

Yossa Rahmdanti Aqilla. 2025. Pengembangan *E-Book* Berbantuan *Book Creator* Dengan Model *Project Based Learning* Pada Mata Pelajaran Animasi Kelas XI DKV SMK Negeri 10 Surabaya. Skripsi. Program Studi Pendidikan Informatika, Fakultas Keguruan Dan Ilmu Pendidikan, Universitas Trunojoyo Madura. Pembimbing : Puji Rahayu Ningsih, S.Pd., M.Pd.

ABSTRAK

Tujuan peneliti dari penelitian ini ingin mengetahui kelayakan *e-book* berbantuan *book creator* dengan model *project based learning* pada mata pelajaran animasi kelas XI DKV SMK Negeri 10 Surabaya. Penelitian ini merupakan penelitian R&D dengan menggunakan model pengembangan ADDIE. Instrumen pada penelitian ini berupa angket uji validitas ahli media, ahli materi dan pengguna dengan subjek penelitian siswa kelas XI DKV. Pengumpulan data dilakukan dengan wawancara, dan angket. Hasil dari penelitian ini menunjukkan bahwa *e-book* berbantuan *book creator* dengan model *project based learning* pada mata pelajaran animasi kelas XI DKV SMK Negeri 10 Surabaya mendapatkan hasil layak digunakan sebagai media pembelajaran. Rata rata persentase kelayakan menurut ahli media sebesar 85%, ahli materi 88% dan pengguna 95% serta uji coba pengguna perorangan sebesar 85,9%, uji coba pengguna kelompok kecil sebesar 82,8% & uji coba kelompok besar 85,2% dengan ini *e-book* berbantuan *book creator* dengan model *project based learning* mendapatkan kategori sangat layak digunakan.

Kata kunci : *E-book, Animasi, Project Based Learning, Book Creator*

Yossa Rahmadanti Aqilla. 2025. Development of Book Creator-Assisted E-Book with Project Based Learning Model for Animation Subject in Grade XI DKV at SMK Negeri 10 Surabaya. Thesis. Informatics Education Study Program, Faculty of Teacher Training and Education, Trunojoyo Madura University. Advisor: Puji Rahayu Ningsih, S.Pd., M.Pd.

ABSTRACT

This research aims to determine the feasibility of a Book Creator-assisted e-book using the Project Based Learning model for the Animation subject in Grade XI DKV at SMK Negeri 10 Surabaya. This study employs R&D (Research and Development) methodology with the ADDIE development model. Research instruments included media expert validation questionnaires, material expert validation questionnaires, and user questionnaires, with Grade XI DKV students as research subjects. Data collection was conducted through interviews and questionnaires. Results indicate that the Book Creator-assisted e-book with Project Based Learning model for Animation subject in Grade XI DKV at SMK Negeri 10 Surabaya is feasible as a learning medium. Average feasibility percentages were: media experts 85%, material experts 88%, users 95%, individual user testing 85.9%, small group user testing 82.8%, and large group testing 85.2%. Thus, the Book Creator-assisted e-book with Project Based Learning model is categorized as highly feasible for use.

Keywords: *E-book, Animation, Project Based Learning, Book Creator*