 1. Stages of 4D Models

The data collection techniques used in this study are in the form of the results of validator assessment questionnaires and practicality questionnaires by teachers and students. The results of the validation and practicality data were then analyzed using the Likert scale instrument 1-4:

Table 1. Pedoman Scale Likert

Category	Score
Highly Worthy	4
Proper	3
Quite Decent	2
Less Worthy	1

The results of the scoring are then calculated as a percentage using the following formula:

$$Pk = \frac{S}{k} \times 100\%$$

Information:

Pk = Eligibility scale value

S = Total score obtained

K = Number of ideal scores

The validity criteria are then interpreted into the following table:

Table 2. Percentage Criteria

Eligibility Scale	Criterion
80,50-100%	Highly Valid
60,50-80%	Valid
40,50-60%	Quite Valid
20,50-40%	Less Valid
0-20%	Invalid

Results

Development of Luwu Folklore E-Book Learning Media Based on Flipbook Maker on Materials for Getting Used to Commendable Morals Class VIII MTsS Cimpu

In this study, the development of the *Luwu folklore e-Book* was carried out using a 4D model, which was adjusted to meet the learning needs of commendable moral material. In the *difine*, the teacher's initial analysis, student analysis, material analysis, and learning objective analysis were carried out to reveal that students felt helped by the existence of digital-based learning media and there were interesting visuals and audio narratives in the media.

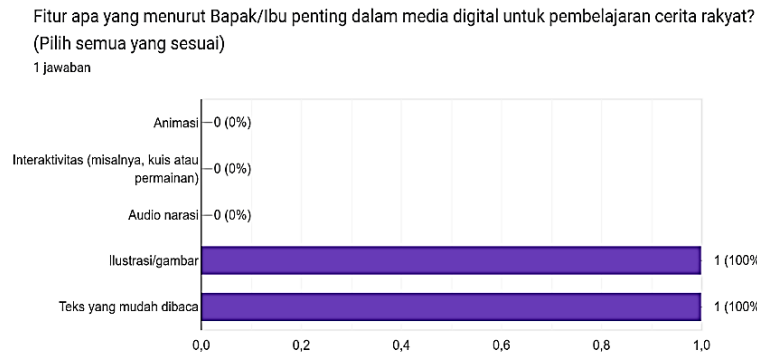


Figure 2. Initial Analysis by Teachers

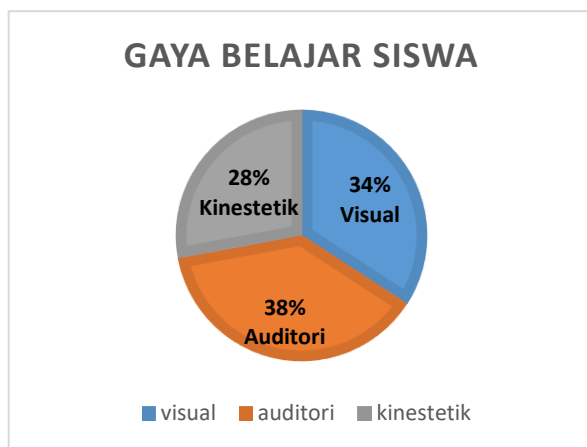


Figure 3. Analysis of Students' Initial Needs

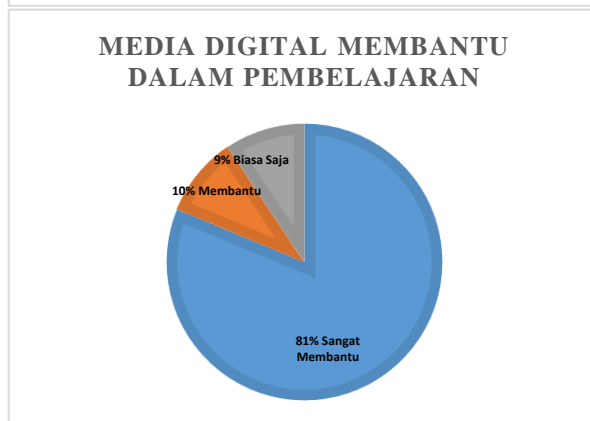



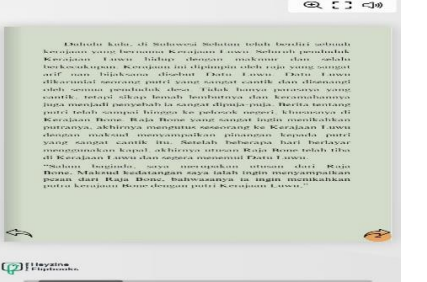




Figure 4. Interpretation of Student Learning Styles

The second stage is *design*, the design stage is to design learning media by selecting media, selecting formats and making initial designs.

Table 2. Results of Luwu Folklore e-Book Learning Media Products

<p>1</p> 	<p>2</p> 
<p>3</p> 	<p>4</p> 
<p>5</p> 	<p>6</p> 
<p>7</p> 	<p>8</p> 

Before the Luwu folklore e-Book learning media was implemented, a validity test was carried out by experts in materials, languages, and media. The validation test is carried out by filling out a validation instrument by a validator.

Table 5. Material Expert Validation Results

Aspects	Indicator	Score
Content Eligibility	1. The material presented in the book is in accordance with Luwu folklore.	4
	2. Accuracy of concepts and definitions in Luwu folklore books.	4

	3. Accuracy of images and illustrations.	4
	4. The material is easy to understand.	4
	5. The material presented does not deviate.	4
	6. The material is presented systematically.	4
Eligibility of Serving	7. The language used is clear	4
	8. The clarity of the description in the discussion of the material presented reflects the unity of the theme.	4
Contextual Assessment	9. The relationship between the material presented and the real-world situation.	4
	10. The material presented is able to encourage students to apply it in their daily lives.	4
Total Score		40
Percentage		100%

The results of the material validation test obtained a percentage of 100% including the very valid category. In general, the media *e-Book* of Luwu folklore on the material of getting used to commendable morals in class VIII is good and can be used.

Table 6. Linguist Validation Results

Aspects	Indicator	Score
	1. Sentences used do not use double meanings (<i>ambiguous</i>)	3
	2. Use clear fonts	4
	3. Use communicative language.	3
Linguistic Suitability	4. The language style used is in accordance with the level of understanding of the student.	3
	5. Correct use of punctuation.	3
	6. Proper use of uppercase and lowercase letters.	2
	7. Write foreign terms correctly.	2
	8. Use a standard language (EYD compliant)	2
Total Score		22
Percentage		69%

The results of validation by linguists obtained a percentage of 69% of the valid category. The Luwu *folklore e-Book* media on the material of getting used to commendable morals in class VIII is good and can be used after improvements.

Table 6. Media Expert Validation Results

Aspects	Indicator	Score
Illustration	1. Image illustrations are relevant to the message conveyed. Clear and interesting.	4
	2. The selection of the background is appropriate, interesting and not excessive.	4
	3. Consistent storybook display and presentation	3
	4. The media used can provide illustrations that are in accordance with the actual situation.	4
	5. Media can make it easier for students to imagine.	3
	6. Media appearances attract students' attention.	3
Media Quality and Display	7. The media used is not easily damaged.	4
	8. Suitability of text size and image size.	3
	9. The quality of the image displayed with the material presented.	4
	10. The layout of each page is balanced.	4
	11. The use of Luwu folklore book media can reduce students' dependence on teachers.	3
Attraction	12. The use of Luwu folklore book media can minimize misperceptions that occur in students.	3
	13. The media is easily accessible and used.	3
Total Score		45
Percentage		86%

The results of the validation of learning media experts obtained a score of 86% with a very valid category. Showing the Luwu *folklore e-Book* media on the material to familiarize class VIII with commendable morals is good and can be used after improvements.

Table 7. Results of the Student Practicality Test

No	Respondent's Name	Shoes
1.	WH	55
2.	A	57
3.	MA	58
4.	A	54
5.	AF	53
6.	MF	52
7.	MI	55
8.	SM	54
9.	NA	55
10.	T	55
11.	SR	60
12.	MFA	57
13.	CZ	54
14.	D	56
15.	S	55
16.	HA	54
17.	HK	50
18.	AS	55
19.	F	51
20.	A	56
21.	NUR	55
22.	N	51
23.	AS	57
24.	DA	51
25.	BA	50
26.	NA	54
27.	VS	51
28.	RAN	50
29.	APD	56
30.	M	52
31.	D	53
32.	MS	54
33.	R	60
	Total Score	1790
	Percentage	90,40%

After the validation test was carried out, the media could be applied and then a practicality test was carried out for students and a total score of 90.40% was obtained in the very practical category.

Table 7. Teacher Practicality Test Results

Aspects	Indicator	Shoes
Material	1. The media used is in accordance with the subject matter.	4
	2. The media used is in accordance with the learning objectives.	4
	3. The media used is in accordance with the basic competencies.	4
Illustration	4. The media used can provide an overview of the material.	4
	5. Media can make it easier for students to imagine.	4
Media Quality and Display	6. Media appearances attract students' attention.	4
	7. The media used is easily accessible.	4
Appeal and Serving	8. The use of learning media based on Luwu folklore books on commendable moral material in grade VIII can reduce students' dependence on teachers.	3
	9. The learning media based on Luwu folklore books in the subject of moral beliefs in grade VIII is easy to use.	3
Language Aspects	10. Use good and correct language.	4
	11. The terms used are precise and easy to understand.	4
Total Score		42
Percentage		95%

Furthermore, a practicality test was carried out by the teacher and a score of 95% was obtained in the category of very practical. In general, showing the media of *the Luwu folklore e-Book* on the material of getting used to commendable morals in grade VIII has been very practical to be used as a learning medium.

Discussion

I Development of Luwu Folklore E-Book Learning Media Based on Flipbook Maker on Materials for Getting Used to Commendable Morals Class VIII MTs Cimpu

The material in the Luwu Folklore e-Book media received a score of 100%, which means that the content of the material is very good and in accordance with the targeted material. As for the language, it got a score of 69%, indicating that the language used in the Luwu folklore e-Book media is good. Then in the media experts, a score of 86% was obtained, showing that in terms of

visual, auditory, and media arrangement was very good. Meanwhile, the results of the practicality test obtained a score of 90.40% by peers and 95% by teachers, indicating that the media is practical to be used as a learning medium. Based on the data from the validation results, the Luwu folklore e-Book learning media was declared feasible and practical to be used as a learning medium on the material of habituating commendable morals in class VIII MTsS Cimpu.

This is in line with research conducted by Dian Wahyuni (Wahyuni, 2024) on the Development of Tana Luwu Folklore Teaching Materials Integrated with Character Education in Elementary Schools. The results showed that the validation questionnaire received a score of 84% for both validation in terms of language and design. This teaching material is very practical and interesting for students, according to the students' response, which reaches an overall score percentage of 83%.

Research conducted by Lisnawati (Lisnawati, 2021) on the Development of an Integrated Folklore Module with the Background of South Sulawesi Regional Stories in Elementary School Students. The results of the student questionnaire obtained in this study were obtained by 72%. The validity results by three experts and practitioners were obtained in the range of 0.78-1.00 in the valid and very valid category.

Conclusion

Based on the results of the research on the Development of Luwu Folklore e-Book Learning Media Based on Flipbook Maker on the Material of Getting Used to Commendable Morals Class VIII MTsS Cimpu, it can be concluded that the Luwu Folklore e-Book learning media was developed with a 4D development model consisting of 4 stages, namely, difine, design, develop, and disseminate. The results of expert validation received a percentage of 100% in terms of material, 69% in terms of language and 86% in terms of media, with valid and very valid criteria. The practicality test was scored 90.40% by students and 95% by teachers in the very practical category. Based on the results of the above research, the Luwu folklore e-book based on Flipbook Maker is suitable to be used as a learning medium on the material of habituating commendable morals in class VIII MTsS Cimpu.

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