



Journal of Educational Sciences

Journal homepage: <https://jes.ejournal.unri.ac.id/index.php/JES>



P-ISSN
2581-1657

E-ISSN
2581-2203

Development of an Illustrated Storybook for Instilling the Value of Apologizing Character in Early Childhood

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ARTICLE INFO

Article history:

Received: 10 May 2025

Revised: 10 June 2025

Accepted: 11 June 2025

Published online: 05 July 2025

Keywords:

Apology

Picture Story Book

Early Childhood

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Article Doi:

<https://doi.org/10.31258/jes.9.4.p.2419-2428>

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ABSTRACT

The lack of variety in the use of learning media has an impact on the monotonous learning process. This condition causes early childhood to have difficulty in understanding the important meaning of apologies. As a result, the application of character values is less than optimal. This research aims to create and develop picture storybooks as learning media that can help instill the habit of apology in children from an early age. This illustrated storybook product is made using Photoshop application. The research method used is the research and development (R&D) approach with the 4D development model, the 4D research stages include defining, designing, developing, disseminating. Due to time constraints, this research was limited to the development phase. Data analysis is based on the feasibility evaluation scores of picture storybooks given by material experts and media experts as assessors. The results of the feasibility test conducted by material experts and media experts show that the level of material feasibility with an average percentage of 85% with the criteria "very feasible", while the results of media expert validation get an average percentage of 94%, so that both are categorized as "very feasible". So it is concluded that the illustrated storybook "Playing Together" developed is very feasible to use as a way of instilling the character value of apology from the age of 5-6 years.

1. Introduction

Early childhood is an individual who is in a phase of very rapid growth and development, often referred to as a "developmental leap". Therefore, this period is known as the golden age, a very valuable and unique period because it has a significant impact on subsequent development (Hidayat and Maryanti 2019). During the span of human life development, the process of growth and development in various aspects occurs rapidly. Early childhood has a desire to explore, active interaction, and extraordinary learning abilities. Children use all their five senses to understand something, and in a short time they move on to other topics to learn. The Law of the Republic of Indonesia No. 20 of 2003 states that National Education has the role of improving the ability and shaping the character and culture of a

dignified nation in order to educate the nation's life. The introduction of positive values, such as kindness, responsibility, gratitude and courtesy should be instilled from an early age. One way to change the character of children is by telling interesting stories so that they like and pay attention to them (Jamilah 2023). By framing an interesting story and showing attitudes and behaviors that reflect an apology, children can more easily understand the behavior to be applied. This storybook was chosen as the media because it presents a story that is both fun and educational.

The reality in the field shows that the cultivation of behavior, especially the use of the word sorry has not been fully embedded in children. Behavior is something that is very much needed in interacting with others, both with younger people, peers, to older people. The importance of behavior in interacting in everyday life cannot be ignored. One of the words that can be taught to children from an early age is the use of the word "sorry" (Mutiara et al., 2024). Although the surrounding environment has attempted to implement the habituation of the apology into daily activities, there are still challenges in implementing positive habituation in the children's environment. The lack of understanding and consistent practice of the importance of saying the word "sorry" can result in low social awareness and empathy among them. Therefore, a more innovative and effective approach is needed to teach and instill apologies so that children grow into individuals who are not only academically intelligent but also have good character and are able to interact positively with their environment. Based on the results of observations made in children aged 5-6 years, problems were found in some children who were lacking in how to say an apology. Teaching children from an early age to instill positive behavior is the duty of parents, children at an early age try to understand the role and socialization modeled by their parents. Of course this will be attached to the child when heading into adulthood, this concept is a basic concept in shaping the child's personality.

Research conducted by Zaida (2024) and according to Ratnasari (2019), Storybooks can serve to help children learn character by encouraging them to see and learn about their environment. There are illustrations that describe the interconnected story in the storybook, and there is text that supports the images described in the story. Educators and parents can read storybooks to children who cannot read yet or they can learn the story through the illustrations in the book. Older children can read the books on their own. Other research conducted by Zaida and Masykuroh (2024) picture storybooks equipped with illustrations, have the aim of increasing children's understanding of the meaning of the story and fostering their imagination. Therefore, picture storybooks serve as an effective tool to foster character in children, including the understanding and use of the word sorry.

The word sorry is an expression in social interaction that shows awareness of mistakes or regrets, the word sorry can be used as a guideline to teach children to understand ethics. The importance of habituation in saying sorry from an early age so that children develop self-awareness when they make mistakes (Aprily et al., 2023). If children understand the meaning of the word "sorry", they will be more likely to show mutual respect, respect, and responsibility. They will also be

encouraged to always do good. To do this process right, parents and teachers should teach children when and how to apologize sincerely. They should also train children to make a habit of saying sorry whenever they make a mistake. Learning to say sorry helps children get along more easily in new places and helps them become more respectful and sensitive to others. Through the media of illustrated storybooks that use teaching techniques by providing stories that teach the word sorry, therefore media is needed. In addition to introducing the word sorry, it can also make children take the initiative to use and know when children should say the word sorry. Based on the above, the idea arose to create a storybook entitled "playing together" which can teach children to understand the word sorry and be applied in everyday life in a fun way.

In previous research, it was stated that the implementation of the magic word habituation in the formation of student character, how to implement it through the habituation of saying apologies by making attractive notices such as appeal pamphlets, besides that, they must set examples and remind each other (Aulia 2022). In this implementation, it has an impact on the formation of student character, students have akhlakul karimah towards teachers by applying the three magic words (sorry, please, and thank you).

Controlling emotions when there are problems with their friends to forgive each other. Not acting selfishly in word or deed. Can help each other friends. And be grateful in every gift received. Other findings also show the application of children's character building through the song "4 magic words". The purpose of this song is to help children form positive characters that can be applied in everyday life. Children can play the "If You Like It" song version of the words "sorry", "please", "thank you", and "excuse me". Teachers are not only responsible for instilling moral values in children but also responsible for producing excellent young generation, children's songs can serve as a means to build character. because children become more interested and happy by singing (Said et al., 2024).

In contrast to previous research that applied habituation through pamphlets and songs as media in learning. In telling stories, this research utilizes an interactive narrative approach where children not only listen to the story, but also participate and discuss in the story that occurs in their daily lives. Thus the children are expected to gain a better understanding of the meaning of using the word sorry, as well as its benefits for social interaction. In addition, it is hoped that this research will provide a new understanding of how stories can serve as an effective tool to build children's character and create a more enjoyable and educational learning environment. This research aims to create and develop a picture storybook as a learning tool that can help children learn to apologize from an early age. With this research, it is hoped that children will get used to learning to say apologies.

2. Methodology

The research conducted used a *research and development* (R&D) approach with the 4D development model. Research and development (R&D) is a research method

used to measure the validity, practicality, and effectiveness of the products developed. In the context of education, this method is used to develop or validate products used in education and learning. Development research is a process that aims to make new products or improve existing products with results that can be accounted for. Researchers developed a picture storybook with the theme "Apology".

The model used in this research is the 4D research model. According to Thiagarajan (1974), the 4D research model is a development model consisting of 4 stages of development. The research design structure used in the process of developing picture storybooks can be seen in Figure 1.

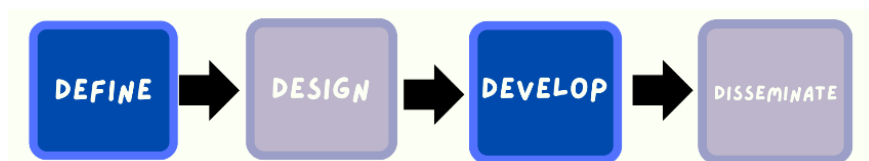


Figure 1. Schematic of the stages of RnD research with the 4-D method

Based on Figure 1, the stages of RnD research with the 4D method are described as follows, the first stage is *Define* (defining) in this stage a needs analysis is carried out with a focus on the low ability of children to say an apology, in this analysis process is carried out by identifying the importance of planting character through attractive and educational media and the importance of the value of apologies in children's social interactions. The second stage is *Design*, this stage aims to develop solutions to the problems that have been identified, namely in the form of picture storybook media, the design includes making story scripts that contain moral messages about apologies and illustration designs that are attractive to children, at this stage an instrument is also designed to measure the validity, practicality, and effectiveness of the product. The third stage is *Develop* (development), then at the product development stage based on the results of the design that has been made, the storybook designed is tested for feasibility in terms of content and appearance, validation is carried out by media experts and material experts. The last stage is *Disseminate*, the stage of disseminating the product. However, the *Disseminate* stage was not carried out in this study, so the research was limited to the *Develop* stage.

The quantitative data used in this study comes from the assessment scores given by the validators to the illustrated storybooks that have been made. The validation process involving media experts and material experts was carried out to obtain this data. The assessment is carried out based on aspects arranged on a Likert scale with a score range of 1 to 4, using this scale provides flexibility for validators in assessing the product. The picture storybooks developed are considered feasible if the average score of the validators is in the "feasible" or "very feasible" category. The product feasibility test was carried out using an instrument in the form of a validation questionnaire, which was filled in by the validator by giving a checklist mark in the assessment column.

Media validation is determined through the calculation of the average value of each aspect assessed by the validator with the following formula:

$$Persentase = \frac{\text{Score Obtained}}{\text{Maximum Score}} \times 100\%$$

The interpretation of the product feasibility level is based on the results of the calculation, which can be seen in Table 1.

Table 1. Percentage of Picture Storybook Validity Criteria

No	Interval Average Percentage (%)	Response Category
1	0-25%	Very inadequate
2	26-50%	Not Feasible
3	51-75%	Feasible
4	76-100%	Very Feasible

Source: Modified, (Prof. Dr. Sugiyono 2013)

The following are aspects of the indicators that will go through the feasibility test process, which can be seen in Table 2 below:

Table 2. Indicators of Assessment Aspects

Indicator Media Assessment Aspects	Indicators of Material Assessment Aspects
Illustration Aspect	Material Aspects
Language Aspect	Language Aspect
Layout Aspects	Storyline Aspect
Book Design Aspects	Educational Value Aspect
Accessibility Aspect	Text and Illustration Aspects
	Story presentation aspect

3. Results and Discussion

This section presents the results of the research process that focuses on the development of picture storybooks "Playing Together". The finished picture storybook is then tested through media and material validity, which aims to assess the feasibility of the media and improve it according to input from the validator.

a) Define stage

At this stage, a needs analysis is carried out to identify the importance of instilling the value of apologies in children aged 5-6 years. Based on the results of the needs analysis, it shows that there are still many children who do not understand the meaning of an apology, so an interesting and educational media is needed. Picture storybooks were chosen as a medium to convey character values to children in a fun way and in accordance with their developmental stage, this is one way to instill the value of apologies.

b) Design Stage

This stage is the initial design of the media to be developed, making this media through several stages of design, the design stage begins by

compiling a story script that is not far from the events that have been experienced by children, with a simple and easy-to-understand narrative for children aged 5-6 years and a moral message that is easily captured by children about the importance of apologies. The next stage is making illustrations, illustrations are designed attractively and colorfully to attract children's attention, besides that the expressions on the characters show actions when apologizing so that children can understand the meaning in the story. Making story illustrations using *Photoshop* applications The first step is to make a sketch, then proceed with coloring, can be seen in Figure 2 below:



Figure 2. Illustration creation using *Photoshop* Application

After the illustration creation is complete, the next stage is the process of book layout with the help of *Canva* application. Like pictures 3 and 4 below:



Figure 3. Front Cover and Preface Page



Figure 4. Book Content Design

c) Develop

At the develop stage, the process of developing and making products in the form of picture storybooks is carried out, details of book printing specifications are presented in Table 3.

Table 3. Book Printing Specifications

Paper Size:	A5 (14.5 x 21cm) for book cover and A5 (14.8 x 21 cm) for book content
Paper Type:	Art Carton 230 gsm (book cover) and Art Paper glossy 150gsm (book content)
Number of Pages:	13 pages (book content)
Color:	Color
Binding Techniques:	Book binding

After the storybook development process is complete, media experts and material experts conduct feasibility tests. The validator's feasibility test is carried out by providing an assessment of the product through an expert validation questionnaire, which consists of statement items and answer options with a rating scale of 1-4. The results of the validator feasibility test are presented in tables 4 and 5 below:

Table 4. Material Expert Feasibility Test Validation Results

Aspects	Empirical Score	Maximum Score	Percentage of feasibility
Material Suitability	18	20	90%
Language Quality	17	20	85%
Storyline	14	16	87%
Educational Value	17	20	85%
Text and Illustration Linkage	13	16	81%
Story Presentation	13	16	81%
Overall Percentage			85%
Category			Very feasible

Table 5. Media Expert Feasibility Test Validation Results

Aspects	Empirical Score	Maximum Score	Percentage of feasibility
Illustration Quality	19	20	95%
Word and Language Usage	18	20	90%
Layout	15	16	94%
Book Design	12	12	100%
Accessibility	11	12	91%
Overall Percentage			94%
Category			Very feasible

d) Disseminate

The last stage, Disseminate, is the stage of disseminating the product. However, the *Disseminate* stage was not carried out in this study, so the research was limited to the *Develop* stage. Due to time constraints.

Expert validators gave varied assessments, but in general the material and media aspects were considered very feasible, with scores of 85% and 94% respectively. In addition to evaluating the feasibility, expert validators also conveyed several suggestions for improvement to add a preface, include the author's biodata, color contrast in the text was changed to white, and adjust the writing rules according to EYD / PUEBI. All of these suggestions have been used by researchers to improve and enhance the content of the book.

Based on the assessment of material and media experts, this storybook is considered very feasible and interesting and useful as a fun learning media to instill the habit of apology in children aged 5-6 years.

4. Conclusion

The results of the feasibility test conducted by the material expert showed the feasibility of the material with an average percentage of 85% with the criteria of "very feasible", and the results of the media expert validation with an average percentage of 94%, both of which placed it in the "very feasible" category. Therefore, this "Playing Together" storybook is great to use from the age of 5-6 years old to teach children the value of apology. This book is designed by

considering the use of language that is appropriate for children's age, as well as illustrations that are interesting and in accordance with the stage of child development, so as to increase interest and make it easier for children to understand the meaning and importance of saying sorry in everyday life.

Hopefully, this research can be a foundation for the development of character learning media based on picture storybooks. Future researchers can continue to the disseminate stage, in order to determine the impact of book implementation on changes in children's behavior directly. In addition, this storybook also has the potential to be further tested in various situations and different age groups to evaluate its effectiveness more broadly.

Acknowledgement

The authors would like to express their deepest gratitude to the supervisors and lecturers of media and material experts, the Early Childhood Education Study Program at Semarang State University for their guidance and constructive input during this research process, and all those who have participated in assisting the implementation of this research. The results of this study are expected to be useful for the development of storybooks and as a reference for further research.

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How to cite this article:

Utami, S. N., & Rohmah, N. (2025). Development of an Illustrated Storybook for Instilling the Value of Apologizing Character in Early Childhood. *Journal of Educational Sciences*, 9(4), 2419-2428.
