

## **INTEGRATION OF ETHNOZOOLOGY AND TECHNOLOGY IN E-MODULE DEVELOPMENT FOR ANIMAL STRUCTURE COURSES**

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### **Abstract**

This study developed an ethnozoology-based e-module that integrates educational technology to enhance students' understanding of animal structures by linking zoological concepts with cultural knowledge, particularly in the Moi indigenous community in Greater Sorong, Indonesia. We used a Design-Based Research (DBR) approach, consisting of analysis, design, development, and reflection stages. We created an e-module. Then, the e-module was validated by material and media experts and subsequently implemented in the classroom. The results demonstrated an improvement in students' collaborative ability from 2.1 to 3.57 and cognitive ability with an N-Gain score of 0.5 (medium category). Expert validation confirmed its feasibility, with a material validity score of 3.72 and a media validity score of 3.57, indicating that the e-module is suitable for learning. The increase in student engagement occurred because the e-module integrated scientific concepts with cultural narratives, enabling students to understand animal structures in a real-world context through reflective questions, case studies, and interactive digital simulations. Its effectiveness in improving cognitive understanding was observed because its design facilitates in-depth exploration by combining cultural perspectives with technology-enhanced learning. The integration of ethnozoology and technology in the e-module creates a more interactive, culturally relevant, and accessible learning experience, while also contributing to cultural preservation and biodiversity conservation. This ensures that traditional knowledge remains relevant in modern science education.

**Keywords:** Animal structure courses, Educational technology, E-module, Ethnozoology, Indigenous knowledge.

## 1. Introduction

Integrating ethnozoology and technology in e-modules for Animal Structure courses connects scientific concepts with cultural contexts. Indonesia, one of the world's most biodiverse nations, hosts numerous endemic species across 17,000 islands [1, 2]. In Sorong, West Papua, Indonesia, indigenous groups like the Moi, Tehit, and Maya have long utilized local fauna for economic, spiritual, and cultural purposes [3, 4]. However, urbanization and globalization threaten the transmission of ethnozoological knowledge, especially among younger generations [5]. Traditional zoological education often isolates animal structures from real-world contexts, limiting students' understanding of their practical and cultural significance [6, 7].

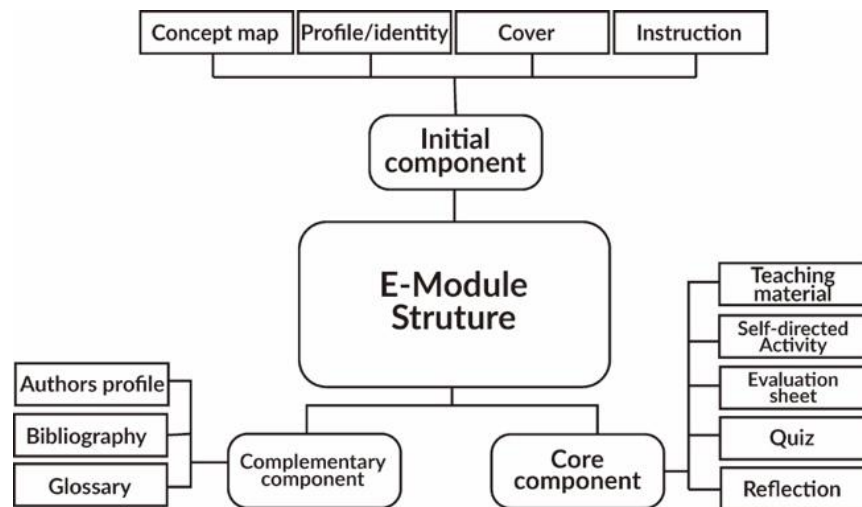
Previous studies reported integrating cultural knowledge into zoological education to help students a deeper understanding of animal structures in ecological and social contexts [8]. Additional technology is effective in improving more [9-14]. Interactive e-modules, digital simulations, virtual reality (VR), and augmented reality (AR) have been proven to increase student engagement and improve learning accessibility [15, 16]. Research also indicates that technology-enhanced learning enables better visualization of complex anatomical structures and fosters a more interactive and immersive learning experience [17-20]. However, despite the increasing integration of technology in science education, few studies have explicitly combined ethnozoology [21] with digital learning tools in teaching animal structure courses, particularly within the West Papua context.

This study developed an ethnozoology-based e-module that integrates educational technology to enhance students' understanding of animal structures. It employs a Design-Based Research (DBR) approach. Unlike previous studies that examined cultural knowledge and educational technology separately, this study explicitly combines both aspects to create a more contextualized and inclusive zoology learning model. The novelty of this study includes: (i) integrating ethnozoology and educational technology in a digital e-module that enhances student understanding through interactive content, (ii) adopting an interdisciplinary approach that merges cultural knowledge and digital tools, fostering a more inclusive zoology learning model, and (iii) contributing both to the documentation and preservation of Moi indigenous knowledge and biodiversity conservation through technology-based education.

## 2. Literature Review

Figure 1 illustrates the e-module structure, consisting of initial, core, and supporting components for effective learning. The initial component includes identity, cover, concept map, and usage guide [22]. The core component features references (author profile, bibliography, glossary) and learning materials (content, activities, evaluations, quizzes, and reflections) to enhance understanding [23]. AR- and VR-based e-modules improve zoological comprehension, while problem-based learning (PBL) and project-based learning (PjBL) strengthen critical thinking, making learning more engaging [24]. Integrating ethnozoology and technology connects scientific concepts with cultural practices and supports biodiversity conservation [21, 25]. E-modules with AR/VR enhance interactive learning, benefiting remote students and enabling ethical virtual dissection [26]. An interdisciplinary approach is essential for linking zoology with cultural heritage

[27]. While VR aids 3D exploration, PBL and PjBL-based e-modules develop critical thinking, and STEM integration fosters a holistic zoological understanding [28]. Ethnozoology-based e-modules enhance learning while preserving traditional ecological knowledge.



**Fig. 1. Digital based e-module component structure.**

### 3.Method

This study used a DBR approach with four stages: analysis, design, development, and reflection. It involved local communities in Greater Sorong and 30 biology education students from Southwest Papua, Indonesia. Data were collected through questionnaires, field notes, literature reviews, expert validation sheets, and cognitive tests to assess the e-modules' effectiveness. Statistical analysis was conducted using SPSS using previous reports [29-31].

### 4.Results and Discussion

Figure 2 illustrates the interactive learning flow in the e-module, where users progress through initial access, activities, evaluation, and reflection. Students engage with the material, participate in interactive tasks, and undergo evaluation. If understanding is insufficient, they repeat the process until mastery is achieved. Progression to reflection occurs only after meeting evaluation standards, ensuring adaptive learning through repetition and engagement.

Figure 3 presents the core design of the ethnozoology-based e-module for the Animal Structure course, integrating zoological concepts with local cultural practices and conservation issues. It incorporates 5W1H-based reflective questions to deepen students' critical understanding of animal structures and cultural significance. The content is interactive, promoting independent engagement through case studies and ethnozoological practice analysis, providing both theoretical and practical insights. Additional components include a bibliography and author profile, enhancing credibility and ensuring the e-module's relevance as a contextual educational resource.

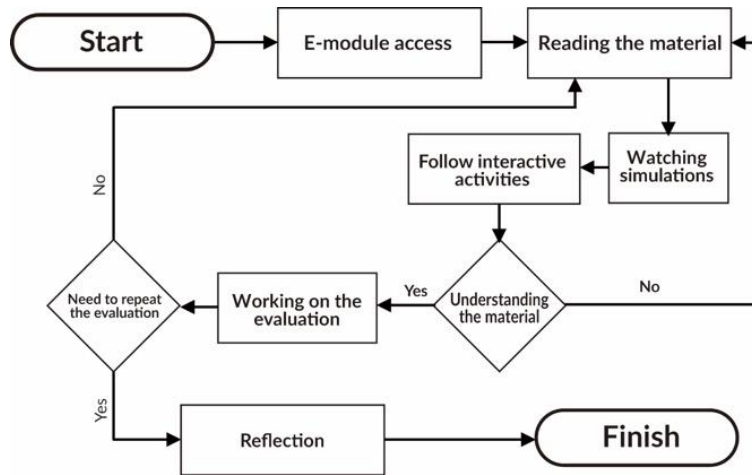


Fig. 2. Flowchart of interactive learning process in e-module.

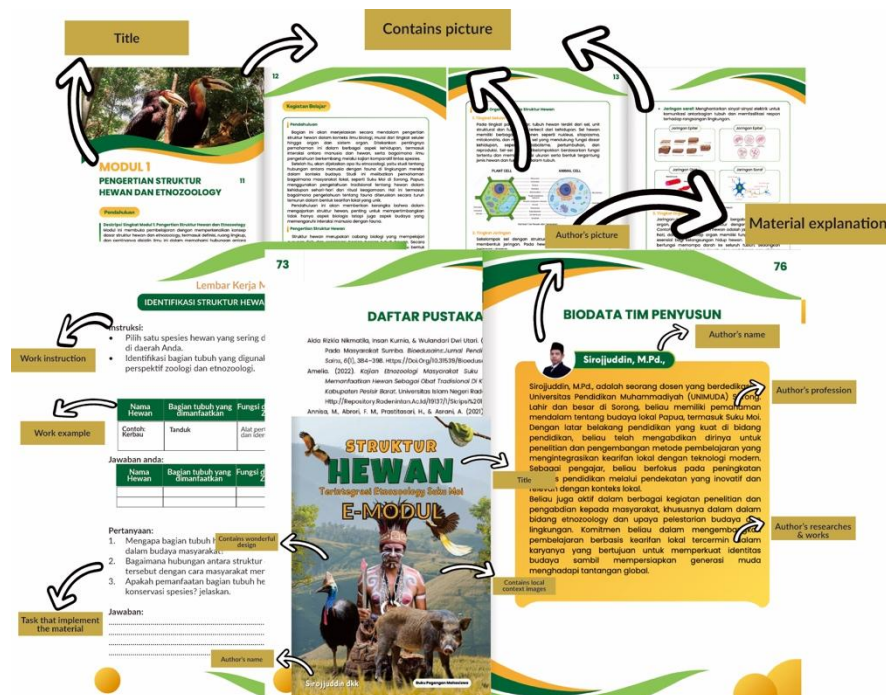


Fig. 3. Teaching material, student activity, evaluation, bibliography, and curriculum vitae design.

Table 1 presents the validation results (RTVTK) of ethnozoology-based teaching materials for the Animal Structure course, incorporating Moi Tribe knowledge [32, 33]. A feasibility test by two material experts yielded an average score of 3.72, and the media feasibility test scored 3.57, both falling within the valid category. Testing with 30 Biology Education students confirmed the materials' relevance, with RTVTK at 3.565873 and lecturer validation at 3.930556, ensuring

validity and feasibility. Field observations showed that a local context-based interactive approach boosted student engagement, evidenced by active participation in discussions and group assignments.

The evaluation results indicated positive impacts on collaboration and cognitive abilities. Collaboration skills improved from 2.1 (Level 1) to 3.57 (Level 3), aligning with research linking cultural knowledge integration to higher student interaction [34, 35]. Cognitive ability, measured via *N-Gain* (0.5, medium category) and *T-test*, showed significant improvement, supporting findings that culturally integrated, digital-based learning enhances conceptual understanding and retention [20, 24, 28]. These results confirm the effectiveness of combining local knowledge with modern education to improve student learning outcomes.

**Table 1. The results of subject lecture's responses to e-module.**

Aspect	Average of each criterion		Average of each the aspect	
	Student	Lecture	Student	Lecture
<b>Quality</b>	21.27	23	3.544444	3.833333
<b>Learning</b>	24.96	35	3.566667	3.888889
<b>Function</b>	7.2	12	3.6	4
<b>Layout</b>	24.86	28	3.552381	4
<b>Average of each response validation (RTVTK)</b>			3.565873	3.930556

## 5. Conclusion

This study shows that ethnozoology-based e-modules are effective in improving the understanding of 30 students in the Animal Structure course by connecting zoology and local wisdom of the Moi Tribe. Using the DBR approach, this e-module was validated with a material score of 3.72 and media of 3.57, as well as improving collaborative ability from 2.1 to 3.57 and a cognitive N-Gain of 0.5. The improvement occurred because the e-module integrates scientific concepts with culture, creates interactive, relevant, and technology-based learning, and supports cultural preservation and biodiversity conservation.

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