Development of "Love the Motherland" Digital Storybook for Early Childhood

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Article Information

ABSTRACT

The rapid development of the flow of globalization makes it easier for cultures from abroad to enter Indonesia and makes it possible for future generations to forget their own culture, including early childhood, which is the nation's next generation. Therefore, it is necessary to have a learning media for early childhood instilling the character of love for the homeland, namely through the medium of digital love story books for the homeland. The purpose of this development is to introduce ways to love the homeland and also to instill the character of love for the homeland in children from an early age. This research uses the R&D (Research and Development) method with the ADDIE development model. This digital storybook media was tested by material experts, media experts, teachers, and guardians of PAUD Nusa Indah students. The results of the assessment of media experts were: 90% (very valid), material experts 95% (very valid), teachers and parents 98% (very valid). Based on the results of the assessment, it shows that digital story books are very good as a medium for early childhood learning in instilling the character of love for the homeland.

1. INTRODUCTION

Advances in science and technology today indirectly open the door to foreign cultures to influence the culture and noble values of a nation. One example of a foreign culture that can affect society is the instant and modern lifestyle. Finally, a nation, especially the Indonesian nation, has forgotten the value of local wisdom that is polite, gentle, religious, tolerant, polite and courteous, which is the character and characteristic of the Indonesian nation [1].

There are several countries that play an active role in introducing their culture in the era of globalization, including India introducing Bollywood films, Korea producing K-Pop stars, Japan producing various anime, and so on [2]. To solve the various problems caused by a nation that does not know its own country, it is necessary to introduce character education related to love for the homeland to foster a sense of love for the homeland in a person.

The character of love for the homeland is one example of the nine pillars of character education proposed by Ratna Megawangi [3]. Love of the homeland character education can be said to be an effort that influences one's attitude to care for each other, respect each other, have a fighting spirit, and be willing to sacrifice himself to create national unity [4]. There is an opinion that says, "Without character, there is only a failed life in a person." Therefore, every parent wants to educate children according to their customs and culture so that they are accepted in society and succeed in life [5]. The success of a character is certainly accompanied by an attitude that is able to respect the nation, love others, and be responsible. Therefore, it is very important that positive characters, especially the character of love for the homeland, are formed and taught in early childhood so that children are able to get used to being positive in daily activities.

The character of love for the homeland has several important indicators that must be introduced to early childhood, including love for products made by the nation's children or buying domestic products; love for environmental cleanliness and security of a nation; advancing the nation by being diligent in studying; and understanding each other's wealth. Each region of the archipelago does not damage the natural beauty, knows local culture, knows national songs, knows folk songs, and is proud of tourism in Indonesia [4]. From this indicator, the researcher developed a digital storybook with a big theme of love for the homeland and three sub-titles for the story, namely: buying batik, playing traditional games, and learning traditional dance.

The number of foreign cultures that enter without any filtration has resulted in many children forgetting their own national identity. Society, especially parents and educators, also likes the lifestyles of foreign cultures. This has a very bad impact on children who live at an early age. Children aged 4 to 6 years have the characteristics of imitating the adults around them, be it in words or actions, such as imitating the style of appearance, modern lifestyle, or procedures for responding to problems in everyday life [6].

Children who do not know the character of love for their homeland are characterized by difficult to control emotional changes, resulting in individuals who are irritable and easily offended, not good at controlling their passions, so they do anything without considering the consequences on themselves and those around them, have a brutal spirit, like liking to do something. who causes damage to buildings, houses, and vehicles while acting as a demonstrator and likes to say negative things, is rude during demonstrations, and so on [1].

According to research, more than 48% of today's children are not familiar with national and regional songs, show lack of appreciation during flag ceremonies, do not like goods made from domestic products, and many young people follow the lifestyles of foreign artists country [7]. If conditions like this are not handled quickly, it is feared that children will be blind to the nation's moral values and the wealth that exists in their own country, which can

result in a lack of understanding of the character of love for the homeland. Therefore, it is necessary to introduce the character of love for the homeland to children from an early age so that they are able to give birth to the next generation of the nation who are proud of the culture and existing wealth and behave in accordance with the values and norms of Pancasila.

There are many ways to instill the character of love for the homeland in early childhood, namely through educational videos, printed story books, digital story books, and others. Early childhood learning strategies by involving books as media can develop the ability to think, imagine, and change children's behavior [8]. Children have an interest in books that have an element of balance in the illustrations and context of the book's contents [8]. With this balance, it is not only able to attract children's interest but is also able to influence children's cognition so that children can receive information messages faster than normal. A good context instilled in children from an early age is a context with a story with a background in local culture [9].

Storybooks are picture books that contain stories about everyday life or stories of imagination and also have life values in them in a way that is smooth and doesn't seem too forced [10]. Storybooks that are specifically for children after an early age are usually packaged or made with interesting, colorful pictures and short stories but have lessons in them. While audio-visual media is defined as a learning tool used by educators in conveying a material where this tool can be heard and can also be seen by students, media like this are usually more interesting to students because they involve two senses to pay attention to it, namely the eyes and ears [11]. So digital audio-visual storybooks are story books whose story content is taken from real life or imaginative stories that can display interesting pictures and sounds that can be heard (can be seen and heard), and in which the audience can take life values. the reader. The benefits of this audio-visual digital story book are that it can improve and stimulate language development, listening and listening skills in children from an early age.

Character is an experience and education that can improve the ability of a person as a measuring tool that can manifest the attitudes, thoughts, and behavior of a person [12]. The character possessed by each individual is an internalization or process of instilling values from the outside to form a personality that is owned by the individual. If in the process of internalizing, the values from the outside are good, then the individual will have good behavior and character, and if vice versa, it will affect the character and behavior of the individual. Meanwhile, love for the homeland is a person's behavior in presenting appreciation and concern based on a sense of patriotism and willingness to sacrifice for the sake of the country. Behavior that reflects the attitude of the homeland, such as loving domestic products, knowing the territory in the country, being diligent in studying for the achievement of the nation's ideals, and many other [4]. So the character of love for the homeland is a person's character, attitude, and behavior that reflects or demonstrates his love for the nation and country, such as buying domestic products, mutual respect between tribes, studying hard, memorizing national and regional songs, preserving regional games, and so on.

Character planting in children can be done by using digital storybooks based on audio-visual media, such as research conducted by Ni Ketut Sumiati that using digital storybooks can stimulate children's empathy skills [10]. Then there is also research conducted by Nathania about digital story books to instill moral values in children aged 4 to 6 years. The results of this study say that digital story books are effective and useful in instilling moral values in children who have an early age [13]. And the research carried out by Lucia about digital picture story books to increase the character of responsibility in children, obtained the results that this digital picture story book can help children improve the character of responsibility that is in them and is also worthy of being used by the teacher in the process of learning activities in class [11].

With technological advances that make it easier for humans to do many things as they used to do in real life, then switch to virtual life or the digital world [14], Researchers develop digital storybook media with the aim of helping improve aspects and also the characters possessed by children. This digital story book can be used anywhere and anytime by children or by parents. This digital story book is also useful for teachers in the process of teaching activities when at school because with the media, this digital story book will attract more children's attention. The media is also feasible and effective used by teachers to improve aspects, characters, and others in children. Therefore, the solution that can be given to this problem is by developing a media/teaching material that can be used by educators to instill the character of love for the homeland in early childhood in the form of digital story books, in which there are stories and pictures. -pictures that will be able to give an idea to early childhood about the character of love for the homeland. This digital story book is very easy for every user to use because it is very practical to carry and use.

2. RESEARCH METHOD

At this stage of development, researchers use the R&D method, which is a research model that can be used to develop and produce a product whose effectiveness will be tested by other people who are experts in their fields [15]. R & D research includes a step or process in developing a new product that will be made and can improve existing products, such as software, hardware, and other products [16].

This development research will be carried out using the ADDIE model (Analysis, Design, Develop, Implement, Evaluate). This research develops a product, namely a digital storybook, to instill the character of love for the homeland in early childhood. In this study, the media will be tested by an expert (media expert), linguist, and PAUD expert. In the process of making media through the ADDIE model, they are as follows :

a. Analysis

This stage is carried out to find out and also get information about the problems that occur in PAUD Nusa Indah Pulau Untung Jawa and the problems that exist in PAUD, namely the lack of learning media for learning activities in the classroom so that it does not motivate children to improve their learning methods, and the love of students, which is still lacking in their own country, for example, when students play games that come from abroad, so the

right solution that can be given by researchers is to create a digital storybook application with the theme of love for the homeland to increase students' enthusiasm for learning and to introduce and instill the character of love for the child.

b. Design

At this stage, the researcher will design the media by issuing ideas that are in accordance with the needs needed in the field. The first step is to create a scenario or story with the aim that the message contained in the story can be conveyed and received well after the scenario creation is complete. The next thing to do is make a story board for the plot of the story. So that the storyline, characters, setting of place and setting of time in the scenario have been made to blend in as well as possible.
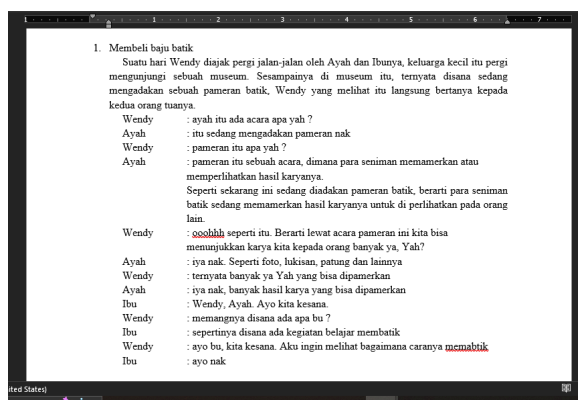

Figure 1. Scenario creation

c. Develop

That is the stage of developing what was previously designed in the story board and then continuing with character creation for each character in the scenario that has been made. This character creation uses the Medibang Paint application. MediBang is a software that is able to create designs such as illustrations, cartoons, and other works of art that can be used for a project. In the MediBang Pain application there are many features, such as a choice of brushes for coloring, various color choices, fonts that have many types, various final result storage options, and other features available in the MediBang Pain application to create a work of art [10]. After the character and background process is complete, the file will be saved as JPG (Join Photographic Group) or PNG (Portable Network Graphics) data. The next step is to create a digital storybook using Power Point. This application is used for the process of making digital storybooks, adding conversation bubbles, adding voice, and adding a little movement to the characters in it. It doesn't stop here. The next step is that the PowerPoint that is ready and saved will be converted using the iSpring Suite 9 application.

After that, what is done is the creation of a digital storybook application using the Website 2 APK Builder Pro application.
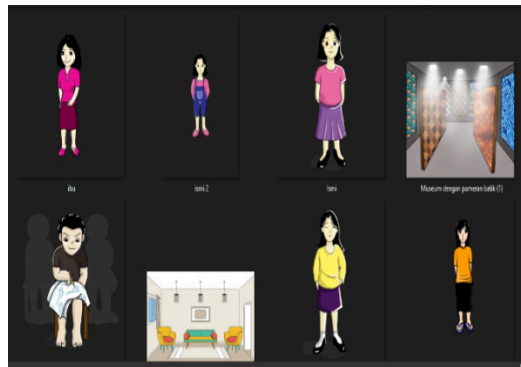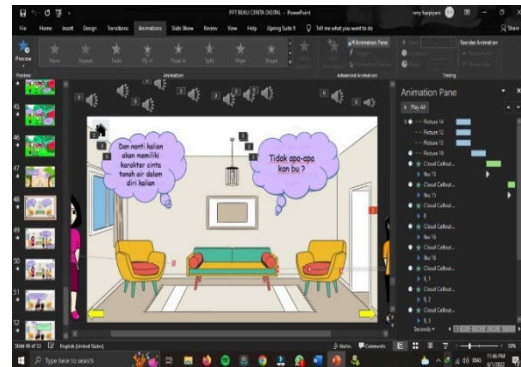

Figure 2. Character creation in stories

Figure 3. The process of making story books in the PPT application

Figure 4. The process of making a digital storybook application

d. Implement

After the developed media has been completed and finished, the next step is to carry out trials carried out by experts, namely media experts and material experts. Experts will assess whether the developed media is feasible or not to be disseminated. The following are the details of the validation instrument indicator data:

Table 1. Indicators of Validation Instruments

Validator Instruments	Rating Indocator	Validator
Media Expert	a. Media Presentation b. Full View c. Voice Programming d. Use	Isa Faqihuddin Hanif, M.M.S.I (UHAMKA Engineering Faculty Lecturer)
Material Expert	a. Media Suitability b. Visual Display c. The Benefits d. Language	Khusniyati Masykuroh, M.Pd (UHAMKA FKIP Lectirer)
Nusa Indah PAUD Teacher	a. Materials and Learning b. Story Presentation c. Systematic d. Media	3 Teacher
Nusa Indah PAUD Student Guardian	a. Story Presentation b. Systematic c. Media	15 Student Guardian

Products that have been validated will be applied directly to students, parents, and teachers. Then parents and teachers will also provide an assessment of the product through a questionnaire. If the assessment given gets a positive response, then the product is feasible to be used as a child's learning medium. Suggestions and also input from the validators on the product will be a benchmark for developers in improving or revising the product so that it will produce an even better product. Experts, parents, and teachers of PAUD Nusa Indah Untung Jawa Island will provide an assessment with the following criteria:

Table 2. Media Rating Criteria

Jawaban	Skor
Very Less	1
Not Enough	2
Pretty Good	3
Good	4
Very Good	5

Then the sum of all validation results received by validators, teachers, and parents is added up, and finally the presentation results are averaged. As in the formula below, which uses the conversion level of achievement with a questionnaire score indicator [17].

Table 3. Validation Level Category

Percentage	Validation Level
0% - 20%	Very Less
21% - 40%	Not Enough
41% - 60%	Pretty Good
61% - 80%	Good
81% - 100%	Very Good

e. Evaluation

This stage is carried out by researchers to analyze products that have been made or created. Evaluation is the last step to provide an assessment of the product that has been developed.

3. RESULTS AND DISCUSSION

The results of the development of this research are in the form of a digital storybook application with the theme "Love the Motherland" for early childhood. This storybook serves to help children instill the character of love for the homeland in themselves and know how to love their own homeland, especially for Nusa Indah PAUD students. The product in this study was previously validated by several experts, namely media experts and material experts, and then tested limited to early childhood education teachers (PAUD) and student guardians. In this case, the media expert, namely Mr. Isa Faqihuddin Hanif, S.Kom., M.MSI, Lecturer of Informatics Engineering at UHAMKA, and material expert, Mrs. Khusniati Masykuroh, M.Pd, Lecturer of Early Childhood Education at UHAMKA.

The results of the assessment made by media experts show that 90% of this product can be used. This means that this digital storybook application product is very valid. The validation of this media expert assesses the entirety of the developed application, such as judging from the aspect of presentation in the application, image quality, sound/dubbing quality, and the appearance of digital storybooks. Validation by material experts for this product got 95% results, which means this product is very valid. Material expert validation assesses the suitability of the media for young children, the storyline presented, the suitability of interesting images, the suitability of colors in the images, the suitability of the language used for early childhood, children's understanding of the message, the accuracy of dialogue/text with the material, and what other. There are several inputs given by material experts to the developed digital storybook application, and this input will make digital storybooks more feasible to use.

The next stage is limited trials to PAUD Nusa Indah teachers and some PAUD Nusa Indah guardians. The results of the assessment given by PAUD Nusa Indah teachers show that 98% of digital story books are feasible to use, which means that this digital storybook application is very valid. PAUD Nusa Indah teachers assess the application of digital storybooks from the aspect of learning materials, in terms of story presentation, systematics, and media. Meanwhile, the assessment from the parents of PAUD Nusa Indah students showed the same results as the teacher's assessment, namely 98% of this digital storybook

application was used, which means that this digital storybook application is very valid. Parents assess the application of digital storybooks from the aspects of learning materials, systematics, and media.

Table 4. Media Feasibility Test

Responden	Presentase	Keterangan
Media Expert	90%	Very Good
Material Expert	95%	Very Good
4 Early Childhood Teachers From Nusa Indah	98%	Very Good
15 Guardians Of Early Childhood Students In Nusa Indah	98%	Very Good

Based on the results of the assessment that has been carried out starting from experts, teachers and parents, the average results show that the digital storybook application product developed is very good and suitable to be used as a medium for early childhood learning in instilling the character of love for the homeland. Moreover, nowadays, technological developments are becoming increasingly sophisticated, so that it requires early childhood and adults to understand technology [18]**.** So this digital storybook is very comparable to the current development, which demands that early childhood and adults understand technology.
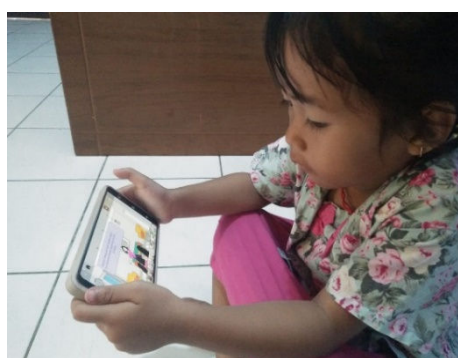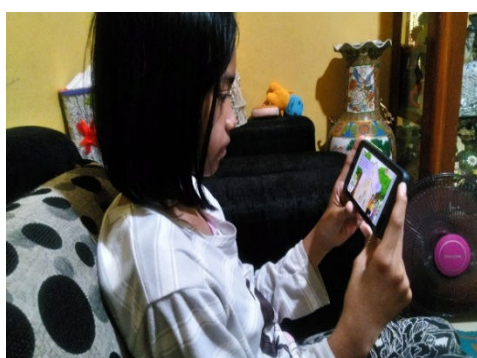
(a)   (b)

Figure 5 (a, b). A child is reading
a digital love story book.

This digital story book really attracts the attention of early childhood because in the book there are charming pictures that can capture the child's heart and the colors that children like [19]. In addition, this digital storybook is convenient to carry and can be read at any time by children. Creative, communicative, and innovative story books can improve cognitive,

language, and critical thinking skills in early childhood [20]. Because with creative pictures it will help children who cannot read to understand the meaning of the picture, so the message contained in it will reach the child well.

There are many benefits contained in digital story books, which can help children improve literacy skills [21], improve children's cognitive abilities and improve children's critical thinking skills k [20], It helps children understand technology [19], and many other benefits for children. Apart from that, utilizing technology as a medium in learning activities for early childhood will help teachers in creating a conducive atmosphere [22], Because by using technology, early childhood will be more interested and focused on learning [23].

The existence of technology-based learning media provides convenience for educators in the process of implementing learning in the classroom [24], from early childhood education to college. The development of increasingly sophisticated technology today can bring negative as well as positive impacts, especially for young children who still do not know the difference between good and bad [10]. Therefore, educators and adults who are around children must continue to monitor and take care of them so that they feel more positive impacts than negative impacts.

This digital storybook is an example of the positive impact of the many positive impacts that can be enjoyed by early childhood because this digital storybook with the theme of love for the homeland will provide knowledge to children about how to love their own homeland and will also instill the character of loving the land. The child has water in him. This digital love story book is an information system for education services for early childhood [18], because this digital storybook provides information to children about how to love their homeland.

In line with research that has been done previously, it was revealed that using digital story books can increase the character of responsibility in students [6], With the existence of this digital story book, it will help children instill existing characters such as love for the homeland, responsible characters, empathetic characters, and others. Digital story books are not only able to instill character in children, but with digital story books they will also help children with adding and improving critical thinking skills. As research that has been done previously states, picture story books can help children improve their critical thinking skills [25]. Thus, this digital story book with the theme of love for the homeland can be one of the learning media for early childhood in instilling the character of love for the homeland, with a display that is in accordance with the development and progress of this era, making this digital story book very popular with early childhood.

4. CONCLUSION

The development of this digital storybook is intended to instill the character of love for the homeland in early childhood, because at this time, the development of globalization is very fast. so that it is possible and easier for foreign cultures to enter Indonesia and make the next generation of the nation forget their own culture. Including early childhood, who

are the nation's next generation, there must be a balanced learning media with the times to introduce and instill the character of love for the homeland in early childhood

One of them is by using digital story books with the theme of love for the homeland. The development of this digital storybook is very appropriate for instilling the character of love for the homeland because it contains many interesting pictures for children, has a variety of colors, and the packaging is in accordance with the times, which is related to technology. Therefore, the researcher developed a product in the form of a digital love story book for early childhood

The development of the love of the homeland digital storybook was declared very valid by the validators, teachers and guardians of students. This digital storybook is worthy of being used as a medium for early childhood learning in instilling the character trait of love for the homeland. This digital storybook received a score of 90% (very valid) from media experts, 95% (very valid) from material experts, and 98% (very valid) from Nusa Indah PAUD teachers and guardians.

In future studies, it is anticipated that stories created for digital storybooks will more frequently feature the character of love for the homeland. It is also necessary to include more subtitles with the theme of love for the homeland, such as traditional games, learning national songs, learning folk songs, and examples that can instill the character of love for the homeland in children.

The limitations of this research are that it is still limited in the concept of animation that is displayed due to limited funds, so further research is hoped to display more interesting animations. Furthermore, the weakness lies in the use of the application. This digital storybook application can only be used by Android users. It is hoped that for further research, the developed application can be used on all devices.

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