

**PENGEMBANGAN BAHAN AJAR DIGITAL BERBASIS FLIPBOOK PADA MATERI  
RENANG GAYA BEBAS (FRONT CRAWL) PADA PESERTA DIDIK KELAS X SMA  
NEGERI 4 DENPASAR**

Oleh

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**ABSTRAK**

Penelitian ini bertujuan untuk mengembangkan Bahan Ajar Digital Berbasis *Flipbook* Pada Materi Renang Gaya Bebas (Front Crawl) Pada Peserta Didik SMA. metode penelitian pengembangan ini menggunakan model 4-D yang terdiri dari *Define, Design, Development, dan Disseminate*. Instrument penelitian ini berupa lembar validasi produk dari ahli media/desain pembelajaran, ahli isi/materi pembelajaran, praktisi PJOK, uji coba kelompok kecil dan uji coba kelompok besar. Teknik analisis data dalam penelitian ini menggunakan deskriptif kualitatif dan kuantitatif. Hasil penelitian menunjukkan bahwa bahan ajar digital berbasis flipbook materi renang gaya bebas yang di kembangkan dinyatakan valid yang diperoleh dari hasil review ahli isi/materi memperoleh persentase sebesar 93,33%, dengan kategori sangat baik, ahli media/desain memperoleh persentase 98,66% dengan kategori sangat baik, praktisi PJOK memperoleh persentase sebesar 94% dengan kategori sangat baik, uji coba kelompok kecil memperoleh persentase sebesar 91,46% dengan kategori sangat baik, dan uji coba kelompok besar memperoleh persentase sebesar 91,43% dengan kategori sangat baik. berdasarkan hasil review yang dilakukan oleh para ahli dapat disimpulkan bahwa bahan ajar digital berbasis *flipbook* pada materi renang gaya bebas (front crawl) yang di kembangkan berada dalam kualifikasi sangat baik sehingga layak untuk dikembangkan dan digunakan dalam proses kegiatan pembelajaran PJOK.

**Kata Kunci :** Renang gaya bebas (*Front Crawl*), Model 4-D, *flipbook*

**DEVELOPMENT OF FLIPBOOK-BASED DIGITAL LEARNING MATERIALS ON  
FREESTYLE SWIMMING (FRONT CRAWL) MATERIALS FOR STUDENTS OF  
GRADE X SMA NEGERI 4 DENPASAR**

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**ABSTRACT**

This study aims to develop Flipbook-Based Digital Learning Materials on Freestyle Swimming (Front Crawl) Materials for High School Students. This development research method uses a 4-D model consisting of Define, Design, Development, and Disseminate. The research instrument is in the form of a product validation sheet from media/learning design experts, content/learning material experts, PJOK practitioners, small group trials and large group trials. The data analysis technique in this study uses qualitative and quantitative descriptive. The results of the study showed that the digital teaching materials based on flipbooks for freestyle swimming material that were developed were declared valid, obtained from the results of the content/material expert review, obtaining a percentage of 93.33%, with a very good category, media/design experts obtained a percentage of 98.66% with a very good category, PJOK practitioners obtained a percentage of 94% with a very good category, small group trials obtained a percentage of 91.46% with a very good category, and large group trials obtained a percentage of 91.43% with a very good category. Based on the results of the review conducted by experts, it can be concluded that the digital teaching materials based on flipbooks on freestyle swimming material (front crawl) that were developed are in a very good qualification so that they are worthy of being developed and used in the PJOK learning process.

**Keywords:** Freestyle swimming (Front Crawl), 4-D Model, flipbook