

**PENGEMBANGAN *FLIPBOOK* MATERI ADONAN SUS (*CHOUX PASTE*)
DENGAN MODEL 4D PADA MATA KULIAH *PASTRY* DI PROGRAM
STUDI PENDIDIKAN VOKASIONAL SENI KULINER**

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ABSTRAK

Penelitian ini bertujuan untuk dapat mendeskripsikan pengembangan media *flipbook* pada materi adonan sus (*choux paste*) menggunakan model pengembangan 4D dalam mata kuliah *Pastry* di Program Studi Pendidikan Vokasional Seni Kuliner. Penelitian ini merupakan jenis penelitian pengembangan (*Research and Development*) yang mengacu pada model 4D yang terdiri dari empat tahapan, yakni: *Define*, *Design*, *Develop*, dan *Disseminate*. Teknik pengumpulan data dilakukan melalui penyebaran instrumen ke enam validator ahli. Subjek dalam penelitian ini mencakup enam ahli dari bidang materi, desain pembelajaran, dan media pembelajaran, serta sepuluh mahasiswa yang telah mengambil mata kuliah *pastry*. Data dianalisis menggunakan deskriptif kuantitatif. Media *flipbook* dikembangkan melalui empat tahapan, dimulai dari tahap *define* yang digunakan untuk menganalisis kebutuhan dan materi pembelajaran, tahap *design* untuk merancang isi dan tampilan media, tahap *develop* untuk melakukan pengembangan *flipbook*, uji validitas, uji coba pengembangan, serta tahap *disseminate* yaitu menyebarkan link media ke dosen dan mahasiswa. Hasil validasi menunjukkan bahwa *flipbook* yang dikembangkan berada dalam kategori sangat valid.

Kata kunci: Media Pembelajaran, 4D, *Flipbook*, *Pastry*

***DEVELOPMENT OF A FLIPBOOK ON CHOUX PASTE MATERIAL USING
THE 4D MODEL IN THE PASTRY COURSE OF THE VOCATIONAL
EDUCATION IN CULINARY ARTS STUDY PROGRAM***

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ABSTRACT

This study aims to describe the development of flipbook media on choux paste material using the 4D development model in the Pastry course in the Culinary Arts Vocational Education Study Program. This study is a type of research and development (R&D) that refers to the 4D model, which consists of four stages, namely: Define, Design, Develop, and Disseminate. Data collection techniques were conducted by distributing instruments to six expert validators. The subjects of this study included six experts in the fields of subject matter, instructional design, and instructional media, as well as ten students who had taken the Pastry course. Data were analyzed using quantitative descriptive methods. The flipbook media was developed through four stages, starting with the Define stage to analyze learning needs and materials, the Design stage to create the content and appearance of the media, the Develop stage to develop the flipbook, conduct validity testing, and pilot testing, and the Disseminate stage to distribute the media link to faculty and students. The validation results indicated that the developed flipbook falls into the highly valid category.

Keywords: Learning Media, 4D, Flipbook, Pastry