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BACANA: *ENCOURAGING DIGITAL LITERACY THROUGH LOCAL BOOKS IN YOUR HAND*

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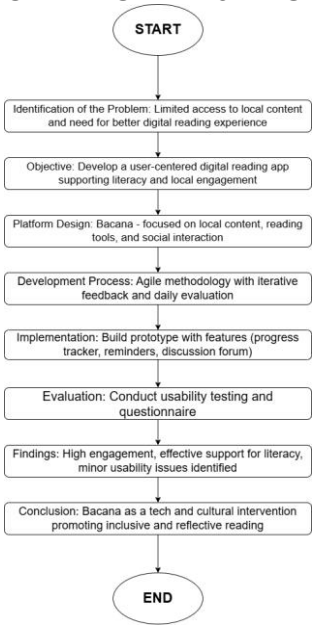
GRAPHICAL ABSTRACT



ABSTRACT

In the digital age, there is an increasing demand for accessible, relevant, and culturally based reading platforms particularly among younger, more engaged readers. In response, Bacana developed as a digital reading application that integrates local content with interactive features to foster digital literacy. Designed with a user-centered approach, Bacana incorporates tools such as progress tracking, intelligent reminders, content summarization, and discussion forums to support effective and meaningful reading experiences. The development process adopted an agile methodology, involving iterative prototyping, regular evaluations, and feedback collection through questionnaires and Figma-based usability testing. Findings indicate that Bacana effectively addresses user expectations, especially in encouraging sustained reading habits and facilitating community interaction around local literature. Although the application receives largely positive feedback, several areas for usability enhancement were identified for future refinement. This study underscored Bacana's role as a technological innovation and a cultural intervention, contributing to a more reflective, inclusive, and engaging digital reading environment for Indonesians.

Keywords: *Digital Literacy, UI/UX Design, Local Content, Reading Application*

ABSTRAK

Di era digital, terdapat peningkatan permintaan terhadap platform membaca yang mudah diakses, relevan, dan berbasis budaya, terutama di kalangan pembaca muda. Untuk menjawab tantangan tersebut, Bacana dikembangkan sebagai aplikasi membaca digital yang diintegrasikan dengan konten lokal yang dilengkapi dengan fitur interaktif untuk mendorong literasi digital. Dirancang dengan pendekatan yang berpusat pada pengguna, Bacana banyak fitur penting yang diharapkan dapat memenuhi kebutuhan pengguna, seperti Pelacakan *progress*, pengingat cerdas, ringkasan konten dan forum diskusi yang bertujuan untuk mendukung pengalaman membaca yang lebih efektif dan bermakna bagi pembaca. Meskipun aplikasi ini menerima umpan balik yang positif, beberapa hal masih memerlukan peningkatan untuk menyempurnakan aplikasi di masa mendatang. Studi ini menegaskan adanya peran Bacana sebagai inovasi teknologi dan intervensi budaya, yang dapat berkontribusi untuk meningkatkan minat membaca yang lebih reflektif, inkulsi, dan menarik bagi Masyarakat Indonesia.

Kata kunci: Literasi Digital, Perancangan UI/UX, Konten Lokal, Aplikasi Membaca.

INTRODUCTION

The literacy rate of a country is an essential indicator of the quality of its human resources. Many groups in Indonesia have long been concerned about the issue of poor reading interest. When it comes to reading habits, Indonesia continues to trail behind its neighbors in Southeast Asia, according to UNESCO data and many national surveys. The low availability of engaging, reasonably priced, and pertinent reading materials is one of the primary culprits, particularly in areas remote from libraries and book distribution centers [1]. In this regard, the development of digital technology presents excellent chances to tackle literacy issues [2]. The rise of numerous digital platforms, particularly electronic book (e-book) applications, has enabled users to access thousands, if not millions, of book titles without physically owning the book. The digital transformation in the literacy sector offers new ways to rapidly, flexibly, and widely reach readers. However, the bulk of e-book applications currently available in Indonesia are still dominated by global content. At the same time, local works, both from regional writers and independent publishers, have received insufficient attention. In recent years, the government and commercial sector have developed a variety of digital literacy platforms to address Indonesia's poor interest in reading. Some of these platforms have been successful in reaching millions of users and offering thousands of book titles online. However, users have expressed concerns about interface constraints, a rigid borrowing system, a lack of content customisation, and the prevalence of mainstream reading material that does not reflect local cultural and linguistic variety. This leads to the creation of ineffective and inaccurate applications. This is evident from the rating, which decreases each year [3]. This circumstance emphasizes the need for a more adaptable, inclusive, and contextual approach to building digital book applications. Bacana highlights itself as an alternative digital reading platform that prioritizes user experience, empowers local content, and fosters an engaged reader community. The existence of Bacana, a local digital book application, adds a new dimension to Indonesia's digital literacy scene within the rapidly evolving digital ecosystem. Bacana actively promotes local content as its primary attraction while also providing access to a wide variety of digital books. This application serves as a crucial link between modern readers and local writers by showcasing the works of Indonesian authors, including newcomers, professionals, and members of the literary community. Bacana was founded on the notion that Indonesia's wealth of literacy, together with its unique cultural history, should be more freely available. Bacana is a digital reading app that aims to help users read more successfully, learn more deeply, and interact with a community of avid readers. Bacana's simple and easy UI provides a personalized reading experience with features like automatic summaries, progress tracking, smart reminders, rapid translations, and interactive discussion groups. All of this makes reading more accessible, enjoyable, and meaningful for both casual readers and serious literacy enthusiasts. Bacana uses mobile technology and increasingly pervasive digital infrastructure to put local books in the hands of users around the country. This is a strategic step toward establishing a reading culture, particularly among the younger generation, who are more comfortable with digital gadgets than real books. This application serves as both a distribution platform and a tool for developing literacy communities. Bacana promotes user connection while also boosting Indonesia's digital reader ecosystem with features such as book recommendations, comment systems, and social network integration. This distinguishes it from similar applications that focus solely on content delivery without a community component. Bacana distinguishes itself from prior digital platforms by its community-based approach. Users can not only read books, but also recommend them, post reviews, and connect with the authors or other readers. This makes Bacana more than just a place to read; it's also a place to meet and cultivate the digital literacy culture. Bacana, on the other hand, attempts to address typical issues that similar platform users encounter, such as queue-based lending systems, stringent reading time limits, and limited offline access. Bacana streamlines digital book access by using a more flexible distribution mechanism and a download function for offline reading. Bacana stands out in Indonesia's digital literacy scene for its more adaptable and contextual approach. It is not intended to replace existing projects, but rather to provide a meaningful addition to the requirements of a newer generation of digital readers who are more connected and appreciative of the diversity of local material. Bacana is more than just a digital reading platform; it is a cultural hub that encourages meaningful interaction with texts and communities. Bacana improves the reading experience by providing intelligent content summaries, engaging conversation spaces, and straightforward progress monitoring, all while encouraging reflection and better understanding. These features are intended not only for convenience but also to inspire readers to become active participants in their own reading experiences. What distinguishes Bacana is its emphasis on local content and community voices, which are frequently disregarded by larger, more generalist platforms. It allows users to discover works by local writers, participate in critical conversations about culture and identity, and recommend titles that are relevant to their own experiences. Bacana does this by empowering readers to contribute to a developing, grassroots-driven literary ecosystem rather than simply consuming literature. This article explores the creation and design of Bacana, an inclusive, community-based digital reading platform steeped in local culture. It will examine how Bacana's approach varies from traditional digital libraries, as well as how its user-

focused features meet the demands of Indonesia's younger, more connected readers. The study also aims to contribute to larger discussions about digital literacy and equal access to local material. The findings are expected to provide insights for developers, educators, and legislators as people construct reading platforms that are not just accessible but also socially and culturally relevant. Finally, the study emphasizes Bacana's potential as both a technological solution and a cultural tool for encouraging deeper, more inclusive reading behaviors in the digital era.

TINJAUAN PUSTAKA

According to research on digital literacy in Indonesia, understanding literacy is linked not just to technical capacity to operate gadgets, but also to the ability to think critically about the information absorbed. Research emphasizes the need to increase digital literacy among Indonesia's young people [4]. Researchers have discovered through literature research that digital literacy skills remain inconsistent and are heavily influenced by socioeconomic status. However, this study does not address application-based technology approaches to promoting literacy. On the other hand, a different scope of research investigates the Let's Read app's efficacy as an early childhood literacy tool. Using a case study technique at educational institutions, this study discovered that this application could improve people's interest in reading within a specific age range [5]. Another study analyzes the role of national digital reading applications in developing a reading culture among students. The findings demonstrate that, despite the application's ease of use, consumers struggle to identify relevant and entertaining local information. Their survey methodology demonstrated that interface design and limited user interaction were impediments to deeper involvement [6]. Other studies focus on the role of UI/UX design in digital learning apps. Researchers employed a heuristic evaluation method to demonstrate that an intuitive interface can improve user participation and happiness [7]. Another study has highlighted the importance of digital literacy in Indonesian language acquisition, emphasizing the necessity for technology integration that facilitates comprehension and critical reflection [8]. Supported by research-based concerns about the value of digital literacy in the context of big data in education. Despite its conceptual approach, this research underlines the necessity of locally relevant digital innovation [9]. Other research suggests that, despite the widespread availability of digital information, students frequently struggle to filter reputable information. It demonstrates the limitations of critical digital literacy, which have not been fully addressed by present digital platforms [10]. An interface design approach that directly involves users, on the other hand, has been shown to have a significant impact on the comfort and effectiveness of application use, as evidenced by research using the User-Centered Design method on health applications and research using Design Thinking to design financial management applications [11]. Literacy and enthusiasm for reading are the keys to quality improvement. Other research, however, underlines the importance of facilitating digital literacy through meaningful discussion and engagement spaces so that people are not merely information consumers, but also critical and reflective [12]. This strengthens the hypothesis and logic surrounding the public need for simple access to information to enhance literacy and enthusiasm in reading among Indonesians. Based on all previous research, it is possible to conclude that there is still a gap in the simultaneous development of digital reading applications, specifically by integrating local content and cultural narratives, including interactive community features that support conversation and exchange of ideas between readers, and designing intuitively using a user-centered approach. Most study focuses solely on one aspect: literacy, UI/UX design, or content; however, no solution incorporates all three in a single comprehensive application. The many research studies included collectively strengthen the argument that the development of a digital reading platform should ideally not only facilitate access to information, but also provide a space for users to reflect, interact, and navigate adaptively—an approach that Bacana is primarily focused on developing. This study is innovative in that it creates Bacana, a digital reading application that not only provides access to local texts but also fosters reader social engagement, critical thought, and deeper cultural inquiry. In a digital landscape dominated by traditional reading platforms, Bacana provides a more adaptable and participative approach. The app has a simple and user-friendly layout, reading progress tracking, smart reminders, content summaries, and a conversation area where readers can connect and exchange ideas. Bacana is unique in that it integrates the digital literacy needs of the younger generation with local cultural contexts that are frequently disregarded. Bacana serves not just as a reading aid, but also as a digital cultural place that fosters the development of a community of introspective and socially conscious readers. Thus, this application is both a technological breakthrough and a cultural intervention aiming at creating an inclusive, relevant, and long-term reading ecosystem for Indonesian readers in the digital age.

RESEARCH METHODOLOGY

Research Stages

This study employs an Agile Development strategy in the Bacana application development process, allowing for continuous design iteration and testing in response to user feedback [13]. Throughout each cycle, the team organizes daily meetings to encourage progress and rapidly overcome technical challenges. The research began with a literature review and problem definition, followed by primary

data gathering via an online questionnaire to determine user needs and preferences. Based on this information, the user interface design and application functionality were prototyped using Figma. The prototype was then put through a usability test to assess areas of usability and user experience [14]. The iterative process of development, testing, and assessment is divided into numerous related sprints [15]. The iterative process of development, testing, and assessment is divided into numerous related sprints. Figure 1 shows the research Flowchart diagram.

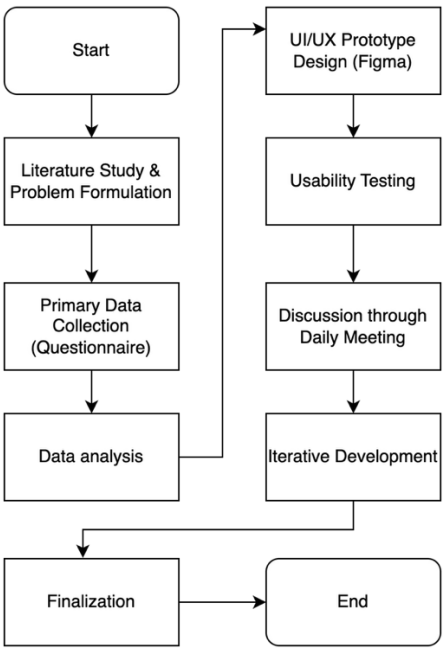


Figure 1. Research Flow Diagram

The major data collection method was an online questionnaire given to target consumers, mostly students and young digital readers in Indonesia. This questionnaire investigates digital reading habits, feature requirements in digital reading apps, and expectations for access to local material. Secondary data was gathered from literature reviews in current publications and reports on the development of digital reading applications and digital literacy. The results of this questionnaire are used to build the Bacana application's primary features, such as reading reminders, progress monitoring, and interactive discussion boards.

Data Collection

Questionnaire data was quantitatively and descriptively evaluated to determine user preference patterns and the most popular components. Closed questions were reviewed to determine the severity of feature requirements, whilst open replies were thematically analyzed to better understand the context and user expectations for digital reading applications. The findings of this research serve as a foundation for the prototype design process, which is adapted to the actual demands of consumers. Thus, Bacana application creation is based on the targeted user's experiences and expectations.

The Bacana application's user interface design and functionalities were developed through an interactive prototype created with Figma. This prototype was then examined using a usability testing method that assesses ease of use, fluid navigation, and user satisfaction with the interface and features provided. Testing was conducted with questionnaire participants, who were requested to engage with the prototype and provide direct feedback. The results of this testing are reviewed to identify pain points, potential confusion, and deficiencies in design that must be addressed before the application is fully developed.

Table 1. Question List

Question
How old are you currently?
What are you currently occupied with?
How often do you read digital content?
Which platform do you use most often to read?
What types of reading do you enjoy the most?
What challenges do you often encounter when reading on digital apps?
What features would you like in a digital reading app?
What kind of app design do you find appealing?
What is one essential feature you want in a reading app?

Data Analysis and Development Stage

Throughout the development phase, the team conducts daily stand-up meetings to discuss test results, monitor the project's recent progress, and plan iterative prototype improvements. This method ensures Bacana development is adaptive and responsive, with an emphasis on improving the user experience. Rather than adhering to a traditional, linear methodology, the development process prioritized flexibility. Each sprint cycle allowed for the integration of fresh insights, whether they came from questionnaire findings, interface feedback, or internal prototype assessments. The discussions focused on optimizing individual user interactions, improving the interface's legibility, altering the visual hierarchy, and fixing any friction areas discovered during testing. This continuous and structured communication allowed the team to respond rapidly to essential adjustments, ensuring that the emerging prototype aligned with user expectations and behavioral patterns. It also promoted a sense of shared responsibility for the product's usability outcomes, as each team member was aware of the reasoning behind design decisions and testing goals. Afterwards, this iterative, feedback-driven approach sped the design refining process while also improving the overall coherence and

intuitiveness of the user experience. Bacana's development evolved from a technical exercise to a user-centered design journey aimed at providing a meaningful and relevant reading platform for Indonesia's digital age, thanks to continuing collaboration and quick iteration.

RESULT AND DISCUSSION

To assess the Bacana prototype's effectiveness and usability, several structured surveys and usability tests were administered to a varied group of users from various categories. These evaluations were aimed at collecting quantitative and qualitative input on user engagement, feature comprehension, and the overall reading experience within the program. This section aims to present the empirical results of the study by analyzing user responses and performance during prototype testing, interpreting the significance of these findings, and reflecting on their implications for Bacana's design, functionality, and potential impact on promoting digital literacy.

The discussion is guided by the core research objectives, which aim to explore not only the functional aspects of Bacana as a digital reading platform, but also its broader implications in promoting reading culture, facilitating access to localized content, and enhancing the social experience of digital literacy. In particular, the analysis focuses on three interrelated dimensions: how effectively Bacana addresses users' evolving reading habits, how it supports the visibility and accessibility of local literature, and how it fosters meaningful social interaction among users.

First, user reading habits have undergone a significant transformation in recent years, driven largely by digitalization, the proliferation of mobile devices, and the rise of micro-content consumption. Traditional reading platforms often fail to adapt to these shifting behaviors, leading to disengagement or abandonment. Bacana attempts to address this gap by offering features such as smart reminders, reading progress tracking, and an intuitive user interface design that aligns with contemporary digital behavior. These tools aim to make reading a more integrated part of the user's daily life by offering subtle encouragement and personalization. Therefore, part of the discussion centers on how users perceive these features and whether they support consistent and engaged reading.

Second, access to local content is often overlooked in mainstream digital library services, which tend to prioritize globally popular or commercial publications. Bacana, on the other hand, positions itself as a platform rooted in local culture and voices. This includes not only the inclusion of Indonesian authors and regional languages, but also the integration of themes that resonate with local contexts, ranging from social justice and environmental issues to folklore and cultural identity. The research seeks to determine whether users recognize and value this local focus and whether it enhances their sense of relevance and connection to the material they are reading.

Third, Bacana is designed not only as a solitary reading tool but also as a space for dialogue and community. Social features such as discussion threads, user reviews, and content sharing mechanisms are intended to transform reading from an isolated activity into a collaborative one. This aligns with contemporary theories of participatory culture and social learning, in which knowledge is constructed not merely through passive consumption but through interaction, commentary, and shared reflection. Thus, this study aims to investigate whether users actively engage with these features, and if so, how such engagement contributes to a deeper reading experience and digital literacy growth.

In addressing these dimensions, the discussion also highlights areas where users encountered challenges or suggested improvements. Usability bottlenecks, for instance, can significantly impact the effectiveness of even the most innovative features. Through the feedback collected via questionnaires and testing sessions, particular attention is paid to areas where users expressed confusion, difficulty, or dissatisfaction. These insights are essential not only for technical refinement but also for ensuring that the platform remains accessible to users of varying digital competencies.

Furthermore, user feedback is invaluable for prioritizing development efforts. With limited resources and time, developers must decide which features to enhance, which to redesign, and which to postpone or discard. The analysis in this section reflects how user-driven feedback informs such prioritization. For example, if a significant portion of users indicates a need for better navigation tools or clearer feature explanations, those elements become focal points for the next iteration. In this way, the platform's development remains grounded in actual user needs rather than abstract design ideals.

Beyond technical improvements, user preferences and behavioral patterns revealed through the testing process also offer guidance for future iterations of the platform. For instance, understanding which types of content are most engaging, what motivates users to participate in discussions, or how they discover new titles within the app can help shape content curation strategies and community engagement models. These insights are not only crucial for Bacana's continued evolution but also contribute to broader discussions on designing culturally-responsive, socially relevant digital tools in Indonesia and similar contexts.

Overall, the findings presented in this section are not intended merely to validate the success of Bacana's initial prototype but to provide a critical lens through which its design, implementation, and real-world application can be understood. The goal is to uncover both the strengths and limitations of the platform as perceived by its intended users, and to translate these insights into actionable strategies for improvement. By doing so, this research not only supports the iterative development of Bacana but also adds to the growing

body of literature on user-centered design, digital inclusion, and the role of technology in transforming literacy practices.

The next section presents empirical data gathered from the questionnaires distributed to users who interacted with the Bacana prototype. Their responses offer concrete evidence of how the platform is being received and where its future development may be directed.

The following subsection presents the findings obtained from user questionnaires, which form the foundation for drawing conclusions and proposing relevant design improvements.

Table 2. Questionnaire Result

Question	Average Response
How old are you currently?	19–25
What are you currently occupied with?	Student
How often do you read digital content?	Several times a week
Which platform do you use most often to read?	Wattpad, PDF files
What types of reading do you enjoy the most?	Fiction novels, Comics
What challenges do you often encounter when reading on digital apps?	Limited book collection, Poor design
What features would you like in a digital reading app?	Personalized recommendations, Reading tools
What kind of app design do you find appealing?	Bright colors, Large visuals
What is one essential feature you want in a reading app?	Offline access

The questionnaire results underscore the urgent need to improve digital reading experiences, particularly for Indonesia's youngest readers. The majority of respondents—primarily students aged 15 to 25—reported inconsistent engagement with digital reading platforms, citing factors such as a lack of relevant content, uninteresting design, and restricted interactivity. However, the data also shows a high latent interest in reading, particularly in visually appealing media (e.g., comics) and emotionally resonant ones (e.g., fiction). Respondents revealed a clear preference for elements that complement their reading habits, such as offline access, personalized recommendations, and comprehension-enhancing summaries. These findings indicate that present digital platforms may be insufficient to promote digital literacy development, notably reading consistency, critical engagement, and cultural awareness. Bacana can bridge the gap by immediately responding to these needs, not just by providing a digital library, but also by developing a literacy-enabling ecosystem. Its features, including straightforward navigation, progress monitoring, and discussion areas, can improve comprehension, encourage long-term reading, and foster reflective learning. In simple terms, Bacana is not merely a reading tool; it is also a catalyst for enhancing digital literacy and cultivating a more connected, critically engaged, and culturally based reading culture among Indonesian adolescents.

The findings from the questionnaire and other observations influenced the design and development of Bacana's user interface and essential functions. With the majority of respondents expressing a need for increased accessibility, customisation, and engagement in digital reading, the design process was organized to promote user-centric functionality and visual clarity. Based on the recurring preferences and pain points identified in the data, several key features were selected and integrated into the prototype:

Table 3. Solution Reveal

User Need (from questionnaire)	Design Response / Solution Feature
Offline access for flexible reading	Downloadable book feature
Interest in fiction and comics	Curated collections categorized by genre
Desire for personalized recommendations	Mood-based and AI-assisted suggestion engine (simplified UI)
Confusion with app interfaces	Clean layout, large icons, guided navigation
Low reading consistency	Smart reminders and reading goals tracker
Preference for interactive reading	Comment section, reading forums, and highlight tools

Based on the design considerations, there are a few metrics applied to match the demands. The design uses **bright yet soft color palettes** to appeal to young readers, with **large, readable typography** to improve legibility; The homepage features a **personalized feed**, prominently displaying local titles and thematic collections. Each book page includes tools such as **highlight**, **summary**, and **progress tracking;** A **bottom tab bar** allows quick access to Home, Library, Community, and Profile. This keeps core functionality within one tap for ease of use; Readers can join **discussion threads** per book title, comment on quotes, and follow other readers with similar interests, promoting a **collaborative reading environment**.

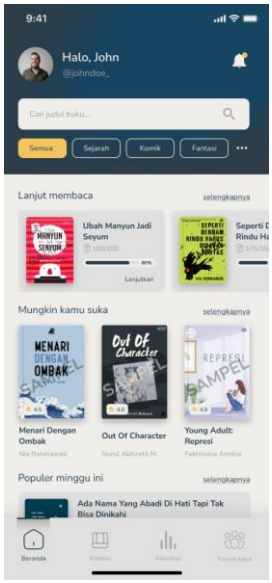


Figure 2. Sample Design

The entire design was developed using **Figma**, allowing the team to conduct **usability testing** with representative testers. Feedback loops were incorporated via daily team reviews to iteratively refine the design.

The usability testing findings demonstrate that the third tester (T3) was able to attain complete feature functioning with no difficulties, indicating a smooth and user-friendly experience. The second tester (T2) encountered a small difficulty, whereas the first tester (T1) recorded five instances of features that did not operate optimally. Notably, T1 examined a larger number of features, thereby increasing the possibility of uncovering areas that needed to be refined. These findings imply that, while the prototype is generally functional, certain elements may benefit from incremental development in response to user feedback. This data gives useful information for improving Bacana's usability and aligning it with user expectations.

Table 4. Usability Testing Result

Tester	Needs Improvement	Functioning as Intended	Total Features Tested
T1	1	45	46
T2	0	46	46
T3	5	46	51

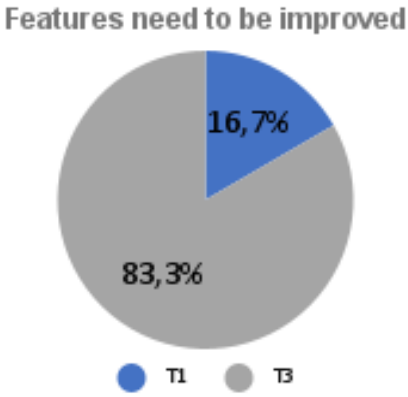


Figure 3. Features need to be improved

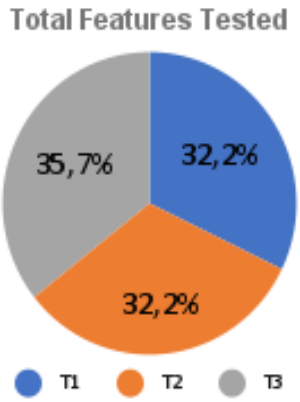


Figure 4. Total Features Tested

Several major discoveries resulted from usability testing using an interactive prototype created in Figma, which will shape Bacana's iterative development process. The results, given as pie chart visualizations, provide a systematic understanding of how each feature fared and which areas need additional refining. The first insight is derived from the distribution of traits highlighted as needing improvement. According to the statistics, 83.3% of the features assessed in the third iteration (T3) were classified as

requiring improvement, compared to only 16.7% in the first iteration (T1). This mismatch shows that, while earlier revisions may have addressed fundamental concerns, the more advanced features introduced in later phases created new usability challenges, notably in terms of user comprehension and interface clarity. The high percentage of required changes in T3 suggests that more complicated elements, such as the discussion forum, interactive highlights, and progress tracking, require more targeted refining. These findings are consistent with previous questionnaire replies, which underlined the necessity of intuitive interface design. As a result, the final development cycle must prioritize reducing complex functionality and improving visual hierarchy in order to better correspond with users' expectations and reading patterns. The second chart, which depicts the overall distribution of features tested throughout iterations, shows an equitable distribution: 32.2% in T1, 32.3% in T2, and 35.7% in T3. This somewhat fair distribution shows that the testing effort was deployed carefully throughout three organized development stages. This distribution represents the concepts of agile methodology, which emphasizes constant review and iterative improvement throughout the development process. Despite the balance of feature amount, the T3 stage had substantially more usability difficulties. This suggests that, while the number of features remained constant throughout all iterations, the complexity and functionality introduced in T3 required more cognitive effort from users, impacting usability. It also means that even a consistent number of features can result in a disproportionate number of problems if the interface design does not evolve in parallel with functional complexity.

These findings provide a strategic framework for improving Bacana's design. The testing results emphasize the need for a more user-centric approach in future revisions. Features identified for improvement should be thoroughly re-evaluated, with a focus on visual clarity, streamlined navigation, and instructional support. For example, the discussion feature could benefit from a clearer user journey map and integrated tooltips, whereas the progress tracker could be improved with real-time visual cues or milestone notifications to keep users engaged. Furthermore, the findings highlight the importance of continuous user input. The development team's commitment to daily meetings enabled prompt reactions to user input and testing results. This feedback loop is critical not only for technological advancements, but also for cultivating an empathic design process in which customer requirements and frustrations determine the product's trajectory. Pie charts were used as a visualization method not only to improve presentation clarity, but also as a diagnostic tool to help designers make educated decisions. It allowed the team to determine which features underperformed and which iteration produced most usability difficulties. This process elevated user testing from a post-development checkpoint to the driving force behind each design iteration. Ultimately, these findings support the notion that Bacana is more than merely a functional reading program. It is a user-created platform that has been iteratively designed to bridge the gap between technology and digital literacy. Bacana is evolving as a culturally grounded, user-responsive platform that encourages engagement, comprehension, and inclusion for Indonesia's next generation of digital readers by studying and responding to usability testing results.

CONCLUSION

This study investigated the creation and usability of Bacana, a digital reading platform that promotes literacy through regionally relevant material and user-centered features. According to data obtained through questionnaires and usability testing, Bacana effectively supports essential parts of digital literacy: constant reading engagement, access to local literature, and interactive social reading experiences. Users reacted positively to features such as reading progress tracking, reminders, and discussion forums, but there were also suggestions for improvement, notably in usability and feature clarity. Bacana not only solves gaps in traditional digital library systems, but it also serves as a cultural and technological intervention, bridging access barriers, elevating disadvantaged perspectives, and fostering critical thinking. Its development model, which was driven by Agile methodology and iterative testing, enabled rapid upgrades that were consistent with user expectations and behavior patterns. Based on the study's findings, various recommendations can be made to improve the usefulness and impact of Bacana. Future development should concentrate on improving the usability of specific aspects identified during the usability testing phase, particularly those relating to navigation, interface clarity, and the responsiveness of interactive elements. Clearer visual hierarchies and more intuitive procedures can assist minimize cognitive strain and enhance the reading experience for a wide range of people. Furthermore, more regional material should be prioritized, as well as collaborations with local authors, educators, and publishers, to keep the platform culturally relevant and inclusive.

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