

FINAL REPORT

WRITING A BILINGUAL E-STORYBOOK OF "USANG SUNGGING" TO PROMOTE OGAN ILIR CULTURAL HERITAGE



**To fulfill one of the graduation requirements for the D-III English Study Program
Politeknik Negeri Sriwijaya**

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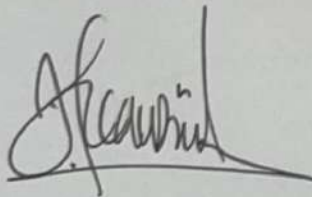
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APPROVAL PAGE

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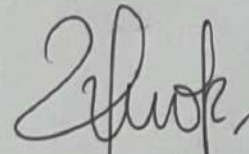
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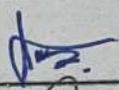
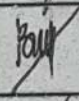
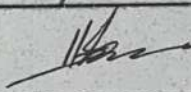


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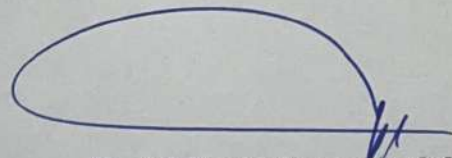
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PLAGIARISM-FREE DECLARATION

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Declare that this scientific document Final Report does not contain any parts of other scientific works that have been submitted to obtain an academic degree at any Higher Education Institution. Additionally, there are no works or opinions written or published by others/institutions, except those properly cited and listed in the references.

I hereby declare that this scientific document is free from any elements of plagiarism. Should this Final Report later be proven to be plagiarism of another author's work and/or deliberately submit others' work or opinions as my own, I am willing to accept academic and/or legal sanctions in accordance with applicable regulations.

Palembang, 01st April 2026



Alpidah Desmiarti

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PREFACE

Praise be to Allah SWT for His blessings, mercy, and guidance, so that the researcher was able to complete this final project entitled "Developing a Bilingual Digital E-Storybook of *The Legend of Usang Sungging* to Promote Ogan Ilir Cultural Heritage." This final project was prepared as one of the requirements for obtaining the Diploma III degree in the English Department, Politeknik Negeri Sriwijaya. This research was conducted to develop a bilingual digital e-storybook based on *The Legend of Usang Sungging* as a digital learning medium for promoting the cultural heritage of Ogan Ilir while supporting English learning among young people. The product combines bilingual text, semi-realistic illustrations, English audio narration, and an interactive digital flipbook to provide an engaging reading experience. The researcher realizes that this final project is still not perfect. Therefore, constructive suggestions and feedback are greatly appreciated for future improvement. The researcher hopes that this final project can provide benefits for students, teachers, researchers, and the wider community, especially as a reference for developing digital learning media based on Indonesian local culture. Finally, the researcher would like to express sincere gratitude to all lecturers, validators, respondents, family, and friends who have provided guidance, support, encouragement, and valuable contributions throughout the completion of this final project.

Palembang, June 2026

The Researcher

ABSTRACT

This research aimed to develop a bilingual digital e-storybook based on *The Legend of Usang Sungging* to promote Ogan Ilir cultural heritage while supporting English learning among young people. The research was motivated by the low level of awareness of *The Legend of Usang Sungging* and the limited availability of digital learning media that integrate local cultural content with bilingual learning. This research applied the Research and Development (R&D) method proposed by Borg and Gall and modified by Sukmadinata, which consists of three stages: preliminary study, model development, and final product testing. Data were collected through a literature study, semi-structured interviews, expert validation, and readers' questionnaires. The data were analyzed using qualitative descriptive analysis supported by simple quantitative analysis. The product was validated by three experts covering cultural content, English translation, and visual design. The overall expert validation result reached 93.33%, which falls into the Very Valid category. Furthermore, wider testing involving 50 readers aged 10–24 years old obtained an overall score of 94.0%, which falls into the Very Good category. The final product was published as an interactive digital flipbook containing bilingual text, semi-realistic illustrations, and English audio narration. The findings indicate that the developed bilingual digital e-storybook is valid, attractive, and appropriate for promoting the cultural heritage of Ogan Ilir while supporting English learning. It is recommended that the product be used as an alternative digital learning medium in schools and be further developed by future researchers using other Indonesian folktales and more interactive features.

Keywords: *bilingual digital e-storybook, cultural heritage, digital storytelling, folktale, ogan Ilir.*

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