PENGEMBANGAN MULTIMEDIA *FLIPBOOK* INTERAKTIF BERBASIS *PROBLEM BASED LEARNING* PADA MATERI INSTALASI TENAGA LISTRIK

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ABSTRAK

Penelitian ini bertujuan untuk mengembangkan multimedia *flipbook* interaktif berbasis *Problem Based Learning* pada materi Instalasi Tenaga Listrik sebagai media pembelajaran yang dapat mendukung proses pembelajaran menjadi lebih interaktif dan berpusat pada peserta didik. Penelitian ini menggunakan metode *Research and Development* (R&D) dengan model ADDIE yang meliputi tahap *Analysis*, *Design*, *Development*, *Implementation*, dan *Evaluation*. Produk dikembangkan menggunakan aplikasi Canva sebagai media perancangan, kemudian dikonversi menjadi *flipbook* digital melalui platform Heyzine sehingga dapat diakses secara daring melalui komputer maupun telepon pintar. Kelayakan produk dinilai melalui validasi oleh ahli isi dan ahli media, kemudian diuji kepada peserta didik melalui uji kelompok kecil dan uji kelompok besar. Hasil validasi menunjukkan persentase sebesar 91,66% dari ahli isi dan 96,25% dari ahli media dengan kategori sangat layak. Sementara itu, hasil uji kelompok kecil memperoleh persentase sebesar 81,87% dan uji kelompok besar sebesar 83,64% dengan kategori sangat baik. Berdasarkan hasil tersebut, multimedia *flipbook* interaktif berbasis *Problem Based Learning* dinyatakan layak digunakan sebagai media pembelajaran pada materi Instalasi Tenaga Listrik serta dapat menjadi alternatif media pembelajaran yang mendukung penyajian materi secara lebih interaktif, sistematis, dan menarik bagi peserta didik.

Kata kunci: Multimedia *Flipbook* Interaktif, *Problem Based Learning*, Instalasi Tenaga Listrik, ADDIE

DEVELOPMENT OF INTERACTIVE MULTIMEDIA FLIPBOOK BASED ON PROBLEM BASED LEARNING ON ELECTRICAL POWER INSTALLATION MATERIALS

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ABSTRACT

This study aimed to develop an interactive flipbook multimedia based on the Problem Based Learning approach for the Electrical Installation course as a learning medium to support a more interactive and student-centered learning process. This research employed the Research and Development (R&D) method using the ADDIE model, which consists of the Analysis, Design, Development, Implementation, and Evaluation stages. The product was designed using Canva and then converted into a digital flipbook through the Heyzine platform, enabling it to be accessed online via computers and smartphones. The product feasibility was evaluated through expert validation involving a content expert and a media expert, followed by small-group and large-group trials with students. The validation results showed feasibility percentages of 91.66% from the content expert and 96.25% from the media expert, both categorized as highly feasible. Furthermore, the small-group trial obtained a percentage of 81.87%, while the large-group trial achieved 83.64%, both categorized as very good. Based on these findings, the interactive flipbook multimedia based on the Problem Based Learning approach is considered feasible for use as a learning medium in the Electrical Installation course and can serve as an alternative instructional medium that supports a more interactive, systematic, and engaging learning experience for students.

Keywords*: Interactive Flipbook Multimedia, Problem Based Learning, Electrical Power Installation, ADDIE*