

## REVITALIZING LOCAL CULTURE IN EDUCATION: INTEGRATING RIAU TRADITIONAL HOUSES INTO DIGITAL DESCRIPTIVE TEXT MATERIALS FOR JUNIOR HIGH SCHOOL

*Siti Sundari1\**, *Elly Prihasti Wuriyani2*, *Muharrina Harahap3*  
*Indonesian Language and Literature Education, Medan State University*  
*\*Email: sitisundari260200@gmail.com*

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### Abstrack

The innovation of FlipHtml5 digital-based teaching materials integrated with the local wisdom of Riau traditional houses for VII grade students of SMP Negeri 3 Rambah Hilir is an effort to improve student learning outcomes, especially on descriptive text material in grade VII Indonesian language learning. This study aims to determine the effectiveness and feasibility of Fliphtml5 digital-based descriptive text teaching materials integrated with the local wisdom of Riau Traditional Houses for Class VII Students of SMP Negeri 3 Rambah Hilir. This research uses Research and Development (R&D) with the ADDIE model which consists of analysis, design, development, implementation, and evaluation. The sample used in this study was 32 seventh grade students of SMP Negeri 3 Rambah Hilir. Observation, interviews, documentation, questionnaires and student learning outcomes test sheets are some of the data collection techniques in this study. The instrument used to assess the feasibility of teaching materials in this study is a product validation questionnaire for material experts, design experts, teacher responses, student responses as well as a pre-test and post-test for students. The results of the feasibility of teaching materials Validation of material experts obtained a feasibility percentage of 97.5% with the criteria “Very Feasible”, design experts obtained a feasibility percentage of 97.3% with the criteria “Very Feasible”. The feasibility results of teaching materials obtained from the results of teacher responses amounted to 97.6% with the criteria “Very Feasible” and the results of the feasibility of teaching materials obtained by the teacher.

**Keywords:** Teaching Materials, FlipHtml5, Local Wisdom

### Abstrak

*Inovasi bahan ajar FlipHtml5 berbasis digital terintegrasi dengan kearifan lokal rumah adat Riau untuk siswa kelas VII SMP Negeri 3 Rambah Hilir merupakan upaya untuk meningkatkan hasil belajar siswa khususnya pada materi teks deskriptif pada pembelajaran bahasa Indonesia kelas VII. Penelitian ini bertujuan untuk mengetahui keefektifan dan kelayakan bahan ajar teks deskriptif berbasis digital Fliphtml5 terintegrasi kearifan lokal Rumah Adat Riau untuk Siswa Kelas VII SMP Negeri 3 Rambah Hilir. Penelitian ini menggunakan Research and Development (R&D) dengan model ADDIE yang terdiri dari analisis, desain, pengembangan, implementasi, dan evaluasi. Sampel yang digunakan dalam penelitian ini adalah 32 siswa kelas VII SMP Negeri 3 Rambah Hilir. Observasi, wawancara, dokumentasi, angket dan lembar tes hasil belajar siswa merupakan beberapa teknik pengumpulan data dalam penelitian ini. Instrumen yang digunakan untuk menilai kelayakan bahan ajar pada penelitian ini adalah angket validasi produk untuk ahli materi, ahli desain, respon guru, respon siswa serta pre-test dan post-test*

*untuk siswa. Hasil Validasi kelayakan bahan ajar dari ahli materi memperoleh persentase kelayakan sebesar 97,5% dengan kriteria “Sangat Layak”, ahli desain memperoleh persentase kelayakan sebesar 97,3% dengan kriteria “Sangat Layak”. Hasil kelayakan bahan ajar diperoleh dari hasil respon guru sebesar 97,6% dengan kriteria “Sangat Layak” dan hasil kelayakan bahan ajar diperoleh guru.*

**Kata Kunci:** Bahan Ajar, FlipHtml5, Kearifan Lokal

## INTRODUCTION

Education is one of the universal aspects that must exist in human life, without education humans will never develop and have a culture. In addition, human life will also become static without any development and progress in life, it can even experience decline and extinction. Therefore, it is an undeniable fact that education is something very important in human life. As time goes by and the intellectual level and quality of human life increases, the dimension of education becomes increasingly complex. So many educational problems require an educational development that can have an impact on improving the quality of education, one of which is the development of technology-based teaching materials.

According to Shufa (2018:22) the development of technology in the digital era on the learning process spurs the development of learning resources including teaching materials. Among them are digital-based teaching materials. Digital-based media innovation can be a solution to current challenges. Along with technological developments, the learning process must be able to adapt.

Teaching materials are one of the important learning components in supporting the implementation of the learning process. This teaching material is also a component of learning resources that cannot be separated in the learning process (Taufiqy et al., 2016). Without teaching materials, teachers or lecturers will find it difficult to increase the effectiveness of learning (Jauhar, 2018; Perwitasari et al.,

2018). Because, teaching materials are things that are used by educators and students to meet the needs of learning activities, both in the form of printed, audio-visual, computer-based, and integrated technology products (Cahyadi, 2019). With the appropriate and effective teaching materials used, it is expected to help smooth lecture activities, especially in Indonesian language subjects. Teaching materials in this study focus on digital teaching materials in the form of Fliphtml5 on descriptive text material integrated with the local wisdom of Riau Traditional Houses.

The innovation of digital teaching materials with the use of FlipHtml5 media can be described as digital teaching materials developed and operated using laptops or devices that can be accessed easily for each individual, especially teachers in developing teaching materials (Hani et al., 2024). This Fliphtml5 digital-based teaching material innovation integrates the local wisdom of Riau traditional houses. This innovation is carried out so that seventh grade students of SMP Negeri 3 Rambah Hilir can increase their knowledge related to the values of local wisdom contained in the Riau traditional house itself which holds many useful meanings to develop the morals and character of students and can encourage character improvement and student awareness to think more critically and logically.

This is in line with research Jauharati et al (2022) entitled "Development of FlipHtml5 Based Handout on Blood Circulation System Material for Class XI

SMA Students" the results of this study indicate that FlipHtml5-based handout teaching materials are very well used as teaching materials or media that can be used interactively in physics learning. This can be seen from the results of expert validation. The validity test results obtained a score of 93.09% which stated very valid and the student readability test obtained a score of 88.87% which stated very good. This research has similarities with the research conducted by researchers, namely both developing teaching materials aided by FlipHtml5. While the difference is in the subjects used in the research. The above research focuses on physics subjects with circulatory system material while the author focuses on Indonesian language subjects with local wisdom-based description text material.

Based on the results of interviews and observations in the field, various problems were found and analyzed the need for innovative teaching materials such as this: first; students feel less interested in the description text presented in the seventh grade Indonesian language textbook. The description text presented in the Indonesian textbook for grade VII SMP / MTs published by the Ministry of Education and Culture curriculum 2013 revised 2017 is only adapted to material from the central government which is very general and too broad.

Second, the lack of use of digital-based teaching materials in the learning process, Indonesian language teachers in class VII SMP Negeri 3 Rambah Hilir stated that they still need a lot of digital-based teaching materials to improve the quality of student learning. The lack of use of digital-based teaching materials is due to time constraints and the lack of teacher knowledge in making digital-based teaching materials.

Third, there is no Fliphtml digital-based description text teaching material integrated with the local wisdom of Riau traditional houses. The development of teaching materials based on local wisdom can be used as a contextual learning resource for students. Increasingly, culture is increasingly experiencing a shift along with the activities carried out by the people who embrace each culture, so it is necessary to integrate local wisdom which aims to create a learning process that is not only focused on knowledge but also instills a sense of love for the diversity of the student area, in order to maintain local wisdom in the midst of the current era of globalization.

The implementation of cultural values or traditions of local communities in learning is something that is important to be done by teachers today. Based on Permendikbud No. 79 of 2014, learning with local wisdom is a material study in educational units that contains content and learning processes about local potential and uniqueness that must be taught to students. This is intended so that students can form their understanding of the advantages and local wisdom in their respective regions of residence. This is in line with the opinion Sarah & Maryono (2014:37) that the utilization of local potential as a source of learning Indonesian is one of the characteristics expected by the curriculum so that learning is more applicable and meaningful.

Based on previous research, it can be seen that the use of teaching materials based on descriptive text with local wisdom can be used as an effective and practical supporting facility for learning descriptive text in the classroom and can improve student learning outcomes. Learning local wisdom for students can also strengthen local wisdom and values. This is in line with the research Mulyono (2021) entitled "Development of Teaching Materials for Descriptive Texts

Containing Local Wisdom for VII Grade Students of SMP Negeri 2 Air Joman" the results of this study indicate that the development of teaching materials for writing descriptive texts containing local wisdom can be used as a supporting facility for learning description texts in effective and practical classes. It can be seen from the results of material expert validation including content feasibility with an average of 90.62% on "very good" criteria, presentation feasibility with an average of 91.66% on "very good" criteria, language aspects with an average of 90.27% on "very good" criteria, and design expert validation with an average of 87% on "very good" criteria. This research has similarities with the research conducted by the author, namely both developing teaching materials based on local wisdom. While the difference is in the media used. In the above research using printed media in the form of books, while the authors use FlipHtml5 media as a medium to help display teaching materials.

Furthermore, the results of research (Delfia et al., 2023) entitled "Regional Language as a Representation of Local Wisdom in West Sumatra Regional Regulations" the results of this study indicate that the words and expressions of local language in the SRR represent the values of local wisdom of the Minangkabau people and maintain the value of local wisdom that reflects the socio-cultural life of the Minangkabau people. This research has similarities with the research conducted by the author, namely both discussing local wisdom while the difference is in the focus of different research. The above research focuses on the local wisdom of West Sumatra while the author focuses on the local wisdom of Riau.

The problem formulations in this study are (1) how is the feasibility of Fliphtml5 digital-based teaching materials with local wisdom of Riau traditional houses

for VII grade students of SMP Negeri 3 Rambah Hilir? (2) how is the effectiveness of FlipHtml5 digital-based teaching materials integrated with local wisdom of Riau traditional houses for VII grade students of SMP Negeri 3 Rambah Hilir?

The purpose of this study is to determine the feasibility and effectiveness of Fliphtml5 digital-based teaching materials integrated with local wisdom of Riau traditional houses for VII grade students of SMP Negeri 3 Rambah Hilir which have been developed in order to determine the improvement of student learning outcomes, especially in description text material in class VII Indonesian language learning.

The novelty values in this study are in the form of Fliphtml5 digital-based teaching materials with the local wisdom of Riau traditional houses. The use of Fliphtml5 digital media with the content of local wisdom of Riau traditional houses was chosen by researchers as an innovation in learning with the help of digital technology so that students are able to learn independently and increase students' enthusiasm for learning through the values of local wisdom of Riau traditional houses contained in teaching materials used in learning and supporting the learning process for students in class VII SMP Negeri 3 Rambah Hilir.

This study of teaching materials makes the Fliphtml5 application the basis for its development and also integrates the local wisdom of Riau traditional houses as the basis for developing material so that this teaching material is not only technology-based and conveys concepts but also accommodates the local wisdom of Riau traditional houses for class VII SMP Negeri 3 Rambah Hilir by focusing on assessing the feasibility and effectiveness of Fliphtml5 digital-based teaching materials integrated with the local wisdom of Riau traditional

houses for class VII students of SMP Negeri 3 Rambah Hilir.

## RESEARCH METHODS

### Research Design

This development research is research that focuses on the goal of producing or innovating a product that is suitable for use in the form of digital teaching material products in learning activities. The model used in this development research is the ADDIE model developed by Dick and Carry. This ADDIE development research model has 5 (five) stages, namely: Analysis, Design, Develop, Implementation, and Evaluation. This research is very suitable to use the R&D method because it aims to produce a certain product that is a needs analysis and to test the effectiveness and feasibility of the product to be produced. So that this R&D model is used with the intention of creating products in the form of innovative teaching materials based on Digital FlipHtml5 by integrating local wisdom of Riau traditional houses for class VII SMP Negeri 3 Rambah Hilir. This research was conducted in class VII SMP Negeri 3 Rambah Hilir. The steps applied in this development research are carried out sequentially from analysis to evaluation. The results of product development will be validated by experts consisting of material experts and design experts from Medan State University lecturers.

### Data Collection Techniques

Data collection is data to obtain data. Data collection can be done in various sources including observation, documents, interviews and questionnaires.

#### (1) Observation

Observation or observation is a daily human activity using the eye as the main tool in addition to other senses such as ears, smell, mouth and skin. The observation method is a data collection method used to collect research data, the research data can be observed by researchers (Bungin, 2011:143). Observation

in this study was used to analyze the needs of the field before conducting research. Researchers make observations by looking at what teaching materials and media are used in learning. For example, teaching materials that can be used such as picture or poster media, theme books, card media, comics, modules and so on.

#### (2) Documentation

Documents are records of past events that are expressed in oral, written, and artwork forms. A document that is easily accessible can be used to review previous research. So that the research is very good (Anggito & Setiawan, 2018:56). The documentation method is used to obtain data and written objects such as books, documents, diaries, archives that can help researchers. In this study, this documentation is in the form of photos, printed books, lesson plans, and syllabus.

#### (3) Interview

Interviews are one of the techniques that can be used to collect research data. In simple terms, it can be said that an interview is an event or a process of interaction between the interviewer and the source of information or the interviewee through direct communication. It can also be said that an interview is a face-to-face conversation between the interviewer and the source of information, where the interviewer asks directly about an object under study and has been previously designed (Yusuf, 2017:372). Interviews were conducted before and after the research to Mrs. Hartini and Mrs. Siswati as VII grade teachers of SMP Negeri 3 Rambah Hilir to obtain data and needs analysis in research and development. Interviews were conducted face to face or face to face.

#### (4) Questionnaire

Questionnaires or questionnaires are a series or list of questions that are systematically arranged for respondents to answer. Questionnaires can be used with a large number of respondents. Questionnaires can be in the form of closed or open statements. With direct contact between researchers and

respondents, it will provide objective and fast data (Sugiyono, 2016:142). The questionnaire used in this study is a closed questionnaire with a closed scale type (Likert scale). Questionnaires are used for the feasibility of the products developed, which are given to media experts, material experts, teachers and students as trial subjects.

### **Data Collection Instruments**

The data collection instrument is divided into 5 instruments, namely 1) a validation questionnaire by material experts, 2) a validation questionnaire by design experts, 3) a teacher response questionnaire, and 4) a student response questionnaire. The material expert questionnaire consists of an assessment of content feasibility, language feasibility, and presentation feasibility (Auliya et al., 2020:43). The design validation questionnaire consists of the physical size of teaching materials, the design of the cover of teaching materials (cover), the design of the contents of the cover of teaching materials, the size of the harmonious layout (Adiyanta, 2019:34). The teacher response questionnaire consists of description text material, interest in material, and language (Akbar, 2016:39). The student response questionnaire consists of ease of understanding, learning independence and presentation of teaching materials (Akbar, 2016:39).

### **Data Analysis Technique**

The data analysis technique used in this research is quantitative descriptive data analysis, namely data analysis of expert validation and data analysis of teacher and student responses. This assessment instrument is made in the form of a Likert scale.

## **RESEARCH FINDINGS**

The design used to produce teaching materials can support the effectiveness of the learning process, this is an effort to develop teaching materials that must be considered.

Because the design used along with the effectiveness of the learning process is a linear process in learning activities (Cahyadi, 2019). Teaching materials have a strategic position in learning activities, so that they can play a role in helping students learn independently. In general, teaching materials are equipped with several components, including learning outcomes or objectives, subject matter, concept maps, learning activities, exercises, summaries, and references. The important objectives to be achieved in developing innovative teaching materials include (1) producing teaching materials that will be utilized as an effort to achieve learning objectives; (2) determining quality teaching materials that will be used in achieving learning objectives (Cahyadi, 2019).

The development process in this teaching material research consists of five (5) stages consisting of namely: Analysis, Design, Development, Implementation, and Evaluation. To produce products in the form of innovative teaching materials based on Digital Fliphtml5 with local wisdom of Riau traditional houses, these development steps are used. The following are the steps of the procedure for developing innovative teaching materials based on Digital FlipHtml5 with the local wisdom of Riau traditional houses in this study, are:

### **A. Analysis stage**

Analysis is the initial stage carried out, because it is in this stage that problems are found in the learning process. The analysis stage in this research is divided into student needs analysis and curriculum analysis. (1) student needs analysis, At this stage, data was obtained through interviews with VII grade Indonesian teachers. Based on the results of the interview, it is known that there are problems regarding students feeling less interested in the description text presented in the VII grade Indonesian textbook, because the text presented in the textbook is only material from the central government which is very general and too broad. (2) curriculum analysis, SMP Negeri 3

Rambah Hilir school still uses the 2013 curriculum. The learning tools are in the form of package books published by the Ministry of Education and Culture which are used as guidelines in teaching. Based on this analysis, there is a lack of integration of local wisdom in the description text material in the textbook in class VII.

### B. Design Stage

At this stage, the researcher constructs all the results of the needs analysis, providing a solution for the existence of FlipHtml5 Digital-Based teaching materials containing the local wisdom of Riau traditional houses which is used as an initial framework before developing the product. The purpose of this stage is to design teaching material products that are innovated on the basis of the local wisdom of Riau traditional houses. In this stage, the form of design design or systematics of teaching material products based on digital Fliphtml5 with local wisdom of Riau traditional houses is written in detail.

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Table 1. Results of Product Validation by Experts

Validator	Percentage Validation	Qualification
Material Expert 1	97,5%	very feasible
Material Expert 2	96,3%	very feasible
Design Expert 1	97,3%	very feasible
Design Expert 2	98,2%	very feasible
Total (%)	389,3%	very feasible
Average validity	97,3%	very feasible

Teaching material products that have been validated by experts are then revised based on validator input that has been carried out. Based on the results of the expert validation test above, it can be concluded that in general the teaching materials that have been

This stage is carried out in order to produce teaching materials that are maximized and as expected. The components of teaching materials that are developed into storyboards are the initial design of the product to be developed, namely the cover page, preface, table of contents, instructions for using teaching materials, learning instructions, initial competencies, KI, KD, learning objectives, concept maps, learning activities related to local wisdom of Riau Traditional Houses, practice questions, summaries, glossaries, bibliographies and author bios.

### C. Development Stage

At this stage the teaching material products that have been designed (initial draft) will be discussed or validated to material and design experts from Medan State University lecturers. The following are the results of the assessment of the validity of teaching material products by experts.

validated produce an assessment in the very feasible category.

### D. Implementation Stage

The implementation stage is carried out with small and large scale trials to see the results of the application of teaching materials

in classroom learning including measurement of student learning outcomes. At this stage, the design of the development of Fliphtml5 digital-based teaching materials with the local wisdom of Riau traditional houses that have been developed is then implemented in a real situation, namely in the classroom. During implementation, the draft method that has been developed is applied to actual conditions. The material is delivered in accordance with the development of Fliphtml5 digital-based teaching materials containing the local wisdom of Riau traditional houses for class VII SMP Negeri 3 Rambah Hilir.

After the Fliphtml5 digital-based teaching material product containing the local wisdom of Riau traditional houses for class VII SMP Negeri 3 Rambah Hilir has been validated and declared feasible. Then next, the teaching material product is tested on students through a small-scale group trial of 6 students and a large-scale group trial of 26 participants to see the results of the application of teaching materials in classroom learning including measurement of student learning outcomes, then to determine the level of product

feasibility, the teacher is also given a questionnaire in the form of teacher responses in which there are statements regarding the assessment of Fliphtml5 digital-based teaching materials with local wisdom of Riau traditional houses.

At this stage, Fliphtml5 digital-based teaching material products with local wisdom of Riau traditional houses are also tested to determine the effectiveness of the products that have been developed. Analysis of the effectiveness of teaching materials is based on student achievement in completing the learning outcomes test before (pre-test) and after (post-test) using Fliphtml5 digital-based teaching materials with local wisdom of Riau traditional houses that have been developed in the form of a learning outcome test for writing descriptive texts with the theme of Riau Traditional Houses Selasa Jatuh Kembar.

The following are the results of small group trials, large group trials and teacher response questionnaires regarding the assessment of Fliphtml5 digital-based teaching materials with local wisdom of Riau traditional houses:

Table 2. Small group trial results

No	Respondents	Statement										Total
		1	2	3	4	5	6	7	8	9	10	
1.	A.R	4	4	4	3	3	3	4	4	4	4	37
2.	M.F.B	3	4	3	4	3	4	4	4	4	4	37
3.	N.N.A	4	3	3	4	4	3	4	4	4	4	36
4.	N	4	4	4	3	4	4	4	3	3	3	37
5.	S.P.N.A	4	4	4	4	3	4	3	4	3	4	37
6.	Y.D.A	3	3	3	4	4	4	4	4	4	4	37
<b>Total score obtained</b>											221	
<b>Total Maximum Score</b>											240	
<b>Percentage Result</b>											92%	
<b>Feasibility Criteria</b>											Very Feasible	



Based on the results of the small-scale trial above, Fliphtml5 digital-based teaching materials with the local wisdom of Riau traditional houses for class VII SMP Negeri 3 Rambah Hilir include the criteria “Very Feasible”, with an average value of 92%. During the small-scale trial, no obstacles were

found and students were very enthusiastic in participating in the learning process. So, it can be concluded that Fliphtml5 digital-based teaching materials containing local wisdom of Riau traditional houses for class VII SMP Negeri 3 Rambah Hilir can then be tested on a large scale.

Table 3. Large group trial results

No	Respondents	Statement										Total
		1	2	3	4	5	6	7	8	9	10	
1.	A.Z.I	4	4	3	4	3	4	4	4	4	4	38
2.	A.U.R	4	4	3	3	4	3	4	4	4	4	37
3.	A.S	3	3	4	4	4	4	4	4	4	4	38
4.	A.S.R.R	3	4	4	4	4	4	3	4	4	4	38
5.	F.R	3	4	3	4	4	4	4	3	4	4	36
6.	K.K	4	4	4	4	3	4	3	4	3	4	37
7.	K.R.D	3	4	4	3	4	4	4	3	4	4	37
8.	M.A.P.H	4	4	4	4	3	3	4	4	3	4	37
9.	M.F.F	4	4	4	3	4	4	4	4	4	4	39
10.	N.S	4	4	3	3	4	4	4	4	4	4	38
11.	N.N	4	4	4	4	3	4	4	3	4	4	38
12.	N.N.A	4	4	3	4	3	4	3	3	4	4	36
13.	N.M.F	3	4	3	4	3	4	4	4	4	4	37
14.	N	4	4	4	4	4	3	4	3	4	4	38
15.	P.A	4	3	4	4	3	4	4	3	4	4	37
16.	R.A.F	4	4	4	4	3	3	3	4	3	4	36
17.	R.K.H	3	4	3	4	3	4	4	4	4	4	37
18.	R.A	4	4	4	4	4	3	3	4	4	4	38
19.	R.N.R	4	4	4	4	4	3	3	4	4	4	38
20.	R.S	4	4	4	4	3	3	4	4	3	4	37
21.	R.W	4	3	4	4	4	3	4	4	4	4	38
22.	R.A	4	4	4	4	3	3	3	4	4	4	37
23.	S.P	3	3	4	4	4	4	4	4	4	4	38
24.	S.L	3	4	3	4	3	4	4	4	4	4	37
25.	S	3	4	3	3	4	4	4	4	4	4	37
26.	Z.A.M	4	4	4	4	4	3	3	4	4	4	38
<b>Total score obtained</b>											972	
<b>Total Maximum Score</b>											1.040	
<b>Percentage Result</b>											93,4%	
<b>Feasibility Criteria</b>											Very Feasible	

Based on the results of the large-scale trial by 26 students, the total score was 972 with a maximum total score of 1,040. Fliphtml5 digital-based teaching materials containing local wisdom of Riau traditional houses for class VII SMP Negeri 3 Rambah

Hilir include the criteria “Very Feasible” with an average value of 93.4%. Thus, this number defines that the results of the large-scale trial of Fliphtml5 digital-based teaching materials with the local wisdom of Riau traditional houses that have been developed can meet learning needs.

Table 4. Results of teacher response questionnaire

No	Respondents	Statement																Total
		1	2	3	4	5	6	7	8	9	10	1	12	13	14	15	16	
1.	Hartini, S.Pd.	4	4	4	4	3	4	4	3	4	4	4	4	4	3	4	4	62
2.	Siswati, S.Pd.	4	4	4	4	4	4	4	4	4	3	4	4	4	4	4	4	63
<b>Total score obtained</b>																		125
<b>Total Maximum Score</b>																		128
<b>Percentage Result</b>																		97,6%
<b>Feasibility Criteria</b>																		Very Feasible

Based on the results of the teacher response questionnaire on Fliphtml5 digital-based teaching materials with local wisdom of Riau traditional houses for class VII SMP Negeri 3 Rambah Hilir, the total score is 125 out of a maximum score of 128 with an average percentage value of 97.6% and includes the criteria “Very Feasible”. Thus, this number defines that the results of the Indonesian language teacher's assessment of the Fliphtml5 digital-based teaching materials containing the local wisdom of Riau traditional houses that have been developed can meet learning needs.

Based on the results from table 4.17, the post-test results of students after using Fliphtml5 digital-based teaching materials containing the local wisdom of Riau traditional houses, it is known that there were 29 out of 32 students who completed the learning outcomes test to write descriptive text on the theme of the Riau Selaso Fall Traditional House. Twins with a completion percentage of 90.6% and "Very Good" completion criteria. Thus, this shows that Fliphtml5 digital-based teaching materials

containing the local wisdom of Riau traditional houses are very effective for use in the learning process. A total of 29 students who completed the learning outcomes test wrote a descriptive text on the theme of the Riau Traditional House Selaso Falls Twins with scores above average (KKM) consisting of scores of 75, 80, 85, and 90. Meanwhile, 3 students still did not complete the test. completed the learning outcomes test for writing descriptive text with a score below the average (KKM) with a score of 70.

Based on the results of the pre-test and post-test on descriptive text material carried out by class VII A students of SMP Negeri 3 Rambah Hilir, learning outcomes increased by using Fliphtml5 digital-based teaching materials containing the local wisdom of Riau traditional houses so that the teaching materials developed were declared effective. in improving student learning outcomes in class.

#### E. Evaluation Stage (Evaluation)

The evaluation stage is the final stage in the development of the ADDIE model,

where the evaluation stage aims to evaluate the Fliphtml5 digital-based teaching material product containing the local wisdom of traditional Riau houses that has been tested. Evaluation is carried out to provide an assessment and final revision of the teaching materials that have been developed. After the evaluation process is complete, the teaching materials have been created and are ready to be used in learning.

## DISCUSSION

Validation of Fliphtml5 digital-based teaching materials with local wisdom of Riau traditional houses is obtained based on the validation assessment of a team of experts divided into two, namely material experts and design experts, teacher responses, then small-scale trials and large-scale trials.

At the teaching material development stage, researchers validated teaching materials with material experts and design experts. After the validator gave an assessment, the researcher analyzed the results of the material expert 1 assessment that had been given, namely getting a percentage of feasibility of 97.5% with the criteria "Very Feasible". Material expert 2 got a percentage of feasibility of 96.3% with the criteria "Very Feasible". Furthermore, researchers validated the design of teaching materials which were validated by two lecturers. Researchers analyzed the results that have been given by design expert validator 1, namely getting a percentage of 97.3% feasibility with the criteria "Very Feasible". Furthermore, design expert validator 2 obtained a percentage of feasibility of 98.2% with the criteria "Very Feasible". However, there are some suggestions and revisions from the validator, the researcher has made revisions according to the suggestions or comments given by the validator. So, it can be concluded that the Fliphtml5 digital-based teaching materials containing the local wisdom of Riau traditional houses developed have a "Very Feasible" category.

Researchers also tested the product on seventh grade students of SMP Negeri 3 Rambah which consisted of a small-scale trial consisting of 6 students and a large-scale test consisting of 26 students. This was done with the aim of knowing the level of product feasibility after being tested on VII grade students of SMP Negeri 3 Rambah Hilir. The results of the percentage of feasibility of small-scale trials were 92% with the criteria "Very Feasible". While the percentage results of the large-scale trial were 93.4% with the criteria "Very Feasible". In the product trials, students were very enthusiastic to follow the learning well. So, it can be concluded that the Fliphtml5 digital-based teaching materials containing the local wisdom of Riau traditional houses developed have a "Very Feasible" category.

In addition, the researcher also gave a response questionnaire to the Indonesian language teacher of class VII A, namely Mrs. Hartini, S.Pd. and Mrs. Siswati, S.Pd. with the aim of assessing the feasibility of teaching materials that have been developed and have been tested on students in class VII A. The results of Mrs. Hartini, S.Pd.'s response questionnaire with feasibility criteria amounted to 96.8% with the criteria "Very Feasible". While the results of the questionnaire responses of Mrs. Siswati, S.Pd. with a feasibility criterion of 98.4% with the criteria "Very Feasible". After assessing the teaching materials, the teacher thinks that the teaching materials developed are very good and interesting which makes students very enthusiastic in participating in learning well. So, it can be concluded that the Fliphtml5 digital-based teaching materials containing the local wisdom of Riau traditional houses developed have a "Very Feasible" category.

This is linear with previous research, namely research conducted by Melihayatri (2021) with the title "Development of Teaching Materials Based on Riau Local Wisdom for Class IV Students of Pekanbaru Elementary School" the results of this study indicate that

teaching materials are very feasible to use. It can be seen in the validation of material experts obtained 86% with very valid criteria, in the validation of linguists obtained a score of 86.9% with very valid criteria. In the validation of design experts obtained a score of 96.4% with very feasible criteria. Then the average score obtained was 89.7% with very valid criteria. This research has similarities with the research conducted by the author, namely both developing teaching materials based on Riau local wisdom. While the difference is in the media used. In the research conducted by Melihayatri (2021) using printed media in the form of books while the author uses FlipHtml5 media as an aid media to display teaching materials.

The next research by Syukron (2015) with the title Teaching Material Development of Description Text Based on Local Wisdom for Junior High School in Jember. The purpose of this study was to produce teaching materials for descriptive text based on local wisdom for junior high school in Jember. The validation results of the product trial showed that the teaching materials for descriptive text based on local wisdom for junior high school in Jember could be implemented. In terms of substance / content, this teaching material has a validity value of 91% with a very feasible category. The validity of systematics and graphics of this teaching material has a value of 86% with a very feasible category. In terms of local wisdom, the response of the local wisdom validator in the questionnaire given resulted in a validity value of 93% with a very feasible category. These results indicate that this teaching material is considered feasible to be implemented in the classroom.

The effectiveness of Fliphtml5 digital-based teaching materials with local wisdom of Riau traditional houses that have been developed is known by conducting an effectiveness test. The effectiveness test on teaching materials was carried out by giving written tests in the form of descriptions to VII

A class students totaling 32 people. The test was given before and after using teaching materials with the aim of seeing an increase in student learning outcomes. Based on the results of data analysis before using teaching materials (pre-test), the percentage of completeness was 71.8% with good completeness criteria. Furthermore, for the results of data analysis after using teaching materials (post-test) there were 29 out of 32 students who were complete in completing the descriptive text writing test, obtained a percentage of completeness of 90.6% with very good completeness criteria. Thus, there is an increase in learning outcomes in students before and after using descriptive text teaching materials with an increase of 18.8%.

The assessment of the learning outcomes test can be concluded that the Fliphtml5 digital-based teaching material with the local wisdom of Riau traditional houses for class VII SMP Negeri 3 Rambah Hilir is declared effective and feasible to use as an additional or companion learning resource in class VII Indonesian language learning at SMP Negeri 3 Rambah Hilir.

This is linear with previous research, namely research conducted by (Nurul Ainun, 2022) with the title Teaching Material Development Using the FlipHtml5 Application on Set Material Class VII SMPN 1 Palopo. The results of this study indicate that teaching materials are very effective to use. This can be seen from the results of the mathematics comprehension ability test given to the subject teacher during the teaching and learning process using teaching materials assisted by FlipHtml5. The percentage result of effectiveness in the use of this teaching material is 85.07% with very effective criteria. This research has similarities with the research conducted by the author, namely both developing teaching materials aided by FlipHtml5. While the difference is in the subjects used in the development of teaching materials. In the above study using

mathematics subjects while the authors used Indonesian language subjects with descriptive text material.

## CONCLUSION

The innovation of Fliphtml5 digital-based teaching materials containing local wisdom of Riau traditional houses for class VII of SMP Negeri 3 Rambah Hilir is certainly very useful, namely helping and making it easier for teachers and students to understand the learning material, especially descriptive text material containing local wisdom of Riau traditional houses in class VII of SMP Negeri 3 Downstream Rambah. The results of this research also prove that the Fliphtml5 digital-based teaching material product containing the local wisdom of Riau traditional houses for class VII SMP Negeri 3 Rambah Hilir is said to be very suitable for use as supporting or additional teaching material in the learning process based on validation that has been carried out by material experts who have met the criteria. feasibility "Very Eligible" in the aspects of appropriateness of content/material, appropriateness of presentation and appropriateness. The digital-based teaching material product Fliphtml5 containing local wisdom of Riau traditional houses for class VII SMP Negeri 3 Rambah Hilir is also said to be very effective in improving student learning outcomes in descriptive text material. This is supported by student learning outcomes which have improved after using descriptive text teaching materials containing Riau local wisdom with the help of FlipHtml5 developed. Apart from that, it is hoped that the results of this research can contribute to Fliphtml5 digital-based teaching material products containing the local wisdom of Riau traditional houses, especially in Indonesian language subjects at SMP Negeri 3 Rambah Hilir schools.

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