

**PENGEMBANGAN MEDIA PEMBELAJARAN *FLIPBOOK* MATA
KULIAH KULINER BALI PADA MATERI KLASIFIKASI HIDANGAN
BALI PROGRAM STUDI PENDIDIKAN VOKASIONAL SENI
KULINER**

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ABSTRAK

Penelitian ini bertujuan untuk (1) mendeskripsikan tahapan pengembangan media pembelajaran *flipbook* mata kuliah Kuliner Bali materi Klasifikasi Hidangan Bali menggunakan model 4D, dan (2) menganalisis validitas media pembelajaran *flipbook* yang dikembangkan. Penelitian ini merupakan penelitian *Research and Development* (R&D) dengan menggunakan model 4D yang meliputi tahap *Define*, *Design*, *Develop*, dan *Disseminate*. Data dikumpulkan melalui angket yang diberikan kepada ahli materi, ahli desain pembelajaran, dan ahli media kemudian dianalisis secara deskriptif kuantitatif dalam bentuk persentase untuk menggambarkan tingkat validitas media pembelajaran. Hasil penelitian menunjukkan bahwa (1) pengembangan media pembelajaran *flipbook* dilaksanakan secara sistematis melalui tahap *Define* untuk analisis kebutuhan, *Design* untuk perancangan media, *Development* untuk pengembangan dan validasi produk, serta *Disseminate* untuk penyebaran terbatas kepada dosen pengampu mata kuliah Kuliner Bali. (2) Hasil validasi menunjukkan persentase sebesar 97% dari ahli materi dengan kategori sangat valid menunjukkan bahwa isi materi telah sesuai dengan capaian pembelajaran dan disusun secara sistematis. Validasi ahli desain pembelajaran memperoleh persentase sebesar 96% dengan kategori sangat valid, yang menunjukkan bahwa tata letak, navigasi, dan desain media telah memenuhi kriteria desain pembelajaran yang baik. Validasi ahli media memperoleh persentase sebesar 97% dengan kategori sangat valid, menunjukkan bahwa tampilan visual, kemudahan penggunaan, dan fungsi media dinilai telah memenuhi kriteria media pembelajaran digital.

Kata kunci : Media Pembelajaran; *Flipbook*; Model 4D; Kuliner Bali.

***DEVELOPMENT OF FLIPBOOK-BASED LEARNING MEDIA FOR THE
BALINESE CULINARY COURSE ON THE TOPIC OF CLASSIFICATION
OF BALINESE DISHES IN THE VOCATIONAL EDUCATION PROGRAM
IN CULINARY ARTS***

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ABSTRACT

This study aims to (1) describe the stages involved in developing flipbook-based learning media for the Balinese Culinary course, specifically on the topic of Balinese Dishes Classification, using the 4D development model, and (2) to analyze the validity of the developed learning media. This research employed a Research and Development (R&D) approach based on the 4D model, consisting of the Define, Design, Develop, and Disseminate stages. Data were collected through questionnaires administered to subject matter experts, learning design experts, and media experts. The data were analyzed using descriptive quantitative analysis in the form of percentages to determine the validity of the developed learning media. The results indicate that (1) the flipbook learning media were developed systematically through the Define stage to identify learning needs, the Design stage to plan the media, the Develop stage to produce and validate the product, and the Disseminate stage to conduct limited distribution to lecturers teaching the Balinese Culinary course. (2) The validation results showed that the material experts awarded a validity score of 97%, indicating that the content was well aligned with the intended learning outcomes and organized systematically. The learning design experts gave a validity score of 96%, indicating that the layout, navigation, and overall design met the criteria for effective instructional design. Meanwhile, the media experts awarded a validity score of 97%, indicating that the visual presentation, usability, and functional aspects of the media met the established criteria for digital learning media. Overall, the developed flipbook learning media were considered highly valid and suitable for use as an alternative learning medium in the Balinese Culinary course, particularly for the topic of Balinese Dishes Classification.

Keywords: Learning Media; Flipbook; 4D Model; Balinese Culinary.