

Developing a Local Wisdom-Based E-Book to Instill Moral Values in Kindergarten Children

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Article info	Abstract
<p>Article History Recieved: 01/02/2025 Revised: 02/042025 Accepted: 05/042025</p> <p>✉ Corresponding author</p>	<p><i>The lack of contextually relevant digital learning media rooted in local culture has contributed to low levels of interest and engagement among kindergarten children in learning moral values. This study aims to develop a local wisdom-based e-book from Aceh as an instructional medium to foster moral education in early childhood. The research employed a Research and Development (R&D) approach using the ADDIE model (Analysis, Design, Development, Implementation, Evaluation) combined with a descriptive quantitative method. The sample consisted of 18 children aged 5–6 years. Data were collected through expert validation (media and content) and observations of child engagement during the e-book trial phase. The results indicated that the e-book was highly feasible, with media expert validation scores reaching 80%, content expert validation scores at 90%, and product trial results with children ranging from 92% to 100%. These findings demonstrate that digital media grounded in local wisdom can effectively enhance young children’s engagement and understanding of moral values.</i></p> <p>Keywords: Aceh Local Wisdom, Buk Elektronik, Dodaidi, Moral Value</p> <p style="text-align: center;">Abstrak</p> <p>Minimnya media pembelajaran digital yang kontekstual dan sesuai budaya lokal berdampak pada rendahnya minat serta keterlibatan anak dalam belajar nilai moral di Taman Kanak-Kanak. Penelitian ini bertujuan mengembangkan e-book berbasis kearifan lokal Aceh sebagai media pembelajaran moral bagi anak usia dini. Metode yang digunakan adalah Research and Development (R&D) dengan model ADDIE (Analysis, Design, Development, Implementation, Evaluation) dan pendekatan deskriptif kuantitatif. Sampel terdiri dari 18 anak usia 5–6 tahun. Data dikumpulkan melalui validasi ahli (media dan materi) serta observasi keterlibatan anak saat uji coba e-book. Hasil menunjukkan e-book sangat layak digunakan, dengan skor validasi media 80%, validasi materi 90%, dan hasil uji coba pada anak 92%–100%. Temuan ini menunjukkan media digital berbasis kearifan lokal efektif meningkatkan keterlibatan dan pemahaman nilai moral anak usia dini.</p> <p>Kata Kunci: Kearifan Lokal Aceh, E-Bokok, Dodaidi, Nilai Moral</p>

INTRODUCTION

Education is a conscious and planned process aimed at enhancing students' abilities by creating learning environments that actively engage them in developing their potential while effectively and efficiently utilizing available learning resources (Innes et al., 2023; Saleha et al., 2022; Yuningsih et al., 2024). Pratama & Sugiarto (2023) argues that education is one of the most important investments parents make for their children's future. From birth, children hold great potential and hope for success, and education serves as the bridge connecting them to their future. According to Oktavianti & Fitroh (2021), early childhood education is fundamentally designed to support the holistic growth and development of children, emphasizing the nurturing of each aspect of their personality. Every individual possesses unique potential, including kindergarten-aged children, who are at the optimal stage to explore and develop their emerging abilities (Azzahra et al., 2021; Puspitasari & Leny, 2022; T. Wulandari et al., 2024). The National Association for the Education of Young Children (NAEYC) defines early childhood as the age range from birth to eight years, a critical period of physical, cognitive, social, and emotional development. Therefore, teaching strategies during this phase must align with the distinctive characteristics of children's developmental stages (Plowman et al., 2012).

In Indonesia, early childhood education (PAUD) is a shared responsibility among the government, the community, and parents. Riadi et al.,(2023) outlines three forms of PAUD: formal education (such as kindergartens and Raudhatul Athfal for children aged 4–6 years), nonformal education (such as playgroups and daycare centers), and informal education (family and community-based guidance for children from infancy to six years). Among these, kindergartens play a pivotal role as foundational institutions for character and moral development, where children begin to grasp the moral values that shape their future personalities (Kurniati et al., 2020). An effective way to instill moral values at this stage is through engaging learning media tailored to their cognitive abilities (Ubaidillah et al., 2019).

Local wisdom holds significant potential in shaping children's character, as the cultural values, traditions, and social norms embedded in local practices provide meaningful learning opportunities (Basri et al., 2022; Kurniati et al., 2020; Riadi et al., 2023). Aceh's rich cultural heritage offers a wealth of local wisdom that can be integrated into educational materials such as e-books, introducing children to their regional culture while simultaneously nurturing pride and appreciation for their heritage. At TK IT Insan Madani Banda Aceh, an integrated Islamic kindergarten, there is a strong commitment to instilling Islamic moral values in its students. However, observations show that the learning materials used remain dominated by conventional textbooks, which often fail to capture young children's interest. The lack of educational resources that incorporate Acehnese local wisdom presents a significant challenge in delivering moral education that is contextually relevant and easily understood by the children. Without materials embedding local cultural elements, it becomes difficult for educators to effectively convey moral values in ways that resonate with children's daily lives.

As Prensky (2011) notes, the advancement of digital technology has significantly transformed many aspects of life, including education. In today's digital era, innovation in

learning media is essential to align with the characteristics and needs of modern learners. According to Clark & Mayer (2016), e-books represent one such innovation, offering interactive media that enhance the learning process by integrating multimedia elements that appeal to young children. Therefore, developing a local wisdom-based e-book presents a promising solution for improving the quality of moral education in early childhood, particularly by making learning more engaging and culturally relevant.

Local wisdom, as Sumardjoko & Musyiam, (2018) explains, is a cultural heritage rich with noble values and serves as a powerful source for character education. In Indonesia, and especially in Aceh, there exists a wealth of local wisdom that can be harnessed for moral education, such as values of honesty, discipline, responsibility, and cooperation found in folklore, customs, and local social norms (Muzakki & Fauziah, 2015; Warmansyah, Zalzabila, et al., 2023; Wulansari, 2017). Educational approaches grounded in local wisdom hold great potential for moral development because these values are closely aligned with children's everyday experiences, making them easier to understand and apply (Amelia et al., 2017; Musi et al., 2022).

Piaget suggests that early childhood education benefits from learning experiences that are meaningful and relevant to children's cognitive and social development (Handayani et al., 2017; Purba et al., 2024; Warmansyah, Utami, et al., 2023). Basri et al., (2022) adds that local wisdom-based e-books allow children to engage with moral values through culturally resonant stories, images, and interactions. This aligns with Bruner's constructivist learning theory, which emphasizes that children learn more effectively when they can relate new information to their existing experiences. According to Putri et al., (2022), moral education during early childhood is crucial for shaping character and personality, helping children distinguish between right and wrong behaviors, and laying the foundation for positive social interactions. Although TK IT Insan Madani Banda Aceh has implemented various moral education initiatives, it still faces challenges in delivering moral lessons effectively, particularly given young children's short attention spans and preference for interactive and visual media.

The development of an Acehnese local wisdom-based e-book as a moral learning tool at TK IT Insan Madani Banda Aceh is expected to address these challenges. Such an e-book can be designed with engaging visuals, contextually relevant stories, and interactive features that actively involve children in the learning process. By incorporating Acehnese local wisdom, children can gain familiarity with and appreciation for their own culture while internalizing the moral values embedded within it. Aceh's rich traditions, including folklore, proverbs, and social norms, carry abundant moral messages such as honesty, cooperation, responsibility, and respect for parents and teachers (Fuadi et al., 2019). A prime example is *Dodaidi*, a traditional lullaby that mothers sing to their children, conveying moral messages and Islamic teachings from an early age (Syahril, 2018). Far beyond a mere bedtime song, *Dodaidi* reflects heartfelt maternal education infused with love, cultural reasoning, and beautiful melodies (A. P. Wulandari, 2023). Leveraging such culturally rich material offers great potential for shaping children's moral development.

Despite growing interest in digital learning media and local wisdom integration, few existing studies specifically focus on developing and testing e-books based on Acehese local wisdom for early childhood moral education. Prior research has predominantly centered on general multimedia applications or nonlocal content, leaving a significant gap regarding culturally tailored digital media that combine regional values with interactive learning. This study addresses that gap by designing and evaluating an Acehese local wisdom-based e-book, thereby contributing novel insights into culturally grounded moral education strategies and expanding the repertoire of digital learning tools available for early childhood education.

Based on this background, the present study aims to develop a local wisdom-based e-book from Aceh as an instructional medium to instill moral values among children at TK IT Insan Madani Banda Aceh. Additionally, the study seeks to evaluate the e-book's effectiveness in enhancing children's understanding and application of moral values. The outcomes of this research are expected to contribute to the advancement of innovative and contextually relevant learning methods that meet the developmental needs of early childhood learners in the digital era.

METHODS

This study employed the Research and Development (R&D) method using the ADDIE development model, which consists of five stages: Analysis, Design, Development, Implementation, and Evaluation. This method was selected because it is considered highly relevant to the research objective—not only to produce a specific product but also to evaluate and test its feasibility. By applying this systematic approach, the researcher was able to plan, develop, and test the product thoroughly. As Sugiyono (2017) explains, R&D research aims to generate a particular product and simultaneously assess its effectiveness or feasibility to ensure optimal use.

The research used a quantitative descriptive approach, aiming to describe and explain phenomena systematically, factually, and accurately regarding the investigated facts and relationships. Within this study, the approach was used to assess the feasibility and effectiveness of the developed product based on quantitative data gathered through validation and observation. The research was conducted at TK IT Insan Madani Banda Aceh, involving 18 children aged 5–6 years as subjects. Data collection techniques included media and material expert validation and limited trials with the children. Validation was conducted by two experts (one media expert and one material expert) using a Likert-scale questionnaire (1–5). The trial was carried out over three days, during which the researcher directly observed the children's engagement with the e-book.

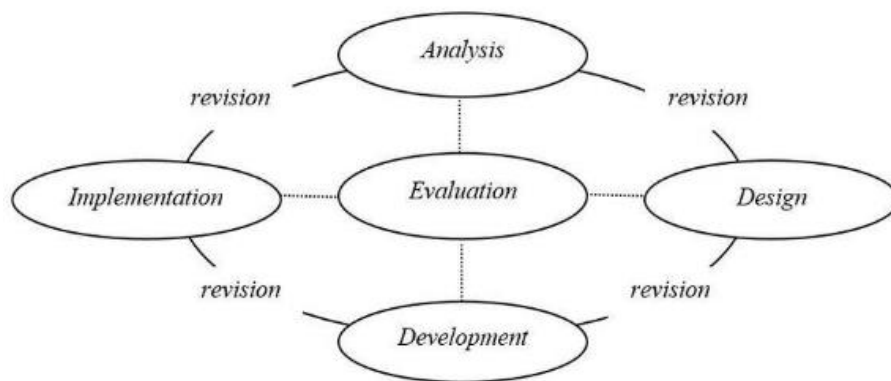


Figure 1. ADDIE Model Stages

Analysis Stage: This initial stage involved direct observation at TK IT Insan Madani Banda Aceh to identify challenges in the learning process, particularly the lack of culturally grounded digital learning media to instill moral values in young children. Observations revealed that teachers were mainly using generic media that did not reflect the Acehnese cultural context, missing an opportunity to strengthen character education. The researcher also identified the importance of integrating local cultural elements to create more meaningful learning experiences.

Design Stage: The researcher prepared the initial design of the e-book, compiling Acehnese *Dodaidi* folk poems that convey moral values. Visual designs and storylines were crafted to suit the developmental stage of early childhood learners. At this stage, the researcher also developed validation instruments for media and material experts as part of preparation for subsequent stages.

Development Stage: This stage involved transforming the e-book design into a functional digital product, including; a) Creating the interactive e-book with illustrated stories and audio based on Acehnese *Dodaidi*; b) Conducting validation by media and material experts to assess content feasibility, visual design, and the effectiveness of moral messaging; c) Revising the product based on expert feedback to improve its suitability, appeal, and alignment with early childhood learning goals.

Implementation Stage: The e-book was piloted with children aged 5–6 at TK IT Insan Madani Banda Aceh to evaluate their responses, engagement levels, and the extent to which the media captured their interest and conveyed moral values effectively.

Evaluation Stage: The final stage involved assessing the e-book’s feasibility based on expert validation results and observational data gathered during the trials. Evaluation was conducted using percentage formulas to determine the media’s suitability.

Table 1. Media Design Overview

No	Description	Image Description
1	Cover	Front cover illustration titled “ <i>Dodaidi: A Mother’s Song of Love</i> ”
2	Introduction Page	Explains the purpose and objectives of the e-book development

3	Table of Contents	Lists the e-book’s chapters and sections
4	Content Pages	Contains <i>Dodaidi</i> poems and related materials
5	Acknowledgments Page	Expresses gratitude to all contributors involved
6	Glossary Page	Lists terms used within the e-book
7	Author Information Page	Provides a brief author profile with additional elements

Table 2. Feasibility Rating Criteria (Adapted from Sugiyono, 2008)

Result Category	Percentage	Qualification	Follow-Up
1	< 55%	Not Feasible	Revise
2	56%–75%	Fairly Feasible	Revise
3	76%–85%	Feasible	Implement
4	86%–100%	Highly Feasible	Implement

Table 3. Media Expert Validation Questionnaire (Aini, 2022)

No	Aspect	Indicators
1	Media Design	Balance and proportion of visual elements; image resolution; color selection; appropriate backgrounds
2	Media Size	Text color appropriateness; legibility of text size; font consistency
3	Audio	Clear audio; page transitions synchronized with narration

Table 4. Material Expert Validation Questionnaire

No	Aspect	Indicators
1	Content Feasibility	Alignment of materials with moral learning objectives; suitability of <i>Dodaidi</i> content for 5–6-year-olds; benefit of Acehese local wisdom for moral teaching
2	Presentation	Consistency of content with e-book title and <i>Dodaidi</i> theme; engaging layout and visuals for 5–6-year-olds
3	Language Aspect	Language fostering age-appropriate moral attitudes; clear, readable fonts; large, recognizable illustrations

Data collection included both expert validation and child observation. Expert validation gathered expert opinions on the quality and feasibility of the developed product, ensuring it met theoretical and practical standards before trial use. Meanwhile, child observation involved systematically recording children’s behaviors and responses while using the product, using structured observation instruments

Quantitative data from validation and observation were analyzed using percentage formulas, which simplify numeric data for interpretation. The overall feasibility of the Acehese local wisdom-based e-book was determined using the following percentage formula:

$$P = \frac{a}{b} \times 100\%$$

Where:

P = Percentage score

F = Score obtained

N = Maximum possible score

P = Percentage score

F = Score obtained

N = Maximum possible score

The score criteria used in the child trials aimed to assess the achievement level of moral aspects delivered through the e-book. The trials observed children’s direct responses and engagement, particularly in understanding values such as love, responsibility, and gratitude. This assessment was guided by indicators in a structured observation sheet, with each score reflecting how actively children responded to the learning content and activities.

Table 5. Score Criteria

Score (P)	Criteria
$P > 75\%$	Feasible
$P \leq 75\%$	Not Feasible

RESULTS AND DISCUSSION

This study developed an educational medium in the form of an e-book designed to integrate Acehese local wisdom as a means to instill moral values in children aged 5–6 years at TK IT Insan Madani Banda Aceh. The development process employed a Research and Development (R&D) methodology using a mixed-methods approach, combining quantitative and qualitative techniques, and following the systematic stages of the ADDIE model (Analysis, Design, Development, Implementation, Evaluation). The ADDIE model was chosen because it provides a clear and structured framework to ensure that the final product aligns with user needs. The e-book contains stories, illustrations, and interactive activities specifically crafted to embed moral values into the learning process for young children.

Analysis Stage

The study aimed to identify the need for effective learning media that could successfully promote moral values among early childhood learners at TK IT Insan Madani Banda Aceh. The analysis phase involved direct observations in the school environment. In line with technological advancements and evolving learning patterns in the digital age, the demand for innovative educational media has grown significantly. Today’s children are more attracted to digital media, such as animations, educational games, and interactive e-books, which allow them to engage actively in the learning process. This study developed an interactive e-book that integrates elements of Acehese local wisdom, offering a learning approach that is both more appealing and more contextually relevant for children.

The e-book was specifically designed to align with the characteristics and developmental needs of young learners. Its content combines multiple elements that enhance children’s engagement, including inspiring stories with moral messages, vibrant and colorful illustrations, and interactive features that allow children to directly engage with the learning material. This approach serves not only as a pedagogical tool but also as a cultural





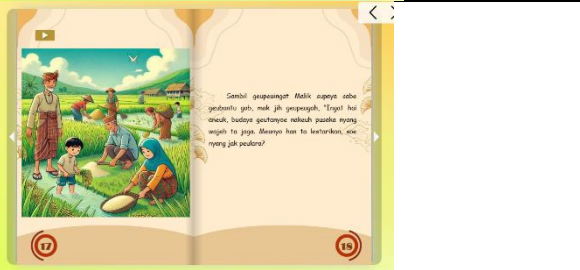


preservation strategy in the face of globalization, helping children build an early sense of cultural identity. Additionally, the use of technology in this educational medium is expected to improve the effectiveness of teaching and learning processes at TK IT Insan Madani Banda Aceh, providing a more varied and responsive learning alternative suited to the needs of today's young learners.






Design Stage

According to Syahid et al. (2024), "The design of educational media resembles the planning of learning activities, a systematic process that begins by setting learning objectives, designing learning scenarios or activities, and developing learning tools, materials, and evaluation instruments." In this stage, the research team focused on designing the e-book's structure, selecting the appropriate content, and creating engaging visual designs tailored to young children. The design process employed multimedia design principles that combine visual, audio, and interactive components to more effectively deliver moral messages. The development of stories and illustrations was carefully aligned with Acehnese cultural elements to ensure the material remains relevant and meaningful within the children's cultural context.

Table 6. Display of E-Book Learning Media

No	Description	Design Displa
1	Cover	
2	Introduction and Table of Contents Page	
3	Material Section 1	
4	Material Section 2	

5	Material Section 3	
6	Material Section 4	
7	Material Section 5	
8	Material Section 6	
9	Material Section 7	
10	Material Section 8	
11	Material Section 9	

<p>12 Material Section 10</p>	
<p>13 Material Section 11</p>	
<p>14 Acknowledgment Page</p>	
<p>15 Glossary Page</p>	
<p>16 Author Information Page</p>	
<p>17 Synopsis</p>	

Development Stage

To ensure product feasibility, expert validation was conducted on two main aspects: media and content. Based on the media expert's validation, the e-book received a total score of 40 out of a maximum of 50, representing 80% with an average rating of 4. The assessment covered various design aspects, including the balance of visual components, proportionality

of images to screen display, clarity of visuals, color selection accuracy, text size consistency, and the technical elements such as sound clarity and synchronization between page transitions and audio. Content expert validation yielded even higher results, with a total score of 36 out of 40, equating to 90% and an average rating of 4.5. This evaluation focused on the alignment of content with moral learning objectives based on Acehese local wisdom, its relevance to the developmental level of 5–6-year-old children, and its effectiveness in conveying moral values. Performance aspects such as layout, engaging illustrations, simple and age-appropriate language, large readable fonts, and clear, easily recognizable visuals were also considered.

Table 7. Summary of Expert Validation and Three-Day E-Book Trial Results

Expert Validation	Total Score	Percentage (%)	Average
Content Expert	36	90%	4.5
Media Expert	40	80%	4

Overall, the e-book was deemed feasible for use as a learning medium due to its strong design and relevant, effective content in embedding moral values rooted in Acehese local wisdom. Beyond effectively delivering moral messages, the e-book successfully integrates local cultural elements into early childhood learning. While positively assessed, several improvements were recommended, such as adding interactive features like animations or educational games to enhance appeal. Additionally, providing teacher training on the effective use of the e-book in classroom settings was suggested to maximize implementation.

Implementation Stage

Trial use with kindergarten children revealed that the e-book significantly increased their engagement during learning sessions. Observations showed that children were more active and enthusiastic when using the e-book compared to conventional methods.

Table 8. Detailed Breakdown of Daily E-Book Trial Scores and Percentages

Day	Respondents	Questions (P1–P6 Scores)	Total Scores	Percentage	Max Total	Average
First Day	AAA, AA, B, MN, AA, TA, FF	P1–P6 → 2, 2, 2, 2,	11, 11,	92%, 92%,	12, 12,	9.83
		2, 2, 2; 2, 2, 2, 2, 2,	11, 11,	92%, 92%,	12, 12,	
		2, 2; 1, 1, 1, 1, 1, 1,	11, 11,	92%, 92%,	12, 12,	
		1; 2, 2, 2, 2, 2, 2, 2; 2, 2, 2, 2, 2, 2; 2, 2, 2, 2, 2, 2	11	92%	12	
Second Day	N, A, H, A, MZ, S, SMR	P1–P6 → 2, 2, 2, 2,	12, 12,	100%, 100%,	12, 12,	100
		2, 2, 2 (for all questions and respondents)	12, 12,	100%, 100%,	12, 12,	
			12	100%	12	
Third Day	ASA, MD, AS, SF, AM	P1–P6 → 2, 2, 2, 2,	10, 10,	100%, 100%,	10, 10,	100
		2 (for all questions and respondents)	10, 10,	100%, 100%,	10, 10,	
			10	100%	10	

Development Stage

The development of the Acehese local wisdom-based e-book, designed to instill moral values in children at TK IT Insan Madani Banda Aceh, underwent a three-day trial, yielding highly positive responses from participants. On the first day, seven children (AAA, AA, B, MN, AA, TA, FF) participated by answering six questions about the e-book. Out of a maximum score of 12, each respondent achieved a score of 11, resulting in a 92% match rate, with an average overall score of 9.83—indicating the e-book was highly suitable and effective for learning.

On the second day, seven different participants (N, A, H, A, MZ, S, SMR) were tested, achieving perfect scores of 12 across the board, reflecting a 100% match rate and an average score of 100. This confirmed the e-book fully met user expectations, effectively engaging children and enhancing their understanding of moral values. On the third day, five respondents (ASA, MD, AS, SF, AM) participated, all achieving maximum scores of 12, again yielding a 100% match rate and an average score of 100. These consistent results demonstrated that the e-book was well-received by early childhood learners.

Overall, the three-day trials revealed that the Acehese local wisdom-based e-book is highly effective as a learning medium to instill moral values in young children. With match rates ranging from 92% to 100%, the e-book proved not only relevant to children's educational needs but also capable of providing an enjoyable and interactive learning experience. This aligns with Elfrianto (2024), who highlights how e-books and digital resources make learning more interactive. The findings position the e-book as an innovative solution for integrating moral and local cultural values into early childhood education.

Evaluation Stage

The evaluation stage, as the final phase of the ADDIE development model, ensured that all procedural steps were properly followed. As noted by Surahman (2016), evaluation aims to verify that all phases adhere to set protocols. In educational contexts, evaluation refers to the process of collecting information to determine whether improvements are needed to align learning systems with intended goals (Mauludiyah et al., 2023).

Based on expert assessments (media and content), the Acehese local wisdom-based e-book was deemed appropriate and feasible for use as a moral learning medium for young children. From the media perspective, the e-book was rated “good,” with a media expert validation score of 80%, categorized as “feasible with minor revisions.” Recommended improvements included adding more dynamic visual elements and synchronizing audio with illustrations. After revisions, the media was confirmed ready for implementation. From the content perspective, material experts awarded a score of 90%, categorized as “highly feasible.” Suggestions included enhancing sections on love and responsibility through reflective activities and ensuring the language was age-appropriate. The moral values embedded in the e-book such as affection, responsibility, and gratitude—were conveyed through illustrated stories and interactive activities.

Overall, the e-book functions as an audiovisual medium, combining text, images, and sound. According to Yetti et al., (2021), audiovisual media integrates both visual and

auditory elements to enhance learning. This is consistent with Mahyuddin & Isratati, (2023), who emphasize that audiovisual media helps children understand material more concretely and boosts learning motivation. Consequently, the e-book is particularly suitable for children with visual and auditory learning styles. Following the completion of the four preceding stages (Analysis, Design, Development, and Implementation), the evaluation phase, based on validation data and child trials, concluded that the Acehnese local wisdom-based e-book is fit for use as a medium to teach moral values to young children.

CONCLUSION

This study developed an Acehnese local wisdom-based e-book as a tool to instill moral values in early childhood learners at TK IT Insan Madani Banda Aceh. Using the ADDIE model (Analysis, Design, Development, Implementation, Evaluation) with a descriptive quantitative approach, the research produced an e-book containing culturally relevant stories, illustrations, and interactive activities that convey moral values such as honesty, cooperation, and respect for parents. Validation results indicated the e-book's high feasibility, receiving a score of 90% from content experts and 80% from media experts. A three-day trial with young children demonstrated highly positive responses, with engagement rates ranging from 92% to 100%. The findings suggest that the e-book not only enhances children's interest and active participation compared to conventional methods but also offers an innovative, culturally grounded learning medium. This research highlights the potential of integrating local wisdom into digital educational resources to strengthen moral education in early childhood settings and provides practical guidance for educators seeking to enrich learning experiences through interactive media.

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