

DEVELOPMENT OF THE E-BOOK MEDIA IN LEARNING ENGLISH READING SKILL FOR CLASS VIII AT SMP PGRI BAKUNG

Miftakhul Naim¹, Ahmad Saifudin², Siti Rofi'ah³

¹English Language Education Universitas Nahdlatul Ulama Blitar

²English Language Education Universitas Nahdlatul Ulama Blitar

³English Language Education Universitas Nahdlatul Ulama Blitar

[1 miftakhulnaim089@gmail.com](mailto:miftakhulnaim089@gmail.com), [2 saif.ahmadcoretaandinding@gmail.com](mailto:saif.ahmadcoretaandinding@gmail.com),

[3 sitirofiah.unublitar@gmail.com](mailto:sitirofiah.unublitar@gmail.com)

ABSTRACT

The research carried out by the researcher aims to describe and understand the process of developing ebook teaching media as learning reading media, especially in English language learning in class VIII semester 2 and also to determine the results of ebook media development in class VIII PGRI Bakung Junior High School, in accordance with the source of the problem that has been found, the limitations of learning media that result in students being less enthusiastic in participating in learning. This research is a qualitative study, the data collection technique used in this study is a saturated sampling technique with a sample of 12 students consisting of 5 boys and 7 girls, this study uses the ADDIE development model, this model was chosen because it is in accordance with the media development carried out by researchers. The instruments used in this study were questionnaires from media experts, material experts, and student response questionnaires. Based on the responses, the development of ebook media is quite effective, calculated from the validation of media experts showing a score of 85.0% from material experts and 97.5% from content experts. Meanwhile, the student response score was 89.5%. This shows that ebook learning media is suitable for use in learning.

Keywords: Reading Skill, Ebook, English learning

ABSTRAK

Penelitian ini bertujuan untuk mengetahui proses pengembangan media pembelajaran ebook sebagai bahan pembelajaran Bahasa Inggris di kelas VIII semester 2 dan juga untuk mengetahui hasil pengembangan media ebook di kelas VIII SMP PGRI Bakung, sesuai dengan sumber masalah yang ditemukan, yaitu keterbatasan media pembelajaran yang mengakibatkan siswa kurang antusias dalam berpartisipasi dalam pembelajaran. Penelitian ini merupakan penelitian kualitatif, teknik pengumpulan data yang digunakan dalam penelitian ini adalah teknik saturasi sederhana atau sample jenuh dengan sampel 12 siswa yang terdiri dari 5 laki-laki dan 7 perempuan, penelitian ini menggunakan model pengembangan ADDIE, model ini dipilih karena sesuai dengan pengembangan media yang dilakukan oleh peneliti. Instrumen yang digunakan dalam penelitian ini adalah

kuesioner dari pakar media, pakar materi, dan kuesioner respons siswa. Berdasarkan respons, pengembangan media ebook cukup efektif, dihitung dari validasi pakar media menunjukkan skor 85,0% dari pakar materi dan 97,5% dari pakar isi. Sementara itu, skor respons siswa adalah 89,5%. Sesuai dengan hasil data menunjukkan bahwa media pembelajaran ebook efektif dan cocok sebagai media pembelajaran.

Kata Kunci: Keterampilan Membaca, Ebook, Pembelajaran Bahasa Inggris

A. Introduction

Learning media is a form of combination of tools in the world of education. Learning media is a useful intermediary to facilitate the learning process in teacher and student communication. Meanwhile according to Djamarah, Media are tools or teaching materials used to convey messages contained in learning in order to achieve a shared learning goal. Meanwhile, according to Martha, Z. D et al (2018) argue that media from an educational perspective is an important instrument in determining the success of the learning process.

In this study, researchers have conducted observations in class VIII of SMP PGRI Bakung, and have found problems that teaching media is still less innovative and less developed, teachers tend to use makeshift media such as textbooks, worksheets, etc. and where students are only required to listen to the lecture method from the

teacher where students listen and the teacher explains, thus causing students' interest in learning to be less, and the lack of appeal of the media that has not yet developed. This is based on observations made by researchers, including the results of interviews with teachers and students, which were analyzed, and concluded that the lack of innovative learning media and monotonous lecture methods.

To address the problems outlined above, researchers developed more effective and engaging learning media using pre-developed ebooks. The ADDIE method was used in this development, incorporating analysis, design, development, implementation, and evaluation stages, which were tested by media experts and subject matter experts.

The aim of developing this ebook learning media is to understand the process of developing ebook teaching

media as an English learning medium and to assess the results of developing this media at SMP PGRI Bakung.

This research is expected to provide benefits for teachers, students, and general readers, which can open up innovations in ebook media as a motivating learning media facility.

B. Method

The data used in this study are qualitative data. Data collection in this study used a simple saturation technique because the population is quite small, the sample of this study was 12 students, consisting of 7 female and 5 male students. The research location was in class VIII SMP PGRI Bakung. The Research and Development (R&D) method used in this study, the aim of which was to develop ebook teaching media as a learning medium for English learning for class VIII students of SMP PGRI Bakung. The researcher used the ADDIE development model developed by (Sugiyono 2015) which consists of five stages: analysis, design, development, implementation, and evaluation. The researcher chose the ADDIE design method because the

stages align with the researcher's objectives.

This stage aims to develop and describe ebook learning media. The steps are as follows:

1. Analysis

The researcher analyzes the problem. In the problem analysis stage, this stage includes the aim of identifying problems faced by teachers and students. This analysis was conducted through unstructured interviews with eighth-grade students at SMP PGRI Bakung, addressing the problems they encountered. Then, they observed student characteristics, such as their needs and level of English learning. The researcher then evaluated this data to design solutions to the identified problems.

2. Design

In the design stage, the objectives are included as the starting point for designing ebook media, as explained by the researcher who designs the media being developed, then carries out the evaluation stage as the stage for determining whether the media that has been developed is in accordance with the needs and is suitable for use.

3. Development

The product development stage will evaluate and obtain feedback from the

experiment conducted by the researcher. Before continuing to the next stage, the first media revision will be continued with development.

4. Implementation

The developed learning media can be tested/implemented with students in class VIII at SMP PGRI Bakung. The implementation stage can show whether the media is suitable for implementation or not. The next step is to revise product deficiencies if any are found.

5. Evaluation

If there are deficiencies in the media, it needs to be evaluated or redesigned.

The following are the stages of developing ebook media based on the ADDIE method:

1. The materials used by the researcher are limited to English, with student learning outcomes in accordance with the curriculum (CP).
2. The ebook can be accessed using a link or PDF.
3. The research subjects are eighth-grade students at SMP PGRI Bakung.
4. The research location is SMP PGRI Bakung.

C. Research Results and Discussion

1. Experimental Design

The initial development process was tailored to the needs of teachers and students. After determining the research object, the researcher conducted the following experiments:

a. Validation by Material Experts and Media Experts:

Bagus Waluyo, M.Pd, a lecturer at Nahdlatul Ulama University Blitar as a media expert and a media expert, and from material expert Nuri Anisa, S.Pd., an English teacher at SMP PGRI Bakung. The validation was conducted without revision and was suitable for testing as a learning medium.

b. Respondent or Student Experiments:

The product could proceed to the testing phase with students. The researcher used a saturated sampling technique in data collection because the number of respondents was less than 30. The response sheet was adjusted to the needs of students and teachers regarding the developed ebook media.

The procedural process above aligns with the development stages developed by ADDIE.

2. Research Subject

The subjects in this study were all respondents asked to participate in the sample, with the aim of obtaining data on the effectiveness of ebook media. The subjects in this study consisted of: 1 media expert, 1 material expert, and 12 students as respondents. This research used a saturated sampling technique, (Sugiyono, 2019), saturated sampling is a sample selection method by taking samples from all members of the population.

3. Data and Data Sources

This study used qualitative data. Data collection used a simple saturation technique due to the relatively small population of less than 30 respondents. The data collection technique was as follows:

1. Observation

The researcher observed the problem to be addressed, using an observation sheet addressed to teachers to determine how the learning process was taking place and any obstacles encountered.

2. Questionnaire

This questionnaire was used by the researcher to collect data and was calculated using the Linkert scale formula based on the results of the questionnaires distributed by the researcher to teachers and students, as well as validation by material experts and media experts.

3. Documentation

Documentation consists of images presented by the researcher to support data collection.

To calculate the data obtained, the researcher measured the instrument's reliability using data from subject matter experts and media experts. Reliability and validity tests in this research used Arikunto's theory (Riyadi 2021).

Table 1. percentage of Validity

Achievement Percentage	Interpretation
76 – 100%	Very Valid
56 – 75%	Valid
40 – 55 %	Less Valid
0 – 39%	Very Less Valid

Table 2. Reliability Criteria

Achievement Percentage	Interpretation
80– 100%	Very Realiability
60 – 79%	Reliability

40 – 59 %	Quite Reliability
0 – 39%	Less Reliability

10	The use of the media is easy to understand	100%
-----------	--	------

4. Data Presentation

The results of the research and development of ebook media in grade VIII of SMP PGRI Bakung are as follows:

Table 3. Media Validation Result

No	Indicator	Total Score Percentage
1	Media according to the curriculum	75%
2	Media in accordance with learning objectives	100%
3	The media is appropriate to the material	75%
4	The combination colors and images is clear and appropriate to the learning material	75%
5	The media display is attractive	100%
6	The design use is clear	75%
7	The media developed can be use by teacher and students	75%
8	The instruction in media are clear	100%
9	The media use facilitates teaching learning English	75%

Based on the results of the media expert validation above, it can be said that ebook media has a validity level of "Very Valid". The results of the media expert's assessment of percentage of 85.0%.

Table 4. Material Validation Result

No	Indicator	Total Score Percentage
1	The content of material is in accordance with the curriculum	100%
2	The material is appropriate for the learning English	100%
3	The content of material aligns with students understanding	100%
4	The learning objectives and benefits are clearly communicated	75%
5	The material is easy to understand	100%
6	The material aligns with learning English	100%
7	The material contains clear examples use	100%

8	The ebook is appropriate for the material	100%
9	The material is clearly presented	100%
10	The material is to esy to understand	100%

The media validation results showed a "Very Valid" validity level, based on an assessment of 97.5%.

Table 5. Students Response Result

No	Indicator	Total Score Percentage
1	Attractive media display	48%
2	The display is suitable and students can easily learn	44%
3	Design not monotouns making it engaging	50%
4	media does not make it easy to get bored	51%
5	Media makes students active	45%
6	Tmedia encourages students to actively	45%
7	The material contains clear examples use	46%
8	Material is easy for students to understand	49%
9	The material is clearly understood	50%

10	The material is to esy	46%
-----------	------------------------	-----

The response quisstionaire results showed a "Very Decent" , based on an assessment of 97.5%.

D. Discussion

This research is a research and development (R&D) using the ADDIE model with the following stages: 1) Analysis, 2) Design, 3) Development, 4) Implementation, and 5) Evaluation. Research & Development (R&D) is a stage of media development or a procedure for improving existing media (Zakaria, 2020).

Based on the description above, the researchers designed an ebook to function as a good and effective learning medium for teachers and students. The researchers analyzed the problem, selected and evaluated the material, determined the design, and then went through the evaluation stage. Further development and evaluation of the product were carried out. Implementation was carried out through trials and evaluation, if necessary.

The results of the ebook media based on the media expert's value

obtained a validity level of "Very Valid", with a percentage result of 85.0%, and how appropriate the material presented was to the learning media created, a score of 97.5% was obtained in the "Very Valid" category and the material could be declared appropriate. Based on student responses, the score was 89.5%, which means "Very Good."

Researchers have also conducted similar research, demonstrating that using ebooks can increase student motivation and learning outcomes, as stated "Natalina Asi (2023) in her research entitled *"Development of Illustrated Electronic Books of English Folk Tales to Support Local Wisdom-Based Narrative Text Learning"*. The result showed that the product design has met the feasibility standardization in terms of media form, material content, and language use. As well as previous research from "Rini Setyaningsih (2017)" entitled *"Multimedia E-book Development on Narrative Text Material for High School Students"*. The results of the usability test reviewed from the learning motivation of students obtained from 50 students in the large group trial who filled out the questionnaire after using

multimedia e-books were 84.4% with a very good category.

E. Conclusion

The following conclusion obtained : 1) the process of using media ebook has received many positive responses, 2) in the process of learning and teaching English, especially in increasing knowledge of english learning, 3) the results obtained in developing this ebook media obtained effective results, this is proven by the assessment results based on expert validation, 85.0% came from media experts and 97.5% from material experts. the product category is "Very Valid" category as a media complement, student responses were 89.5%. This shows that the development of ebook media has proven to be effective.

REFERENCE

Abbas, E. W., Rusmaniah, R., Rival, M., Yusup, Y., & Maulana, M. (2021). Training in Making Learning Media in The Form of Attractive Photos for Teachers to Increase Student Learning Motivation At SMPN 7 Banjarmasin. *The Kalimantan Social Studies Journal*, 3(1), 27-35.

- Ambarwati, C. P., Laila, F. N., & Marlisti, M. M. (2022). Pendampingan Pembuatan Media Pembelajaran Berbasis Ebook Untuk Pembelajaran Jarak Jauh. *Community Development Journal: Jurnal Pengabdian Masyarakat*, 3(3), 1921-1923.
- Arifin, M. B. U. B., Rindaningsih, I., & Kalimah, S. (2021, February). Development of Smart Play Wheel Learning Media to Improve Student Learning Outcomes in Islamic Elementary schools. In *Journal of Physics: Conference Series* (Vol. 1779, No. 1, p. 012049). IOP Publishing.
- Arikunto, S. (1998). Pendekatan Penelitian. *Jakarta: Rineka Cipta*.
- Arikunto, S. (2006). Prosedur penelitian tindakan kelas. *Bumi aksara*, 136(2), 2-3
- Asi, N., & Fauzi, I. (2023). Pengembangan eBook Bergambar Cerita Rakyat Berbahasa Inggris untuk Mendukung Pembelajaran Teks Naratif Berbasis Kearifan Lokal. *Jurnal Pendidikan Bahasa*, 12(1), 61-81.
- Aziz, M. R., & Devi, W. S. (2024). Membangun Pilar Bahasa: Metode Efektif Memperluas Kosakata Bahasa Inggris pada Siswa Sekolah Menengah Pertama. *SEMNASFIP*.
- Fadilah, A., Nurzakayah, K. R., Kanya, N. A., Hidayat, S. P., & Setiawan, U. (2023). Pengertian media, tujuan, fungsi, manfaat dan urgensi media pembelajaran. *Journal of Student Research*, 1(2), 01-17.
- Fathanudien, A., & Maharani, V. (2023). Perlindungan Hukum Hak Cipta terhadap Buku Elektronik (E-Book) di Era Globalisasi. *Logika: Jurnal Penelitian Universitas Kuningan*, 14(01), 52-63.
- Harahap, W., Siregar, L. N. K., Putri, N., Harahap, A. O., Sitompul, B. S., Rangkuti, K. H., & Sabrin, T. (2025). THE BENEFITS OF MULTIMEDIA LEARNING ON THE QUALITY OF UNDERSTANDING OF ELEMENTARY SCHOOL STUDENTS. *Journal of Quality*

- Islamic Education Research, 2(1).
- Kuantitatif, P. P. (2016). Metode penelitian kuantitatif kualitatif dan R&D. *Alfabeta, Bandung*
- Maulidiyyah, A., Nafiah, N., Hartatik, S., & Rahayu, D. W. (2021). Development of Dakon game interactive E-Book media to improve mathematics learning outcome of elementary school students. *Education and Human Development Journal, 6(2)*, 88-101.
- Nurfadhillah, S., Ningsih, D. A., Ramadhania, P. R., & Sifa, U. N. (2021). Peranan media pembelajaran dalam meningkatkan minat belajar siswa SD Negeri Kohod III. *Pensa, 3(2)*, 243-255.
- Nur, L. C. N. (2024). Rekonstruksi buku ajar berbasis kurikulum merdeka: Pengembangan E-Book Bahasa Inggris Berbasis Nilai Budaya untuk Fase E. *EDUSCOPE: Jurnal Pendidikan, Pembelajaran, dan Teknologi, 9(2)*, 10-23.
- Puspitasari, A., & Rakhmawati, L. (2013). Pengembangan e-book interaktif pada mata kuliah Elektronika Digital. *Jurnal Pendidikan Teknik Elektro, 2(2)*, 537-543.
- Pratama, P., Malalina, M., Yenni, R. F., Pitriani, P., Mulyani, D. D., Trilestari, K., ... & Tarmihim, T. (2022). Pelatihan dan Pendampingan Pengembangan E-Book Sebagai Media Pembelajaran Interaktif untuk Peserta Didik Tunarungu. *Jurnal Pengabdian Kepada Masyarakat Nusantara, 3(2)*, 676-681.
- Restiani, R., Tisnasari, S., & Hilaliyah, T. (2022). Pengembangan Media Pembelajaran E-Book Berbasis Multimedia Interaktif Untuk Melatih Kemampuan Membaca Pada Peserta Didik Kelas IV Di Sekolah Dasar. *Pendas: Jurnal Ilmiah Pendidikan Dasar, 7(2)*, 274-288.
- Riyadi, A., & Sulaiman, I. (2021). The Effect of Traditional Games Gobak Sodor and Bentengan to Improvement Physical Fitness Students Elementary School. *Gladi: Jurnal Ilmu*