Indonesian Flipbook-Based Educational Magazine with Regional Decorations for Fifth Grade Elementary School

Candrika Deva Yani[1*], Deni Setiawan[2] (iD)

[1,2] Primary Teacher Education, Universitas Negeri Semarang, Semarang, Indonesia

A B S T R A K

Penelitian ini dilatarbelakangi oleh adanya permasalahan pembelajaran khususnya dalam pengetahuan materi ragam hias daerah pada siswa. Permasalahan tersebut terjadi karena kurangnya permahaman siswa pada materi ragam hias daerah sehingga menebabkan hasil belajar siswa tidak mencapai KKM. Penelitian ini bertujuan untuk mengetahui mengembangkan, menguji kelayakan dan menguji keefektifan media majalah edukatif berbasis flipbook bermuatan nusantara dalam meningkatkan hasil belajar siswa pada materi ragam hias daerah siswa kelas V sekolah dasar. Metide yang dilakukan dalam penelitian ini menggunaan jenis penelitian Research and Development dengan menggunakan model pengembangan Borg and Gall. Uji validitas produk dilaksanakan dengan validator ahli materi dan validator ahli media. Hasil penelitian ini menunjukkan bahwa hasil uji kelayakan media yang diperoleh sebesar 86% dengan predikat "sangat layak" dan hasil uji kelayakan dari ahli materi diperoleh sebesar 88% dengan predikat "sangat layak". Hasil uji keefektifan dari uji coba pemakaian dilihat hasil pretest dan posttest pada skala besar dengan jumlah siswa yang tuntas saat pretest. Pada uji keefektifan dari uji coba pretest dan posttest terdapat peningkatan hasil belajar siswa setelah menggunakan media majalah edukatif nusantara materi ragam hias daerah. Simpulan dari hasil penelitian ini berdasarkan pengembangan, uji kelayakan dengan melakukan validasi media dan uji keefektifan dengan pretest dan posttest menunjukkan bahwa terjadi peningkatan hasil belajar dalam pemahaman materi ragam hias daerah pada siswa kelas V.

A B S T R A C T

This research is motivated by learning problems, especially in terms of students' knowledge of regional decorative materials. This problem occurs due to students' lack of understanding of regional decorative material, causing student learning outcomes to not reach the KKM. This research aims to develop flipbook-based educational magazine media containing Indonesian language in improving student learning outcomes on regional decoration material for fifth grade elementary school students. The method used in this research is research and development research using the Borg and Gall development model. Product validity testing is carried out with material expert validators and media expert validators. The research results showed that the results of the media feasibility test were 86% with the predicate "very feasible", and the results of the feasibility test from material experts were 88% with the predicate "very feasible". The results of the effectiveness test from the trial use can be seen from the results of the pretest and posttest on a large scale. In the effectiveness test of the pretest and posttest, there was an increase in student learning outcomes after using Indonesian educational magazine media with regional decoration material. The conclusion from the research results based on development, feasibility testing with media validation, and effectiveness testing with pretest and posttest shows that there is an increase in learning outcomes in understanding regional decorative material in fifth grade students.

1. INTRODUCTION

Education in this era of development brings change and provides great participation. The influence of human development is a form of educational change in various aspects of each individual's life. Education is a strategy that can help humans develop physical and spiritual mindsets so as to form good human personalities (Maritsa et al., 2021; Tarigan et al., 2022). Education plays an important role throughout a

Corresponding author
*E-mail addresses: candrikadevayani@students.unnes.ac.id (Candrika Deva Yani)

human's life in making his life as a human being possible. The development of the educational era always experiences changes and makes a big contribution. To develop potential and achievements well for the welfare of life in the future, reforms that realize human rights by providing guarantees in education must be future-oriented (Khaulani et al., 2020; Ubabuddin, 2019). Elementary school is a form of basic education consisting of low-class students and high-class students. The learning process in elementary schools must be adjusted to the level of student development. Even the development process of students in elementary schools also has differences. Low-class students have an age range of 6-9 years in grades 1, 2 and 3. High-class students have an age range of 9-13 years in grades 4, 5 and 6. Low-class students have a low concentration in learning, so they require more attention compared to high-class students (Arifin & Pitriyanita, 2022; Cenić et al., 2023; Fajri & Mirsal, 2021). The characteristics of lower-class students require teachers to be able to develop interesting and effective teaching and learning activities. The characteristics of lower-class students require teachers to be able to develop interesting and effective teaching and learning activities.

Learning media is a tool to help the learning process achieve learning goals effectively and efficiently in teaching and learning. Technology can be used to create and facilitate learning media (Hasan, 2021; Mutiara & Emilia, 2022). Teachers are required to be able to determine appropriate learning media and be able to follow developments in science and technology so that the learning media used is in line with the needs of the times. Magazines are a form of media used for interaction between two or more users and can be formed in print and digital form, called E-magazines, namely electronic-based magazines. Magazines have unique characteristics such as a particular theme, periodic publication, attractive cover design, detailed information, and transparent images (Delgado Álvarez et al., 2023; Mohamed et al., 2023; Sercu, 2022). Flipbook is a media that is prepared and used as a tool for teacher learning in making books online. The use of flipbooks during learning is a learning medium that can overcome space and time limitations to explain material messages (Ristanto et al., 2020; Setiyani et al., 2022). Decoration is a form of decorative pattern formed with decorative motifs using specific methods or methods used to decorate areas that can produce beautiful results.

Based on the results of interviews, observations, and document data conducted by researchers with class V teachers at SDN 01 Grobogan, it was stated that students' understanding of regional decoration material still needed to improve. The students' low scores can see this, so they do not reach the KKM. Students need to be taught to increase their appreciation of Indonesian culture, one of which is by getting to know regional decoration as an effort to preserve old culture. Not all students can directly understand the shapes and characteristics of each regional decoration, so it is hoped that students will be able to improve their learning outcomes by understanding regional decoration material and applying it in everyday life. The V grade teacher said that some students could have been more optimal in understanding and obtaining information from the material they had read, especially in understanding the shapes and characteristics of regional decorative materials. This shows that the use of text-based learning media is less than optimal, and the use of learning media that can attract students' attention needs to be revised. This problem means that student learning outcomes in the learning objective of understanding various regional decorations in Indonesia tend to be low. The learning model teachers use uses conventional models and does not match the syntax in the teaching modules created.

This research is significant in examining the use of flipbook-based magazine media with Indonesian content as a solution to overcoming problems that occur in learning regional decorative material in elementary schools. Flipbook-based magazine media containing Indonesian content was developed in its application to improve student learning outcomes in understanding regional decorative variations. Students can improve their learning outcomes by understanding regional decorative material using flipbook-based educational magazines with Indonesian content if students have directed learning goals.

Previous research stated that in the first cycle, 10 students exceeded 66% in the learning achievement level and had very good qualifications (Adawiyah & Farhatunnisa, 2021). Then, in the second cycle, all 13 students' qualification abilities increased to an average of above 69.3%. This research can improve early childhood learning outcomes significantly so that each student's learning motivation increases in each lesson using magazine media. Another research study was conducted show that the quality of the media that has been developed is the Pop-Up Book media with Balinese decorative motifs, with an average of 5 in terms of material and 4.70 in terms of media (Rama & Antara, 2022). The students' response to the Pop-Up Book media that was developed was very good. Average 4.57. So, the pop-up book media developed is acceptable and suitable for use as an SBdP learning media. Another research study showed that the reading comprehension skills of group A students were better than those of group B (Fauzia & Kelana, 2020). The research concluded that the Learning Start With A Question (LSQ) learning model and Online Magazine Media affected improving reading comprehension skills. Other research conducted state that in cycle I, the average score increased to 72.9 with a learning completeness of 66.6%, and in cycle II,

the average score increased again to 81.8 with a learning completeness percentage of 81.8 so that the use of media Online-based Flipbook learning can improve student learning outcomes and learning activities (Setiadi et al., 2021). Research conducted previously state that the teaching materials developed are very valid and effective for use in learning (Kurniasari et al., 2022). Other research can significantly improve the learning outcomes of grade 3 students in learning using Story Magazine Media (Khoyrunnissa et al., 2022).

Based on the literature review, the development of flipbook-based magazine media with Indonesian content differs from previous research. This is because, in this research, the media utilized current technological sophistication. Flipbook-based magazine media with Indonesian content can be used at school and at home because it is digital, so students are more interested in accessing it. Flipbook-based magazine media containing Indonesian content will be used to assess how successful students understand regional decoration material accompanied by questions. Flipbook-based magazine media containing Indonesian content contains text and interactive images that can trigger and make it easier for students to understand the content of regional decorative material so that it can increase student interest and learning outcomes, especially in Learning Achievements (CP); students can recognize and observe various decorative variations and decorative elements from various regions in Indonesia in class V elementary school.

This research aims to produce flipbook-based magazine media with Indonesian content in learning regional decoration. The novelty of this study focus to improve student learning outcomes by using learning media in the form of flipbook-based magazine learning media with Indonesian content, which can be used in learning fine arts using regional decorative materials. It is hoped that this media can also make it easier for teachers in the teaching and learning process, providing varied evaluations in assessing students' abilities.

2. METHOD

This research is a type of R&D (Research and Development) research. Research and Development research is a method used to test the effectiveness and develop a product (Ghofur & Youhanita, 2020). This development research uses the Research and Development method according to Borg and Gall with eight implementation stages which are condensed according to the researcher's needs, which include: (1) potential and problems; (2) data collection; (3) product design; (4) design validation; (5) design revision; (6) product testing; (7) product revision; (8) trial use. Data on developing flipbook-based magazine media with Indonesian content on regional decorative materials were obtained through qualitative observation activities. Data on the feasibility of flipbook-based magazine media with Indonesian content on regional decorative material was obtained through a validation questionnaire from material and media experts, which was analyzed qualitatively. Data on the effectiveness of flipbook-based magazine media with Indonesian content on regional decorative material was obtained through field trials, namely small-scale trials involving 6 class V students and large-scale trials involving 36 class V students, as well as teacher and student response questionnaires. Data on improving student learning outcomes for flipbook-based magazine media with Indonesian content on regional decorative material was obtained using pretest and posttest results on small-scale and large-scale tests. The form of the instrument in this research is presented in the Table 1, Table 2, Table 3, Table 4.

Tabel 1. Material Validation Instrument

No	Aspect	Items	Number of Item
1	Material suitability	1,2,3,4,5	5
2	Integration of material with images	6,7,8	3
3	Clarity of material delivery	9,10,11	3
4	The suitability of material increases knowledge	12	1
5	The ability of the material to increase understanding	13	1
6	Material completeness	14,15,16,17	5
7	Sentences used	18,19,20	3

Tabel 2. Media Validation Instrument

No	Aspect	Items	Number of Item
1	Explanation of media use	1,2	2
2	Suitability of media shape and color	3,4,5	3
3	Suitability of media cover color design	6	1
4	Appropriate arrangement of images on the cover	7	1

No	Aspect	Items	Number of Item
5	Determining the size and type of letters	8,9	2
6	Material design in media	10,11	2
7	The accuracy of the image in the media	12,13,14	3
8	Appropriateness of words and language style in the media	15	1

Tabel 3. Teacher Response Questionnaire Instrument

No	Aspect	Items	Number of Item
1	Teacher responses to fine arts learning	1,3	2
2	Teacher responses to regional decoration material	2	1
3	Teacher responses to students' interest in learning	4	1
4	Teacher response to the need for understanding the material	5,6	2
5	Teacher responses to methods of learning	7	1
6	Teacher responses to student learning resources	8	1
7	Teacher response to learning media	9,10,11,12	4
8	Teacher responses to Nusantara educational digital magazine media	13,14,15,16,17,18,19,20,21	9

Tabel 4. Student Response Questionnaire Instrument

No	Aspect	Items	Number Item
1	Students' understanding of fine arts learning	1,2	2
2	Student responses to regional decoration material	3	1
3	Students' knowledge of understanding the material	4,5,6	3
4	Use of learning media	7	1
5	Student responses to learning methods	8,9,10	3
6	Student responses to Nusantara educational digital magazine media	11,12	2
7	Nusantara educational digital magazine media display	13,14,15,16,17,18,19	7

3. RESULT AND DISCUSSION

Result

First is the potential and problem analysis stage. At this stage, the research presented can be demonstrated with empirical data. At this stage, the researcher conducted pre-research using interview techniques and observation and documented data on student learning outcomes for teachers and class V students at SDN 01 Grobogan. The potential and problems obtained are the need for more variety in learning media and students' limitations in mastering the material so that many students experience learning outcomes that do not reach the KKM in regional decorative material. This problem is what causes researchers to want to develop a product. Second is the data collection stage. The problem method is tailored to the problems that occur and the goals to achieve. Researchers are looking for sources that arise from the problems that have been found at SDN 01 Grobogan. Information is collected through interview techniques and questionnaires analyzing the needs of students and teachers regarding the desired product and material taught, searching for appropriate library sources and research results. Researchers collected data to develop flipbook-based educational magazine media with Nusantara content.

Third, the product design stage. At this stage, the researcher created a media design for an educational magazine based on flipbooks with Indonesian content on regional decorative materials for elementary school students according to the needs of students and teachers. Researchers look for material and create prototypes that are designed as references in developing ideas to be designed in the form of learning media. The Indonesian flipbook-based educational magazine learning media utilizes technology with the help of the Canva application in designing and is based on flipbooks, so this media takes the form of digital media. The finished product design is then validated by material and media experts who cover aspects of the material and media that have been created. The product design results for the development of educational digital magazines for the archipelago are presented in Figure 1.

Figure 1. Media Display of Nusantara Educative Digital Magazine

Fourth, validate media and material experts. Design validation aims to assess the design of a product. Product validation is carried out with the help of experts in their field to assess a product to determine its advantages and disadvantages. At this stage, media validation for flipbook-based educational magazines with Indonesian content was carried out by media and material experts. Media expert validation was carried out with Moh. Farizqo Irvan, S.Pd., M.Pd. as a lecturer in Indonesian language courses at the Primary School Teacher Education Study Program, Semarang State University. Material expert validation was carried out with Moh. Fathurrahman, S.Pd., M.Pd. as a lecturer in the Arts Primary School Teacher Education Study Program, Semarang State University. The validation results at the validation stage are shown in Table 5.

Tabel 5. Table of Media and Material Expert Validation Results

No	Test Subjects	Results	Categori
1	Media expert	86%	Very Worthy
2	Material expert	88%	Very Worthy

Table 5 shows the assessment results by media experts and material experts on the development of Indonesian educational digital magazines, which received a validity value from media experts of 86% and material experts of 88%. Based on the assessment results obtained, educational digital magazine media from the archipelago is in the "Very Feasible" category to be tested in the field. Fifth is the design revision stage. After experts have assessed a product and identified its weaknesses and strengths, researchers will reduce the weaknesses by improving the design created. Researchers at this stage do so after receiving assessments and input from experts to find weaknesses in the product so that they can make improvements according to experts' directions and input. Input and improvements are provided by the validator in Table 6.

Tabel 6. Validator Revision Results

No	Validation	Input	Repair
1	Media	Fix the image on the cover so that it is clear and does not overlap.	Improved the image on the cover so that it is more transparent and does not overlap.
2	Material	Add an arrow to the picture of the decorative motif as a focus for explaining the motif.	Add arrows to the motif image to clarify the focus on the motif explanation.

Before Revision　　　　　　　　　　　　After Revision

Figure 2. Media Design Revision

Before Revision　　　　　　　　　　　　After Revision

Figure 3. Material Design Revision

Sixth, the product testing stage. After the product has been revised according to the direction of the research validator, this stage is ready for small-scale trials. The small-scale trial involved 6 fifth-grade students at SDN 01 Grobogan. The product trial stage was done by pretest and posttest so that researchers could compare learning results more accurately before and after using the Indonesian educational digital magazine development product. Researchers provided teacher response questionnaires to determine teacher responses regarding educational digital magazine media from the archipelago in fine arts learning. Small group product trial results is show in Table 7.

Tabel 7. Small Group Product Trial Results

Action	Average	Lowest Score	Highest Score	Number of Completed Students	Percentage Description
Pretest	63.3	60	75	2	33.3%
Posttest	81.6	70	90	5	83.3%

Based on Table 7, the small-scale trial obtained learning results that experienced significant changes and increased in the regional decorative material carried out in the pretest and posttest actions.

The number of students who completed the pretest was 2 students out of 6 students or obtained 63.3, while in the posttest, the number of students who completed it was 5 out of 6 students or obtained 81.6 with a difference of 18.3. Researcher data shows that there is an increase in fine arts learning outcomes on regional decorative material before and after using educational digital magazine development products from the archipelago in learning.

Seventh, product revision stage. At this stage, the product has been tested on a small scale; the researcher receives information from the teacher response questionnaire, which contains the weaknesses and deficiencies in the development product. The suggestions are used to improve the development product so that it is effective. Development products that have been improved can be tested for their effectiveness when using the development product. Researchers tested the effectiveness of the development product using a response questionnaire with a Guttman scale with alternative answer choices of yes and no for respondents to choose, namely teachers and students, by ticking. The results of the teacher response questionnaire can be seen based on the categories in the assessment as show in Table 8.

Tabel 8. Assessment Category

No	Percentage	Category
1	86% - 100%	Very good
2	76% - 85%	Good
3	60% - 75%	Enough
4	55% - 59%	Not Enough
5	≤54%	Very Less

Based on Table 8, the results of the teacher response questionnaire on the product development of Indonesian educational digital magazines obtained a percentage of 100%. It was concluded that this development product effectively improved student learning outcomes on regional decorative materials.

Eighth, use the trial stage. At this stage, researchers carry out large-scale trials after revising the product. The large-scale test involved all class V students at SDN 01 Grobogan, totaling 36 students. Testing product development for Indonesian educational digital magazines on decorative material to determine the effectiveness of the media through student fine arts learning outcomes. The product trial stage was done by pretest and posttest so that researchers could compare learning results more accurately before and after using the Indonesian educational digital magazine development product. Researchers provided teacher response questionnaires to determine teachers' responses regarding Indonesian educational digital magazine media in fine arts learning. Large group product trial results is show in Table 9.

Tabel 9. Table of Large Group Product Trial Results

Action	Average	Lowest Score	Highest Score	Number of Completed Students	Percentage Description
Pretest	60.2	40	80	8	22.2 %
Posttest	91.1	70	100	33	91.6 %

Based on Table 9, the large-scale trial obtained learning results that experienced significant changes and increased in the regional decorative material carried out in the pretest and posttest actions. The number of students who completed the pretest was 8 students out of 36 students or obtained 60.2, while in the posttest the number of students who completed it was 33 out of 36 students or obtained 91.1 with a difference of 30.9. Researcher data shows an increase in fine arts learning outcomes on regional decorative material before and after using educational digital magazine development products from the archipelago in learning. With these results, the researcher continued with statistical data analysis techniques by testing hypotheses using the Independent Sample t-test by first carrying out a normality test.

In research into the development of learning media for educational digital magazines in the archipelago, researchers developed the Borg and Gall model only up to the 8th stage because product development research only reached the stage of testing the effectiveness and suitability of the media and there were limited time and cost factors to carry it out to the production stage.

Discussion

The researcher carried out developments in the research, which resulted in the development of a flipbook-based magazine with Indonesian content on regional decoration material for fifth-grade elementary school students. Flipbook-based magazine development product with Indonesian content to improve student learning outcomes in regional decorative material for class V elementary schools by using

more interactive learning media. Technology can be used to create learning media or make it easier to use learning media. Developing learning media that is adapted to students' characteristics and conditions requires appropriate learning strategies so that learning can run effectively and efficiently. Learning media is a means of learning used to achieve learning goals effectively and efficiently (Hadiyanti, 2021; Sugiarto & Mujiyono, 2020). The use of digital-based learning media in the world of education is expected. Teachers must provide innovation in learning media now and in the future to help students improve learning outcomes effectively. Flipbook-based magazine media with Indonesian content developed by researchers according to the nature of the problems found. Magazines are a medium used to interact with two or more users in printed form (Rahayuningsih & Setiawan, 2023; Wati et al., 2021). The magazine development product used is digital-based, or called E-Majalah, which can be used periodically in the learning process. Flipbook is a media designed to help teachers learn by creating online book forms (Mohamed et al., 2023; Setiyani et al., 2022). Researchers designed the development product digitally to make it easier for teachers and students in the learning process on regional decorative materials.

This aligns with research that found in the first cycle, 10 students with excellent qualifications exceeded 66% in the learning achievement level (Adawiyah & Farhatunnisa, 2021). Then, in the second cycle, all 13 students' qualification abilities increased to an average of above 69.3%. This research can significantly improve early childhood learning outcomes so that each student's learning motivation increases in each lesson using magazine media. Another research was show that the quality of the media that has been developed is very good with the Pop-Up Book media with Balinese decorative motifs, with an average of 5 in terms of material and 4.70 in terms of media (Rama & Antara, 2022). The students' response to the developed Pop-Up Book media was very good, with an average of 4.57. So, the Pop-Up Book media developed is acceptable and suitable for use as an SBdP learning media. Another research results showed that group A students' reading comprehension skills were better than group B's (Fauzia & Kelana, 2020). The research concluded that the Learning Start With A Question (LSQ) learning model and Online Magazine Media affected improving reading comprehension skills.

The researcher has a different innovation, namely the product of developing a flipbook-based educational magazine with Indonesian content on regional decorative material for fifth-grade elementary school students, which is a solution to problems at SDN 01 Grobogan. This flipbook-based educational magazine with Indonesian content on regional decoration material for class V students is a medium that takes advantage of today's digital sophistication. This is in line with research which states that in education, technology can be used to learn so that learning objectives can be achieved as desired (Sumarmi et al., 2021). Learning activities that use technology can make it easier for students to understand learning and improve student learning outcomes because they can make it easier for students to learn. The learning given to students must arouse student interest so that students have enthusiastic participation in teaching and learning activities (Nisa et al., 2023; Pikhart et al., 2024).

Rapid technological progress recognizes the loss of original regional culture. Educational magazine development products are developed concerning the archipelago. Current technological developments require learning media that contains the Indonesian archipelago. Students will become part of a society that has culture. Culture and language are something that cannot be separated from each other in society. The archipelago is a national identity that must be introduced (Getenet et al., 2024; Suwarti et al., 2020). Flipbook-based educational magazine media with Nusantara content on regional decoration material for class V students has pictures of attractive regional decorations in the archipelago in the magazine. Other study stated that learning media is very important to help students acquire new concepts, skills, and competencies (Hasan, 2021; Pikhart et al., 2024). Flibook-based educational magazine media with Indonesian content on regional decoration material for class V students helps improve learning outcomes. Media is the main thing in learning to make students active. Teachers also have limitations in delivering material, so learning media acts as a means to improve student learning outcomes learning.

The results of product research on the development of a flipbook-based educational magazine with Indonesian content on regional decorative material for fifth-grade elementary school students. This development product can improve student learning outcomes and make it easier for teachers to convey material on regional decorations. Media development can help students understand the concept of regional decorative material in elementary schools. The researcher provides suggestions so that educational digital magazine learning media products from the archipelago can be further developed and used as a reference in subsequent media development research.

4. CONCLUSION

The development of a flipbook-based magazine with Indonesian content on fine arts lesson content with regional decorative material for class V SDN 01 Grobogan can be concluded to be developed in

accordance with teacher needs and student needs to improve student learning outcomes, which are designed by utilizing digital technology. The level of appropriateness of flipbook-based magazine media containing Indonesian content has been tested by the entire validator team consisting of material experts and media experts as shown by the research results of material and media experts according to the criteria of being very feasible. A teacher response questionnaire supports the feasibility of flipbook-based magazine media with Indonesian content. The results of the effectiveness test from the usage trial were seen from the pretest and posttest results on a large scale with the number of students who completed the pretest and posttest. The conclusion from the results of this research shows that through the development of a flipbook-based magazine with Indonesian content, there has been an increase in learning outcomes in understanding regional decorative material for class V students so that it is classified as good and effective.

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