

**PENGEMBANGAN MEDIA PEMBELAJARAN *FLIPBOOK* MATERI
MAKANAN POKOK PADA MATA KULIAH KULINER BALI DI
PROGRAM STUDI PENDIDIKAN VOKASIONAL SENI KULINER**

Oleh

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ABSTRAK

Penelitian ini bertujuan untuk: (1) mendeskripsikan langkah-langkah pengembangan media pembelajaran berbasis *flipbook* pada materi Makanan Pokok dalam Mata Kuliah Kuliner Bali di Program Studi Pendidikan Vokasional Seni Kuliner menggunakan model 4D, (2) menganalisis validitas media pembelajaran berbasis *flipbook* pada materi Makanan Pokok dalam Mata Kuliah Kuliner Bali di Program Studi Pendidikan Vokasional Seni Kuliner, dan (3) mengetahui tanggapan pengguna terhadap kepraktisan media pembelajaran berbasis *flipbook* pada materi Makanan Pokok melalui uji kepraktisan kelompok kecil. Penelitian ini merupakan penelitian dan pengembangan (*Research and Development*) dengan menggunakan model 4D yang meliputi tahap *define*, *design*, *develop*, dan *disseminate*. Subjek penelitian terdiri atas dua orang ahli isi, dua orang ahli desain pembelajaran, dua orang ahli media pembelajaran, serta 25 mahasiswa Program Studi Pendidikan Vokasional Seni Kuliner Universitas Pendidikan Ganesha pada uji kepraktisan kelompok kecil. Teknik pengumpulan data dilakukan melalui wawancara dan angket. Data dianalisis secara deskriptif kualitatif dan deskriptif kuantitatif. Hasil penelitian menunjukkan bahwa: (1) proses pengembangan media dilakukan melalui empat tahapan model 4D hingga menghasilkan media pembelajaran berbasis *flipbook* yang memadukan multimedia dalam satu media yang sistematis; (2) hasil validitas memperoleh persentase sebesar 97,5% oleh ahli isi serta 95,63% oleh ahli desain dan media pembelajaran dengan kategori sangat valid dan (3) hasil tanggapan pengguna pada uji kepraktisan kelompok kecil memperoleh persentase sebesar 88% dengan kategori sangat positif, yang menunjukkan bahwa media pembelajaran berbasis *flipbook* memiliki tingkat kepraktisan yang baik berdasarkan tanggapan pengguna pada penyebaran terbatas. Dengan demikian, media pembelajaran berbasis *flipbook* pada materi Makanan Pokok dinyatakan sangat valid dan memiliki tingkat kepraktisan yang baik.

Kata Kunci: *Flipbook*, Media Pembelajaran, Makanan Pokok, Kuliner Bali, Model 4D, Validitas

**DEVELOPMENT OF FLIPBOOK LEARNING MATERIALS ON STAAP
FOODS FOR THE BALI CUISINE COURSE IN THE VOCATIONAL
CULINARY ARTS**

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ABSTRACT

This study aims to: (1) describe the steps for developing flipbook-based instructional media on the topic of Staple Foods in the Balinese Culinary Arts course within the Culinary Arts Vocational Education Program using the 4D model, (2) analyze the validity of flipbook-based learning media on the topic of Staple Foods in the Balinese Culinary Arts course within the Culinary Arts Vocational Education Program, and (3) determine user responses regarding the practicality of flipbook-based learning media on the topic of Staple Foods through a small-group practicality test. This study is a research and development (R&D) project using the 4D model, which includes the define, design, develop, and disseminate stages. The research subjects consisted of two content experts, two instructional design experts, two learning media experts, and 25 students from the Culinary Arts Vocational Education Program at Ganesha University of Education who participated in the small-group practicality test. Data collection was conducted through interviews and questionnaires. The data were analyzed using qualitative and quantitative descriptive methods. The results of the study indicate that: (1) the instructional media development process was carried out through the four stages of the 4D model, resulting in flipbook-based instructional media that systematically integrates multimedia into a single medium; (2) the validity results achieved a percentage of 97.5% as assessed by content experts and 95.63% by instructional design and learning media experts, both falling into the <highly valid= category; and (3) user feedback from the small-group usability test yielded a percentage of 88% in the <highly positive= category, indicating that the flipbook-based learning media possesses a good level of usability based on user feedback from the limited distribution. Thus, the flipbook-based learning media on the topic of Staple Foods is deemed highly valid and has a good level of practicality.

Keywords: *Flipbook, Instructional Media, Staple Foods, Balinese Culinary Arts, 4D Model, Validity.*