

PENGEMBANGAN BAHAN AJAR MULTIMEDIA BERBASIS *FLIPBOOK* MATERI PERWASITAN PADA MATA KULIAH TP. PEMBELAJARAN TENIS LAPANGAN

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ABSTRAK

Rancang bangun bahan ajar multimedia interaktif bermedia *Flipbook* untuk perkuliahan TP Tenis Lapangan menjadi tujuan utama dalam penelitian ini. Prosedur operasionalnya diselaraskan dengan pendekatan *Research and Development* (R&D) lewat pemanfaatan model ADDIE sebagai fondasi pengembangan melalui lima tahapan baku: analisis, desain, pengembangan, implementasi, dan evaluasi. Konstituen subjek dalam penelitian ini mengikutsertakan civitas akademika dari Program Studi Pendidikan Jasmani Kesehatan dan Rekreasi, Fakultas Olahraga dan Kesehatan, Universitas Pendidikan Ganesha, didampingi tim penilai ahli di bidang isi, desain instruksional, media, serta praktisi lapangan. Lebih lanjut, pemastian kualitas bahan ajar ditempuh melalui tiga strata pengujian, yakni uji mandiri (3 mahasiswa), kelompok terbatas (7 mahasiswa), dan kelompok makro yang melibatkan 21 mahasiswa semester IV. Menilik asesmen para pakar, tingkat kelaikan produk ini mencapai 96% untuk aspek materi, 97% untuk desain pembelajaran, 100% untuk media, dan 97% dari praktisi. Di sisi lain, respons mahasiswa dalam fase uji coba mencatatkan persentase sebesar 97% (perorangan), 96% (kelompok kecil), dan 97% (kelompok besar). Rentetan hasil ini membuktikan bahwa Bahan Ajar Multimedia Berbasis *Flipbook* untuk Materi Perwasitan Mata Kuliah TP. Pembelajaran Tenis Lapangan memiliki mutu yang sangat prima. Kehadiran bahan ajar ini dinilai sangat layak dieksplorasi guna mengoptimalkan proses transfer pengetahuan, baik dalam ruang kelas maupun simulasi lapangan.

Kata kunci: Pengembangan, ADDIE, Tenis Lapangan, *Flipbook*

DEVELOPMENT OF FLIPBOOK-BASED MULTIMEDIA TEACHING MATERIALS ON REFEREEING IN THE COURSE OF TENNIS

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ABSTRACT

The design of interactive multimedia teaching materials using Flipbook media for the Tennis Field TP lecture is the main objective of this research. The operational procedures are aligned with the Research and Development (R&D) approach through the use of the ADDIE model as a development foundation through five standard stages: analysis, design, development, implementation, and evaluation. The subject constituents in this research include academics from the Physical Education, Health, and Recreation Study Program, Faculty of Sports and Health, Ganesha University of Education, accompanied by a team of expert assessors in the fields of content, instructional design, media, and field practitioners. Furthermore, the quality assurance of the teaching materials is carried out through three levels of testing, namely independent testing (3 students), limited groups (7 students), and macro groups involving 21 fourth-semester students. Looking at the expert assessments, the level of feasibility of this product reached 96% for the material aspect, 97% for the learning design, 100% for the media, and 97% from practitioners. On the other hand, student responses during the trial phase recorded 97% (individual), 96% (small group), and 97% (large group). This series of results proves that the Flipbook-Based Multimedia Teaching Materials for the Refereeing Material in the Tennis Learning Course are of excellent quality. The presence of these teaching materials is considered highly worthy of exploration to optimize the process of knowledge transfer, both in the classroom and in field simulations.

Keywords: Development, ADDIE, Tennis, Flipbook