THE E-BOOK PISCES BASED ON THE KVISOFT FLIPBOOK MAKER APPLICATION: A VALID, PRACTICAL, AND EFFECTIVE LEARNING MEDIA

Zulkarnaim [1], **Ainul Uyuni Taufiq** [2], **Andi Tenri Ola Rivai** [3], **Jamilah**[4], **Hamansah**[5],
[1,2]Authors' Universitas Islam Negeri Alauddin Makassar

Author Correspondence Email: zulkarnaim2@gmail.com

ABSTRACT

This study aims to develop e-book learning media using the Kvisoft Flipbook Maker application and evaluate its validity, practicality, and effectiveness. This research falls under Research and Development (R&D) using the ADDIE development model, which has five stages (analysis, design, development, implementation, and evaluation). The product went through three stages of testing: validity, practicability, and effectiveness. The subjects in this research were 21 Class B students from the Class of 2021 Department of Biology Education, Alauddin State Islamic University, Makassar. The research instruments used are validation sheets to determine the validity of the product to be developed, student response questionnaires and lecturer response questionnaires to determine the practicality of the product to be developed, and learning outcomes tests to determine the effectiveness of the product to be developed. The research results showed that the developed media has a validity level of 3.8, which refers to very valid; a practical level of assessing lecturer and student responses is 3.5, which means very practical; and the learning outcomes test achieved 100% with an average score of 84.1, indicating that e-book learning media meets the criteria of being valid, practical, and effective. This research suggests that e-books can enhance student learning activities.

Keywords: Development, E-Book, Media, Pisces

1). INTRODUCTION

Education is learning thoughts, knowledge, skills, and attitudes with character and using a system to achieve goals (Salam, 2019). Education plays an essential role in efforts to help the souls of students physically and spiritually, where human nature leads to a better human civilization in the future. Education is bound to be a continuous process that will never end, which is proven by the emergence of humans in the future and is based on national cultural values and Pancasila. (Sujana, 2019).

Education has truly extensive goals, includes long-term goals to be achieved, and is based on the philosophy of the state. The progress of a nation or state can be seen in the quality of its education.

Zulkarnaim, Ainul Uyuni Taufiq , Andi Tenri Ola Rivai , Jamilah, Hamansah,

The low quality of existing education will make the nation or country lag. (Fitria and Kurniawati, 2022). Learning is a process of guiding, organizing, directing, and even organizing the environment around students so that they can be encouraged to carry out the learning process. A meaningful learning process is characterized by the existence of an educational correlation between educators and students and contributive references in the learning environment so that the expected results can be achieved (Pane and Dasopang, 2017). This is intended so that students can understand well, or, in this case, the role of an educator is needed. Therefore, educators must be able to optimize communication in learning activities, which can be made effective through tools in the form of learning media (Wulandari, 2016).

Learning media is a series of materials and tools in a learning system (Miftah, 2013). Through the learning media, the desired learning atmosphere will be created, and a good relationship will be formed between educators and students. Then one of the important things about media is that it can prevent students from feeling bored (Tafonao, 2018).

Based on the results of an interview with Mr. Zulkarnaim, S. Si., M. Kes, a lecturer in the vertebrate zoology course, he said that the learning process was carried out using PowerPoint (PPT) media and printed books, where these printed books still used old and inadequate publications. Updates to the book include images that are less clear and can be accessed on laptops and androids. Apart from that, the researcher also made observations on students who stated that the material that was difficult to understand was the Pisces sub-material because of the various functions of the Pisces body, its classification, and the large use of Latin or scientific language, which was difficult to remember.

Based on this, the researcher believes that the learning difficulties experienced by students lead to unsuitable learning media, so it is necessary to develop innovative media following current technological developments that can overcome student problems. As a result, the researchers concluded that one medium was sufficient to be applied to overcome this problem. This learning medium is media packaged in e-book form, which aims to facilitate disseminating learning materials and solutions for learning resources by students.

E-books are learning media that can contain videos and animations and use communicative language. This e-book is designed with interactive language so that students can choose the parts of the subject they want to access (Martha, Adi, and Soepriyanto, 2018). The advantages of e-books,

Paper presented at The 1st ICONETT on August 21st-22nd, 2024
Faculty of Teacher Training and Education
Universitas Islam Negeri Alauddin Makassar
South Sulawesi-Indonesia

122 | ICONETT-2024

namely: fast traceability, where readers can search and find the right words or subjects in a matter of seconds, so they are more efficient, with more frequent modifications. E-books can be updated more often according to needs both in terms of format and even in terms of content. They can be made more attractive in terms of format, and variety, namely, there are many e-reading devices and handheld devices to choose from, Along with technological developments regarding hardware and software, readability, readers can increase or decrease the text font size, image size and numbers for ease of reading, especially Many e-books are equipped with video and audio (Fahrisandi, 2019).

The previous research has developed a web-based e-book (Google Side) with an environmental theme (Devi, 2023). In this research, the researchers created an electronic book focused on Pisces material. The e-book encompasses text, images, and animated videos to engage the learning experience and avoid monotony. The development involved utilizing the Kvisoft Flipbook Maker application, which incorporated animated videos into the e-book learning media. This research aims to develop Pisces e-book (electronic book) learning media based on the Kvisoft Flipbook Maker application that is valid, practical, and effective that can apply in learning Pisces material.

2) METHODS

This type of research includes research and development, where this research is used to produce products and test the effectiveness of these products (Sohilait, 2020). The model used refers to the ADDIE model, which consists of five stages: analysis, design, development, implementation, and evaluation. The subjects in this research were 21 B-class 2021 students.

The research instruments used are a validation sheet to determine the validity of the product to be developed, a student response questionnaire and a lecturer response questionnaire to determine the practicality of the product to be developed, and a 30-number learning outcome test to determine the effectiveness of the product to be developed. The analysis stage begins with an analysis of student needs related to the learning media used. The design and development stage was carried out by designing and developing a Pisces e-book (electronic book) prototype based on the Kvisoft Flipbook Maker application, with a validation process by two expert validators. The results of product development were implemented in class B students in 2021 to see the effectiveness of the media. After that, the product is evaluated based on student and lecturer input. This development research procedure follows the steps of the ADDIE development model, as shown in Figure 1.

Paper presented at The 1st ICONETT on August 21st-22nd, 2024
Faculty of Teacher Training and Education
Universitas Islam Negeri Alauddin Makassar
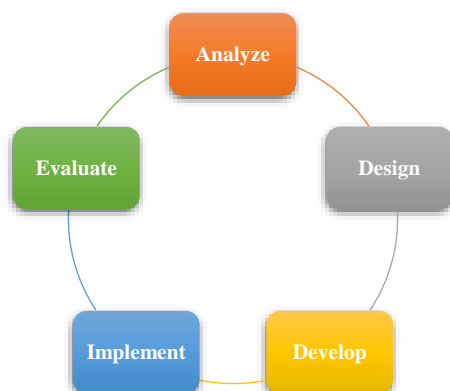South Sulawesi-Indonesia

123 | ICONETT-2024

Figure 1. Flow of the e-Book Development Model Based on the Kvisoft Flipbook Maker Application using the ADDIE Model

The data obtained was then analyzed descriptively. Data obtained from the results of validation sheets, learning outcomes tests, and response questionnaires are arranged in tabular form to facilitate identification. Instrument data was obtained from the recapitulation of expert validator assessment results, student test results, and response questionnaires. The averages obtained were then interpreted, validity criteria in Table 1, practicality in Table 2, and effectiveness in Table 3.

Table 1. The Validity Category

Mark	Category
V > 3,4	Very valid
2,8 < V ≤ 3,4	Valid
2,2 < V ≤ 2,8	Quite valid
1,6 < V ≤ 2,2	Less valid
V ≤ 1,6	Invalid

(Ridwan, 2003)

Table 2. The Practically Category

Mark	Category
3,26 – 4,00	Very high
2,51 – 3,25	Tall
1,76 – 2,50	Low

Paper presented at The 1st ICONETT on August 21st-22nd, 2024
Faculty of Teacher Training and Education
Universitas Islam Negeri Alauddin Makassar
South Sulawesi-Indonesia

124 | ICONETT-2024

1,00 – 1,75	Very low

(Ulfa dkk, 2022)

Table 3. The Effectiveness Category

Nilai	Category
90 ≤ TTM > 100	Very effective
75 ≤ TTM < 90	Effective
60 ≤ TTM < 75	Effective enaugh
40 ≤ TTM < 60	Less effective
0 ≤ TTM < 40	Very less effective

(Hobri, 2020)

3) RESULTS AND DISCUSSION

The product in the form of a Pisces e-book (electronic book) based on the kvisoft flipbook maker application that was developed was tested for validity based on research results from a team of experts as validators. The validation results by two validators are shown in Table 4.

Table 4. Validation result

Assessment Aspects	Score	Category
Media Display	4	Very valid
Media Contents	3,5	Very Valid
Technical Quality	3,7	Very valid
Appropriate Use of Terms	4	Very Valid

The practicality of the Pisces e-book (electronic book) based on the Kvisoft Flipbook Maker application can be seen in Table 5. The percentage of response results obtained from the student response questionnaire was 3.8 and the response results from the lecturer response questionnaire were 3.3 so that the total average was obtained of 3.5 in the very practical category.

Table 5. Practical result

Types of research	Score	Category
Student response	3,8	Very Practical
Lecturer response	3,3	Very Practical
Average	3,5	Very Practical

Paper presented at The 1st ICONETT on August 21st-22nd, 2024
Faculty of Teacher Training and Education
Universitas Islam Negeri Alauddin Makassar
South Sulawesi-Indonesia

Based on the learning results in Table 6, it is known that out of a total of 21 students, all students were declared complete in the learning process with a percentage of 100%. Students are declared complete in the learning process if the score obtained reaches the predetermined KKM, where the KKM score is set at 75.

Table 6. Effectiveness result

Student Completeness	Amount	Percentage (%)	Average completion
completed students	21 people	100%	84,1
incomplete students	0	0	0

Quality learning media is media that has a high level of validity. The validity of a product is measured by the design of research instruments (Mustamin, 2015). A valid product means that the product is suitable for use by students and lecturers because it can help in the learning process. The e-book learning media based on the Kvisoft flipbook maker application was declared valid due to several supporting indicators, namely media appearance, media content, technical quality, and appropriateness of the use of terms.

The e-book learning media based on the Kvisoft Flipbook Maker application that has been developed meets the very valid category because it can be seen from the aspects of the media that have been developed that it shows an average value of 3.8 in the very valid category. A valid product means the product is suitable for use by students and lecturers because it can help in the learning process. As stated by Haviz (2013), a learning product can be concluded to be valid if it is developed with adequate theory and all components of the learning product are related to each other consistently.

After validation, learning media is said to be practical if it is easy to use and is well applied by lecturers and students in the learning process. The e-book learning medium based on the Kvisoft Flipbook Maker application is stated to be practical due to several supporting indicators, namely: attractiveness, convenience, and achievement of learning objectives.

Based on the effectiveness test analysis provided, the student response questionnaire results were 3.8, and the lecturer response questionnaire results were 3.3. The total average response result was 3.5, which is a very practical category. The description above shows that from the results of the analysis

Paper presented at The 1st ICONETT on August 21st-22nd, 2024
Faculty of Teacher Training and Education
Universitas Islam Negeri Alauddin Makassar
South Sulawesi-Indonesia

126 | ICONETT-2024

of the questionnaire responses, students and lecturers overall received positive responses from various aspects; in other words, there is a relationship between practicality and positive responses. This is under the theory, which states that learning media is declared practical if the subject's response to the media is in the positive category (Ismail et al., 2012).

The effectiveness of e-book learning media is based on the Kvisoft Flipbook Maker application, which was developed through measuring data on student learning outcomes. Learning outcome tests are given to students after using e-book learning media based on the Kvisoft Flipbook Maker application. The student learning outcomes test consists of 30 questions in multiple-choice form; the material contained is in accordance with CPMK (Course Learning Outcomes).

The analysis of the effectiveness test results revealed a 100% completion of learning with an average score of 84.1. Therefore, one can conclude that the presentation of the media itself influences the effectiveness. This aligns with the theory that says students who attain a score equal to or greater than the Minimum Completeness Criteria (KKM) are considered having completed the learning (Setiadi, Ismail, and Gani, 2017).

4). CONCLUSIONS

The research results show that the e-book learning medium based on the Kvisoft Flipbook Maker application developed is in the very valid category, according to the expert team, with a score of 3.8. The use of e-book learning media based on the Kvisoft Flipbook Maker application is in the very practical category, with a score of 3.5. Student learning outcomes are in the very effective category because 100% of students get a score greater than or equal to the KKM score with an average score of 84.1, so it can be said that learning media is effectively used in learning. The implication of this research is that the Pisces e-book (electronic book) learning media based on the Kvisoft Flipbook Maker application can increase student learning activities.

REFERENCES

Devi, Safinah dkk. " Pengembangan E-Book berbasis WEB (Google Sites) Dalam Mengatasi Learrning Loss Siswa Kelas IX SMP Pada Tema Lingkungan Sahabat Kita". Jurnal Penelitian dan Pembelajaran MIPA. 2023; 8(1):48-56.

Fahrisandi. "Mengenal e-book di Perpustakaan. Journal of Library and Information Science". 2019; 3(2): 141-157.

Paper presented at The 1st ICONETT on August 21st-22nd, 2024
Faculty of Teacher Training and Education
Universitas Islam Negeri Alauddin Makassar
South Sulawesi-Indonesia

127 | ICONETT-2024

Fitria dan Kurniawati, Nur Aulia. " Meninjau Permasalahan kualitas pendidikan di Indonesia dan Solusi". Academi of Education Journal. 2022; 13(1):1.

Haviz, M. Research and Development; Penelitian di Bidang Kependidikan yang Inovatif, Produktif dan Bermakna. Jurnal Ta'dib. 2013; 16(1): 33

Hobri. "Metodologi Penelitian dan Pengembangan". Jember: Pena Salsabila, 2020.

Ismail dkk."Pengembangan Media E-Ensiklopedia Sistem Gerak Media sebagai Sumber Belajar untuk Kelas XI." Biogenerasi. 2012; 7(1):58.

Martha, Zeny Dwi, Adi, Eka Pranomo dan Soepriyanto, Yeri. " E-book Berbasis Mobile Learning". JKTP. 2018; 2(1):109-114.

Miftah. "Fungsi, dan Peran Media Pembelajaran Sebagai Upaya Peningkatan Kemampuan Belajar Peserta didik". Jurnal Kwangsan. 2013; 1(2): 95-105.

Mustami, Muhammad Khalifah. Metodologi Penelitian Pendidikan. Yogyakarta: Aynat Publishing, 2015.

Pane, Apriada dan Dasopang, Muhammad Darwis. "Belajar dan Pembelajaran", Jurnal Kajian Ilmu-Ilmu Keislaman. 2017; 2(6):337-338.

Ridwan. Skala Pengukuran Variabel-Variabel Penelitian. Cet. II; Bandung: Alfabeta. 2003.

Salam, Nurfadillah. "Pengembangan Media Pembelajaran Ular Tangga Pada Materi sistem Saraf". Jurnal Al-Ahya. 2019 ; 1(1): 53.

Setiadi, Muhammad Wahyu, Ismail dan Gani. "Pengembangan Modul Pembelajaran Biologi Berbasis Pendekatan Saintifik untuk Meningkatkan Hasil Belajar Siswa. Jurnal Of Educational Science and Technology. 2017; 3(2): 107

Sohilait, Emy. Metodologi Penelitian Pendidikan Matematika. Bekasi: CV.Cakra 2020.

Sujana, I Wayan Cong. "Fungsi dan Tujuan Pendidikan Indonesia". Jurnal Pendidikan Dasar. 2019; 4(1): 29.

Tafonao, Talizaro. "Peranan Media Pembelajaran dalam Meningkatkan Minat Belajar Peserta Didik".Jurnal Komunikasi Pendidikan. 2018 Agustus 2; 2(2): 103-114.

Ulfa, Almira Kaumala dkk. "Ragam Analisis Data Penelitian". Pamekasan: IAIN Madura Press. 2022.

Wulandari, Diana. "Model Pembelajaran yang Menyenangkan Berbasis Peminatan ". Jurnal Inspirasi Pendidikan. 2016; 6(2):853.

Paper presented at The 1st ICONETT on August 21st-22nd, 2024
Faculty of Teacher Training and Education
Universitas Islam Negeri Alauddin Makassar
South Sulawesi-Indonesia

128 | ICONETT-2024