

**PENGEMBANGAN *FLIPBOOK* PANDUAN PRAKTIKUM *FOOD AND BEVERAGE SERVICE* MODEL ADDIE UNTUK SISWA PERHOTELAN
SMK N 1 SUKASADA**

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ABSTRAK

Penelitian ini bertujuan untuk menghasilkan media pembelajaran berupa *Flipbook* panduan praktikum pada mata Pelajaran *Food and beverage service* serta mengetahui tingkat kelayakan produk yang dihasilkan agar dapat dimanfaatkan dalam proses pembelajaran di SMK N 1 Sukasada. Penelitian ini menggunakan metode *Research and Development* (R&D) dengan model ADDIE yang mencakup lima tahapan, yaitu *Analyze* (Analisis), *Design* (Perencanaan), *Development* (Pengembangan), *Implementation* (Implementasi), *Evaluation* (Evaluasi). Subjek penelitian melibatkan ahli materi, ahli media serta uji coba lapangan pada kelompok kecil yang terdiri atas 10 peserta didik kelas XI (Fase F) Program Keahlian Perhotelan SMK N 1 Sukasada. Hasil validasi menunjukkan bahwa penilaian oleh ahli materi memperoleh persentase sebesar 97,5% dengan kategori “Sangat Layak”, penilaian oleh ahli media mencapai 97% dengan kategori “Sangat Layak”, dan hasil uji coba kelompok kecil memperoleh persentase sebesar 90,5% yang termasuk dalam kategori “Sangat Layak”. Berdasarkan hasil tersebut, media pembelajaran berupa *Flipbook* panduan praktikum pada mata Pelajaran *Food and beverage service* dinyatakan sangat layak untuk digunakan dalam kegiatan pembelajaran bagi peserta didik Fase F Program Keahlian Perhotelan di SMK N 1 Sukasada.

Kata Kunci: Media Pembelajaran, *Flipbook*, ADDIE.

**DEVELOPMENT OF A FLIPBOOK PRACTICUM GUIDE FOR *FOOD
AND BEVERAGE SERVICE* USING THE ADDIE MODEL FOR
HOSPITALITY STUDENTS AT SMK N 1 SUKASADA**

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ABSTRACT

This study aims to develop a learning medium in the form of a Flipbook practicum guide for the *Food and beverage service* subject and to determine the feasibility level of the developed product so that it can be implemented in the learning process at SMK N 1 Sukasada. This research employed a Research and Development (R&D) approach using the ADDIE model, which consists of five stages: Analyze, Design, Development, Implementation, and Evaluation. The research subjects involved content experts, media experts, and a small group field trial, consisting of 10 eleventh-grade (Phase F) students of the Hospitality Department at SMK N 1 Sukasada. Data were collected through expert validation and field testing, and the results were analyzed using descriptive quantitative analysis. The validation results showed that the content expert assessment obtained a percentage score of 97.5%, categorized as “*Very Feasible*”, the media expert assessment obtained a score of 97%, categorized as “*Very Feasible*”, and the small group trial resulted in a score of 90.5%, also categorized as “*Very Feasible*”. Based on these results, it can be concluded that the Flipbook-based practicum guide for the *Food and beverage service* subject is highly feasible to be used in the learning process for Phase F students of the Hospitality Expertise Program at SMK N 1 Sukasada.

Keywords: Learning Media, Flipbook, ADDIE Model.