

PENGEMBANGAN MEDIA PEMBELAJARAN *FLIPBOOK* PADA MATERI MINUMAN *MOCKTAIL* DI SMK N 1 SERIRIT PADA KELAS XI KULINER

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ABSTRAK

Penelitian ini bertujuan untuk (1) mendeskripsikan tahapan pengembangan media pembelajaran *Flipbook* dan (2) menguji validitas media pembelajaran *Flipbook* pada materi minuman *Mocktail* di SMK Negeri 1 Seririt. Metode penelitian yang digunakan adalah *Research and Development* (R&D) dengan menerapkan model pengembangan 4-D yang meliputi tahap *define*, *design*, *development*, dan *disseminate*. Subjek penelitian terdiri atas 2 orang ahli materi dan 2 orang ahli media yang merupakan dosen dari Universitas Pendidikan Ganesha. Variabel dalam penelitian ini yaitu, media pembelajaran *Flipbook* pada materi minuman *Mocktail* untuk siswa kelas XI Kuliner di SMK Negeri 1 Seririt yang difokuskan pada tingkat kevalidan media. Teknik pengumpulan data yang digunakan meliputi observasi, wawancara, dan penyebaran instrumen kuesioner skala Likert. Pada tahap *define* dilakukan analisis kebutuhan pembelajaran mandiri bagi siswa kelas XI Kuliner. Tahap *design* dilakukan dengan menyusun draf materi dan rancangan visual media pembelajaran. Selanjutnya, pada tahap *development* dilakukan pengujian validitas produk melalui evaluasi oleh ahli materi dan ahli media menggunakan instrumen kuesioner skala Likert. Hasil analisis validitas oleh ahli menunjukkan bahwa media pembelajaran yang dikembangkan memperoleh kategori sangat valid dengan skor rata-rata sebesar 98,86% dari ahli materi dan 98,07% dari ahli media. Pada tahap *disseminate*, produk akhir disebarkan kepada guru untuk digunakan dalam proses pembelajaran dan diimplementasikan sebagai sarana pembelajaran mandiri siswa. Berdasarkan hasil penelitian, media pembelajaran *Flipbook* materi minuman *Mocktail* dinyatakan sangat valid (artinya sangat tepat, benar, dan sudah sesuai standar) digunakan sebagai media pembelajaran dalam proses pembelajaran.

Kata Kunci: *Flipbook*, Media Pembelajaran, Minuman *Mocktail*, Model 4D

***DEVELOPMENT OF FLIPBOOK LEARNING MEDIA ON MOCKTAIL
DRINKS MATERIAL AT SMK N 1 SERIRIT IN CLASS XI CULINARY***

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ABSTRACT

This study aims to (1) describe the stages of developing a flipbook learning medium and (2) test the validity of the flipbook learning medium for the mocktail curriculum at Seririt State Vocational High School 1. The research method used was Research and Development (R&D), applying the 4-D development model, which includes the define, design, development, and disseminate stages. The research subjects consisted of two subject matter experts and two media experts, all of whom are lecturers at Ganesha University of Education. The variable in this study was the flipbook instructional medium on mocktail beverages for 11th-grade culinary students at Seririt State Vocational High School No. 1, with a focus on the medium's validity. The data collection techniques used included observation, interviews, and the distribution of Likert-scale questionnaires. During the define phase, an analysis of the self-directed learning needs of 11th-grade Culinary Arts students was conducted. The design phase involved drafting the instructional materials and creating visual designs for the learning media. Next, during the development phase, the product's validity was tested through evaluations by subject matter experts and media experts using Likert-scale questionnaires. The results of the validity analysis conducted by experts indicate that the developed instructional media received a "highly valid" rating, with an average score of 98.86% from content experts and 98.07% from media experts. During the dissemination phase, the final product was distributed to teachers for use in the learning process and implemented as a tool for student-directed learning. Based on the research findings, the Flipbook learning material on mocktails was found to be highly valid (meaning it is highly accurate, correct, and meets standards) for use as a learning tool in the educational process.

Keywords: Flipbook, Learning Media, Mocktail Beverages, 4D Model