

**PENGEMBANGAN MEDIA PEMBELAJARAN *FLIPBOOK* MATERI  
ADONAN *LEAN* PADA MATA KULIAH *BAKERY* DI PROGRAM STUDI  
PENDIDIKAN VOKASIONAL SENI KULINER**

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**ABSTRAK**

Penelitian ini bertujuan untuk mengetahui (1) proses pengembangan media pembelajaran *flipbook* materi Adonan *Lean* pada mata kuliah *Bakery* di Program Studi Pendidikan Vokasional Seni Kuliner, dan (2) tingkat validitas pengembangan media pembelajaran *flipbook* materi Adonan *Lean* pada mata kuliah *Bakery* di Program Studi Pendidikan Vokasional Seni Kuliner. Penelitian ini merupakan penelitian dan pengembangan (*Research and Development*) dengan menggunakan model 4D (*Define, Design, Development, dan Disseminate*). Teknik pengumpulan data dilakukan melalui penyebaran angket kepada 2 ahli materi dan dua ahli desain media pembelajaran. Analisis data menggunakan deskriptif kualitatif dan kuantitatif. Hasil penelitian menunjukkan bahwa pengembangan media telah dilaksanakan dengan tahapan model 4D yaitu *Define* dilakukan melalui analisis kebutuhan pembelajaran kepada dosen pengampu mata kuliah *Bakery* dan mahasiswa yang sudah menempuh mata kuliah *Bakery*, tahap *Design* meliputi perancangan materi, desain tampilan, dan ilustrasi *flipbook*, tahap *Development* melakukan pembuatan produk dan validasi oleh 2 ahli materi dan desain media dengan menggunakan instrumen angket skala Likert. Data dianalisis secara deskriptif kualitatif dan deskriptif kuantitatif dengan menghitung persentase tingkat validitas. Tahap *Disseminate* dilakukan secara terbatas kepada dosen pengampu mata kuliah *Bakery* di Program Studi Pendidikan Vokasional Seni Kuliner. Hasil tingkat validitas menunjukkan persentase sebesar 98,75% dari ahli materi dan 98,67% dari ahli desain media dengan kategori “Sangat Valid” dinilai dari aspek kesesuaian materi dengan Capaian Pembelajaran Mata Kuliah dan Rencana Pembelajaran S, ketepatan penyajian materi, kebahasaan, tampilan visual, tata letak, navigasi, serta kemudahan penggunaan sehingga media dinyatakan valid digunakan sebagai sumber belajar digital pada materi Adonan *Lean* mata kuliah *Bakery*.

**Kata Kunci:** Adonan *Lean*, *Bakery*, *Flipbook*, Media pembelajaran, Model 4D.

**DEVELOPMENT OF FLIPBOOK LEARNING MEDIA LEAN DOUGH  
MATERIAL IN THE BAKERY COURSE AT THE CULINARY ARTS  
VOCATIONAL EDUCATION STUDY PROGRAM**

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**ABSTRACT**

*This study aims to determine (1) the development process of a flipbook learning medium covering the "Lean Dough" topic for the Bakery course in the Culinary Arts Vocational Education Study Program, and (2) the validity level of the developed medium. This study employed the Research and Development (R&D) method using the 4D model (Define, Design, Development, and Disseminate). Data were collected through questionnaires administered to 2 subject matter experts and 2 learning media design experts, and analyzed using qualitative and quantitative descriptive methods. The development process followed the 4D stages. The Define stage involved a learning needs analysis with the Bakery course lecturer and students who had completed the course. The Design stage included planning the learning content, interface design, and flipbook illustrations. The Development stage focused on product creation and expert validation using Likert-scale questionnaires, with validity measured through percentage analysis. The Disseminate stage was conducted on a limited scale involving the Bakery course lecturer. The validation results showed a score of 98.75% from subject matter experts and 98.67% from media design experts, both categorized as "Very Valid." These results were based on the suitability of the material with Course Learning Outcomes and the Semester Learning Plan, accuracy of content presentation, language, visual appearance, layout, navigation, and ease of use. Therefore, the developed flipbook is considered valid as a digital learning resource for the Lean Dough topic in the Bakery course.*

**Keywords:** Bakery, Flipbook, Lean Dough, Learning media, 4D Model.