ABSTRAK

Wawan H.Manik. "Pengembangan Variasi Pembelajaran Permainan Bola Basket Berbasis *E-book* Model Flipbook Di Smk Negeri 1 Percut Sei Tuan." (Pembimbing : Ade Ros Riza, S.Pd., M.Pd.)
Skripsi : Fakultas Ilmu Keolahragaan UNIMED 2025.

Penelitian ini bertujuan untuk mengembangkan media pembelajaran berupa *e-book* model flipbook pada materi permainan bola basket bagi siswa kelas X di SMK Negeri 1 Percut Sei Tuan, Kabupaten Deli Serdang, Sumatera Utara. Jenis penelitian ini adalah *Research and Development* (R&D) dengan menggunakan model pengembangan ADDIE, yang terdiri dari lima tahapan: *Analysis*, *Design*, *Development*, *Implementation* dan *Evaluation*. Subjek penelitian pada tahap uji coba terbagi menjadi dua, yaitu kelompok kecil berjumlah 10 siswa dan kelompok besar berjumlah 20 siswa. Dilaksanakan pada bulan Mei-Juni 2025. Dengan menggunakan Teknik pengumpulan data berupa wawancara dan observasi dilapangan. Teknik analisis data yang digunakan adalah statistik deskriptif. Hasil penelitian menunjukkan bahwa media *e-book* model flipbook yang dikembangkan telah memenuhi kriteria kelayakan. Aspek validitas memperoleh skor rata-rata 96% dari tiga validator, yakni ahli materi (100%), ahli media (100%), dan ahli bahasa (88%), dengan kategori sangat valid. Dari sisi kepraktisan, diperoleh nilai rata-rata 92% dari angket respon guru (praktisi) dan siswa, termasuk dalam kategori sangat praktis. Dengan demikian, *e-book* model flipbook dinyatakan layak, praktis, dan efektif sebagai media pembelajaran inovatif untuk meningkatkan pemahaman dan keterampilan siswa dalam materi permainan bola basket di tingkat SMK.

Kata kunci: *E-book*, Flipbook, Bola Basket, Pengembangan Media, ADDIE

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ABSTRACT

Wawan H.Manik, NIM 6213111078 (2025). Development of Learning Variations in Basketball Game Based on Flipbook Model E-book at SMK Negeri 1 Percut Sei Tuan.

This study aimed to develop a learning medium in the form of a flipbook-based e-book on basketball game material for Grade X students at SMK Negeri 1 Percut Sei Tuan, Deli Serdang Regency, North Sumatra. The research employed a Research and Development (R&D) method using the ADDIE model, which consists of five stages: Analysis, Design, Development, Implementation, and Evaluation. The subjects of the study included a small group of 10 students and a large group of 20 students during the trial phases. The results showed that the developed flipbook-based e-book met the criteria for validity, practicality, and effectiveness. The overall validity score reached 96%, based on expert assessments from a content expert (100%), a media expert (100%), and a language expert (88%), all categorized as very valid. In terms of practicality, the e-book received an average score of 92% from teacher and student responses, indicating it was very practical. Therefore, the flipbook-based e-book is considered feasible, practical, and effective as an innovative learning medium to enhance students' understanding and skills in basketball at the vocational high school level.

Keywords: E-book, Flipbook, Basketball, Media Development, ADDIE

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