Development of Digital Teaching Materials for Procedure Texts with Theme of Malay Culinary Typical Based on Book Creators for Sinar Husni Private Senior High School

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ABSTRACT

This research aims to develop a teaching material product, specifically digital teaching materials, for procedure texts with the theme of distinctive Malay cuisine, based on the Book Creator. This product is expected to improve learning quality. This research is development research or research and development that employs the ADDIE development procedure. The product of this research is digital teaching material for procedure texts with the theme of distinctive Malay cuisine based on the Book Creator for Class XI of Senior High School. The subjects of this research include material expert validators, media (design) expert validators, and Indonesian language teachers of Class XI at Sinar Husni Private High School. The research steps consisted of an analysis, design, development, implementation, and evaluation. The research instruments used in this study included student needs questionnaires, teacher needs questionnaires, material expert validation, media expert validation, pretest and posttest, and responses from subject teachers. The results of this research indicate that the developed digital teaching materials, using the ADDIE procedure, obtained validation results with a "very feasible" qualification, with scores from the material expert validator of 89.6% and the media expert validator of 96.7%. Furthermore, the effectiveness results obtained from the digital teaching materials show good effectiveness, with a subject teacher response score of 93.3% with a "very good" qualification, and the pre-test and post-test of students showed an increase in the average score from 69.8 to 87.6. The Normalized Gain (N-Gain) calculation yielded an average value of 0.59 or 59%, which falls into the "moderately effective" category. Therefore, it can be concluded that the digital teaching material developed in this research is suitable for use by students in the learning process.

Keywords: Development, Digital Teaching Materials, Book Creator, Procedure Text

I.   INTRODUCTION

Education is the most important aspect of building human resources (HR) for the progress of the Indonesian nation and state. Education is also an initial milestone in implementing cultural changes. These changes can be interpreted as improvements and refinements to prevent the worst future possibilities. National education has a vision and mission that can be applied in everyday life. The vision of national education is to realize civil education as a new Indonesian nation and society based on the Unitary State of the Republic of Indonesia in the education process. The mission of national education is a macro-and micro-mission in the long, medium, and short terms that is expected to provide results in the form of educated Indonesian students who refer to the Unitary State of the Republic of Indonesia.(Mulyasa, 2017)

In the learning process, there are two main processes and terms, teaching and learning, in which this term is often used to separate the activities carried out by teachers and students. Teaching can be defined as an activity carried out by teachers to provide knowledge to students, which is often carried out by teachers by giving directions, providing materials through lectures, providing examples, and good role models to students. Meanwhile, learning can be seen where teachers are able to play an active role in channeling various types of information according to the material to be studied, starting from general materials to specific materials. After that, the students will be given the opportunity to apply the material that has been given based on the concept

that has been given previously. This type of learning requires educators to obtain the latest information more actively from students.(Suryani, 2022)

Wijiningsih, Wahjoedi, and Sumami in their research(Wijiningsih, 2017)revealed that in learning activities, there must be several elements, including students, teachers, learning resources, facilities, infrastructure, and others, that are useful for supporting the success of learning objectives. Therefore, teachers are required to prepare teaching materials that are used as learning resources or tools to carry out learning. Lestariningsih (2017) argued that a person must prepare the teaching materials needed during the teaching and learning process before learning begins. Teaching materials are a set of tools that contain systematic learning materials to display competencies that must be learned and mastered by students to achieve learning objectives.(Rizky, 2020)

The design of teaching materials that contain effective learning materials is crucial. Learning materials are key to educators' success. These materials included knowledge, skills, and attitudes. The teacher acts as a facilitator in the learning process, delivering materials that are interesting and easy for students to understand.

The 2013 curriculum contains special competency standards specifically designed to anticipate all needs and changes that may occur during the teaching and learning process. The 2013 curriculum itself is designed with the hope of being able to form competencies in students consisting of attitude and knowledge competencies, so that there are Indonesian language subjects that contain the 2013 curriculum that aims to develop and maximize students' abilities to the maximum point in accordance with the objectives of the lesson designed.(Ardhian & Lubis, 2023)

In Indonesian language lessons, there is one text-based material for grade XI in high school, namely, procedural text. Procedural text was studied based on the 2013 curriculum at the Senior High School (SMA) level. Procedural text contains systematic and sequential steps that aim to inform readers about the procedures for carrying out or using something.

Based on the results of an unstructured interview between the researcher and Mrs. DMR, an Indonesian language teacher at the Sinar Husni Private High School. She said that when implementing the Indonesian language learning process, especially in grade XI, only textbooks that were still in conventional form and printed form/print out were published by the Ministry of Education and Culture (Kemendikbud). Furthermore, Mrs. DMR said that the use of monotonous teaching materials also resulted in a lack of student understanding of the material given if it was only given through printed books, which also resulted in several effects, such as student interest in learning, which became worse and seemed indifferent to learning.

Another problem faced by teachers during learning is the inadequate use of digital media. Mrs. DMR said that teachers rarely use digital media as a companion to teaching materials that can boost students' desire to learn where the use of digital media is also needed to strengthen and maximize learning to achieve the desired learning goals.

Problems have also been identified by researchers. Researchers want to provide solutions and ideas for developing digital teaching materials using a book creator application base that can be accessed by students and teachers. It is hoped that this teaching material will provide positive results for students' learning abilities. In addition, researchers also want to add cultural elements in the form of typical Malay cuisine because there are no teaching materials that raise the theme of typical Malay cuisine.

The underlying factor for researchers to add cultural elements in the form of typical Malay cuisine to the teaching materials to be developed is that many students at school have begun to abandon Indonesian culture. Furthermore, teaching materials that address cultural themes are rare in schools. In addition, teaching materials with the theme of typical Indonesian cuisine, especially typical Malay cuisine, aim to introduce and increase students' love for the culture in Indonesia, especially Malay culture, through typical culinary delights that have begun to be abandoned.

Based on the description of the problems above, the author conducted research entitled Development of Digital Teaching Materials for Procedural Texts with the Theme of Typical Malay Cuisine Based on Book Creator for Class XI of Sinar Husni Private High Schoo*l*.

II.   METHODS

A. Subjects and Objects of Research

The subjects in this development research include several subjects needed, including material expert validators, media expert validators (Design), Indonesian language subject teachers for class XI of Sinar Husni Private High School, and 22 class XI IPS students at Sinar Husni Private High School.

The object of this development research is digital teaching materials for procedural texts on the theme of Malay culinary specialties for grade XI high schools based on the Book Creator application. This study uses the

Research and Development method commonly called development research. According to Sugiyono (2017:297), the Research and Development method is used to produce certain products and test their effectiveness of certain products.

Research and Development in the field of education is a process for developing and validating a product. The research that will be carried out by the researcher is to develop a product in the form of digital teaching materials for procedural texts with the theme of typical Malay cuisine for class XI SMA, with the help of the Book Creator application as teaching materials for the Indonesian Language subject for procedural text material. Subsequently, product validation was carried out by media experts, material experts, and Indonesian Language teachers at Sinar Husni Labuhan Deli Private High School. After validating the product, it will be applied by class XI IPS SMA students, and then the effectiveness of the teaching materials that have been developed will be analyzed so that the feasibility of the product developed can be used as Indonesian Language teaching materials for procedural text material.

B. Development Procedure

The development procedure used in this study was ADDIE research (Analysis, Design, Development, Implementation, Evaluation). The selection of the ADDIE development procedure aims to develop digital teaching material for a procedural text with a Malay culinary theme using book creator application media. The use of the ADDIE development procedure is more appropriate for creating products, is developed systematically, and reaches the trial stage to determine the effectiveness of the teaching materials that have been developed. The steps in this ADDIE research are as follows:
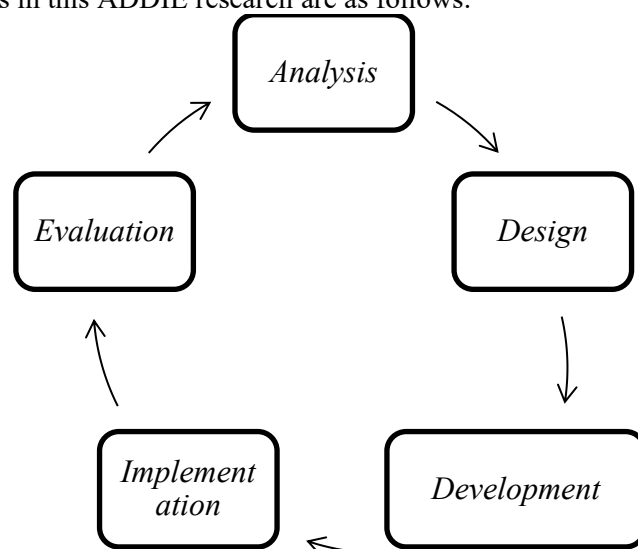

Figure 1. ADDIE Research Steps

C. Data Analysis Techniques

Data analysis techniques are a process carried out by researchers where the research results have been collected and then calculated to obtain the final results or final results of this development research. This development research uses two types of data, namely qualitative research data and quantitative research data. Qualitative research data were obtained through criticism and suggestions given when obtaining the results of needs and validation from students, teachers, and validators. Then, quantitative research data are obtained through the results of the research instruments that have been filled in, and the number of results obtained is calculated.

Product validation instruments were analysed by material experts, media experts (design), and subject teacher response instruments using a Likert scale. According to Sugiyono (2017:134), the Likert scale aims to measure attitudes, opinions, and perceptions toward social events both in the individual and group realms.

III. RESULTS AND DISCUSSION

A. *Research Results.*

This study uses the Research and Development (RnD) method using the Analysis, Design, Development, Implementation, Evaluation (ADDIE) research procedure. This study will produce a learning product in the form of digital or electronic teaching materials with class XI procedural text material with the theme of typical Malay cuisine based on book creators. Before the results of the developed product are implemented, the researcher will conduct a review first, which will be given to material experts and media experts. This aimed to ensure that the developed teaching material products met the criteria for being suitable for use. Furthermore, the researcher will carry out direct implementation on class XI students and ask for direct assessment by subject teachers, the results of which will prove whether the development of this teaching material can improve students' understanding of procedural texts.

Analysis

Table 1. Student Needs Questionnaire

NO	QUESTION	ANSWER		PERCENT (%)	
		Yes	No	Yes	No
1.	Is learning Indonesian procedural text material difficult?	0	22	0%	100%
2.	Does the Indonesian language teacher present procedural text material well so that it is easy for students to understand?	15	7	68%	32%
3.	Are the teaching materials used by teachers varied?	6	16	27%	73%
4.	Are the teaching materials used by teachers able to attract students' interest in learning?	8	14	36%	64%
5.	Can the teaching materials used by the teacher increase your interest in learning procedural texts?	5	17	23%	77%
6.	Are the teaching materials used by teachers easy to learn anywhere?	17	5	77%	23%
7.	Do the teaching materials used by teachers meet students' needs in learning procedural texts?	15	7	68%	32%
8.	Do you need interesting teaching materials to carry out learning such as digital teaching materials, etc.?	18	4	82%	18%
9.	Do you agree with the development of digital teaching materials?	22	0	100%	0%
10.	Are you interested in learning procedural texts using digital teaching materials that will be developed?	22	0	100%	0%

The results of the analysis above show that students experience problems related to the teaching materials used by teachers when carrying out the learning process in class, and students show a need for renewable or innovative teaching materials, which proves that students need the development of digital teaching materials for procedural text materials by raising the theme of typical Malay cuisine based on book creators.

Table 2. Teacher Needs Questionnaire

NO	QUESTION	ANSWER	
		Yes	No
1.	Have you (Teacher) used teaching materials during the learning process?	√	
2.	Have you (the teacher) ever used digital teaching materials before?	√	
3.	Do the teaching materials you (the teacher) use meet the needs for a smooth learning process?	√	
4.	Have you (Teacher) ever known digital teaching materials using the book creator application?		√

NO	QUESTION	ANSWER	
		Yes	No
5.	Have you (Teacher) ever included Indonesian culture in learning, especially in procedural text material?		√
6.	Do you need digital teaching materials for procedural texts on the theme of Malay culinary specialties based on the book creator application?	√	
7.	Are there still students who have difficulty in completing assignments related to procedural text material?	√	
8.	Are you (Teacher) interested in new teaching materials in the form of digital procedural texts?	√	
9.	Are you (Teacher) interested in using digital teaching materials for procedural texts with the theme of Indonesian culture (Malay culinary specialties)?	√	
10.	Are you (the teacher) interested in using digital teaching materials for procedural texts on the theme of typical Malay cuisine based on the book creator application as a learning resource in the classroom?	√	

Based on the results of the analysis of Indonesian language teachers'needs, it can be concluded that teachers need to develop teaching materials and teaching materials that raise an element of culture in Indonesia, especially in North Sumatra, where researchers will develop digital teaching materials for procedural texts with the theme of typical Malay cuisine based on book creators. The reason why teachers need the development of digital teaching materials is for easy access to teaching materials that can be done via gadgets, and teachers have never used digital teaching materials during learning and using teaching materials that raise culture in Indonesia to provide new colors in learning Indonesian.

Based on an analysis of the needs of students and teachers, it can be concluded that the development of digital teaching materials for procedural texts with the theme of typical Malay cuisine based on book creators is required as additional/companion teaching materials.

Design

After the analysis, the stage was the design stage. At this stage, the researcher designs or plans the product that will be developed as a result of this research. At this stage, several processes must be carried out by the researcher in designing a digital teaching material product for procedural text using a book creator.

The learning material for digital teaching materials contains the materials contained in this digital teaching material. There are three core materials in this teaching material: the definition of procedural text, the structure of procedural text, and the linguistic rules of procedural text presented in this digital teaching material, which have been adjusted to the curriculum used during learning. The summary of digital teaching materials includes a summary of the material previously presented in each material regarding the procedural texts contained in the digital teaching materials.

Development

The next stage was development after the design stage was completed. At this stage, a feasibility test will be carried out on the digital teaching material for Malay culinary-themed procedural text based on the book creator, which will be carried out by expert material validators and media expert validators. Based on the assessment of the validators, the value obtained will be known to determine whether the digital teaching material for the Malay culinary-themed procedural text based on the book creator that has been developed has met the criteria and is suitable for use or has not met the criteria and is not suitable for use and whether the digital teaching material for the Malay culinary-themed procedural text based on the book creator that has been developed requires revision.

The material expert validator in this study is Mr. Assoc. Prof. Sutikno, S.Pd., M.Pd., Ph.D., CIQaR who is a postgraduate lecturer in Indonesian language education and also the postgraduate director at the Muslim Nusantara Al-Washliyah University Medan, and the media expert validator in this study is Mr. Dr. Samsul Bahri, M.Sc. who is a lecturer and Vice Rector III at the Muslim Nusantara Al-Washliyah University Medan. After obtaining the validation results from the validators, the researcher calculates and analyzes whether the developed digital teaching materials are feasible, and whether the developed digital teaching materials still need revision to be implemented.

Implementation

After the researcher has carried out the development stage and the digital teaching materials for the Malay culinary-themed procedural text based on the book creator that has been developed have been validated, the

implementation stage is carried out. At this stage, the researcher will conduct a direct trial on students, aiming to see the effectiveness of the digital teaching materials for the Malay culinary-themed procedural text based on the book creator in the teaching and learning process. This includes measuring student learning outcomes, which are calculated to determine whether the teaching materials that have been developed are effective. At this stage, the digital teaching materials for the Malay culinary-themed procedural text based on the book creator will be implemented directly for class XI IPS students at Sinar Husni Private High School by applying real learning conditions, namely in the classroom. Then, the material presented is adjusted to the curriculum used in the school to provide accurate and appropriate results.

After carrying out the intended test, a value will be obtained that will determine whether the final product of this study, namely, digital teaching materials for procedural texts with the theme of typical Malay cuisine based on book creators, is suitable for use by class XI students in Indonesian language lessons at Sinar Husni Private High School.

Evaluation

the final stage, namely, the evaluation stage, to see the results of student abilities after learning by implementing the teaching materials that have been developed. This stage aims to measure the effectiveness of digital teaching materials for procedural texts with the theme of Malay culinary specialties based on book creators for class XI SMA and to see whether improvements or refinements are required for the teaching materials that have been developed. In addition, the researcher will also ask for responses regarding digital teaching materials for procedural texts with the theme of Malay culinary specialties based on book creators for class XI SMA to the subject teacher, namely Mrs. Devi Methia Rosadi and S.Pd.Gr.

At this stage, the researcher calculated the level of effectiveness of the teaching materials being tested based on previously collected data. The calculation of the effectiveness test used by the researcher is the normalized gain (N-Gain) test, which aims to determine the extent of effectiveness of implementing learning using digital teaching materials on culinary Malay-themed procedural text based on a book creator. After that, the researcher will analyze the results of the responses of the last subject teachers to the digital teaching materials on the culinary Malay-themed procedural text based on book creators that have been developed by the researcher. If the results obtained through this test show the category "Feasible" then the teaching materials that have been developed can be used and used as teaching materials to implement learning on procedural texts for class XI in high schools, especially in Sinar Husni Private High School

B. *Discussion*

This research is a research and development (RnD) project using the ADDIE development procedure. This study aims to create or develop a product based on the research conducted. In this study, the product produced by the researcher is digital teaching material of a procedural text that raises the theme of Malay culinary and uses a book creator base. Based on this research, the results were obtained and are explained in the following discussion.

The process of developing digital teaching materials for procedural texts with the theme of typical Malay culinary based on book creators begins with the analysis stage. The analysis stage was conducted by observing the needs of teachers and students during the implementation of learning. What was found was a lack of innovation in renewable and innovative teaching materials. At this analysis stage, the researcher conducted two observations using a questionnaire, namely, a teacher needs questionnaire and a student needs questionnaire. The results obtained from collecting the questionnaire data that had been given can be concluded that students and teachers both need new teaching materials to improve the quality of learning in the classroom. Furthermore, the researcher will analyze the core competencies, basic competencies, materials, and indicators contained therein and prepare all the needs to develop this digital teaching material so that it can meet the needs of teachers and students in high school class XI.

The next stage carried out by the researcher was the design stage. At this design stage, based on the results of the needs and material analyses previously conducted, the researcher will begin to design the product to be developed. This aims to ensure that the design of the developed product does not deviate from the needs of students and teachers that have been previously analyzed. This stage begins with preparing the tools to design this digital teaching material, including a device in the form of a qualified laptop, a book creator website as a place to design teaching materials, a book creator account, and a stable Internet network. Furthermore, the researcher will begin to design and adjust the materials that will be included in the digital teaching material according to the curriculum used. Then, the researcher will design the teaching material developed starting from the cover or front cover, foreword, instructions for using the teaching material, concept maps, procedural

text material, independent assignments, and evaluations. After completion, the researcher entered the final results of the digital teaching material of the procedural text with a Malay culinary theme based on the book creator into the researcher's book creator account so that it could be accessed easily and quickly using a link or QR code.

In the next stage, after the researcher designs the teaching materials, the researcher will carry out the development stage, in which the researcher will validate the teaching materials that have been previously developed. At this stage, the researcher will ask for an assessment from the material expert validator and media expert validator. This aims to determine the percentage of feasibility of the teaching materials and digital procedural text with a Malay culinary theme based on book creators. This validation was conducted using an assessment questionnaire filled out by the validators. The validators in this study were Mr. Assoc. Prof. Sutikno, S.Pd., M.Pd., Ph.D., CIQaR who is a postgraduate lecturer in Indonesian language education and also the postgraduate director at the Muslim Nusantara Al-Washliyah University Medan, the media expert validator in this study was Mr. Dr. Samsul Bahri, M.Sc. who is a lecturer and Vice Rector III at the Muslim Nusantara Al-Washliyah University Medan. After the validators completed the assessment questionnaire, the researcher calculated and analyzed whether the digital teaching materials developed met the eligibility standards and required revision.

The next stage, after carrying out the development, enters the implementation stage. At this stage, the digital teaching materials for the procedural text with the theme of typical Malay culinary based on the book creator that has been developed have been validated and will be implemented directly through trials on students. This aims to see the results of the effectiveness of the digital teaching materials for procedural text with the theme of typical Malay culinary based on the book creator that hasbeen developed in a teaching and learning process. This will produce a measurement that will be calculated through the evaluation carried out and determine the effectiveness of the teaching materials that have been developed. This implementation was carried out directly in class XI IPS at Sinar Husni Private High School by applying real learning conditions, and material that is adjusted to the curriculum in force at the school for accurate results will be delivered.

Then the last stage carried out is the evaluation stage which will be carried out after the implementation is carried out by calculating and analyzing the results obtained from the previous implementation that has been carried out. This study aims to measure the effectiveness of digital teaching materials for procedural texts with a Malay culinary theme based on book creators for class XI SMA and to determine whether improvements or refinements are required for the teaching materials that have been developed. At this stage, the researcher will carry out two activities, where the researcher will ask subject teachers to fill out a response questionnaire and students to carry out a pretest and posttest. Both activities were carried out, and the researcher calculated the results obtained. Specifically, for the results of the pre-test and post-test, the researcher will calculate using normalized gain calculations or N-Gain, which aims to determine the extent of effectiveness if learning is carried out using digital teaching materials for procedural texts with a Malay culinary theme based on book creators. Subsequently, the researcher analyzed the results of the responses of the last subject teachers for digital teaching materials for procedural texts with a Malay culinary theme based on book creators that were developed by the researcher. If the results obtained through this test show the category "Feasible" then the teaching materials that have been developed.

Digital teaching materials for Malay culinary-themed procedural texts based on book creators that have been validated will be valuable in determining the level of feasibility obtained. The value obtained will then be calculated and analyzed to determine whether the digital teaching materials that have been developed have met the standards and are suitable for use. This validation was carried out by providing an assessment questionnaire to expert validators, namely material and media expert validators. The following are the results of the validation of the feasibility of developing digital teaching materials for Malay culinary-themed procedural texts based on book creators:

Table 3. Final Product Validation Results

No.	Validators	Percentage	Qualification
1.	Subject Matter Expert Validator	89.6%	Very good
2.	Media Expert Validator	96.7%	Very good
	Average	93.2%	Very good

From the results of the validation of the developed product, namely digital teaching materials for Malay culinary-themed procedural texts based on book creators carried out by material expert validators and media

expert validators, an average score of 93.2% was obtained with the qualification 'Very Good,' which proves that the digital teaching materials developed are valid and suitable for use when implementing learning.

The results of the digital teaching materials that had previously been validated and considered suitable for use, the researcher conducted a trial conducted at Sinar Husni Private High School with 21 class XI IPS students. This effectiveness is determined by the responses of subject teachers, which will be filled in through a questionnaire response by the Indonesian language teacher in class XI, namely Mrs. Devi Methia Rosadi, S.Pd.Gr. and through direct trials with students using pretests and posttests. The responses of these subject teachers aimed to determine the direct assessment by the subject teacher. The results obtained were then calculated and analyzed. The responses of the subject teachers obtained a total score of 93.3% and were included in the "Very Good" qualification.

The researcher then conducted a pretest and posttest before and after the implementation of digital teaching materials on the culinary procedure text themed on Malay based on book creators. Furthermore, the researcher will calculate the data obtained using the normalized gain calculation method or N - Gain and finally the researcher will determine the level of effectiveness of the digital teaching materials that have been developed based on the interpretation of the effectiveness of N - Gain. The results obtained from the pretest and posttest trials showed an average value of 69.8 for the pretest and 87.6 for the posttest. Then these values were analyzed using the normalized gain calculation method or N - Gain and obtained an average value of 0.59 (59%) which if adjusted to the N - Gain interpretation category, the effectiveness of digital teaching materials on the culinary procedure text themed on Malay based on book creator falls into the category of interpretation of sufficient effectiveness (quite effective). This also proves that the product developed by the researcher, namely digital teaching materials on the culinary procedure text themed on Malay based on a book creator for class XI SMA, is quite effective in improving student achievement.

IV. CONCLUSIONS

Based on the results of research on the development of digital teaching materials for procedural texts with the theme of typical Malay cuisine based on book creators, the following conclusions can be drawn. This study aims to develop digital teaching materials for procedural texts with the theme of Malay culinary based on book creators for Grade XI students. The study uses the development method or RnD with the ADDIE procedure, including five stages, including the analysis stage, where researchers analyze the needs of students and teachers, which shows the need for more interesting and innovative teaching materials. The design stage then produces a digital teaching material product that includes various elements such as covers or covers, forewords, instructions for use, concept maps, learning materials, independent assignments, and evaluations. This product will then go through a development stage involving validation by material and media experts, followed by direct implementation by students to test its effectiveness. The last stage is an evaluation to measure student understanding and obtain feedback from teachers, which determines the suitability of this digital teaching material for use in learning. The validation of the feasibility of digital teaching materials for procedural texts with the theme of typical Malay cuisine based on book creators showed very good results from both experts. The validation of material experts obtained a score of 89.6% with the qualification "Very Good" after minor revisions related to the reasons for choosing the Malay theme. Meanwhile, the validation of media experts (design) obtained a score of 96.7% with the qualification "Very Good" in the graphic and content design aspects. Thus, it can be concluded that this digital teaching material is feasible in terms of the material and media used. The development of digital teaching materials for procedural texts with the theme of Malay culinary, based on book creators, shows good effectiveness. The response of subject teachers to this teaching material was very positive, with a score of 93.3% and a qualification of "Very Good.'' The results of the effectiveness test using student pre-tests and post-tests showed an increase in the average score from 69.8 to 87.6. The calculation of normalized gain (N-Gain) produced an average score of 0.59 or 59%, which is included in the category of "Quite Effective.'' Thus, it can be concluded that the developed digital teaching materials are quite effective in improving students' understanding of procedural texts.

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