

Aris Muyessaroh, 2026. *Pengembangan E-Flipbook Permainan Bola Besar Pada Mata Pelajaran PJOK Kelas V UPTD SDN Batah Barat 2*. Skripsi, Program Studi Pendidikan Guru Sekolah Dasar, Fakultas Keguruan dan Ilmu Pendidikan, Universitas Trunodjoyo Madura. Pembimbing: Ana Naimatul Jannah, S.Pd., M.Pd.

ABSTRAK

Abstrak: Penelitian dan pengembangan ini bertujuan untuk mengetahui kevalidan, keefektifan, dan kemenarikan *e-flipbook* permainan bola besar. Jenis penelitian ini merupakan *Research and Development* (R&D) dengan menggunakan model 4D melalui tahapan pendefinisian, perancangan, pengembangan, dan penyebaran. Subjek penelitian ini adalah siswa kelas V UPTD SDN Batah Barat 2. Berdasarkan data penelitian, diperoleh hasil bahwa: 1) kevalidan ditunjukkan oleh validasi ahli materi memperoleh persentase 92,5% dengan kategori valid, ahli desain memperoleh persentase 97% dengan kategori sangat valid, dan ahli media pembelajaran memperoleh persentase 94% dengan kategori sangat valid, 2) keefektifan ditunjukkan oleh observasi aktivitas guru memperoleh persentase 96,3%, aktivitas siswa memperoleh persentase 89,3%, dan hasil belajar siswa memperoleh persentase ketuntasan klasikal 100% dengan kategori efektif, 3) kemenarikan ditunjukkan oleh angket respon guru memperoleh persentase 100% dan respon siswa memperoleh persentase 95% dengan kategori sangat menarik. Berdasarkan hasil penelitian, dapat disimpulkan bahwa *e-flipbook* permainan bola besar dinyatakan sebagai produk yang valid, efektif, dan menarik untuk dipergunakan ketika melaksanakan pembelajaran.

Kata kunci: *e-flipbook*, permainan bola besar, pengembangan

Aris Muyessaroh, 2026. *Development of an E-Flipbook on Big Ball Games for the Physical Education Subject in Grade 5 at UPTD SDN Batah Barat 2*. Thesis, Elementary School Teacher Education Study Program, Faculty of Teacher Training and Education, Trunodjoyo University of Madura. Supervisor: Ana Naimatul Jannah, S.Pd., M.Pd.

ABSTRAC

Abstrac: This research and development study aims to determine the validity, effectiveness, and appeal of an e-flipbook on the game of big ball. This study is a Research and Development (R&D) project using the 4D model, which involves the stages of definition, design, development, and dissemination. The subjects of this study were fifth-grade students at UPTD SDN Batah Barat 2. Based on the research data, the following results were obtained: 1) validity was demonstrated by subject matter expert validation, which achieved a percentage of 92.5% in the “highly valid” category; design expert validation, which achieved a percentage of 97% in the “highly valid” category; and instructional media expert validation, which achieved a percentage of 94% in the “highly valid” category; 2) effectiveness was demonstrated by teacher activity observations, which achieved a percentage of 96.3%, student activities scored 89.3%, and student learning outcomes achieved a classical mastery rate of 100%, categorized as effective; 3) appeal was demonstrated by the teacher response questionnaire, which scored 100%, and the student response questionnaire, which scored 95%, both categorized as highly appealing. Based on the research results, it can be concluded that the “big ball game” e-flipbook is a valid, effective, and engaging product for use in teaching.

Keywords: *e-flipbook, big ball game, development*