

## Development of Kvisoft Flipbook Maker Media on Integrated Thematic Learning in Fifth Grade of Elementary School

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### Abstract

This research is motivated by the unavailability of varied and monotonous learning media. This results in a conventional learning situation where learning is only centered on the teacher and students only get information. and also caused by the lack of creativity of teachers in building interesting learning media. This study aims to develop a Kvisoft Flipbook Maker media based on a scientific approach in integrated thematic learning in grade V Elementary School that is valid and practical. This type of research is development using the ADDIE model. The product developed is the Kvisoft Flipbook Maker media based on a scientific approach in Theme 8 (Our Friendly Environment) sub-theme 1 (Humans and the Environment) Learning 3 and 4. The results of the practicality test can be seen in the questionnaire responses of students and teachers. Where the overall student response questionnaire as many as 10 people is 97% in the very practical category and the teacher's questionnaire response is 95.7% in the very practical category. Thus, the Kvisoft Flipbook Maker media based on a scientific approach is declared practical to be used in learning activities.

**Keywords:** *ADDIE model; developmentm Kvisoft flipbook maker*

### 1. INTRODUCTION

The goals of national education are realized through the achievement of the goals of each learning which are outlined in the curriculum of each lesson (Reinita, Miaz & Waldi 2019). Using interactive media affected interes student's interest and motivation (Nugraha & Ardhy 2017). According to Putri and Reinita (2020) Teachers must be able to prepare themselves to learn well in improving the quality of teaching in schools. With the development of science and technology

(IPTEK), the times are also growing. The development of science and technology itself has a very large influence on various fields of life, including in the field of education. One of the influences of science and technology in the world of education is efforts to renew and utilize technology results in the teaching and learning process, as well as in facilitating and streamlining the teaching and learning process through the application of learning media. The media can expedite the stimulus response between

students and teachers as a result the concepts and messages learned can be conveyed appropriately (Winanda, Putra & Zufriady, 2020).

The role of learning media greatly determines student learning outcomes. Unsatisfactory student learning outcomes are also caused by one of the learning media that does not attract students' attention so that students are less enthusiastic in participating in learning (Reinita & Eci, 2018).

Therefore, the selection of the right learning media with good quality is needed in order to get a significant influence in the learning process. Selection of the right learning media can make learning media effective and not in vain if applied to the learning process.

Based on the results of observations at SD Negeri 10 Pondok Agung, the learning process is still teacher-centered. It was found that there are problems that arise in the ongoing learning activities, namely the implementation of the use of learning media has not been maximized. The use of learning media so far has only been in the form of conventional media in the form of images and these images are only obtained from images contained in the LKS book and the teacher's handbook. Meanwhile, schools are equipped with various adequate facilities and infrastructure, such as computers and info cus. With the existence of adequate facilities and infrastructure, teachers can use it to create technology-based learning media.

## 2. METHOD

In this research, research and development is used to develop valid and practical media used in learning activities (Nurzayyana, Putra & Hermita, 2021). The development research model used is the ADDIE example which consists of 5 stages: analysis, design, development, implementation, evaluation. This research was conducted at SD Negeri 10/XI Pondok Agung, Kec. Pondok Tinggi, Sungai Penuh, Jambi.

To determine how practical the developed media is, it must go through practical steps. According to Rahmat and Irfan (2019:50), practicality value should be above 80% for acceptable criteria.

## 3. RESULT

The ADDIE model is a model that provides an opportunity to evaluate and revise continuously in every phase it goes through. So that the resulting product becomes a valid and reliable product. Furthermore, the ADDIE model is very simple but its implementation is systematic. Thus, the modifications made can help in facilitating the development of learning media.

The development research procedure is carried out according to the steps in each development. Because this study develops learning media using the ADDIE model, according to Sugiyono (2017: 298) the steps for developing Kvisoft Flipbook Maker learning media based on a scientific approach in integrated thematic learning are as follows:

### Analysis Stage

At this stage the researcher takes an analysis of what will be used to develop learning media and also the types that will be used to run the learning media by considering the following:

1. The effectiveness of the development of learning media in improving learning outcomes
2. The suitability of the learning media with students, the suitability of the learning media with the current curriculum, and
3. Students' ability to use Kvisoft Flipbook Maker which will be used to operate learning media.

### **Design Stage**

Design is an attitude in designing integrated thematic learning media based on Kvisoft Flipbook Maker in class V SD. The learning media designed include:

1. Integrated thematic learning media is designed through the Kvisoft Flipbook Maker application.
2. The design of integrated thematic learning media is attractive, there are pictures, photos, writings, colors, music and other creations.
3. The selected integrated thematic materials are theme 1, sub-theme 1, learning 1,2,3,4,5 and 6
4. There are instructions for use and information on integrated thematic learning materials.
5. There is an evaluation menu to measure students' understanding of the material being studied
6. Learning media that will create interesting, fun, effective learning, and motivate students to learn

### **Development Stage**

This stage is also known as the development stage where at this stage there is a validation process for the developed media. Validation carried out by three validators. After doing the first validation, the researcher got suggestions and made revisions according to the directions from the validator to produce media that was said to be valid.

### **Implementation Stage**

This implementation stage is the stage of testing a product that has been validated previously, when it has obtained a valid score, the next step is to try out the media to determine the practicality of the developed media, it is known from the questionnaire distributed to students and teachers.

### **Evaluation Stage**

The final stage is evaluation, this evaluation can be seen through questionnaires that have been filled in by teachers and students as a response to the practicality of the developed media.

### *Learning Media Practicality*

Learning media that have been declared valid are then tested to find out their practicality. The trial was carried out on 10 students of Class V SD Negeri 10/XI Pondok Agung and also with homeroom teachers for class V on 23-24 February 2022. Based on the practicality test, the practical value of the student response questionnaire was 97% and the value of the questionnaire was the

teacher's response is 97.5% with categories (very practical).

Table 1. Category of Learning Media Development Practicality

No	Score In Percent	Category
1	0%-20%	Not Practical
2	21-40%	Not enough Practical
3	41%-60%	Enough Practical
4	61%-80%	Practical
5	81%-100	Very Practical

#### 4. CONCLUSION

The Kvisoft Flipbook Maker media on theme 8, sub-theme 1 learning 3 and 4 in class V SD has been tested for feasibility. The Kvisoft Flipbook Maker media based on a scientific approach to integrated thematic learning in fifth grade elementary school is stated to be very practical for use in the classroom by fifth grade elementary school students. The results of the student response questionnaire were 97% while the teacher response questionnaire was 95.7% which was classified in the very practical category. This shows that Kvisoft Flipbook Maker media is worth using.

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