ABSTRAK

PENGEMBANGAN *E-MODUL* BERBASIS *FLIPBOOK* PADA MATERI SISTEM KEKEBALAN TUBUH KELAS XI

Situasi dan kondisi pandemi Covid-19 memberikan dampak besar bagi pendidikan terutama pada kegiatan belajar yang berubah menjadi pembelajaran daring. Berdasarkan analisis kebutuhan lima SMA, terdapat tiga kendala dalam penerapan pembelajaran daring. Salah satunya adalah rendahnya peran aktif siswa dalam kegiatan pembelajaran. Para guru menginginkan adanya solusi agar siswa dapat berperan aktif dan belajar kapan saja dengan bantuan media pembelajaran IT. Materi Sistem Kekebalan Tubuh termasuk materi yang sulit untuk dipahami siswa, cenderung membosankan dan menekankan hafalan. Tujuan penelitian ini untuk mengembangkan dan mengetahui kelayakan dari *e-modul* berbasis *flipbook* pada materi Sistem Kekebalan Tubuh kelas XI.

Penelitian ini merupakan penelitian dan pengembangan dengan model ADDIE (*Analysis, Design, Development, Implementation, and Evaluation*). Penelitian ini terdiri dari lima langkah yaitu pengumpulan data dari wawancara analisis kebutuhan, desain produk, pengembangan, validasi produk yang terdiri dari validasi materi dan media, serta revisi produk. Teknik analisis data yang digunakan yaitu analisis kualitatif hasil wawancara dan masukan dari validator, sedangkan analisis kuantitatif dari nilai hasil validasi.

E-modul berbasis *flipbook* terdiri dari petunjuk penggunaan, pengantar, kompetensi, indikator dan tujuan pembelajaran, materi, latihan soal, pekerjaan rumah, LKPD, tugas poster, ulangan harian, kunci jawaban, daftar pustaka serta glosarium. Hasil validasi produk memperoleh skor 85,5% dengan kriteria sangat baik. Kesimpulan penelitian ini adalah *e-modul* berbasis *flipbook* pada materi sistem kekebalan tubuh kelas XI layak diujicobakan dalam skala terbatas.

Kata kunci : *E-modul* berbasis *flipbook,* media pembelajaran, sistem kekebalan tubuh

ABSTRACT

DEVELOPMENT OF FLIPBOOK-BASED E-MODULE ON IMMUNITY SYSTEM CLASS XI

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The current situation and condition of the Covid-19 have had a major impact on education, especially in learning activities that have turned into online learning. Based on the needs analysis of five high schools, there are three obstacles to the application of online learning. One of them is the enthusiasm of students to active in learning activities is slightly reduced. The teachers want a solution that students can active and learn at any time with the help of IT learning media. Therefore, the researcher developed a flipbook-based e-module on the Immunity System for class XI. Immune system include materials that is difficult for students to understand, boring and to rote. The purpose of this study was to develop and determine the feasibility of flipbook-based e-module on the Immunity System for class XI.

This research is a research and development model using the ADDIE (Analysis, Design, Development, Implementation, and Evaluation) model. This research consists of several steps, namely collecting data from needs analysis interviews, product design, development, product validation consisting of material and media validation, and product revision. The data analysis technique used is qualitative analysis and quantitative analysis. Qualitative analysis from interviews and input from validators. Quantitative analysis from the value of the validation results.

. The flipbook-based e-modul consists of instructions for use, introduction, competence, indicators and learning, materials, practice questions, homework, worksheets, poster assignments, daily tests, answer keys, bibliography and glossary. The results of the validation of the flipbook-based e-module obtained a score of 85.5% with very good criteria. The conclusion of this study is that a flipbook-based e-module on immune system for class XI is feasible to tried on a limited scale.

Keywords : *flipbook based e-module, learning media, immunity system*