

ABSTRAK

Nugraha, Gerasimos Prakas Cahya. 2024. *Pengembangan Modul Digital Berbasis Flipbook Berisikan Animasi Papan Tulis Pada Materi Karya Ilmiah Kelas XI SMA*. Skripsi S1. Yogyakarta: Pendidikan Bahasa dan Sastra Indonesia, Jurusan Bahasa dan Seni, Fakultas Keguruan dan Ilmu Pendidikan, Universitas Sanata Dharma Yogyakarta.

Peneliti membahas mengenai pengembangan media modul digital berbasis *flipbook* berisikan animasi papan tulis pada materi karya ilmiah kelas XI SMA. Tujuan penelitian ini adalah (1) mengembangkan modul digital berbasis *flipbook* berisikan animasi papan tulis pada materi karya ilmiah kelas XI SMA dan (2) mengetahui kelayakan modul digital berbasis *flipbook* berisikan animasi papan tulis pada materi karya ilmiah kelas XI SMA.

Jenis penelitian yang dilakukan yaitu penelitian dan pengembangan (R&D) dengan menggunakan model pengembangan Sugiyono. Penelitian diawali dengan melakukan analisis kebutuhan di lima sekolah di Daerah Istimewa Yogyakarta, yang terdiri dari tahap wawancara, analisis data wawancara, analisis kebutuhan, desain produk, validasi produk, kemudian dilakukan revisi produk. Pengumpulan data dilakukan dengan wawancara dan pengisian kuesioner. Teknik analisis data adalah analisis data deskriptif kualitatif dan analisis deskriptif kuantitatif.

Produk yang sudah berhasil dikembangkan berupa modul digital berbasis *flipbook*. Hasil penelitian menunjukkan bahwa modul digital berbasis *flipbook* layak diujicobakan terbatas kepada siswa. Hasil validasi materi diperoleh rata-rata skor validator sebesar 3,43, hasil validasi media diperoleh rata-rata skor 3,56. Hasil penilaian akhir produk mendapatkan nilai 3,49 masuk dalam kategori “sangat baik”. Dari hasil tersebut disimpulkan bahwa modul digital berbasis *flipbook* berisikan animasi papan tulis layak diujicobakan terbatas.

Berdasarkan hasil penelitian, peneliti menemukan bahwa modul digital berbasis *flipbook* berisikan animasi papan tulis pada materi karya ilmiah kelas XI SMA yang dikembangkan dapat mengakomodasi permasalahan di sekolah karena penyampaian bahan ajar menjadi ranah yang penting saat pembelajaran; kelayakan modul digital berbasis *flipbook* berisikan animasi papan tulis pada materi karya ilmiah kelas XI SMA memperoleh hasil penilaian akhir produk dengan nilai 3,49 masuk dalam kategori “sangat baik”. Oleh karena itu, dengan penggunaan modul digital ini diharapkan dapat menjadi solusi untuk menyampaikan bahan ajar secara lebih menarik dan dapat dipelajari secara mandiri. Modul digital yang dikembangkan bersifat fleksibel artinya dapat digunakan kapan saja dan di mana saja.

Kata kunci: Modul Digital, Animasi Papan Tulis, Karya Ilmiah, Penelitian dan Pengembangan

ABSTRACT

*Nugraha, Gerasimos Prakas Cahya. 2024. **The Development of a Flipbook-Based Digital Module Containing Whiteboard Animations For Class XI Senior High School Scientific Work Material**. S1 Thesis. Yogyakarta: Indonesian Language and Literature Education, Department of Language and Arts, Faculty of Teacher Training and Education, Sanata Dharma University Yogyakarta.*

Researchers discuss the development of flipbook-based digital media modules containing containing whiteboard animations in class XI high school scientific work material. The aims of this research are (1) to develop a flipbook-based digital module containing whiteboard animation in scientific work material for class XI SMA and (2) to determine the feasibility of a flipbook-based digital module containing whiteboard animation in scientific work material for class XI SMA.

The type of research carried out is research and development (R&D) using the Sugiyono development model. The research began by conducting a needs analysis in five schools in the Special Region of Yogyakarta, which consisted of the interview stage, interview data analysis, needs analysis, product design, product validation, then product revision. Data collection was carried out by interviews and filling out questionnaires. The data analysis technique is qualitative descriptive data analysis and quantitative descriptive analysis.

The product that has been successfully developed is a flipbook-based digital module. The research results show that the flipbook-based digital module is suitable for limited trials with students. The material validation results obtained an average validator score of 3.43, the media validation results obtained an average score of 3.56. The final product assessment results received a score of 3.49 in the "very good" category. From these results, it was concluded that the flipbook-based digital module containing whiteboard animation was worthy of a limited trial.

Based on the research results, the researchers found that the flipbook-based digital module containing whiteboard animations on high school class XI scientific work material that was developed could accommodate problems in schools, because the delivery of teaching materials is an important area during learning. The feasibility of a flipbook-based digital module containing whiteboard animations in grade XI high school scientific work material obtained final product assessment results with a score of 3.49 in the "very good" category. Therefore, it is hoped that using this digital module can be a solution for delivering teaching materials in a more interesting way that can be studied independently. The digital module developed is flexible, meaning it can be used anytime and anywhere.

Keywords: *Digital Module, Whiteboard Animation, Scientific Work, Research and Development*