

ABSTRAK

PENGEMBANGAN E-BOOKLET INTERAKTIF MENGGUNAKAN FLIP PDF CORPORATE PADA MATERI BAKTERI KELAS X SMA

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Blended Learning merupakan tantangan baru dalam dunia pendidikan. Implementasi proses pembelajaran di beberapa sekolah SMA di DIY masih terdapat kendala pada proses penerapannya, seperti : partisipasi peserta didik menurun dalam berinteraksi, kuota dan akses internet yang kurang memadai, serta kedisiplinan peserta didik. Dari hasil analisis kebutuhan, 3 dari 5 sekolah menyatakan bahwa materi bakteri kelas X merupakan salah satu materi yang sulit dipahami karena bersifat abstrak, banyak terdapat teori dalam bahasa latin. Media pembelajaran menjadi salah satu sarana penting dalam menyampaikan materi pelajaran. Salah satu upaya yang dapat membuat peserta didik aktif belajar mandiri dengan menggunakan media *E-Booklet* Interaktif. Penelitian ini bertujuan untuk mengembangkan dan mengetahui kelayakan produk *e-booklet* interaktif yang dikembangkan sebagai media pembelajaran pada materi Bakteri Kelas X SMA.

Penelitian ini merupakan *Research and Development* (R&D) dengan model *Borg & Gall* dalam Sugiyono (2016). Tahapan yang dilakukan hanya 5 langkah yaitu : potensi dan masalah, pengumpulan data, desain produk, validasi produk, dan revisi produk. Pengambilan data dilakukan dengan teknik wawancara dan kuisioner. Selanjutnya data dianalisis menggunakan teknik analisis kualitatif dan kuantitatif.

Media *E-Booklet* Interaktif memuat isi yang ringkas, gambar, video, dan evaluasi untuk 4 pertemuan. Media ini dapat diakses secara *online* dan *offline* melalui perangkat *android*, komputer, laptop. Berdasarkan hasil validasi dari para ahli yakni ahli materi, ahli media dan dua guru Biologi SMA menunjukkan bahwa produk media *E-Booklet* Interaktif memiliki rata-rata skor 93,56 % dengan kriteria “Sangat Valid”. Dapat disimpulkan bahwa, produk media pembelajaran *E-Booklet* Interaktif pada materi bakteri Kelas X SMA layak untuk digunakan atau diuji coba terbatas sesuai saran dari para ahli.

Kata Kunci : *E-Booklet* Interaktif, media pembelajaran, *Research & Development*, bakteri.

ABSTRACT

DEVELOPMENT OF INTERACTIVE E-BOOKLETS USING FLIP PDF CORPORATE ON BACTERIA MATERIALS FOR 10th GRADE STUDENTS

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Blended Learning is a new challenge in the world of education. The implementation of the learning process in several high school schools in DIY still has obstacles in the implementation process, such as decreased student participation in interaction, inadequate quota and internet access, and student discipline. From the results of the needs analysis, 3 out of 5 schools stated that the material for class X bacteria is one of the materials that is difficult to understand because it is abstract, and there are many theories in Latin. Learning media is one of the important means of delivering subject matter. One of the efforts that can make active students learn independently is by using Interactive E-Booklet media. This study aimed to develop and determine the feasibility of an interactive e-booklet product developed as a learning medium for the Bacteria Class X SMA material.

This research was a Research and Development (R&D) with the Borg & Gall model in Sugiyono (2016). The stages carried out were only 5 steps, namely: potential and problems, data collection, product design, product validation, and product revision. Data were collected using interview and questionnaire techniques. Furthermore, the data were analyzed using qualitative and quantitative analysis techniques.

The Interactive E-Booklet contains concise content, pictures, videos, and evaluations for 4 meetings. This media could be accessed online and offline via android devices, computers, and laptops. Based on the validation results from experts, namely material experts, media experts, and two high school biology teachers, it showed that the Interactive E-Booklet media product had an average score of 93.56% with the criteria "Very Valid". It could be concluded that the Interactive E-Booklet learning media product for Class X SMA bacteria was suitable for use or limited trials according to the advice of experts.

Keywords: *Interactive e-booklet, learning media, Research & Development, bacteria.*