

Developing Digital Books as A Media To Improve Students' Learning Motivation

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ABSTRACT

The development of individuals and societies fundamentally depends on the quality of education provided. Education plays a crucial role in shaping competent, innovative, and responsible citizens who can contribute meaningfully to social progress. However, one of the persistent challenges in the educational process is maintaining students' motivation to learn. In response to this issue, this research investigates the potential of digital books (e-books) to enhance student motivation. The study explores how e-books, with their multimedia features and interactive capabilities, can offer more engaging and personalized learning experiences. Key advantages of digital books include the ability to incorporate interactive elements such as videos, animations, quizzes, and hyperlinks, which support different learning styles. Additionally, e-books provide students with greater accessibility and flexibility, allowing them to learn anytime and anywhere, thus fostering self-directed learning. The findings of this study highlight that digital book development holds significant promise as a pedagogical tool that not only increases students' interest but also sustains their motivation to engage with learning materials. In conclusion, integrating digital books into the educational environment can be an effective strategy to support student-centered learning and address the motivational challenges commonly encountered in traditional instructional approaches.

Keywords: E-books, motivation, media

1. Introduction

To enable students to reach their full potential, schools consciously strive to provide a learning environment and learning process. According to Law No. 20 of 2003 concerning the National Education System [JDIH BPK RI], learning is the process of interaction between students and educators, as well as learning resources, within a learning environment. According to Budimansyah (Hayati, Sri, 2017), learning is a process in which experience or training permanently changes a student's aptitude, attitude, or behavior. Therefore, it can be said that learning is one component of the learning process that results in student transformation. One specific challenge identified is the limited learning strategies, media, and materials used by mathematics subject matter experts.

While instructors sometimes do a good job of mixing things up in the classroom, this practice has not become a significant and regular practice. Additional exams related to material that requires the use of technology can enable better learning outcomes if students use the developed technology correctly. Students who lack intrinsic motivation will not be able to participate in learning activities. The strength or weakness of the desire to learn is crucial. Learning outcomes are greatly influenced by the students themselves. Students will achieve better learning outcomes if they are more motivated to learn, and vice versa. Therefore, the teacher's role as a construction expert and internal motivator in the learning process is crucial for fostering a positive learning environment and fostering students' enthusiasm for learning. As specialists in the field of construction, teachers must carefully select the models, media, and techniques

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they will use to teach content. Furthermore, as teacher motivators, they must assign homework and reward students who demonstrate a desire to learn. This development research aims to address the following questions based on the various identified challenges: 1.) Creating an interactive digital textbook for students; 2.) Determining the feasibility of the product; and 3.) Determining the value of the interactive digital mathematics textbook on the material based on student responses and improvements in learning outcomes.

Active learning has become a focus for students in this modern era. Students can concentrate on learning in class rather than relying on the teacher. The role of the teacher in modern learning is becoming increasingly prominent, serving as a source of inspiration for students, a mentor, and a facilitator to help them tap into their potential and apply it to their daily routines. If teachers can provide students with opportunities to explore content, draw connections, and recognize structures and patterns, learning will be more effective. This will serve as a resource for educators to better understand how to support student learning, which is best done from the learner's perspective rather than shifting teaching to a more expository style. The researcher's needs analysis was based on this reality, a typical problem that arises in elementary schools.

Subject teachers at this school reported that although students do not seem to dislike their classes, they require additional work in teaching. Textbooks play a crucial role in the learning process by simplifying it and offering additional support and ease of use to students. With technological advances, textbooks are now seen as less effective learning materials. Their size and bulk make them impractical to carry and read anywhere. Therefore, there is a need for more practical learning support books, such as portable digital textbooks. Technological advances have enabled the transformation of traditional textbooks into non-print or digital books as new educational materials for students. These teaching resources are used by educators. Furthermore, government-provided textbooks remain the primary teaching tool; these books are only available to students during their school years, preventing them from having additional reading opportunities. Textbooks play a crucial role in the educational process because they facilitate teacher implementation and student learning.

Interactivity is a key feature of digital textbooks, allowing students to interact with them. Integrating learning with the curriculum can improve children's concentration and focus, enabling them to become motivated, interact with their surroundings, and become independent learners. Textbooks are becoming less useful as learning resources with technological advancements. This is due to their bulkiness. They cannot be carried anywhere and read at any time due to their thickness and size. Therefore, books—which are more portable and useful than digital books—are needed to complement learning materials. Teachers can create non-print or digital textbooks as innovative learning resources for students in this digital era by leveraging technological advances to convert printed textbooks into digital ones. Because they allow students to engage with the digital textbooks they use, they can be considered interactive learning resources. Education is a crucial factor in shaping the future of the younger generation. A crucial component of the educational process is student motivation. High motivation will motivate students to learn optimally. In reality, educators often struggle to maintain student motivation, and the advent of digital textbooks has made learning more effective than ever before. The focus of this research is the use of digital textbooks as a learning aid to motivate students.

2. Methods

This research uses a qualitative approach with a literature review and case study methods to gain a deep understanding of the development of digital textbooks and their impact on student learning motivation. Through the literature review, the researcher analyzed various educational theories, concepts of learning motivation, and findings from relevant previous research. The literature reviewed included empirical research results, academic articles, and reference books discussing the advantages of digital textbooks in the context of 21st-century learning. This review provides a strong conceptual foundation for formulating assumptions and research directions. Meanwhile, the case study was conducted by directly observing student learning activities using digital textbooks in specific learning environments. These observations covered aspects of student interaction with digital content, engagement in the learning process, and their emotional and cognitive responses to the material presented. Data from the case study was then analyzed descriptively to identify emerging patterns and connect them to previously studied theories. By combining these two approaches, the research is able to comprehensively illustrate how digital textbooks can be effectively utilized to enhance student learning motivation..

3. Findings and Discussions

In today's educational context, the creation of digital textbooks as a tool to increase student learning motivation is highly relevant. Compared to traditional printed textbooks, digital textbooks offer several advantages, including flexibility in material presentation, interactivity, and ease of access. The visual and interactive presentation of content in digital textbooks is one feature that attracts students. Digital textbooks, for example, can make complex ideas more understandable by utilizing animations, short films, or moving images. Furthermore, digital textbooks facilitate independent learning by offering a variety of supplementary materials that students can use based on their individual needs.

For example, search functions, bookmarks, and personal notes are often included in digital textbooks, facilitating students' ability to find related information and manage their own learning materials. As a result, students may feel more capable of monitoring their own education, which may encourage them to pursue further education. Digital textbooks can also be tailored to suit different student learning preferences. While some students may respond better to audiovisual instruction, others may prefer text supplemented with graphics or images for clarification. Digital textbooks contribute to the development of a friendly and stimulating learning environment for students of all learning styles by offering them these options.

Students can discover the most efficient and convenient learning methods for themselves, thus increasing their enthusiasm for learning. Students and teachers can collaborate more dynamically using digital textbooks. Students can engage with course content, provide timely comments, and participate in online discussions with instructors and other students using digital textbook platforms. As a result, students' sense of ownership of the learning process grows, which not only improves their collaboration skills but can also inspire them to engage more fully in the learning process. Finally, learning can take place outside the classroom thanks to digital textbooks. Students can study anytime, anywhere, at home or at school due to their increased accessibility. This reduces reliance on specific times and physical locations for instruction, which can help students be more flexible and independent in scheduling their own study sessions. In this regard, digital

textbooks support lifelong learning outside of formal academic settings and help students become more motivated to learn in the classroom.

The scientific approach to investigating, designing, creating, and verifying the validity of the resulting product is known as research and development. The goal of this research is to create digital textbooks as a tool to enhance students' enthusiasm for learning. The 4D development paradigm consists of four distinct stages: Definition, Design, Development, and Dissemination. To determine which product the researcher will produce that can offer alternative solutions to the difficulties faced by students, the researcher conducts an initial investigation into the problem at this stage (definition). Design: After selecting the videos and images to be displayed in the digital book, as well as the book cover, backdrop colors, and display design for learning and evaluation materials, the researcher now creates the first appearance of the digital book. Development: At this stage, the researcher conducts small-group experiments and validates the digital book product. Dissemination: At this stage, the researcher conducts field trials to evaluate the usability of the digital book in a large group.

According to research by Nani Siregar (2017), technology-based educational games are beneficial for learning and teaching due to their relevance to teachers' perspectives on their use in the school curriculum. Furthermore, she claims that children can benefit from computer games. In this new millennium, technology can be a valuable tool for enhancing the learning process. Mobile devices are more commonly used by students. Therefore, printed textbooks are considered outdated and boring. One potential factor influencing the use of IT is the quality of education. It is constantly evolving and significantly impacts the learning process. Students must be equipped with skills they can use in various areas of life, including education. Students are given the opportunity to acquire technological skills that will benefit them in the long term and aid their educational journey.

The development of ICT, which is changing the way learning is oriented, plays a crucial role in modernizing the concept of learning to be more flexible, effective, and efficient, allowing for new experiences, the development of student competencies, and the achievement of optimal goals. Providing quality learning resources, such as digital books, can contribute to the successful completion of the learning process. If the digital book format is attractive and user-friendly, this can be a significant asset in motivating readers to continue reading. E-books can be used as self-study resources to suit each student's individual needs and skills. Electronic books, or e-books, simplify things for students by allowing them to read hundreds of pages in a single file, saving them money on traditional textbooks. Students can maximize their study time using e-books because they are portable. Many files can be easily transported using digital data.

E-books also offer more specific information and enable individualized learning because they don't rely on teacher-provided content, allowing students to tailor their education to their own interests, needs, and skills. This allows for more focused learning and can result in direct knowledge acquisition from reading. Several activities are used to increase interest in learning through the use of e-books. The first task is socialization, which involves dividing students into two groups of fifteen. Three topics are discussed: 1) what e-books are; 2) why people use them; and 3) some examples of e-books. Some of the advantages of e-books are as follows: First, digital books can incorporate various interactive features, such as videos, animations, and simulations, to increase student engagement in learning. This interactivity allows students to participate more actively in the learning process and become more interested in learning. Second, the ease of access to

digital books is achieved through the use of electronic devices such as laptops, tablets, and smartphones. By providing them with access to learning content whenever they want, students can achieve this. With this simple access, students can learn without assistance. Third, the flexibility of digital textbooks in conveying information through various multimedia formats, such as text, images, audio, and video, is due to their flexible nature. This flexibility empowers educators to present learning content in varied and engaging ways, depending on their students' interests.

Furthermore, students have the freedom to choose the format that best suits their learning objectives. Challenges and strategic planning are needed in creating digital textbooks. Technological accessibility is one of the most significant barriers to e-book development. The availability of electronic devices and internet connectivity is uneven among students who need digital textbooks. Therefore, development plans must consider students' diverse needs regarding technological accessibility, such as providing digital textbooks in both print and online formats. Developing digital textbooks requires high-quality, curriculum-relevant content. Engaging and meaningful content enhances student learning. Consequently, digital textbook developers must conduct extensive research and collaborate with teachers to ensure the highest quality content. Teachers must be properly trained in using digital textbooks as learning materials. This training includes understanding the use of digital textbooks, their application in classroom teaching, and the use of data to measure and improve student learning motivation. Through the use of digital books, students can be motivated to learn and overcome developmental barriers through innovative technology that improves the quality of learning and student academic achievement.

4. Conclusion

The conclusion of this study confirms that the development and utilization of e-books have significant potential to increase student learning motivation. Digital books not only provide easier and more flexible access to learning materials but also create a more interactive and engaging learning experience. Features such as instructional videos, interactive quizzes, and engaging visual displays can increase student engagement and encourage independent learning. Furthermore, rapid advances in information technology have brought significant changes to education, including in learning methods and media. Conventional learning must now coexist with digital learning, which requires students to be more adaptable to technology. In this context, e-books are a relevant solution, particularly in supporting distance learning, which has become increasingly necessary since the pandemic. Through an educational and interactive approach, introducing e-books to students can help improve their understanding of educational technology while fostering intrinsic motivation to learn. Thus, the use of e-books is not merely an alternative learning medium but also part of a strategy for transforming education into a digital era that is more responsive to the needs and characteristics of today's learners.

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