

## Development of a Digital-Based Madiun History Encyclopedia and Its Potential as a History Learning Resource for MAN 4 Madiun

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### Abstrak

Penelitian ini bertujuan untuk mengembangkan ensiklopedia sejarah Madiun berbasis digital dan menguji kelayakan serta kerpraktisannya sebagai sumber belajar sejarah di tingkat MA. Metode penelitian menggunakan jenis Research and Development (R&D) dengan model ADDIE (Analyze, Design, Development, Implementation, dan Evaluation). Produk dikemas dalam bentuk flipping book yang menyajikan informasi sejarah lokal Madiun secara interaktif dan mudah diakses. Validasi oleh ahli materi menunjukkan tingkat kelayakan sebesar 82% dan validasi oleh ahli media sebesar 94%. Uji coba kepraktisan skala kecil memperoleh persentase 86% dan skala besar mencapai 87%, serta dari guru sejarah memperoleh 82%. Hasil ini menunjukkan bahwa ensiklopedia layak dan praktis digunakan sebagai sumber belajar sejarah MAN 4 Madiun.

**Kata kunci:** ensiklopedia digital, sejarah lokal madiun, sumber belajar sejarah.

### Abstract

*This study aims to develop a digital-based Madiun history encyclopedia and test its feasibility and practicality as a history learning resource for senior high school (SMA/MA) students. The research method employed is Research and Development (R&D), utilizing the ADDIE model (Analyze, Design, Development, Implementation, and Evaluation). The product is packaged as a flipping book that presents information on Madiun's local history in an interactive and easily accessible manner. Validation by material experts yielded a feasibility level of 82%, while validation by media experts reached 94%. Small-scale practicality trials achieved a percentage of 86%, while large-scale trials reached 87%. Additionally, the percentage from history teachers was 82%. These results indicate that the encyclopedia is a feasible and practical resource for learning history at MAN 4 Madiun.*

**Keywords:** digital encyclopedia, madiun local history, learning resources history.

### INTRODUCTION

History education plays a crucial role in instilling national values, local identity, and an understanding of a region's history. Madiun, which chronicles various past events, has left behind historical traces that inform knowledge within the context of local history. Local history is the identity of each region in Indonesia, generally formed through past activities related to traditions, culture, places, and so on. These activities gradually adapt to the community, impacting the region's

local identity. Local history in an area generally consists of stories told orally and transmitted from one generation to the next (Wibowo, 2016:46). The study of local history has become a significant focus post-reform. The shift is due to curriculum improvements, particularly at the secondary school level, which increasingly position local history as a crucial part of understanding past events in students' local areas (Kuswono et al., 2021:206-209).

However, in reality, local history, particularly the history of Madiun, still receives insufficient attention in high school history lessons. Local history also has a tourist appeal due to its uniqueness, which is not found in other regions. In a multicultural country like Indonesia, local values play a crucial role in strengthening national identity, thus becoming a distinctive characteristic of a nation that is widely recognized (Nurdiansyah et al., 2021:113). Therefore, local history, particularly in Madiun, plays a vital role in the Indonesian education curriculum, particularly at the Madrasah Aliyah (Islamic Senior High School) level. A sound understanding of local history is expected to instill national values, shape students' character, and foster a love for their country. Educators are responsible for character formation; one way of achieving this is through history instruction (Purni, 2023:191). Unfortunately, Madiun's history is still presented mainly in textbooks with less engaging content and minimal use of digital technology. Furthermore, teachers rarely introduce local history to students in history lessons. Syahrani and Nurfitriyanti (Nasution et al., 2023:142-143) believe that the learning process, especially in schools, needs to be updated in response to developments in the world of education, not only relying on conventional methods but also experimenting with different learning

methods and utilizing appropriate learning materials.

Problems in education are evident when educational outcomes fail to meet the expected level. To prevent this, improvements can be made to the quality and accessibility of educational components, such as teaching materials, facilities, and learning resources for students (Mutiara, 2023:2). The availability of teaching materials/learning resources is one of the key factors supporting the success of the learning process. Learning resources are an integral component of the learning process, where students generally use them to study the subject matter independently. Learning resources aim to help teachers and students facilitate the learning process (Diansyah et al., 2021:25). The use of local historical sources in history studies is also expected to improve the quality of student learning, as evidenced by their increased motivation and academic achievement. Meanwhile, local history holds significant potential to enrich the learning context and relevance for students in the region. If this problem is allowed to persist, it is feared that several negative impacts will occur, including 1) poor student understanding of local history, 2) minimal appreciation of local history, and 3) potential loss of local identity.

Advances in information technology offer significant opportunities to develop

more engaging learning resources. Digitalization is an unavoidable trend, including in the provision of digital learning resources. This presents a challenge in developing adequate learning resources that are both understandable and engaging to students through compelling visualizations. Indonesia's readiness to respond to education in the digital era tends to be slow. To compete in the digital era, Indonesia needs to emphasize improving the capabilities and skills of its human resources through education (Anis & Mardiani, 2022:118). These challenges have led to the development of various digital learning resources that can be utilized in education to maximize results and ultimately achieve learning objectives. To address this gap, this study proposes an alternative: the development of a digital-based encyclopedia of Madiun history, presented in an engaging and easily accessible manner for Madrasah Aliyah students.

Digital-based resources are considered to make learning more engaging and enjoyable for students. E-Encyclopedia is an innovative technology-based learning resource package that contains content in the form of information about a specific knowledge term (Utami et al., 2023:1323). Historical encyclopedias typically contain extensive details on a national and, in some cases, international scale. The importance of

digitizing Madiun's history lies in providing an engaging source for historical learning through visualization within the encyclopedia. With technological advancements, the use of digital encyclopedias can enrich students' learning experiences by ensuring in-depth and easily accessible information.

Meanwhile, historical encyclopedias that address the local history of a region are still limited. Encyclopedias generally tend to focus on the national and international sphere, while there has never been an encyclopedia specifically discussing the local history of a particular place. Historical encyclopedias enable students to learn about past historical events, especially those related to their surroundings, in an easy-to-understand way (Hidayanti & Hidayat, 2022:82). This is inseparable from the history of Madiun, which can be an attraction to be included in the form of an encyclopedia.

Given the current reality, the variety of digital learning resources in Madiun remains limited, and many are presented in a verbal book format, which can bore and discourage students from reading. Furthermore, the development of the digital era requires educational reforms that are integrated with technology. Therefore, innovation is necessary to provide students with engaging learning resources. Based on research conducted by Supriadi &

Lismawati (2018:91) discussing encyclopedias as interesting learning resource references, Aulia et al. (2021:323) found that the teacher's response to the use of digital encyclopedias was 85.26% (very practical) in learning. In addition, according to Mulyani & Armianti (2021:302-303), the effectiveness of using technology-based encyclopedias as a learning resource for teachers and students in Madrasah Aliyah is also noted.

Several previous studies have demonstrated the development of digital encyclopedias in the context of history learning, but with varying focuses and contexts. (Hidayanti & Hidayat, 2022) Are developing a digital encyclopedia of historical buildings in Metro City for high schools, while (Mutiarra, 2023) is creating a flipbook-based digital encyclopedia about prehistoric humans for students of MAN 1 Muaro Jambi, and (Tri et al., 2025) have only reached the needs analysis stage of a digital encyclopedia of Sriwijaya heritage in Palembang high schools. The similarity between this study and others lies in the development of a local history-based digital encyclopedia as a historical learning resource. However, this study is novel because it focuses on Madiun history, covering a wide range of periods, and is directly tested at MAN 4 Madiun. Thus, in addition to producing a product, it also emphasizes its potential use as a

learning resource that suits the needs of the madrasah.

Based on the background of the problem described above, this must be addressed by developing a digital-based Madiun history encyclopedia. Moreover, to determine whether the development of this encyclopedia can be utilized as a learning resource, further research is needed. Therefore, the objectives of the research can be formulated as follows: 1) To describe and explain the form of a digital-based Madiun history encyclopedia that can be used as a learning resource for SMA/MA history; 2) To determine the validity of the feasibility, practicality, and model of a digital-based Madiun history encyclopedia developed as a learning resource for Madrasah Aliyah history.

## **METHODS**

This research falls under the category of R&D (Research and Development) studies. R&D (Research and Development) is the process or steps involved in developing new products or improving existing ones (Okpatrioka, 2023). R&D is not only focused on creating new products or technologies but also involves improving processes, services, and policies to ensure long-term sustainability and effectiveness (Judijanto et al., 2024). Meanwhile, research and development (R&D) in education is the process used to develop and validate educational products and services. Yuliani & Banjarnahour (2021)

discuss the R&D methodology in education, requiring researchers to produce efficient products or services related to pedagogical or educational practices. This development research utilizes the ADDIE model, which comprises five stages: Analysis, Design, Development, Implementation, and Evaluation.

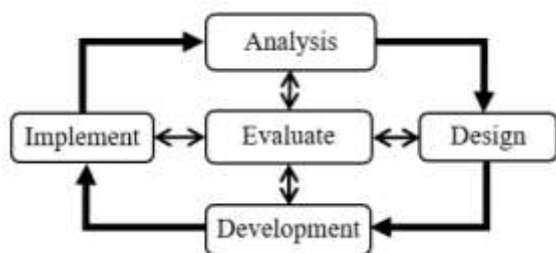


Figure 1. ADDIE Development Model Stages (Fitrotunnisa, 2024:15).

The research population for testing the developed product consisted of one school in Madiun, specifically MAN 4 Madiun. The population was determined based on the need for learning resources, which are still limited to physical books and underutilize digital learning resources. The sample used in this study consisted of 25 students in grade X IPS, serving as a limited test. A broader test was conducted on four other classes in grade X MAN 4 Madiun.

Data collection techniques included interviews, questionnaires, and documentation. The questionnaire distribution phase aimed to determine the feasibility and practicality of a digital-based Madiun history encyclopedia. The questionnaires were then distributed to validators, including material and media experts, as well as students and teachers.

The validation stage for each indicator aspect has a value of one to five, which is arranged based on a Likert scale, as listed in the following table:

Table 1. Encyclopedia Eligibility Criteria (Utami et al., 2023)

Score	Indicator
1	Not good/not suitable
2	Not good/less suitable
3	Fair
4	Good/suitable
5	Very good/very suitable

Data processing is calculated using the formula (Utami et al., 2023) as follows:

$$PK = \frac{\sum X}{\sum Xi} \times 100\%$$

The validity results from material and media experts will then be combined and analyzed to measure the level of feasibility of the product being developed in the following manner:

$$PK = \frac{V1+V2}{2} \times 100\%$$

Information:

PK: Eligibility Percentage

$\sum X$ : Total Validity Score

$\sum Xi$ : Highest Total Score

V1: Score from Validator 1

V2: Score from Validator 2

After the validation results are calculated, the suitability of the encyclopedia is analyzed using the following interval scale:

Table 2. Encyclopedia Eligibility Criteria (Utami et al., 2023).

Archivement Level (%)	Qualification	Description
81-100	Very good	Not revised/valid
61-80	Good	Not revised/valid
41-60	Enough	Revised/invalid
21-40	Poor	Revised/invalid
0-20	Very poor	Revised/invalid

In this validation stage, the percentage achievement level must be above 60% so that this digital-based Madiun history encyclopedia is deemed worthy of undergoing a practical test.

## RESULTS AND DISCUSSION

This research was conducted by exploring several local historical sites scattered throughout the Madiun region, both in the district and city. The sites used as data sources encompass relics from various historical periods, including the Hindu-Buddhist era, the Islamic kingdom era, and the colonial era (Yefterson et al., 2024). This research and development resulted in a digital-based Madiun History Encyclopedia as a learning resource for high school history. The Madiun History Encyclopedia was developed through several stages by the ADDIE development procedure: Analyze, Design, Development, Implementation, and Evaluate (Judijanto et al., 2024).

The analysis stage encompasses the results of observations conducted on several local histories in Madiun, which

include relics from the Hindu-Buddhist period to the colonial era, as well as books about the history of Madiun.

Table 3. Findings

No	Site	Location	Period
1	Candi Wonorejo	Wonorejo, Kec. Mejayan	Hinduism
2	Lambang Kuning	Desa Nglambangan, Kec. Wungu	Hinduism
3	Prasasti Mruwak	Desa Mruwak, Kec. Dagangan	Hinduism
4	Prasasti Bibrik	Desa Bibrik, Kec. Jiwan	Hinduism
5	Prasasti Klagen Serut	Desa Klagen Serut, Jiwan	Hinduism
6	Bekas Gedung Residen Belanda	Jl. Pahlawan, No. 31	Hinduism
7	Monument Kresek	Desa Kresek, Kec. Wungu	Colonial
8	Masjid Kuncen	Desa Kuncen, Kota Madiun	Colonial
9	Masjid Kuno Taman	Jl Asahan, No. 46, Kec. Taman	Islamic Kingdom
10	Monumen Mastrip	Jl. Mastrip, No. 25, Kota Madiun	Islamic Kingdom

In the design phase, the application used was Canva. The encyclopedia was designed starting from the front and back covers, followed by the introduction, foreword, table of contents, location map, history of Madiun, core material, bibliography, and author biographies. The design was then uploaded to the Hyzine website. To make the ipbook more engaging and interactive, clickable location pop-ups were added that show the location of each site. This feature is connected via Google My Maps combined with HTML code.

The next stage after designing the encyclopedia is development, which involves an assessment by validators to determine whether the encyclopedia is suitable for use. Validation is carried out by four validators: two subject matter experts and two media and design validators.

Table 4. Combined Validation Result

Results	Validator			
	Subject Matter Expert		Media Expert	
	I	II	I	II
Total Validator Score	30	44	46	48
Total Maximum Score	45	45	50	50
Score Percentage	67%	98%	92%	96%
Average	82%		94%	
Combined Validation Percentage	91%			
Category: Very Good/Valid				

A small-scale test was conducted with 25 students using a student response questionnaire. Meanwhile, a large-scale test was conducted with four other classes.

Table 5. Small Scale Test Results

Small Scale Test Results	
Result	Score
Total Combined Score	1078
Total Maximum Score	1250
Combined Percentage	86%
Category: Very Practical	

Based on the frequency diagram of the small-scale test on 25 students, the median score was 43 (86%), representing the overall average score. The most frequently occurring score was 50 (100%), the highest score awarded, while the lowest score from the small-scale test was 32 (64%).

Table 6. Large Scale Test Results

Result	Large Scale Test Score Composite			
	Scores Per Class			
	A	C	D	E
Total Score	1174	1095	1052	943
Maximum Score	1300	1300	1200	1100
Percentage Score	90%	84%	88%	86%
Combined Percentage	87%			
Category: Very Practical				

The table below shows that the results of the large-scale trials conducted with students varied in percentage. The trial results in class XA were 90%, class XC was 84%, class XD was 88%, and class XE was 86%. Meanwhile, the combined percentage of the large-scale trials was 87%. This figure falls into the convenient category. These student responses are also supported by the history teacher's responses in class X at MAN 4 Madiun.

Table 7. Teacher Response

Teacher's Name	Number	Score
Ayub	1	4
Luqmana S.	2	4
H., S.Pd.	3	5

	4	4
	5	4
	6	4
	7	4
	8	4
	9	4
	10	4
Total Score		41
Maximum Score		50
Percentage Score		82%
Category: Very Practical		

Based on the responses from history teachers, the Madiun history encyclopedia received a score of 41 (82%), categorized as very practical. Therefore, this aligns with the research objective to provide a practical encyclopedia as a resource for high school history learning. Finally, the evaluation phase is based on the validation results. The evaluation includes comments and suggestions from several validators for improvement.

The encyclopedia is designed with a diverse and communicative approach, greatly assisting readers in absorbing the information provided. The integrated content and materials encompass the local history of Madiun. The formatting of this encyclopedia adheres to quality standards, encompassing a title, foreword, table of contents, introduction, and images with their descriptions. The material is carefully structured, referencing various relevant references, particularly those related to the learning outcomes in history for grade 10 (phase E).

The final result of the digital-based Madiun history encyclopedia can be seen at the link (<https://bit.ly/EnsiklopediaKhoirulHasana h>), which can be accessed using a gadget or computer. In addition, this Madiun history encyclopedia can be accessed using a QR code, making it easier for users to view the product.



Figure 2. Madiun History Encyclopedia QR Code

The advantages of the Madiun history encyclopedia include descriptions, up to-date images, location pop-ups, and links that facilitate free user access. The images and descriptions facilitate user recognition and understanding of Madiun's local history. This encyclopedia also serves as a reference source for teachers and students in history lessons.

In developing a digital-based Madiun history encyclopedia, this research has similarities with the study conducted by Hidayanti & Hidayat (2022), which developed a digital encyclopedia of historic buildings as a resource for learning local history. Both focus on utilizing local history and target users are grade 10 students. However, the

fundamental difference lies in the object of study of Madiun history which has never previously been packaged in the form of a digital encyclopedia, thus having a high value of novelty.

The Madiun history encyclopedia was assessed by completing an assessment form, which included an explanation of the assessment components and was addressed to the validator. Validation results for materials 1 and 2 yielded scores of 30 and 44, respectively, which translates to a very valid rating of 82%. The scores obtained by the subject matter expert validator indicate that the encyclopedia is compiled based on the material collected at the research site and uses a design that aligns with current developments in science and technology, with contemporary features.

Meanwhile, the validation results from media experts 1 and 2 obtained scores of 46 and 48, respectively, which were converted to 94%, representing a very valid criterion. The results obtained by media experts indicate that the encyclopedia is suitable for use, featuring an attractive design, images with appropriate content, an easy-to-understand layout, a well-chosen font type and size, a proportional image layout, and good image display quality. This aligns with research by Malikah & Jannah (2023), which suggests that the digital encyclopedia is highly suitable for use because it offers easy-to understand

content, is engaging, and is aesthetically appealing. The validity test also yielded an average score of 93.075%, placing it in the highly valid category. This suggests that the encyclopedia can be effectively utilized in the learning process. Therefore, the assessment by material and media experts indicates that the designed encyclopedia has met high feasibility standards and meets the predetermined criteria. Therefore, based on the evaluation by material and media experts, this encyclopedia can be declared a suitable learning resource for students to use.

The practicality test was conducted on a small scale with 25 students, achieving an average score of 43.12 (86%) in the convenient category. These results were based on the number of efficient criteria, 15 (60%), and practical criteria, 10 (40%).

Additionally, a large-scale practicality test was conducted to assess the product's practicality widely before it was disseminated to the public. The results of this large-scale test were reviewed from the scores in class XA, which obtained an average score of 45.36 (91%); class XC, 42.11 (84%); class XD, 88%; and class XE, 86%. When converted, the result was 87% in the convenient category. The response from the history teacher also strengthened the results of the product's practicality, which scored

41, equivalent to 82% in the convenient category.

The results of this data are supported by research by Aulia et al. (2021), which stated that teachers' responses to the digital encyclopedia showed a very high level of practicality (85.26%). Therefore, this overall assessment provides a positive indication of the quality of the Madiun history encyclopedia and supports its role as a high school history learning resource, enabling students to deepen their understanding of local events and history in Madiun.

This research demonstrates the development of a new theory on the processing of local history in digital learning resources. The use of Madiun local history content in the form of a digital encyclopedia has proven feasible and practical for deepening the history learning experience in a more meaningful way.

Furthermore, this can modify the theory of constructivism, where the digital based local history learning experience facilitates the construction of more personal and meaningful knowledge. Furthermore, the digital-based Madiun history encyclopedia is a new form of learning resource that combines contextual, interactive technology and visual design, and is more adaptive to the digital generation, thus modifying the learning resource theory by Gerlach & Ely.

## **CONCLUSION**

This research was conducted at local historical sites in the Madiun region, which include relics from the Hindu-Buddhist period, the Islamic kingdom period, and the colonial period. The development of the Madiun history encyclopedia employed the ADDIE model, which was validated through a test involving four validators. The validation results from material expert 1 (67%), material expert 2 (98%), media expert 1 (92%), and media expert 2 (96%) stated that the digital-based Madiun History Encyclopedia obtained an average score of 82%, with the criteria of being very valid for use with revision. The validation results from media experts indicated that the product achieved an average score of 94%, meeting the criteria for being very valid without revision. Meanwhile, the results of the practicality test on a small scale were 86%, meeting the criteria of being very practical, while on a large scale, they achieved 87%, also meeting the criteria of being very practical. The practicality test for teachers also obtained 82% with the criterion of being very practical. All of these results have met the research objectives, making the encyclopedia suitable and practical as a history learning resource for MAN 4 Madiun.

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