

E-MAGAZINE TRIAL DESIGN WITH A SOCIAL EMOTIONAL LEARNING APPROACH USING KVISOF FLIPBOOK SOFTWARE IN MADRASAH

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ABSTRACT

This research was instigated by the development of 4.0 industrial revolution era and the need of a teaching material to increase student character based on 2013 Curriculum. Therefore, it was designed a design and test of E-Magazine teaching material with Social Emotional Learning (SEL) approach using Kvisof Flipbook software on Acid Base lesson. It was Research and Development (R&D) using Borg & Gall procedure design. It was conducted at Private Islamic Integrated Senior High School Bangkinang. The subjects of this research were the experts of media design and learning material, practicality by Chemistry subject teachers and students. The object of this research was E-Magazine teaching material with SEL approach on Acid Base lesson. The data taken in this research were in the form of validity and response questionnaire data. The collected data were analyzed by using Qualitative and Quantitative Descriptive analyses. The developed E-Magazine was tested very valid with 90.52% percentage by the experts of media and material, practicality assessment was 81.45% by Chemistry subject teachers and it got very good response with 90% percentage from the students. Based on the result, it could be concluded that EMagazine teaching material with SEL approach using Kvisof Flipbook software on Acid Base lesson was valid and good.

Keywords: *E-Magazine, Social Emotional Learning, Acid Base Lesson.*

ABSTRAK

Penelitian ini dilatarbelakangi oleh perkembangan era revolusi industri 4.0 dan perlunya suatu bahan ajar untuk meningkatkan karakter siswa berdasarkan Kurikulum 2013. Oleh karena itu, dirancanglah sebuah desain dan uji coba bahan ajar E-Magazine dengan pendekatan Social Emotional Learning (SEL) menggunakan software Kvisof Flipbook pada materi Asam Basa. Penelitian ini merupakan penelitian Research and Development (R&D) dengan menggunakan desain prosedur Borg & Gall. Penelitian ini dilaksanakan di Sekolah Menengah Atas Swasta Islam Terpadu Bangkinang. Subjek penelitian ini adalah ahli desain media dan materi pembelajaran, praktikalitas oleh guru mata pelajaran Kimia dan siswa. Objek penelitian ini adalah bahan ajar E-Magazine dengan pendekatan SEL pada materi Asam Basa. Data yang diambil dalam penelitian ini berupa data angket validitas dan respon. Data yang terkumpul dianalisis dengan menggunakan analisis deskriptif kualitatif dan kuantitatif. E-Magazine yang dikembangkan dinyatakan sangat valid dengan persentase 90,52% oleh ahli media dan ahli materi, penilaian kepraktisan sebesar 81,45% oleh guru mata pelajaran Kimia dan mendapat respon sangat baik dengan persentase 90% dari siswa. Berdasarkan hasil penelitian, dapat disimpulkan bahwa bahan ajar EMagazine dengan pendekatan SEL menggunakan software Kvisof Flipbook pada materi Asam Basa yang dikembangkan valid dan baik.

Kata kunci: *E-Magazine, Pembelajaran Sosial Emosional, Materi Asam Basa.*

A. INTRODUCTION

The world, including Indonesia, is currently experiencing a digital revolution, often referred to as Industry 4.0.¹ This era is characterized by rapid technological advancements that profoundly impact various aspects of life, including education. To navigate the challenges of this new landscape, both innovative strategies and strong mental resilience are crucial for competing in a global environment. Educational systems must evolve to cultivate a smart, qualified, and competitive generation capable of thriving in this digital age.²

Innovation stands at the forefront of this transformation. In education, it is essential to develop engaging learning media that enhance student interest and participation. Research shows that active engagement in learning correlates strongly with improved outcomes³ As such, effective learning environments must incorporate diverse and interactive media, particularly in subjects like chemistry, which students often find challenging.⁴

Chemistry education presents unique hurdles due to its reliance on abstract concepts, such as atomic structure and chemical bonding, as well as algorithmic processes like calculating moles and reaction rates. These complexities can overwhelm students, making it imperative for educators to employ relatable analogies and practical examples. To facilitate this,

¹ Ajeng Sestya Ningrum, "Pengembangan Perangkat Pembelajaran Kurikulum Merdeka Belajar (Metode Belajar)," *Jurnal Mahesa Center* 1, no. 1 (2021).

² A Qolbiyah, "Implementasi Kurikulum Merdeka Dalam Pembelajaran Pendidikan Agama Islam," *Jurnal Penelitian Ilmu Pendidikan Indonesia* 1, no. 1 (2022): 44–48, <http://jpion.org/index.php/jpi/article/view/15>.

³ Muhammad Reza Arviansyah and Ageng Shagena, "Efektivitas Dan Peran Dari Guru Dalam Kurikulum Merdeka Belajar," *Lentera* 17, no. 1 (2022).

⁴ Atin Risnawati and Dian Eka Priyantoro, "Pentingnya Penanaman Nilai-Nilai Agama Pada Pendidikan Anak Usia Dini Dalam Perspektif Al-Quran | As-Sibyan: Jurnal Pendidikan Anak Usia Dini," *As-Sibyan* 6, no. 1 (2021).

teachers need teaching materials that bridge theory with real-world applications.⁵

One innovative solution is the development of e-magazines—digital publications that can be accessed on various electronic devices, including computers, tablets, and smartphones. E-magazines offer distinct advantages over traditional textbooks, including a more accessible writing style and the ability to integrate multimedia elements like videos, images, and hyperlinks.⁶ These features can enhance comprehension and retention, making learning more enjoyable and effective.⁷

In line with the Merdeka curriculum reform, educational materials must also prioritize character education. This involves fostering students' social and emotional skills through collaborative and responsible learning experiences. The Social Emotional Learning (SEL) approach is particularly relevant here, allowing educators to present complex, real-life problems in chemistry—such as the applications of acids and bases in daily life—that encourage critical thinking and social responsibility.⁸

Preliminary research conducted at MAN Bangkalan revealed that teachers primarily rely on textbooks and PowerPoint presentations, which often lack the interactive elements needed to captivate students. However, it was also found that students showed greater enthusiasm and engagement

⁵ David M Considine, "Media Literacy: A Compelling Component of School Reform and Restructuring," *Media Literacy Around the World*, 2018, 243–62.

⁶ Shofia Hattarina et al., "Implementasi Kurikulum Medeka Belajar Di Lembaga Pendidikan," in *Seminar Nasional Sosial, Sains, Pendidikan, Humaniora (SENASSDRA)*, vol. 1, 2022, 181–92.

⁷ Tri Wahyudi Ramdhan, "Kurikulum Pendidikan Islam Multikultural (Analisis Tujuan Taksonomi Dan Kompetensi Peserta Didik)," *JURNAL PIWULANG*, vol. I, 2019, <https://doi.org/10.32478>.

⁸ Desti Nurholis, Nyayu Khodijah, and Ermis Suryana, "Analisis Kebijakan Kurikulum 2013," *MODELING: Jurnal Program Studi PGMI* 9, no. 1 (2022): 98–114.

when learning with computers. Given that 100% of students have access to computers for assignments and that approximately 85.7% expressed a preference for e-magazine teaching materials, developing an e-magazine tailored for high school chemistry is timely and necessary.

There are several that form the basis of this research. First, DS Nadia's research focuses more on the use of Kvisoft Flipbook software in increasing students' thinking potential⁹. While V Putri focuses more on case studies of Social Emotional Learning implementation patterns by ignoring Utilising Kvisoft Flipbook software.¹⁰ Finally, the research conducted by RR Aulia that focuses more on the Development of Electronic Magazine Learning Media with the SETS Approach (Science, Environment, Technology, Society).¹¹ From these three previous studies we can compare the results with previous studies to show progress or differences in findings, which can strengthen the validity of the research.

Utilizing Kvisoft Flipbook software, this project aims to create an engaging e-magazine that enhances the learning experience for high school students by providing accessible, interactive content. This e-magazine will enable students to learn anytime and anywhere, breaking the constraints of traditional classroom settings. By integrating multimedia resources, the e-magazine seeks to improve student motivation and understanding, ultimately leading to better learning outcomes in the field of chemistry.

⁹ DESNIA SARI NADIA, "PENGEMBANGAN E-MODUL RELASI DAN FUNGSI MENGGUNAKAN KVISOFT FLIPBOOK MAKER UNTUK MENINGKATKAN KEMAMPUAN BERPIKIR TINGKAT TINGGI" (UIN RADEN INTAN LAMPUNG, 2023).

¹⁰ Vihayuning Putri, "Pola Penerapan Social Emotional Learning Dalam Pembelajaran Matematika (Studi Kasus Pada Peserta Didik Kelas VB SD Djama'atul Ichwan Surakarta Tahun Ajaran 2023/2024)," 2024.

¹¹ Rahma Rizki Aulia, "Pengembangan Media Pembelajaran Majalah Elektronik Dengan Pendekatan SETS (Science, Environment, Technology, Society) Pada Materi Koloid" (Jakarta: FITK UIN Syarif Hidayatullah Jakarta, n.d.).

B. METHOD

This study employs a Research and Development (R&D) approach using the Borg & Gall model. The focus is on designing and testing e-magazine teaching materials with the Social Emotional Learning (SEL) approach utilizing Kvisoft Flipbook software. This research was conducted from July to December which was tested by class XI students who had obtained at MAN Bangkalan. The population in this study were 43 grade XI students of MAN Bangkalan and the sample in this study were 10 MAN Bangkalan students. The subjects in this study were media experts, material experts, practicality test experts and students. While the object in this study is the design and trial of e-magazine teaching materials with the Social Emotional Learning (SEL) approach using Kvisoft Flipbook software.

This research uses a type of Research and Development research using the Borg & Gall model. This model consists of 10 stages of research and development, namely 1) initial research and information gathering, 2) planning, 3) development of initial product format, 4) initial trial, 5) product revision, 6) field trial, 7) product revision, 8) field test, 9) final product revision, 10) dissemination and implementation¹² However, this research is limited to stage 5, namely product revision based on the results of the initial product field test.

The data collection techniques used in this study were interviews, questionnaires and documentation. Researchers conducted a type of free interview with the chemistry teacher of class XI MAN Bangkalan to determine the problems experienced by the school. There are 4 types of

¹² Dr Sugiyono, "Metode Penelitian Kuantitatif Dan R&D," *Bandung: Alfabeta*, 2010, 26–33.

questionnaires used, namely validity test questionnaires by learning material experts, validity test questionnaires by learning media experts, practicality test questionnaires by teachers, and student response questionnaires. Likert scale is used to measure attitudes, opinions and perceptions of a person or group about social events or symptoms ¹³

The questionnaire scale table is as shown in Table 1.

Table 1. Scale of Questionnaire Validation by Learning Media Experts

Answer Criteria	Score
Very good	5
Good	4
Less good	3
Not good	2
Not very good	1

Each criterion above is linked to questions related to the media created. Documentation in this study was carried out to support, complement, inform research data so that the research results become clear, complete and reliable.

The data analysis technique used is descriptive qualitative and descriptive quantitative analysis that describes the results of validity tests and practicality tests. Qualitative descriptive analysis technique was used to process data from the review results of media design experts and learning material experts in the form of suggestions and input regarding the improvement of Social Emotional Learning (SEL)-based emagazine.¹⁴ Meanwhile, the quantitative descriptive analysis technique was carried out

¹³ Ahmad Tanzeh Suyitno, *Dasar Dasar Penelitian, Journal Equilibrium*, vol. 5 No. 9, 2018.

¹⁴ Matthew B Miles and A Michael Huberman, "Drawing Valid Meaning from Qualitative Data: Toward a Shared Craft," *Educational Researcher* 13, no. 5 (1984): 20–30; Michael Huberman and Matthew B Miles, *The Qualitative Researcher's Companion* (sage, 2002).

by analysing the data from the assessment results from validators and respondents in the form of numbers.

C. RESULTS AND DISCUSSION

The result of this research is a social emotional learning-based e-magazine using Kvisoft Flipbook software. This product is designed with the aim of adding insight to students in the field of chemistry, especially acid and base learning materials that can be used as reading material at school and outside school. Social emotional learning-based learning on this material is applied so that students not only know about concepts, but are able to raise aspects of social and emotional care by providing complex problems that must be handled.

This social emotional learning-based chemistry e-magazine product was designed and developed using the development steps according to Borg and Gall, which were simplified according to the needs of the research into five stages. The data on the results of each stage carried out are as follows..

1. Information Gathering Stage

At this stage, data collection is a very important step to find out the needs of students for the product to be developed. This data collection stage is carried out in two ways, namely field studies and literature studies.

Field Study

The results obtained from the analysis of this field study are that acid and base material is material that is widely used in everyday life, so it has the opportunity to create a social emotional learning-based e-magazine to increase social and community care for students. In addition, based on the results of interviews, information was obtained that the teacher had never

used e-magazine media made using the Kvisoft Flipbook application and students were very enthusiastic if given learning through electronic media.

Literature study

The literature study aims to study concepts or theories related to the social emotional learning approach that invites learners to care about social and community environment and is an approach that has many applications in everyday life to design e-magazines. The results of the literature study are shown in Table 2.

Table 2. Literature Study Results from Book References

Number	Reference List	Main Content
1	Fuad, A. Z. (2014). Sejarah Peradaban Islam.	History of kalam science in Islam
2	Mahzum, M., Anwar, R., & Abd Djaliel, M. (1999). Meluruskan Sejarah Islam: studi kritis peristiwa tahkim/Muhammad Mahzun.	The Emergence of the Kalam Stream After the Tahkim Incident material
3	Muhammad Mahzum;pent.Rosihan Anwar. 2015. Meluruskan sejarah islam: Studi kritis peristiwa tahkim.	The split of the Islamic sect after the tahkim incident

Table 2. explains the results of literature studies from several journal sources taken in making e-magazine using the social emotional learning approach.

Planning Stage

In this planning process, acid and alkaline e-magazine designs were produced. The following is an e-magazine framework design with a social emotional learning approach using kvisoft flipbook software in Table 3.

Table 3. E-magazine Media Design Plan with a Social Emotional Approach *Learning*

No	Display	Description
1	Cover	Contains the title of the magazine, related images and interesting titles in the magazine.
2	Preface	The author's introduction to the creation of the emagazine
3	Crew malajah	Names of the members of the e-magazine
4	How to use	How to use the e-magazine
5	Table of contents	Overview of the contents of the magazine
6	My benefits	Contains the benefits obtained after students read the magazine
7	Position map	Description of learning outcomes designed in the acid and base material magazine
8	Section	In the form of several uses of acids and bases in everyday life to support the social emotional learning approach with the aim of provoking learners' emotions to care about social and community environment and interspersed with stories and poems.
9	Quiz with prizes	Quiz with prizes as an assessment for students
10	Crafts from plastic bottles	Contains several examples of craft images from plastic bottles that are usually discarded now can be used
11	Back cover	Contains motivation to protect the environment and supporting images

Based on Table 3, you can see the results of the acid and alkaline e-magazine design which will be designed using Kvisoft Flipbook software.

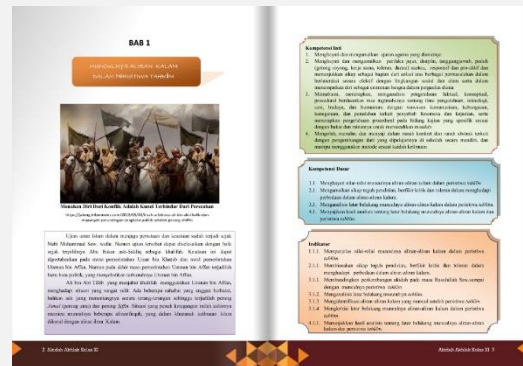
Initial Product Development

After carrying out product planning, the initial product development was carried out in the form of an e-magazine with a social emotional learning approach. The parts of the e-magazine development with a social

emotional learning approach using Kvisoft Flipbook software on acid-base materials can be seen from the storyboard in Table 4.

Tabel 4. Storyboard Media E-magazine dengan Pendekatan Social Emotional Learning

Outline Cover Page	Description	Navigation	View Design
a. Creating e magazine titles with social emotional learning approaches for The Emergence of the Kalam Stream After the Tahkim Incident materials			
b. There are pictures related to The Emergence of the Kalam Stream After the Tahkim Incident material			
c. Some interesting titles on the cover page			



Introduction contains gratitude and thanks for all the opportunities and enjoyment during the process of designing the magazine



Crew contains all the crew who played a role in making this magazine, contact editors who can be contacted, the editor of the magazine publication

a. next select button
b. share button
c. print button
d. search button
e. go to page button
f. music button
g. thumbnail button
drawing button



How to use contains how to use the magazine and how to share the magazine with other students.



In Table 4. Some parts of the emagazine development can be seen. Furthermore, validation was carried out by media experts and material experts. Media expert validation assessed the media appearance of the e-magazine product using a social emotional learning approach in terms of graphic feasibility and software engineering. The assessment indicators in terms of graphical feasibility include the use of fonts, layout, illustrations, images, photos and display design. The indicators in terms of graphic feasibility are seen from the maintainability and usability.

Based on the results of the validation of e-magazine media by media experts, the average score was 84.8% with a very valid category. The e-magazine media designed with the Kvisoft Flipbook application can be used as an additional insight for students with an attractive design. This application is not only fixated on writings but can include a motion animation, video, and audio that can make an interesting learning media so that learning is not monotonous¹⁵. Kvisoft flipbook software can be used as a motivation in developing learning media for schools, so that some subjects, especially abstract material, can be assisted by learning media¹⁶. Nevertheless, there are some suggestions and comments from media expert lecturers for improvement. The input and suggestions from media experts can be seen in Table 5.

¹⁵ A. Dudung et al., "Achievement of Student Graduates: The Role of e-Readiness, e-Learning and e-Book," *International Journal of Data and Network Science* 6, no. 2 (2022), <https://doi.org/10.5267/j.ijdns.2021.12.017>.

¹⁶ Maria Erna, Elfizar, and Citra Ayu Dewi, "The Development of E-Worksheet Using Kvisoft Flipbook Maker Software Based on Lesson Study to Improve Teacher's Critical Thinking Ability," *International Journal of Interactive Mobile Technologies* 15, no. 1 (2021), <https://doi.org/10.3991/IJIM.V15I01.15679>.

Table 5. Suggestions and Comments from Media Experts

View	Improvements	Follow-up
Background color	Improve background color	Fixed
Title of each article	Title each article	Fixed
Image	Annotate each picture	Fixed
Title updated on front cover	Change the cover image and put interesting titles	Already fixed
Back cover	Customize the picture and add motivational words	Already fixed
Article	Increase the number of articles in the e-magazine and add motivational stories and poems.	Already fixed
Font size	Increase font size	Already fixed

The follow-up of improvements according to input and suggestions from media experts is presented in Figure 1.



Figure 1. Front Cover

The next step was validation by material experts in the form of a questionnaire. The assessment of the e-magazine by the material expert received a percentage of 96.24% which was categorized as "very valid". A

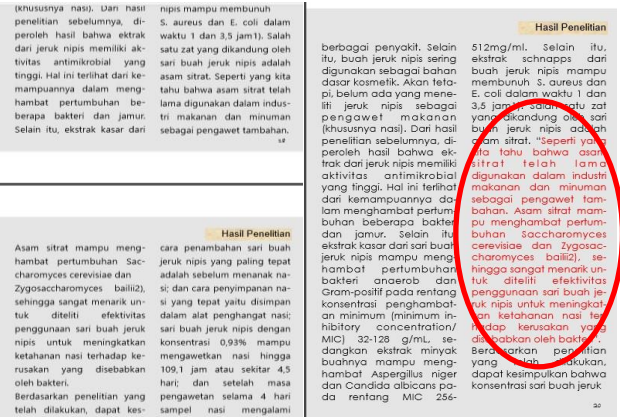
learning object is said to be good if the material contained is in accordance with the level that is the target object of development¹⁷. The assessment by material experts was reviewed from the feasibility of content, presentation feasibility, and language feasibility used in the e-magazine using the social emotional learning approach. According to the material expert validators, the e-magazine product using the social emotional learning approach is feasible to be used as learning media and tested in the field with some improvements to perfect the e-magazine using the social emotional learning approach developed. The suggestions and comments from the material experts were improved according to the suggestions and comments contained in Table 6.

Table 6: Suggestions and Comments from Material Experts

Suggestions & Feedback	Follow-up
Add material links to learning outcomes	Fixed
Add journals to strengthen information	Fixed
Added the essence of the article and linked to the material	Fixed

The follow-up of improvements according to comments or suggestions from material experts is presented in Figure 2.

¹⁷ L. M. Samsu et al., "Digitization of Takepan Sasak Manuscript Based on the OPF Flipbook," in *Journal of Physics: Conference Series*, vol. 1869, 2021, <https://doi.org/10.1088/1742-6596/1869/1/012073>.



(a) (b)
Figure 2. Added Quintessence of Articles and Linked to Material (a) before revision (b) after revision

In general, the results of validation with media experts and material experts obtained a percentage of 90.52% with very valid criteria. After being validated by media experts and material experts, the e-magazine was then tested for practicality by chemistry teachers and student response tests at MAN Bangkalan. In general, from the results of validation with media experts and material experts, a percentage of 90.52% was obtained with very valid criteria. After being validated by media experts and material experts, the e-magazine was then tested for practicality by chemistry teachers and student response tests at MAN Bangkalan.

Initial Product Field Testing

The e-magazine product, which had been validated by media experts and material experts, was tested at school. The trial was conducted at MAN Bangkalan, namely to 2 chemistry teachers and 10 students. The details of the assessment of the two chemistry teachers and the students on the e-magazine are as follows.

Practicality Test Results by Chemistry Teachers

This e-magazine teaching material was tested for practicality by 2 chemistry teachers at MAN Bangkalan. The practicality test by chemistry teachers on e-magazine media using social emotional learning approach aims to determine the practicality of e-magazine media using social emotional learning approach to be used as learning media for students and teachers. The practicality assessment by chemistry teachers was given in the form of a questionnaire consisting of 27 questions in terms of physical appearance, material presented, software development, and language used. The results of the practicality test assessment by the teacher can be seen in Table 7.

Table 7. Results of E-magazine Practicality Test by Chemistry Teachers

Aspects	Percentage (%)	Criteria
Physical Appearance	90	Very Practical
Material Presented	83,3	Very Practical
Software Engineering	80	Practical
Language Used	72,5	Practical
Total Average	81,45%	Very Practical

Based on Table 7, it can be concluded that the e-magazine media using the social emotional learning approach on acid-base material can be declared very practical with an overall percentage of 81.45% and is categorized as very practical.

Learner Response Test Results

This hold is the final stage of the field trial conducted by researchers to test students' responses to the e-magazine media. This student response test was tested on 10 students of class XI IPA. This learner response questionnaire is in the form of a semi-open questionnaire consisting of 4 aspects, namely product assessment aspects, presentation aspects, display

aspects and benefit aspects consisting of 9 questions. The percentage of students can be seen in Figure 3

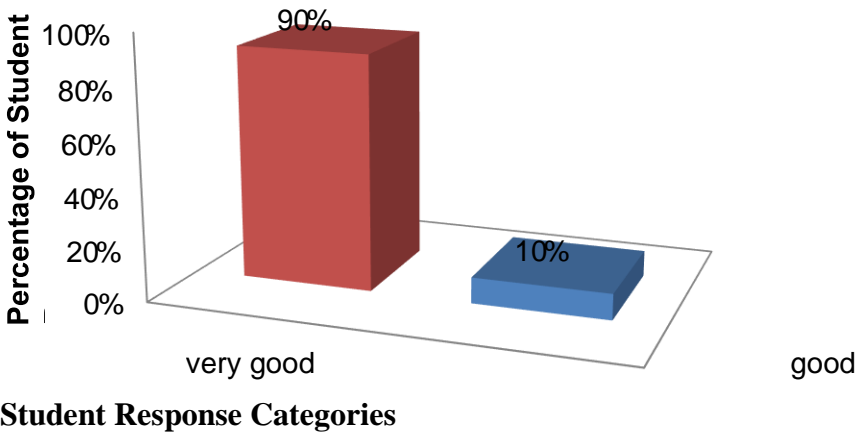


Figure 3. Student Responses to the Overall E-Magazine

Figure 3 shows that 90% of students gave a very good response to the whole e-magazine using the social emotional learning approach on acid-base materials, and 10% of students gave a good response to the whole e-magazine. This shows that the e-magazine using the social emotional learning approach on acid-base materials can be used as supporting teaching materials for learning.

E. CONCLUDING REMARKS

Based on the design research and testing of e-magazine teaching materials with a Social Emotional Learning (SEL) approach using Kvisoft Flipbook software, it can be concluded that the results of material validation and media validation of the e-magazine development designed using the Research And Development (R&D) research method design are declared

very valid with a percentage of 90.52%. The results of the practicality test from 2 chemistry teachers were declared very practical with a percentage of 81.45%. The results of the student response test were obtained with a percentage of 90% students stating that the e-magazine media was very good and 10% students stated that the e-magazine media was good. This research resulted in the design and product of an e-magazine named SEL-MASA that can support learning by involving students emotionally so that their understanding becomes even better

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