

**PENGEMBANGAN BAHAN AJAR BERBASIS DIGITAL (*FLIPBOOK*)
PADA MATERI TEKNIK DASAR SERVIS DALAM PEMBELAJARAN
SEPAK TAKRAW**

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ABSTRAK

Penelitian ini bertujuan untuk mengembangkan bahan ajar berbasis digital *flipbook* pada teknik dasar servis dalam pembelajaran Sepak Takraw. *Flipbook* dipilih karena dapat mengintegrasikan berbagai elemen multimedia, seperti teks, video, gambar, audio visual, hingga kuis menjadi satu platform. Pengembangan bahan ajar dilakukan dengan menggunakan model ADDIE yang terdiri dari lima tahapan: (1) Analisis, (2) Perancangan, (3) Pengembangan, (4) Implementasi, dan (5) Evaluasi. Subjek penelitian meliputi ahli isi materi, ahli desain pembelajaran, ahli media pembelajaran, ahli praktisi lapangan, serta mahasiswa Program Studi Pendidikan Jasmani Kesehatan dan Rekreasi, Fakultas Olahraga dan Kesehatan, Universitas Pendidikan Ganesha. Dalam penelitian ini uji coba perorangan (3 mahasiswa), kelompok kecil (7 mahasiswa), dan kelompok besar (21 mahasiswa semester V). Hasil validasi menunjukkan persentase kelayakan dari ahli isi materi sebesar 100%, ahli desain pembelajaran 90%, ahli media pembelajaran 97%, dan ahli praktisi lapangan 98%. Sementara itu, hasil uji coba terhadap mahasiswa melalui uji coba Perorangan mendapatkan persentase 95%, uji coba kelompok kecil mendapatkan persentase 96%, dan uji coba kelompok besar mendapatkan persentase 96%. Sehingga Bahan ajar digital berbasis *flipbook* pada teknik dasar servis dalam pembelajaran Sepak Takraw dinyatakan sangat baik sehingga sangat layak untuk digunakan sebagai media pendukung dalam proses perkuliahan.

Kata-Kata Kunci. Pengembangan, ADDIE, teknik dasar servis, sepak takraw, *Flipbook*

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ABSTRACT

This study aims to develop digital flipbook-based teaching materials on basic service techniques in Sepak Takraw learning. Flipbooks were chosen because they can integrate various multimedia elements, such as text, video, images, audio-visuals, and quizzes into one platform. The teaching materials were developed using the ADDIE model, which consists of five stages: (1) Analysis, (2) Design, (3) Development, (4) Implementation, and (5) Evaluation. The research subjects included content experts, learning design experts, learning media experts, field practitioners, and students of the Physical Education, Health, and Recreation Study Program, Faculty of Sports and Health, Ganesha University of Education. In this study, individual trials (3 students), small groups (7 students), and large groups (21 fifth-semester students) were conducted. The validation results showed a feasibility percentage of 100% from content experts, 90% from learning design experts, 97% from learning media experts, and 98% from field practitioners. Meanwhile, the results of testing on students through individual testing obtained a percentage of 95%, small group testing obtained a percentage of 96%, and large group testing obtained a percentage of 96%. Thus, the flipbook-based digital teaching material on basic serving techniques in Sepak Takraw learning is considered very good and very suitable for use as a supporting medium in the lecture process.

Keywords: Development, ADDIE, basic service techniques, sepak takraw, Flipbook