

ABSTRAK

PENGEMBANGAN *E-MODUL* BERBASIS *FLIPBOOK MAKER* UNTUK MENINGKATKAN KEMAMPUAN BERPIKIR KREATIF SISWA

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Penelitian pengembangan ini bertujuan untuk menghasilkan *e-modul* berbasis *flipbook maker* untuk meningkatkan kemampuan berpikir kreatif peserta didik. Penelitian ini mengacu pada desain penelitian *Research and Develoment* menggunakan model ADDIE (*Analyze, Design, Develop, Implement, dan Evaluate*), Subjek dalam penelitian ini yaitu peserta didik kelas X SMK Pesantren Bustanul'Ulum Lampung Tengah Tahun Pelajaran 2022/2023. Rancangan penelitian yang digunakan dalam uji coba produk penelitian *Pretest-Posttest Control Gurup Design*. Data penelitian ini diperoleh melalui wawancara, pemberian angket, dan tes kemampuan berpikir kreatif. Hasil penelitian ini menunjuk bahwa *e-modul* berbasis *flipbook maker* yang dikembangkan terkatagori valid menurut ahli dengan rata-rata nilai 80% praktis berdasarkan penilaian peserta didik dengan guru dengan masing-masing nilai 87%. Selain itu, hasil uji efektifitas *e-modul* berbasis *flipbook maker* termasuk dalam katagori sedang, jika dilihat dari nilai gain sebesar 0,54% dengan demikian dapat disimpulkan valid, praktis, serta efektif untuk meningkatkan kemampuan berpikir kreatif peserta didik.

Kata Kunci: *E-Modul, Flipbook Maker, Kemampuan Berpikir Kreatif.*

ABSTRACT

DEVELOPMENT *E-MODULE* BASED *FLIPBOOK MAKER* FOR INCREASE ABILITY STUDENTS CREATIVE THINKING

By

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This development research aims to produce flipbook maker based e-modules to improve students creative thinking skills. This study refers to the Research and Development research design using the ADDIE model (Analyze, Design, Develop, Implement, and Evaluate). The subjects in this study were class X students at the Bustanul'Ulum Islamic Boarding School, Lampung Tengah, for the 2022/2023 academic year. The research design used in the Pretest Posttest Control Gurup Design research product trials. The research data was obtained through interviews, questionnaires, and tests of creative thinking skills. The results of this study indicate that the flipbook maker based e-module developed is categorized as valid according to experts with an average practical score of 80% based based on the assessment of students and teachers with their respective scores 87%. In addition, the results of the flipbook maker based e-module effectiveness test are included in the moderate category, when viewed from a gain value of 0.54%, it can be concluded that they are valid, practical, as well as effective for improving students creative thinking skills.

Keywords: E-Module, Flipbook Maker, Creative Thinking Ability.