

ABSTRACT

One of the causes of less than optimal learning is because students feel bored with monotonous learning methods, which makes the classroom atmosphere less conducive and lacks enthusiasm for carrying out learning. Especially in Indonesian language subjects (hikayat), students think this teaching is very easy. Student learning outcomes can be seen based on the average score of the daily hikayat test result, namely 6. The average score is still below the minimum completeness criteria (KKM) set by the school namely 75. This causes obstacles and problems in the teaching process. Teachers' ability to use IT-based learning support facilities or existing technology is very necessary. This research aims to improve learning outcomes through the application of flipbook media to improve students' ability to retell the contents of folk tales (sagas). This research is a classroom action research conducted at Sman 1 Batuan, Sumenep district involving 21 X mipa students.

The method used in this research is qualitative descriptive analysis, by collecting data in the form of observation sheets and writing test results. The results obtained from this research include : 1) the implementation of *flipbook* media in saga learning is categorized as very good, 2) the results of narrating above the KKM value namely 75. Based on research, the average results of the first cycle assessment were 65.95 with 33% completeness of the test results on the ability to re-narrate stories, to an average of 87.85 with 100% completeness in the second cycle. Therefore, it can be concluded that there is an increase in "the application of flipbook media to improve the ability to retell the contents of folk tales (saga) and can help students to remain focused and active in the learning that occurs so that the learning outcomes for the 2023/2024 academic year are complete.

Keywords: improvement, flipbook media, retell folk tales