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Digital LKPD with Educandy on Neighborhood Topic in Elementary School

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ABSTRACT

Development of a Digital Student Worksheet (LKPD) using the Educandy application. This research aims to enhance the learning experiences of fourth-grade students. The study involved 28 participants and assessed the effectiveness of the LKPD on the topic "What was the area where I used to live?". The results indicated a high level of usability, with a score of 88% from students, signifying it as very suitable for learning processes. Additionally, teacher feedback was even more positive, achieving a score of 92%, confirming its appropriateness for educational use. The study also employed the ADDIE model (Analyze, Design, Development, Implementation, Evaluation) for development, which received validation scores of 94% from language experts, 100% from media experts, and 92% from content experts. The practicality of the LKPD was further supported by student and teacher responses, which scored 88% and 92%, respectively.

Keywords: *Development, Digital LKPD, Educandy*

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INTRODUCTION

Education in today's digital era faces enormous challenges in integrating technology into the learning process. In Indonesia, although the use of Digital Learner Worksheets (LKPD) has been expanded, many schools have not optimally utilized this potential. (Megawati et al., 2024). Although the value of technology in education is widely acknowledged, previous research suggests that its actual implementation often falls short of expectations. Some studies, for instance, highlight the value of digital media but don't offer workable answers that may be used in the classroom. Prior research has concentrated on the theoretical underpinnings of technology use in schools. While some of them highlight the advantages of utilizing digital applications to boost student engagement, they overlook components that can motivate students to learn independently. (Rahmawati et al., 2023).

Eight learning game models can be created, including Crosswords, Multiple-Choice Questions, Word Searches, noughts and crosses, Spell It,

Anagrams, Match-Ups, and Memory Games (Nurhikmah et al., 2023). It often overlooks the cultural diversity that exists in Indonesia, which is a crucial aspect of social studies learning. This suggests a gap in the literature that this research needs to fill. Through cultural activities involving discussions and presentations, which were previously undervalued, with a more practical and interactive approach, a significant contribution can be made to improving the quality of social studies learning in schools.

Every piece of literature currently in publication incorporates technology into social studies instruction. The use of technology without presenting practical examples that can be utilized in the classroom. This study utilizes Educandy to demonstrate how technology can enhance student learning engagement and highlights the value of both individual and group learning. This component has been previously neglected in research, but it can be addressed by allowing students to participate in an interactive research project (Rustamana et al., 2024). Research on the application of technology in education suggests that its implementation in schools has not been optimized effectively. This creates a deep need for effective ways to integrate technology in courses, particularly in social studies learning. Digital LKPD has not been optimally utilized in schools, suggesting an opportunity to explore how it can be applied to enhance student learning. The Educandy app offers a new approach that can improve student abilities through interactive games (Jannah & Suciptaningsih, 2023).

The use of technology in education encompasses practical applications that can be implemented in the classroom. The research aims to address the gap by providing examples of how technology can be utilized to enhance social studies learning. (Rahmayati & Prastowo, 2023). Teachers adapt learning materials to meet students' needs, and can easily update materials, add new activities, or adjust the way tasks are organized in response to the latest curriculum developments. Due to its flexibility, Digital LKPD is well-suited for the ever-changing educational context, especially in today's digital age (Sari et al., 2022).

With Digital LKPD, the learning process becomes more interactive and interesting for students. The use of digital media enables teachers to present subject matter in a more varied and engaging manner, such as through videos, animations, and simulations, which can help students grasp complex concepts more effectively. One of the main advantages of Digital LKPD is ease of access. Students can access learning materials anytime and anywhere, as long as they have a device connected to the internet. With digital LKPD, students are no longer limited to physical textbooks; they can explore various online learning resources.

Additionally, Digital LKPD enables faster and more effective feedback. Teachers can provide live grading and comments on the tasks that students do.

This not only speeds up the evaluation process but also provides students with opportunities to learn from their mistakes more quickly.

The learning process becomes more adaptive and responsive to students' needs. However, the implementation of Digital LKPD also faces several challenges. One of them is the gap in technology access among students. Not all students have access to adequate devices or stable internet connections, which can hinder their learning process. Therefore, schools and the government need to ensure that all students have equal access to educational technology. In the future, it is anticipated that Digital LKPD will continue to evolve and adapt to the increasingly complex educational needs. Innovation in the design and content of Digital LKPD needs to continue to be made to keep it relevant and interesting for students. With the right support, digital LKPD can be a highly effective tool in enhancing the quality of education and preparing students to navigate challenges in the digital era.

The development of Digital Learner Worksheets (LKPD) in primary schools is an important step in improving the quality of learning. By utilizing technology, Digital LKPD can offer a more engaging and interactive learning experience for students. This aligns with the trend of digitalization that is increasingly prevalent in various aspects of life, including education. Additionally, Digital LKPD enables teachers to provide faster and more effective feedback. With an integrated system, teachers can easily monitor student progress and provide necessary guidance. This helps identify areas that need improvement and provides timely support. In the context of the curriculum, Digital LKPD can be adapted to the needs and applicable learning standards. Teachers can develop content that is relevant to the material being taught, allowing students to have a more contextual learning experience. It also helps integrate various disciplines into a single platform.

Another crucial component of the development of Digital LKPD is teacher training. To properly build and implement Digital LKPD, teachers must possess the necessary abilities and knowledge. This will ensure that the learning process can proceed uninterrupted and achieve the intended objectives. All things considered, the implementation of Digital LKPD in elementary schools holds significant promise for raising educational standards. It is anticipated that by leveraging technological advances, children will be able to learn more efficiently and joyfully, and be better prepared to navigate the challenges of the digital age.

Digital LKPD in primary schools also provides an opportunity to integrate learning with students' daily lives. By presenting relevant and contextualized materials, students can see the connections between what they learn in school and the world outside. This not only increases interest in learning but also helps students understand the importance of education in their lives. One of the interesting aspects of Digital LKPD is its ability to provide different types of learning resources. Students can access articles, videos, and other resources that

can enrich their understanding of a topic. Collaboration between schools and parents is also key in the development of Digital LKPD. By involving parents in the learning process, students will feel more supported and motivated. Schools can organize workshops or seminars to provide parents with information on how to support their children in using Digital LKPD. Schools need to collect feedback from students and teachers to determine what is working well and what needs improvement. With a data-driven approach, the development of Digital LKPD can be done on an ongoing basis to meet the evolving needs of education.

Digital LKPD in elementary school also opens up opportunities to implement gamification-based learning. By integrating game elements into the LKPD, students can learn more engagingly and enjoyably. For example, the use of points, badges, or challenges can motivate students to complete tasks and actively participate in learning. This can increase student engagement and make them more enthusiastic about learning. In addition, Digital LKPD can facilitate more personalized education. By utilizing technology, teachers can tailor materials and assignments to meet each student's individual needs and abilities. This allows each student to learn most effectively for themselves, thereby improving overall learning outcomes. This approach also helps in overcoming ability differences within the classroom.

The creation of digital learning platforms can also enhance student collaboration. With tools such as integrated group projects or discussion boards, students can collaborate to finish assignments and exchange ideas. In addition to learning from one another, this fosters the development of critical social skills such as cooperation and communication. These abilities will be extremely valuable in the future workplace. Additionally, Digital LKPD can support the development of student digital literacy. In today's information age, the ability to use technology and access information effectively is essential. By using Digital LKPD, students learn how to search, evaluate, and use information from various sources. This will prepare them to become more critical and skillful individuals in the digital world. The development of Digital LKPD should also consider the security and privacy aspects. With the increasing use of technology, it is crucial to safeguard students' personal data and ensure they learn in a secure environment. Schools need to have clear policies regarding the use of data and involve parents in this process to provide a sense of security for all parties.

METHOD

The method used in this research and development (R&D). R&D aims to find, create, and validate products. The product developed in this study is a Digital LKPD using the Educandy application, focusing on the topic of *what the area where I live used to be like* in fourth grade. This is done in accordance with creating and

directing the stages of creation. The development model employed in this research is the ADDIE model, which consists of analysis, design, development, implementation, and evaluation (Purba et al., 2023). Research and development consisted of one subject. The first subject is a validator, comprising two lecturers who are linguists and communication experts, and one class teacher who is a materials expert. The second subject of this research is the fourth-grade students of SDN Kebon Pedes 3 Bogor, consisting of 28 students as respondents, to determine their responses to using the Digital LKPD application through the Educandy platform. In the validation questionnaire, using the Likert Scale, there are five criteria translated into numbers from 1 to 5, with (1) Very Poor, (2) Poor, (3) Fair, (4) Good, (5) Very Good. The results were then analyzed by calculating the percentage of item scores for each survey question. The data obtained is processed by calculating the formula.

$$p = \frac{\sum x}{\sum x_1}(100\%)$$

In giving meaning and making decisions to revise measuring instruments and guidance manuals, qualifications are used that have the following criteria:

Table 1. Eligibility Level Qualification

No.	Achievement Level (%)	Qualification	Description
1.	86% - 100%	Very Good	Very feasible, no need for revision
2.	71% - 85%	Good	Feasible, no need for revision
3.	61% - 70%	Simply	Less feasible, need revision
4.	51% - 60%	Not Good	Not feasible, need revision
5.	0% - 50%	Very Less	Very inappropriate, need revision

In the student response questionnaire, using a Likert scale with five criteria in the form of a checklist (v). The data obtained is processed by calculating using the following formula:

Table 2. Student Response Criteria

Score	Criterion
0% ≤ x ≤ 50%	Not eligible
51% ≤ x ≤ 60%	Less worthy
61% ≤ x ≤ 70%	Quite feasible
71% ≤ x ≤ 85%	Proper
86% ≤ x ≤ 100%	Highly feasible

LKPD Digital using the Educandy application can be considered valid if it meets the score criteria of 86% to 100% on all items included in the learning practitioner. For data analysis, test settings using the following formula are used:

$$Percentage\ (\%) = \frac{\sum f x_i}{n}(100\%)$$

RESULTS AND DISCUSSION

RESULTS

The product results were validated by three validators, two lecturers from Pakuan University, and one homeroom teacher from SDN Kebon Pedes 3, Bogor City. Validation data obtained from the assessment questionnaire given by the validator, in addition to providing assessments of criticism and suggestions for product development. This in the results of the validity test on the Digital LKPD development product using *the Educandy* application can be presented as follows:

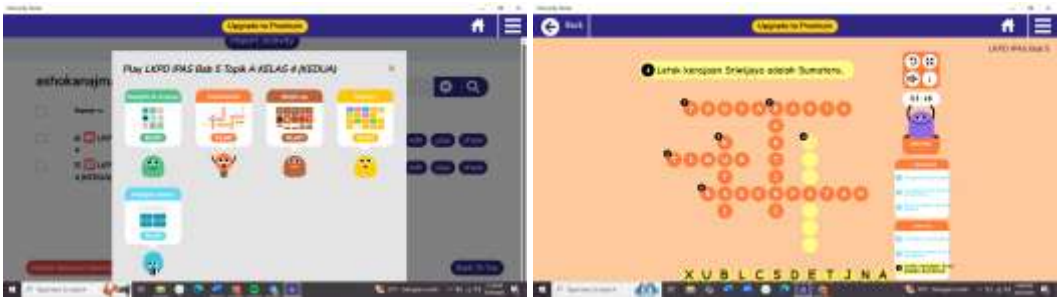

Figure 1. Digital LKPD View Using the Educandy Application

The results of expert validation from development research that has been conducted based on the stages of the ADDIE development model are as follows:

Table 3. Results of Validation by Media Experts

Total Score	60
Total Maximum Score	5
Overall Score	60
Percentage	(60:60) x 100% = 100%
Criterion	Highly Worth It

Table 4. Validation Results by Linguists

Total Score	52
Total Maximum Score	5
Overall Score	55
Percentage	(52:55) x 100% = 94%
Criterion	Highly Worth It

Table 5. Results of Validation by Subject Matter Experts

Total Score	46
Total Maximum Score	5
Overall Score	50
Percentage	(46:50) x 100% = 92%
Criterion	Highly Worth It

Table 6. Results of the Student Response Questionnaire

Sum	(2388:2100) x 100% = 88%
Validity	88%
Criterion	Highly Worth It

In the development of Digital LKPD using the *Educandy* application in the learning chapter 5, the area where I live used to be a Digital LKPD that combines animated games to attract students' attention, presents objects in detail, and helps them understand difficult lessons. LKPD Digital

DISCUSSION

In this study, it has been found that the development of Digital LKPD using the Educandy application, *focused* on the topic of the area where I lived in grade IV of elementary school. Digital LKPD is an LKPD that utilizes technology or digital media to combine audio and visual elements in a game, attracting the attention of students. These Digital LKPDs are more efficient and engaging, encouraging active participation and helping learners grow in their understanding of the subject matter. Students can learn anywhere and anytime. The potential of Educandy lies in transforming traditional learning methods into more engaging experiences by integrating game-based learning, which is essential for fostering a deeper understanding of subject matter, particularly in social studies (Nera et al., 2023).

The researcher gathered validation data from linguists, media specialists, and material specialists. Following the acquisition of the validation data. The researcher makes adjustments in response to the critiques and recommendations made by linguists, media specialists, and material experts. After revising, the percentage of validity scores obtained from the media was 100% with very feasible criteria, the rate of validity scores provided by the language was 94% with very feasible criteria, and the percentage of validity scores provided by the material was 92% with very feasible criteria. The researcher obtained from the results of the questionnaire that students using the Educandy application achieved a percentage result of 88%, which is very feasible according to the criteria.

Following that, observations and interviews were conducted with teachers and learners to determine the impact of Digital LKPD on learning, particularly at SDN Kebon Pedes 3 in Bogor City. The outcomes of the interviews and observations demonstrated excellent utilization of Digital LKPD. Students can learn Chapter 5 about *the area where I used to live* more easily and with enthusiasm if they use LKPD Digital. The students' learning results, which demonstrate the feasibility of this product, show an 88% proportion. Linguists obtained 94%, meaning that this product is very worth using. Media experts gave this product a 100% rating, indicating that it is highly recommended for use. In addition to the trial conducted on grade IV students, 28 students received a very good response,

with a percentage of 88%, indicating that this product is suitable for use in grade IV.

Application Eligibility: *Educandy* in the Learning Process. *Educandy* Offers Many game features and quizzes that can enhance learning. The app is rated based on its ability to enhance student engagement and improve understanding of the subject matter, especially in the context of social studies. The app allows teachers to create interactive quizzes and games that not only make learning fun but also reinforce students' understanding of the material being taught. The feasibility of Educandy is tested through feedback from students and teachers, which is very important. Overall, the feasibility of Digital LKPD using the Educandy application is promising, provided its limitations are addressed through effective learning practices.

CONCLUSION

The feasibility of LKPD Digital using the *Educandy application*, particularly in relation to the area where I used to live, is evident from the results of expert validation, student responses, and teacher feedback. The results of media expert validation, with 100% agreement, indicate that the Digital LKPD is highly feasible to use. The linguistic validation rate is 94%, suggesting that it is highly feasible for use. The validation rate of 92% from the subject matter expert is very possible. The results of student responses were 88%, and the results of teacher responses were 92%, indicating that LKPD Digital is highly feasible for use. The average success rate, as shown in the validation results, teacher responses, and student outcomes, is 91%. Based on the validation results from media experts, linguists, material experts, student responses, and teacher responses, LKPD Digital utilizes *the Educandy* application, which is highly feasible for use in the learning process, particularly in my area of residence.

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