**ABSTRAK**

Ditemukan beberapa masalah di SDN 102052 Bagan Kuala, diantaranya adalah di sekolah tersebut hanya tersedia buku bacaan yang biasa, guru hanya memanfaatkan buku guru dan buku siswa, kurangnya penggunaan dan pemanfaatan teknologi dalam proses pembelajaran, kurangnya pemahaman siswa terhadap budaya dan kultur banjar, dan rendahnya tingkat literasi budaya siswa, terkhusus budaya Banjar. Penelitian ini dilakukan dengan tujuan untuk mengetahui kelayakan buku, pengembangan buku untuk mengetahui literasi budaya siswa dan respon siswa setelah menggunakan Buku Cerita Anak Berbasis Kultur Banjar. Metode penelitian yang digunakan adalah metode pengembangan dengan model EDDIE yang terdiri dari: *Analysis* (analisis), *Design* (desain), *Development* (pengembangan), *Implementation* (implementasi), dan *Evaluation* (evaluasi). Sampel penelitian ini adalah siswa kelas V SDN 102052 Bagan Kuala yang berjumlah 30 orang. Angket yang digunakan ada 4 yaitu: angket validasi media, angket validasi mater, angket pembelajaran dn angket respon siswa. Sehingga dapat disimpulkan Buku Cerita Anak Berbasis Kultur Banjar setelah proses revisi dan validasi maka dinyatakan rata-rata persentase kelayakan Buku Cerita Anak Berbasis Kultur Banjar, yakni sebesar 85% dengan kategori “Sangat Layak”. Berdasarkan kelayakan media dari masukan para ahli media, ahli materi, dan ahli pembelajaran yaitu guru kelas V, maka Pengembangan Buku Cerita Anak Berbasis Kultur Banjar yang dikembangkan peneliti dinyatakan **Sangat Layak** digunakan sebagai bahan ajar dalam proses pembelajaran.

**Kata Kunci:** Buku Cerita Anak, Kultur Banjar.

***ABSTRACT***

*Several problems were found at SDN 102052 Bagan Kuala, including that at the school only normal reading books were available, teachers only used teacher books and student books, lack of use and utilization of technology in the learning process, lack of students' understanding of Banjar culture and culture, and low students' cultural literacy level, especially Banjar culture. This research was carried out with the aim of finding out the suitability of the book, developing the book to find out students' cultural literacy and students' responses after using the Banjar Culture Based Children's Storybook. The research method used is the development method with the EDDIE model which consists of: Analysis, Design, Development, Implementation and Evaluation. The sample for this research was 30 class V students at SDN 102052 Bagan Kuala. There are 4 questionnaires used, namely: media validation questionnaire, material validation questionnaire, learning questionnaire and student response questionnaire. So it can be concluded that the Banjar Culture Based Children's Story Book, after the revision and validation process, states that the average percentage of eligibility for the Banjar Culture Based Children's Story Book is 85% in the "Very Eligible" category. Based on the suitability of the media from input from media experts, material experts and learning experts, namely class V teachers, the development of a Banjar Culture Based Children's Storybook developed by researchers was declared Very Suitable for use as teaching material in the learning process.*

*Keywords: Children's story books, Banjar culture.*

