

# Development of Teaching Materials Design for Indonesian Language Learning for Children with Special Needs Using The Book Creator Application

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**Abstract.** This research aims to develop teaching materials for the Indonesian Language Learning Design course for Children with Special Needs with the help of the book creator application and see the effectiveness of material taught when used in the Indonesian Language and Literature Education Study Program, FBS Unimed. Study This is motivated by the limited availability of material related to the learning of children with special needs. Study This uses Research methods and Development (R&D), which contains 7 different research methods, which are needs analysis, resource identification, product exploration, identification of specifications, development of the product, validation, testing of the product, and the product.. Based on the research results obtained, (1) the results of the material expert validation obtained a score of 85.5%, which is included in the valid category, so it is suitable for use in learning; (2) the validation results of the design expert obtained a score of 86% which is considered legitimate and appropriate for utilization. Apart from that, the results of the effectiveness test of this teaching material obtained a score of 87.2%, which is in the high category, so it can be concluded that this book's creator-assisted teaching material is suitable for use in learning.

**Keywords:** material teaching, learning design, children with special needs, book creator.

## 1 Introduction

Education is essential for enhancing the potential of individuals. This aligns with what is inside. Law No. 20 of 2003, Article 3, states the National Education System. Education strives to enhance skills and influence the morals and culture of a respected country. The goal is to enhance the intelligence of the country and cultivate the abilities of students. In the process, education coexists with the use and development of technology. Development technology This makes it easy to prepare learning devices, starting from teaching materials, learning media, and evaluation media [1]. It is just the utilization of technology in world education. This has not yet been fully done by all educators in Indonesia.

Technology will make learning more varied, fun, and easy to accept, including using technology-assisted teaching materials in learning at schools and universities. Teaching resources include all materials (such as information, tools, and texts) organized in a systematic way. that illustrate all the skills that students will learn and apply in the process of learning in order to plan and evaluate the execution of learning [2]. Material models provide educational resources such as textbooks, modules, handouts, worksheets, pocket models, and audio materials. educational resources, engaging educational resources, and etc. One of the educational resources that is currently being developed is digital modules.

The use of teaching materials must vary according to situations and conditions so that learning objectives can be achieved [3]. The use of teaching materials in the world of higher education really helps the process of forming independent and creative student characters. The teaching materials available in the Indonesian Language and Literature Education study program are still not varied. The Indonesian Language and Literature Education Study Program at Medan State University needs the latest innovations in the use of teaching materials, one of which is the ABK Indonesian Language Learning Design course. The innovation What is needed can be interesting digital teaching materials.

The development of teaching materials currently needed is the use of digital or non-print-based teaching materials. This teaching material is, of course, very practical and easy to use because it can be accessed anytime and anywhere and does not cost a lot of money [4]. The development of teaching materials is focused on the development of media-assisted teaching materials. There are many types of digital media for active, creative, and exciting learning that can be used in the process of developing teaching materials; one of them is digital media in the form of applications book creators.

An application book creator is an attractive design for creating books based on e-modules. Book creators are said to be "attractive" because the tools (available facility elements) are not only from writing And pictures, books, or reading normally; they also record audio and even videos. [5] Next, components which there is in book creators this very complete. Book creator possesses four areas that can aid in all facets of language [6]. The fourth areas covers reading, writin, speaking, and listening. Element audio or domain speak this also becomes the value is more than the superiority of book creators because educators are able to describe picyures or visual aids.to make the content of the book more understandable for students.

Matter Also strengthened with existing research previously [7], [8], [9]. that concludes that the use of book creators in the blended learning model on the role of material Science and technology in economic activities can improve students' thinking abilities. Apart from that, the application of a book creator is effectively used as teaching material.

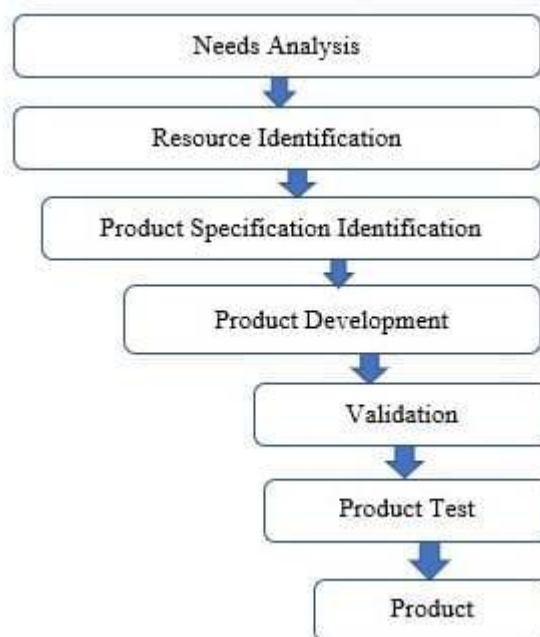
According to the information provided, the author is interested in pursuing research on the development of teaching materials for Indonesian language learning design courses for children with special needs. Previous research on inclusive learning [10], [11], [12] states that inclusive learning aimed at children with special needs also requires innovation and creativity in design and learning models, as well as developing teaching materials that suit their needs. So, the author conducted research with the title Development of Teaching Materials for Indonesian Language Learning Design for Children with Special Needs Assisted by the Book Creator Application. It is hoped that this teaching material can be used to become the Wrong

One solution, which is good for the teacher and student to answer needs and address current educational developments.

## 2 Method

This research was created with the aim of the Research and Development (R&D) method. The research and development (R&D) method is a research method used to produce certain products and test the effectiveness of these products [13], [14]. The development research referred to here is conducting tests on assisted teaching materials book creators carried out in the KDBK learning process. The Indonesian Language Learning Design for Children with Special Needs is at the Indonesian Language and Literature Education Study Program, FBS Unimed. The development in question is developing teaching materials with the help of a book creator application in the Indonesian Language and Literature Education study program FBS Unimed after testing. This development research will be carried out using seven research procedures [15].

Stages procedure study is passed in development material taught with the help of the book creator application. There are seven that are displayed on a pictures this:



**Fig. 1.** Stages of research procedures.

This research employs three different kinds of methods for collecting data, namely :

- a. Observations to record and record learning resources and study program resources

- b. Questionnaire regarding the needs of lecturers and students in the learning process at the Indonesian Language and Literature Education Study Program, FBS Unimed.
- c. Special test for students to find out the effectiveness of using learning resources with the same information aid of the book creator application . The sample in this research was a class of students who took part in the KDBK learning process for Indonesian Language Learning Design for Children with Special Needs.

Data analysis was conducted utilizing information obtained from a needs analysis survey, which included input from both teachers and students, along with data regarding the appropriateness of learning materials and designs products obtained from material and design experts who have undergone expert verification assessments. Data from expert validation is employed to ascertain if the product is valid that has been produced is suitable or not. Next, data regarding interest, whether it is easy or not, and benefits products obtained from the test field direct to participant students (students).

### 3 Result and Dicussion

#### 3.1 Product Development

Development ( develop ) This development stage begins with expert validation, which includes the suitability of the material, the suitability of the presentation, and the suitability of the language. The aspects or variables used in validating the teaching materials that have been prepared are appropriateness of content, appropriateness of language, appropriateness of presentation, and appropriateness of contextual assessment. This material expert validation aims to see the suitability of the material for use as teaching material. For this reason, the following describes the results of material expert validation, which was carried out twice.

**Table 1. Validation by a material expert**

<b>Variable</b>	<b>Percent</b>	<b>Category</b>
appropriateness of content	84 %	Fairly valid
language suitability	87 %	Valid
suitability of presentation	86 %	Valid
contextual assessment	85 %	Fairly valid
Average	85.5 %	Valid

Based on the data in Table 1 above, it is known that the average value of material expert validation is 85.5 % in the valid category. This means that the product developed is suitable for use as teaching material. It is known that the suitability of the content is 84 %, the suitability of the language is 87 %, the suitability of the presentation is 86 %, and the contextual assessment is 85 %, with Kate G's original valid. The categorization of material validation assessments is based on the validity level categories put forward by experts.

After conducting the material test, the teaching materials that were prepared were approved by the media.specialists. The factors utilized to verify educational resources for Indonesian Language Learning Design for Children with Special Needs This book creator application helps with the size of materials for teaching, creating teaching materials, choosing images, and designing material.

**Table 2. Validation by media experts**

Variable	Percent	Category
Size of teaching materials	85 %	Valid
Design teaching materials	87 %	Valid
Illustration	86 %	Valid
Material content design	86 %	Valid
Average	86 %	Valid

Based on the data in Table 2 above, it is known that the average validation value for each category is 86 % which is declared valid. This means that the teaching materials prepared are appropriate. The size of teaching materials value recognized is 85 % , the design of teaching materials is 87%, the selection of illustrations is 86%, and the design of the material content is 8.6 % .

### 3.2 Product Test

The final stage in development research is testing out products. This phase is conducted by giving out the product to students. Student responses to teaching materials are analyzed through indicators of conceptual clarity, use of examples, presentation, use of language, and attractiveness. Data analysis of student responses to fictional text teaching materials shows that each indicator meets the eligibility criteria. The average student responses for each aspect of the assessment are shown in Table 3.

**Table 3. Results of Student Response Tests (Students).**

No	Aspect	Percentage	Criteria
1	Concept Clarity	88	Very good
2	Example Usage	86	Very good
3	Presentation	87	Very good
4	Use of Language	90	Very good
5	Attractiveness	85	Good
<b>Average percentage</b>		<b>87.2</b>	<b>Very good</b>

Based on the data in table 3, it is concluded that the test results of student responses to teaching material products are at an average value of 87.2%, which is categorized as very good. The results of this response test include clarity of concept 88%, use of examples 86%, presentation 87%, use of language 90%, and attractiveness 85%.

The conclusions of the feasibility test results for teaching materials can be seen in Table 4 below.

**Table 4. Feasibility Status of Teaching Materials.**

No	Validation Component	Mark	Eligibility status
1	Material Validation	8 5.5 %	Very good
2	Media Validation	8 6 %	Very good
3	Trials	87.2 %	Very good
<b>Average rating</b>		<b>8 6 .23%</b>	<b>Very Good (Valid)</b>

Based on the table above, the development of teaching material products for Indonesian Language Learning Design for Children with Special Needs, with the help of the book creator application, was declared suitable for use as teaching material with an average rating of

86.23%, which was in the outstanding category. Material validation got a score of 85.5%, media validation results got a score of 86%, and results of trials to see the effectiveness of the teaching materials developed got a score of 87.2%.

#### **4 Conclusion**

The material expert validation results were based on the research findings. 85.5% rating, which is included in the valid category, so it is suitable for use in learning. The design expert's validation results obtained a score of 86%, considered valid and suitable for use.

In addition, the research results show that results of the effectiveness test of teaching materials through student response tests obtained a score of 87.2%, which is in the high category, so it can be inferred that the educational resources for Indonesian Language Learning Design for Children with Special Needs Assisted by the Book Creator Application are suitable for use in learning.

#### **Recognition of Contributions**

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