

**PENGEMBANGAN *E-MODUL* BERBASIS *FLIPBOOK MAKER* PADA
MATERI TEKNIK DASAR PENGOLAHAN MAKANAN KELAS X DI
SMK NEGERI 4 BANGLI**

Oleh

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ABSTRAK

Tujuan utama penelitian dan pengembangan *Research and Development (R&D)* ini adalah agar dapat merancang, mengembangkan, dan menguji efektifitas media *E-Modul* berbasis *Flipbook Maker*. Media ini spesifikasi berfokus kepada materi Teknik Dasar Pengolahan Makanan dalam mata pelajaran Dasar-Dasar Kuliner, terutama untuk peserta didik Kelas X Program Keahlian Kuliner. Penelitian ini akan diimplementasikan dengan menggunakan model 4D (*Define, Design, Development, and Disseminate*). Data dianalisis melalui metode deskriptif kuantitatif dan kualitatif, dan pengumpulan data dilakukan melalui kuesioner validasi yang memiliki skala likert 5 poin. Analisis kebutuhan dan perancangan produk dilakukan melalui dua tahapan awal model 4D, yaitu tahap *Define* dan *Design*. Tahap *Development*, pengujian validitas dilaksanakan oleh tiga validator, ahli yang berkompeten dibidang materi, media, dan desain pembelajaran. Setelah itu, uji coba skala kecil juga dilakukan pada peserta didik Kelas X SMK Negeri 4 Bangli. Selanjutnya, tahapan *Disseminate* dilakukan melalui publikasi produk media *E-Modul* berbasis *Flipbook Maker* dan melakukan sosialisasi media kepada para guru mata pelajaran Dasar-Dasar Kuliner sebagai langkah penyebarluasannya. Hasil menunjukkan bahwa e-modul tersebut menerima penilaian "Sangat Layak" dari setiap penilai, dengan rincian kelayakan yang mencakup skor 94% dari ahli materi, 96% dari ahli media, dan 95% dari ahli desain pembelajaran, serta respons "Sangat Layak" dari siswa uji coba kelompok kecil dengan persentase 93%. Dapat disimpulkan mengindikasikan *E-Modul* berbasis *Flipbook Maker* bersifat sangat layak dan berpotensi praktis dan efektif untuk mendukung proses belajar dan meningkatkan hasil belajar peserta didik.

Kata Kunci: Pengembangan *E-modul*, 4D, *Flipbook Maker*, Teknik Dasar Pengolahan Makanan

**DEVELOPMENT OF A FLIPBOOK MAKER BASED E-MODULE ON
BASIC FOOD PROCESSING TECHNIQUES FOR GRADE X STUDENTS
AT SMK NEGERI 4 BANGLI**

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ABSTRACT

The primary goal of this Research and Development (R&D) study was to design, develop, and test the effectiveness of an E-Module created using Flipbook Maker. This media specifically focuses on Basic Food Processing Techniques material within the Culinary Fundamentals subject, targeting Grade X students in the Culinary Skills Program. The research was implemented using the 4D development model (Define, Design, Development, and Disseminate). Data analysis utilized quantitative and qualitative descriptive methods, collected via a validation questionnaire employing a 5-point Likert scale. The initial Define and Design stages of the 4D model were dedicated to needs analysis and product conceptualization. In the Development stage, validity testing was conducted by three expert validators in the fields of material, media, and instructional design. Following this, a small-scale trial was executed involving Grade X students at SMK Negeri 4 Bangli. The final Disseminate stage involved publishing the E-Module and conducting socialization sessions for Culinary Fundamentals teachers to facilitate its widespread use. The findings demonstrate that the E-Module received an "Very Feasible" rating from all assessors. The detailed feasibility scores were 94% from the material expert, 96% from the media expert, and 95% from the instructional design expert. Furthermore, the small-group student trial yielded an "Very Feasible" response with a 93% percentage. In conclusion, the E-Module based on Flipbook Maker is found to be highly feasible and possesses significant potential to be a practical and effective tool for supporting the learning process and ultimately enhancing student learning outcomes.

Keywords: *E-module Development, 4D, Flipbook Maker, Basic Food Processing Techniques.*