



**PRATAMA WIDYA: Jurnal Pendidikan Anak Usia Dini**  
Volume 9, No. 1, (April 2024) 56-65  
pISSN: 25284037 eISSN: 26158396  
<http://ojs.uhnsugriwa.ac.id/index.php/PW>

---

## **DEVELOPMENT OF FLIPBOOK-BASED TEACHING E-MODULES IN EARLY CHILDHOOD PLAYGROUP DEVELOPMENT PROGRAM COURSES**

**Sulastya Ningsih<sup>1</sup>, Febratesna Nuraini<sup>2</sup>, Waode Eti Hardiyanti<sup>3</sup>, Endah Setiyowati<sup>4</sup>**  
<sup>1,3,4</sup>Faculty of Education Universitas Negeri Gorontalo, <sup>2</sup>Faculty Knowledge Teacher  
Training and Education, Ahmad Dahlan University  
Email: [sulas@ung.ac.id](mailto:sulas@ung.ac.id)<sup>1</sup>, [febratesna.nuraini@pgpaud.uad.ac.id](mailto:febratesna.nuraini@pgpaud.uad.ac.id)<sup>2</sup>, [waodeeti@ung.ac.id](mailto:waodeeti@ung.ac.id)<sup>3</sup>,  
[endahsetiyowati@ung.ac.id](mailto:endahsetiyowati@ung.ac.id)<sup>4</sup>

Received 13/02/2024, revised 29/04/2024, published 30/04/2024

### **Abstract**

Increasing student knowledge requires the availability of adequate learning resources to support the learning process. The development of kvisoft flipbook-based teaching materials is one of the important components to attract students' attention, is easy to understand and can be accessed anywhere so that students can study independently and get good quality learning outcomes. The purpose of this research is to determine the design process for developing flipbook-based e-modules, the feasibility of e-modules, and determine student responses to e-modules teaching. This research method is the development of Research and Development using the ADDIE model which in its implementation uses 5 stages, namely: analysis, design, development, implementation, and evaluation. Limited trial with 50 third-semester students of PGPAUD UNG. Based on the results of the material validation assessment, media experts got score of 98.89% in the "very strong" interpretation category and student response sheets score of 89.45% in the "very strong" interpretation category. Therefore, that students have the motivation to learn independently, are able to review learning so that in class learning becomes two-way and student-centered. However, in this research, the researcher only applied basic competencies for compiling material in e-modules with the help of kvisoft flipbook so that in future research they can develop e-modules in other basic competencies and use a high-level approach that can help hone students' abilities in other subjects so that they can improve their skills in other subjects. there have been many developments in teaching materials that are easy for students to use in independent study.

**Keyword:** E-module, Teaching Materials, Kvisoft Flipbook

### **INTRODUCTION**

In the 5.0 revolution era, we can align the needs of technology and human resources by looking at forms of change that respond to the needs of the industrial revolution by adapting new curricula to suit current conditions. The curriculum currently being implemented is the Merdeka curriculum which can provide space for students and educators to collaborate in implementing the curriculum. According to Suprijanto, 2008

(Violadini & Mustika, 2021) said that the current curriculum teaching is a learning process that is centered on students so that they can hone their ability to solve problems. Apart from that, students are required to understand rapid technological changes, be able to adapt, be skilled in communication, the ability to continue learning and adapt to new environments so that students are ready to enter the world of work and are able to compete globally (Harahap et al., 2019) . In line with the opinion of (Anandari et al., 2019) the use of technology is applied to learning process activities in order to support the quality of learning outcomes, in the form of learning resources that are easily accessible and can learn independently anywhere and at any time, such as the use of learning modules. Learning resources are information media that are provided and obtained as media sources to help students in the learning process to realize the form of the curriculum (Dahlan et al., 2018). The learning environment depends on the learning materials provided by the teacher (Lena et al., 2020). Learning is designed in a structured and good manner so that educators can implement the learning process well (Wati et al., 2020). Teaching materials can be prepared to be more efficient, simple to use anywhere, do not require a large budget and of course can be applied to students' independent learning through the use of the internet/wifi and Android (Hardiyanti et al., 2020). In line with the opinion of (Wulandari, 2020) that learning resources are a means of funding educational infrastructure which is the main component in achieving a teaching and learning process on campus.

Modules are learning media that are easy for students to learn as an effort to learn independently so that when learning begins the lecturer only reviews the material that has been studied in the module. According to (Diana & Wirawati, 2021) Modules are textbook media, containing various discussions or one of the learning processes to obtain certain learning objectives as a reference for teaching and learning. The textbook is designed to be a source of independent learning at home and in the classroom, in order to help make it easier for students to accept the learning process. This teaching module will include learning objectives, discussion topics, how to use them, summary of the material, evaluation and follow-up of students.

Along with advances in cyberspace , print/pdf modules can be converted to electronic modules, namely teaching materials that are created sequentially from cover creation to author's draft. However, it is also easy to use because this e-module can be in the form of writing, audio, moving images or can be clicked on an automatic button so that it can move itself so that its use can be efficient and practical and makes it easier to learn independently (Sugianto, 2013) in (Gunamantha et al ., 2021) . In line with research conducted by ( Aرسال et al., nd) state that using an module electronic (e-module) can increase the Power of remembering students because of easily reviewed return as well as interesting attention and motivation Study tall. The electronic module is form text that systematically compiled learning starting from achievement learning, and material discussion until the summary will support a directed learning process ( Herawati and Muhtadi) (Diana & Wirawati, 2021) .

Based on results observed during the learning process ongoing , visible that students interested in following a learning development program group play is done online / offline. Amount students who attended a total of 90.3% However , enthusiastic presence the No ensured students actively also asked or only listened to material that had been

delivered by the lecturer. Factor of inactivity student is there is a learning process, that focuses on listening exposure material via power points (PPT), lecturers also lack a stimulus for interesting students to respond For ask. There are other factors to using limited books, which results in student No There is interest in accept classroom learning because nature monotonous . Whereas learning must two direction and participant - centered educate.

This innovative learning is from the development of e- modules that can applied in a way efficient makes it easier for students and lecturers in the learning process situations moment. The material being developed about flipbook-based teaching e-models and models, curriculum , and evaluation learning development program group sharpening - oriented play Skills think For practice student in increase competence.

On research previous conducted by (Indawati et al., 2021) entitled " Development of Science Modules Knowledge Social Based Beautiful Material Electronics Diversity Culture My country Class IV Elementary School ” which aims To meet the feasibility, attractiveness, and effectiveness of module teaching materials. On research (Sari et al., 2019) entitled " Electronic Module Development Physics Based Approach Scientific Vibrational Matter Harmonious Use Kvisoft Flipbook Maker”. For now, product results end from E- E-module and have proven can increase interest and help students in the learning process . And so on research by (Arnita et al., 2021) " Development of Stem - Based E-Modules (Science, Technology, Engineering and Mathematics) on Static and Fluiddynamic Materials Use Kivosft Flipbook Maker” has proven with exists E- module development This capable understandable , easy understood in the material static fluid and fluid dynamic . Researcher find problem method learning used so that modification teaching materials using E- module is method best For interesting attention students , easy understood and applied For Study independently.

Electronic module is very easy used , see condition moment here , student tend use and carry their gadgets wherever is at (Rambe & Ristiono, 2022) . Electronic module This capable makes learning interesting , creative, and equipped with innovation with the features or interesting pictures that make the student happy and interested in learning (Herlina & Hadiyanti, 2021) . This is an effort to make it easier for interested in learning attention students so that when they are in class students with easily open and close the e-teaching module because digital-based. According to (Gunamantha et al., 2021) that module electronic can provide information in a way sequential and systematic , power pull , as well as interactive so that Can be applied anywhere and anytime in a way independent of receptacle information. According to (Nita Sunarya Herawati, 2018) say that learning media Can sharpen presentation messages and information so Can expand and improve motivation students and earn results Study Good .

On research this , researcher use online application that can used lecturer in produce module electronics (E-module) using Kvisoft Flipbook Maker Software which can change the text with easy in PDF format Kvisoft Flipbook Maker (Oktaviara, 2014) . In Kvisoft Flipbook Maker it is used only by clicking the menu button available in the application like the file editing menu that can be done to add visual images, audio, and hyperlinks to a module so that results Finally Can be read like a book original online version. However than That's it, The software Kvisoft Flipbook Maker can easily arrange

the background behind the following desired user-like themes or interesting audio readers. Therefore that , researcher will do study about Development of Flipbook- Based Teaching E-Modules in Development Program Courses Group Early Childhood Play. Use for make learning more interesting and interactive so that students and lecturers each other makes it easier in the learning process teaching and E- modules this is possible too beneficial later For use by other lecturers in the eye teaching team studying group program development play.

## METHODOLOGY

Types of research development that is method fruitful research something product and test appropriateness from product the so that what is produced can said worthy or No (Maria et al., 2019) . This method chosen For used Because researcher will give birth to An application Flipbook in the form of an E-module material Teach the Eyes Development program lectures group play. Researcher use research and development with the ADDIE model that has been developed by experts expert For petrified produce A product . There is a number of possible stages applied during the research and development process that will be carried out with using the ADDIE model , namely as following : analysis, design, development, and implementation and evaluation.

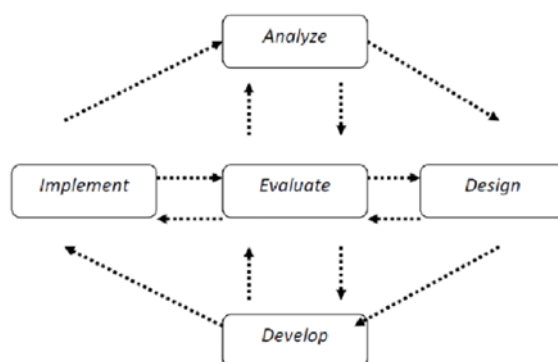


Figure 1. Source ( Tegeh and Kirna , 2013)

According to (Ulfaturrizqiyah, 2023) 1) The ADDIE procedure has five procedures development stages carried out as as follows : 1) Analysis stage , namely analysis needs and analysis characteristics , goals learning and reference learning during the process stages analysis the . 2) The design stage, refers to making framework e- module material learning , planning material, cover design, content, and themes that will be included in e-learning modules. 3) Development , manufacturing stage device e-module learning based on design choice customized researchers with need student. There are two validators (lecturer expert ) OK lecturer expert material as well as expert tests that will be carried out and validation tests at stage development have been arranged. 4) On stage implementation researcher will test the convenience, effectiveness, and reality of something product. This step done To review the usefulness, interest, and motivation of students toward the e-module that has been designed. Grading sheet e- module instrument use scale Likert .

Table 1. Rating Scale E- module validation .

Score	Criteria
5	Very good
4	Good
3	Currently
2	Bad
1	Very bad

## RESULTS AND DISCUSSION

Research result this , researcher will explained data and test results products that have been held For know results from development of e- based teaching modules Flipbook on the eyes studying group program development play. Stages development carried out in research This using the ADDIE Model, stages as following :

### Stages Analyze

In step analysis This researcher carry out two stages that is analysis needs and analysis Work . In stages of analysis, the researcher looks for information about the necessary needs of students in learning. And data was found that 3rd semester student of PGPAUD FIP UNG in the development program group play Still difficulty remember and understand material that has been delivered by the lecturer moment learning going on and they bored take notes the material displayed by the lecturer on the LCD layer (PPT). Besides that No Danya motivation from students Alone to study independently or look for source information about material studying before learning takes place. So when asked student only silent and confused because they difficulty in answer questions asked . Whereas analysis blindness in the eyes Development Program lectures Group Play Not yet the existence of learning media that concerns a quality learning process Good That source adequate digital learning For support need student in understand material learning as well as can access in a way online or offline Good For Study independent outside class capable interaction right inside class.

### Design Stage ( Design )

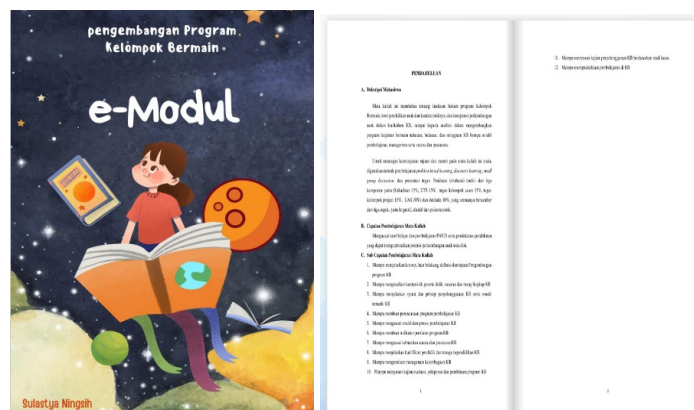


Figure 2. Module Cover And Introduction

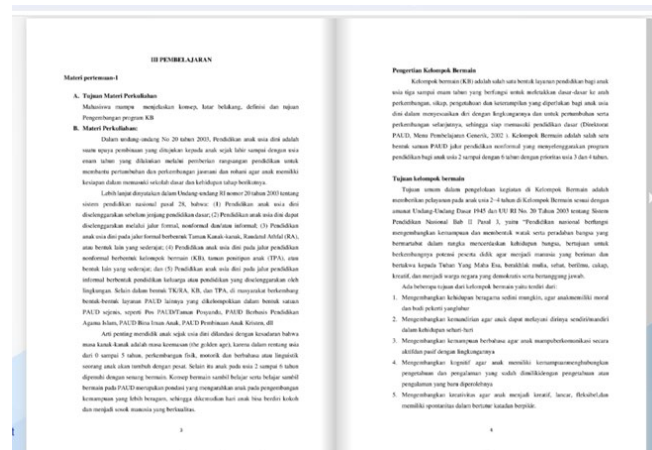


Figure 3. Meeting materials

In stages planning researcher will make the product used, describe fill products and design research instruments. The first stage is researcher will make framework stages fill in the e-teaching module. Then researcher draw the design what to use like making from part beginning, body and closing. Then researcher cheat return cover design, foreword, table of contents, table list, achievements eye lectures, goals, methods using e-modules, and introductions. The contents of the e-teaching module consist of: from: capian learning, goals learning, indicators, materials teaching materials. Next, the final step which is closing consists of the resume, practice questions, answers questions, acting further, and references. After arranging a Good design for e-module learning so researcher furthermore made an instrument design for validation material and validation experts in the field of teaching and made Google Docs for evaluation response to e-teaching modules in the form of a flipbook. Following is a flipbook link e-teaching module development

<https://flipbookpdf.net/web/site/b62f173b628f98a4df15d0d68147d0378d51905d202404.pdf.html>

### Development Stage ( Development )

In the stages development study, the researcher chooses and creates the framework and content of e-module teaching and implementation instrument validation. E- The teaching module that will arranged to become a new draft That is checked and assessed by a team of media and material validators and so on will be given input and assessment by appropriateness design e-teaching module products. Then researcher does repairs towards appropriate e-teaching modules with instruction from expert validators so the researcher continues to stages of designing e-teaching modules in the application kvisoft flipbook maker. Next, the e-learning module is designed to be in e-module teaching materials in the form of flipbooks. Then Re-examination by the validator team. Then the result the furthermore analyzed so e-module can said worthy or not The e-evelopment program teaching modules Group play with using Flipbook already Can tested try it or Not yet.

In stages this e-module has been validated by validators and already fulfill standard appropriateness so furthermore a trial was carried out to 3rd-semester PGPAUD UNG student Teachings 2023/2024 with the number of 50 students with share sheet

questionnaire response student. As for scale assessment on study This use scale Guttman. Scale table response student.

Table 2. Assessment Scale Questionnaire Response Student

Score	Criteria
0	No
1	Yes

### Evaluation Stage ( Evaluation )

For stage evaluation, the need is to know whether the e-teaching module has been perfected Already to fulfill standard appropriateness, or Not yet. So e-teaching modules are a must-get agreement previously by the validator team. If the e-teaching module is completely worth using and can be applied to students so development of this e-teaching module has been finished repaired and is ready used by researchers or lecturers For help in the learning process. Acquisition feasibility of e- Development Program teaching modules Group Early Childhood Play Based Flipbook can see The average results of media validation can be seen as follows.

Table 3. Media Validation results

No	Component	Evaluation	Criteria Interpretation
1	E-Module Size	100%	Very strong
2	Cover E- module	95.78%	Very strong
3	Contents of E-Module	97.34%	Very strong
<b>Average Eligibility Component</b>		98.89%	Very strong

Based on the table above so results assessment obtained from the average percentage is 98.89 with criteria very good interpretation. So from That development of e-based teaching modules Flipbook on Development Program Subjects Group Early Childhood Play is declared Eligible ( meets Condition ).

### Evaluation result Response Student Regarding E-Based Teaching Modules Flipbook in Development Program Subjects Group Early Childhood Play

The evaluation scores obtained for student responses which were carried out using Google Documents to assess the results of responses when they used e-modules as a source of independent learning media can be seen in the following table:

Table 4. Evaluation Response student towards e-modules

No	Component	Evaluation	Interpretation Criteria
1	The use of e-teaching modules can increase student learning references	90.34	Very strong
2	Teaching e-modules can help master subjects	87.67	Very strong

3	provision The e-module teaching material is very clear , structured, and systematic	86.92	Very strong
4	Teaching e-modules can motivate independent learning	88.35	Very strong
5	The appearance of the teaching E-module is attractive and colorful	87.97	Very strong
6	The contents of the E_ teaching module can cover conventional approaches to everyday life	83.24	Very strong
7	Training is given per material eye-studying	89.56	Very strong
8	E-teaching modules consist of Exercise content, answers, and follow-up carry-on student	88.24	Very strong
9	The language used is easily understandable and structured	87.50	Very strong
	Average Eligibility Component	87.85%	Very strong

Stages evaluation, only Can know whether the e-module is used Already appropriately with standard provision. The results obtained data from media experts, expert materials, and questionnaires from students from something e- module products that have been designed so can evaluated For development furthermore.

The assessment results obtained from evaluating student responses were a percentage of 87.85% with very good standards. Relevant to study previously carried out by (Herawati et al, 2018) who said that e-module development is already worth using as well as getting a score of 89.45% in the very good category. Also in line with research by (Lestari et al., 2019) obtain a mark amounting to 88.69 with a category that is very good and can be applied in the learning process with students in class. Therefore from the percentage of the then e-assisted teaching modules Kvisoft Flipbook in Development Program Subjects Group Early Childhood Play Based Flipbook can stated to be very good used as a medium for teaching materials.

## CONCLUSION

Development of Flipbook-Based teaching e-modules in Development Program Courses Group Early Childhood play uses study ADDIE development, namely: analysis, design, development, implementation, and evaluation. Based on the results validation materials and media experts obtained an average value of 98.89% with the criteria being very strong so which can withdraw the conclusion that e-module-based flipbooks worthy of use as teaching materials in the activity Study.

The result of the obtained average evaluation score response students amounted to



89.45% so in the research e-module development help kvisoft flipbook Maker of Development Program Courses Group Play has fulfill terms and conditions that have been set. However, in the study, This researcher only apply competence base For compiler material in e- module with the help kvisoft flipbook so expected in research furthermore developing e-modules in competence-base others and using approach capable height help hone the ability of students in eye studying so that increasingly Lots development easy teaching materials used student in Study independent.

## BIBLIOGRAPHY

- Afrianti , Reny Eka Nur, and Abd. Qohar. "Development of Contextually Based E-Modules on Class XI Linear Program Material." *Journal of Mathematics and Science Education*, vol. 7, no. 1, 2019, p. 22, doi:10.25273/jems.v7i1.5288.
- Anandari, QS, Kurniawati, EF, Piyana, SO, Melinda, LG, Meidiawati, R., & Fajar, MR (2019). Development Of Electronic Module: Student Learning Motivation Using The Ethnoconstructivism-Based . 06 (02).
- Arnita, R., Purwaningsih, S., & Nehru. (2021). Development of Stem-Based E-Modules (Science, Technology, Engineering and Mathematics) on Materials . 5 (1), 551–556.
- Arsal, M., Danial, M., & Hala, Y. (2019). Development of E-Module Learning Media Mate Ri S Ist Em P Ere Dar An D Direction in the Xi Mipa Class at Sman 6 Barru. *Journal of Physics Education* , 4 (1), 1–15.
- Dahlan, A., Irawati, H., & Saifuddin, MF (2018). Analysis of Needs for Development of Teaching Materials for Introductory Profession Courses for Biology Teachers in Biology Education, Ahmad Dahlan University, Yogyakarta. Analysis of Needs for Development of Learning Materials Program for Introductory Profession of Biological Teachers in Biology . 7 , 96–99.
- Diana, PZ, & Wirawati, D. (2021). DEVELOPMENT OF LEARNING COURSE E-MODULES . 0 .
- Gunamantha, IM, Studi, P., Basis, P., & Ganesha, UP (2021). Flipbook Maker for Sub-theme Jobs Around Me Class IV SD / MI Basic Education Study Program, Ganesha Education University . 5 (2), 165–174.
- Harahap, NJ (2019). *Ecobisma Journal* [D Vol 6 No. 1 Jan 2019 ] . 6 (1), 70–78.
- Hardiyanti, T., Amilda, A., Ulfa, K., Wicaksono, A., Setyabudi, D., & Sari, LN (2020). Development of Optical KIT Learning Media Based on Guided Inquiry on Students' Cognitive Competencies in Light Material at SMP N 40 PALEMBANG. *Proceedings of the 2020 National Seminar on Biology Education* , 139–146. <http://proceedings.radenfatah.ac.id/index.php/semnaspbio/article/view/529%0Ahttp://proceedings.radenfatah.ac.id/index.php/semnaspbio/article/download/529/338>
- Herlina, A., & Hadiyanti, D. (2021). Development of a Flipbook-Based Digital Science Learning Module for Online Learning in Elementary Schools . 4 (2), 284–291. <https://doi.org/10.31949/jee.v4i1.3344>
- Hervi, F. (2021). Electronic Module (E-Module) Science with Emotional Spiritual Quotient (ESQ) nuances regarding the Reproductive System in Humans . 4 (3), 370–377.
- Indahnya, M., Culture, K., Class, N., School, I. V, Milla, A., Halimatus, S., & Indawati, N. (2021). Cognition: *Journal of Primary School Education Research*, Development of Electronic-Based Social Science Modules . 1 (2), 64–69.
- Lena, LAN, Samiha, YT, Habisukan, UH, Wigati, I., Hapida, Y., & Anggun, DP (2020). Study on the Development of E-Book Teaching Materials. *Proceedings of the 2020*

- National Seminar on Biology Education , 33–40.
- Lestari, KD, Agustini, K., & Sugihartini, N. (2019). Development of Project Based Learning Storyboard Teaching Modules for Class XI Multimedia Students at Bali Global Singaraja IT Vocational School . 8 .
- Maria, U., Rusilowati, A., & Hardyanto, W. (2019). Interactive Multimedia Development in The Learning Process of Indonesian Culture Introduction Theme for 5-6 Year Old Children . 8 (3), 344–353.
- Nita Sunarya Herawati, AM (2018). Development of Interactive Electronic Modules (E-Modules) in Class XI High School Chemistry Subjects. *Journal of Educational Technology Innovation* , 5 (2), 180–191.
- Oktaviara, RA (2014). Development of E-modules with the Assistance of Kvisoft Flipbook Maker Based on a Scientific Approach to Material Implementing the Operation of Word Processing Applications Class X OTKP 3 SMKN 2 Blitar Rhesta Ayu Oktaviara Triesninda Pahlevi. Study, Education Program, Office S, Economic Administration, Surabaya Faculty, State University of Studies, Education Program, Office S, Economic Administration, Surabaya Faculty, State University .
- Rambe, K., & Ristono. (2022). Development of a Smartphone-Based Electronic Module (E-Module) on Human Excretory System Material for Students . 17 (2).
- Rohida, L., Sos, S., & Si, M. (2018). Influence of the Industrial Revolution Era 4. 0 for Human Resources Competency . 6 , 114–136.
- Sari, DAP, Hidayat, M., & and Wawan Kurniawan. (2019). 1 , 2 , 3 1 . 4 .
- Ulfaturrizqiyah, R. (2023). Inclusive education for early childhood at Durian Emas Purwokerto District Thesis .
- Violadini, R., & Mustika, D. (2021). *Basicedu Journal* . 5 (3), 1210–1222.
- Wati, I., Falahudin, I., Habisukan, UH, Islam, U., Raden, N., Palembang, F., & Selatan, S. (2020). Student Intelligence Levels in Palembang's Top High Schools . 1–10.
- Wulandari, F. (2020). Utilization of the Environment as a Learning Resource for Elementary School Children (Literature Review). *Journal Of Educational Review And Research* , 3 (2), 105–110.