

ABSTRAK

Penelitian pengembangan ini bertujuan mengembangkan produk bahan ajar berupa e-modul interaktif berbantuan *flipbook maker* disertai nilai islam pada materi program linear. Pengembangan ini menggunakan model ADDIE, yaitu: *analiys, design, development, implementation, evaluate*. Pada pengembangan ini tidak melakukan tahap *implementation* karena tujuannya hanya terfokus pada pengembangan dan menghasilkan produk yang valid dan praktis. Subjek penelitian pengembangan ini adalah peserta didik kelas XI IPA MA Muhammadiyah Purbolinggo dengan jumlah 6 orang yang diambil secara random. Penelitian pengembangan ini melalui tahapan uji validasi ahli materi, ahli media, dan nilai islam untuk mengetahui tingkat kelayakan dari produk yang dikembangkan. Hasil rata-rata presentase uji validasi ahli materi, ahli media dan ahli nilai islam diperoleh 89,32% berarti bahan ajar yang dikembangkan masuk dalam kategori sangat layak. Hal ini mencakup presentase hasil uji ahli materi diperoleh 88% yang berarti masuk dalam kategori sangat layak. Persentase hasil uji validasi media diperoleh 85,3% yang berarti masuk dalam kategori sangat layak. Sedangkan persentase uji validasi ahli nilai islam diperoleh 100% yang berarti masuk dalam kategori sangat layak. Adapun hasil uji kepraktisan bahan ajar yang dikembangkan diperoleh rata-rata persentase 84,54% yang termasuk dalam kategori sangat praktis. Berdasarkan hasil uji validasi dan uji kepraktisan maka e-modul interatif berbantuan *flibook maker* disertai nilai islam pada materi program linear dinyatakan sangat layak dan sangat praktis untuk digunakan.

Kata kunci: bahan ajar, interaktif, *flipbook maker*.

ABSTRACT

This development research aims to develop teaching material products in the form of interactive e-modules assisted by flipbook makers accompanied by Islamic values in linear programming material. This development uses the ADDIE model, namely: analysis, design, development, implementation, evaluate. In this development, there is no implementation stage because the goal is only focused on developing and producing valid and practical products. The subjects of this development research were students of class XI IPA MA Muhammadiyah Purbolinggo with a total of 6 people taken randomly. This development research goes through the stages of validation test of material experts, media experts, and Islamic values to determine the feasibility level of the product being developed. The average percentage validation test results for material experts, media experts and Islamic value experts obtained 89.32%, meaning that the teaching materials developed are in the very feasible category. This includes the percentage of material expert test results obtained 88%, which means it is included in the very feasible category. The percentage of media validation test results obtained 85.3%, which means it is in the very feasible category. While the percentage of the expert validation test on Islamic values was obtained 100%, which means it is in the very feasible category. The results of the practicality test of the developed teaching materials obtained an average percentage of 84.54% which is included in the very practical category. Based on the results of the validation test and practicality test, the interactive e-module assisted by the flipbook maker accompanied by Islamic values in the linear programming material is declared very feasible and very practical to use.

Keywords: teaching materials, interactive, *flipbook maker*.