

## Achievement of Student Learning Competencies Using Problem Based E-Book in Primary School

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### ABSTRACT

*Background:* This research is motivated by the use teaching materials that are less varied. *Aim:* The purpose of this study to produce teaching materials in the form of E-Book assisted by Kvisoft Flipbook Maker Pro application on natural and social science learning in class IV primary school that are valid, practical, and effective. *Results and Discussion:* This research is a development research (R&D) with the ADDIE model. The ADDIE model consists of analysis, design, development, implementation, and evaluation. The results of validity test of the developed E-Book are 96% for material experts, 96% for media experts, and 94% for linguist with highly valid categoris. The results of the practicality test in the trial school were 94% for teacher responses and 93.21% for student responses. The results of the practicality test in the research school obtained 96% for teacher responses and 96.08% for student responses with very practical categories. The results of the effectiveness test are seen from the N-Gain value, which is 0.72 with a high category. *Conclusion:* Thus, the use of e-books assisted by the Kvisoft Flipbook Maker Pro application in natural and social science learning in class IV primary schools is declared valid, practical, and effective in learning.

**Keywords:** E-Book, Kvisoft Flipbook Maker Pro, ADDIE.

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## INTRODUCTION

Education has an important role in the life of the nation and state, because education serves as a means to improve the quality of human resources who have good morals, knowledgeable, creative, independent, and have responsibilities that can be useful for the future. Therefore, changes to the education system need to be made to realize these educational goals.

One of the change in education system is to implement a curriculum in accordance with advancement in science and technology. Sari dan Mansurdin (2020) stated that curriculum development is required to be able to improve teacher skills in meeting the needs of current and future students. The above statement is supported by Abdillah dan Hamami (2021) explain that in development of the curriculum teacher must have creativity in the teaching and learning process, so that student have a new experience of something being learned. Fitria (2017) explain that in learning process emphasized on giving direct experience that develop skills study scientifically and understand the natural environment.

The independent curriculum is present to answer challenge of education in the 4.0 period which its application must support the ability to critical thinking, problem solving, creativity, inovatif, communication skill, and collaborative (Manalu et al., 2022). The focus of the independent curriculum is the

existence of freedom that can improve the creative thinking ability of students (Edray & Hamimah, 2023). Therefore, teachers must be able to develop their skills in making innovative teaching materials that are in accordance with technological developments.

Teaching materials become the basis for learning activities because they aim to achieve predetermined competencies (Syafriatma & Amini, 2021). Teachers need to develop teaching materials that support success in the learning process. Husada Puspita et al., (2020) state that teaching material development beneficial in helping teacher or student while teaching and learning. Therefore, teacher should facilitate it well need of student. On of the need student is availability of teaching material.

The use of appropriate learning materials is a good way to develop students' skills and creativity in learning (Meliza & Eliyasni, 2023). Teaching materials are materials that are arranged in a coherent and structured manner, utilized by teachers and students during the teaching and learning process. According to Kosasih (2022), teaching material is a material be used of teacher or student can help during learning. The shape can be form text book, student worksheet, Newspaper, digital material that are able to increase the knowledge and experience of student.

The use of teaching materials is main element affect the succes or not a learning activity. Teaching material that meet good standart can result efficient learning. Conversely, if teaching material not match criteria or has not met the basic competency provision, it can cause various of constraint during learning. Based on a preliminary study that researchers have conducted in three schools in Padang Pariaman Regency on May 2-4, 2023, it was found that schools have been equipped with facilities and infrastructure that can support the technology-based learning process in schools, but the use of technology is underutilized by teachers because of time constraints to prepare it. The teaching materials used are printed teaching materials such as books that contain writing and pictures only. Teaching materials that are less varied can reduce the motivation, interest, and activeness of students in learning. In addition, students like learning by discussing activities both in groups and with deskmates.

Based the problem needed development teaching material innovative and effective. On of the type teaching material developed and applied in learning is an E-Book (electronic book). Ebied and Rahman (in Wardani et al., 2021) explained that student learn by the use interactive E-Book, it can motivated learning and increase academic achievement, campared to student who only rely textbook as learning resource. Dewi dan Yunisrul (2022) states that E-book or electronic book is a book in electronic format that can be read on computer, PC, and laptop. According to Dwiputri et al., (2022), E-Book or digital book is a book that is published in electronic form where the book contains text, images, and multimedia used on electronic devices such as through computers, laptops, smartphones, and other electronic devices. Based on the description above, it can be concluded that learning to use E-Books can provide motivation to students, thus potentially creating a positive impact on student learning outcomes.

One of the applications that we can use in making E-Books is the Kvisoft Flipbook Maker Pro application. According to Rahman et al., (2022) explained that Kvisoft Flipbook Maker Pro is an aplication that is used making teaching media interested such modul or e-book and the use in online or offline learning because this aplication can add variuos interesting animation, audio, or videos in the book that has been created. While Divaya (in Femalia & Ahmad, 2021) have a opinion the Kvisoft Flipbook Maker Pro provides convenient for its user in add various multimedia element such text, image, animation, music, into electronic book. This can prevent boredom of learner when reading electronic book.

This Kvisoft Flipbook Maker Pro aplication have some superiority when applied in learning. Saraswati (in Saralee & Reinita, 2022) explained the some superiority of Kvisoft Flipbook Maker Pro aplication namely: 1) this aplication can add image, music, and videos interesting for student; 2) material become concrete; 3) this aplication is easy desain and

little cost. Based the above problem, Researchers are interested in developing E-Book assisted Kvisoft Flipbook Maker Pro application for grade IV elementary school using ADDIE development model. This ADDIE model consists of five stages Hamzah (2019) namely: anlysis, design, development, implementation, and evaluation. The purpose of this research is produce a product in the form of E-Book assisted Kvisoft Flipbook Maker Pro aplication on natural and social science in class IV in elementary school that is valid, practical, and effective.

## METHOD

Type of research used Research and Development (R&D) is an objective research method creating product or perfecting product which has existed. Sugiyono (2019) have opinion this research used for make certain product and evaluate the success of the product.

Development model that will be used is ADDIE model. Hamzah (2019) express ADDIE model consist of five stages that is analysis, design, development, implementation, and evaluation. Because to the limitation of research in term of time, energy, and fee, the implementation stage is carried out on a limited scale namely one class only.

The analysis stage consist of curriculum analysis and requirement analysis in accordance with learning objective to be achieved. Design stage is plan and prepare materials to be used in making E-Book. At the development stage is make E-Book, then the E-Book that has been made is tested for validity by material experts, media experts, and linguists. After the E-Book is tested for validity, product trials are carried out before being applied in research schools. Further, at the stage of implementation the product is applied to actual conditions. Then at the end of the learning students were asked to give an assessment on the practicality of using E-Book. At the evaluation stage to see whether the E-Book that has been developed and implemented is in accordance with initial expectations or not by looking at comments and suggestions provided by validators, and testing the effectiveness of student learning outcomes.

The test subject in the E-Book development research assisted by Kvisoft Flipbook Maker Pro aplication on natural and social science learning in class IV students of SDN 09 2 X 11 Enam Lingkungan 2023/2024 school year. SDN 01 2 x 11 Enam Lingkungan 2023/2024 school year as research school.

Data from this research consist of qualitative and quantitative. Qualitative data taken from the result of the researcher's interview with the class teacher, comment and suggestion by validator. Quantitatif data taken from validator questionnaire score, teacher's response, and student's response.

Instrument is data collection tool. Instrument in this research consist of: 1) material, media, and language validation questionnaire; 2) teacher's response and student's response

questionnaire; 3) Student learning outcomes in the form of pretest and posttest evaluation questions.

Validation data processing is presented in tables using linkert scales. Scoring for each category can be seen in table 1:

Table 1. E-Book Validity Scoring List

| Score | Information |
|-------|-------------|
| 5     | Very agree  |
| 4     | Agree       |
| 3     | Quite agree |
| 2     | Disagree    |
| 1     | Don't agree |

Source: Riduwan modification (in Yanti et al., 2022)

To measure the value of validity, it can be calculated using the Riduwan formula (in Yanti et al., 2022), as follow:

$$NV = \frac{S}{SM} \times 100\%$$

Information:

NV = Validation value

S = Score obtained

SM = maximum score

The category of value obtained after processing can be seen in the following table 2.

Table 2. E-Book validity category

| Interval   | Category    |
|------------|-------------|
| 81% - 100% | Very valid  |
| 61% - 80%  | Valid       |
| 41% - 60%  | Quite valid |
| 21% - 40%  | Less valid  |
| 0% - 20%   | Invalid     |

Source: Modification of Oktavia and Eliyasni (2020)

The processing of data practicality of teacher and student respon questionnaire for their score guidelines can be seen table 3.

Table 3. Guidelines for Teacher and Student Questionnaire score

| Score | Information |
|-------|-------------|
| 5     | Very agree  |
| 4     | Agree       |
| 3     | Quite agree |
| 2     | Disagree    |
| 1     | Don't agree |

Source: Modification of Wulandari dan Amini (2022)

To measure the value practicality, it can be calculated using Purwanto formula (in Wulandari & Amini, 2022) as follow:

$$P = \frac{R}{SM} \times 100\%$$

SM = Maximum score

The level of practicality of learning media is obtained from percentage score value, then interpreted based on the modified interpretation criteria from Musbar and Fitria (2023) as follow:

Information:

P = Score percentege value

R = The total score given by the respondent

Table 4. E-Book Practicality Category

| Interval   | Category        |
|------------|-----------------|
| 81% - 100% | Very practical  |
| 61% - 80%  | Practical       |
| 41% - 60%  | Quite practical |
| 21% - 40%  | less practical  |

Source: Modification of Musbar and Fitria (2023)

Effectiveness test is a test carried out to calculate the success rate of using E-Book in improving student learning outcomes (Fitra & Maksum, 2021). The success rate is obtained from student evaluation score in the form of pretest and posttest. Pretest and posttest obtained 30 multiple-choice questions each. To determine the effectiveness of improving student learning outcomes can be done by calculation Normalized Gain (N-Gain). The calculation of N-Gain can be calculated using the formula (Karimah et al., 2018) follows:

$$N - Gain = \frac{\text{posttest score} - \text{pretest score}}{\text{maximum score} - \text{pretest score}}$$

Then the acquisition of N-Gain score pretest and posttest value are interpreted based on modified interpretation criteria from (Karimah et al., 2018) as follows:

Table 5. Criteria for interpretation N-Gain score

| Score Range N-Gain                  | Interpretation Criteria |
|-------------------------------------|-------------------------|
| $N\text{-Gain} > 0,70$              | High                    |
| $0,30 \leq N\text{-Gain} \leq 0,70$ | Medium                  |
| $N\text{-Gain} < 0,30$              | Low                     |

Source: Modification of Karimah et al., (2018)

## RESULTS AND DISCUSSION

The result of E-Book Development assisted Kvisoft Flipbook Maker Pro application through several stages from ADDIE model consist of analysis, design, development, implementation, and evaluation. The first step is analysis

consisting of teacher need analysis, student need analysis, and curriculum analysis. Researcher conducted a preliminary study by observation several primary school in Padang Pariaman Regency and interview with grade five teacher, to the need of student researcher give questionner to student. The second step is design. At this step, researcher began to design an E-



Figure 1. Initial View

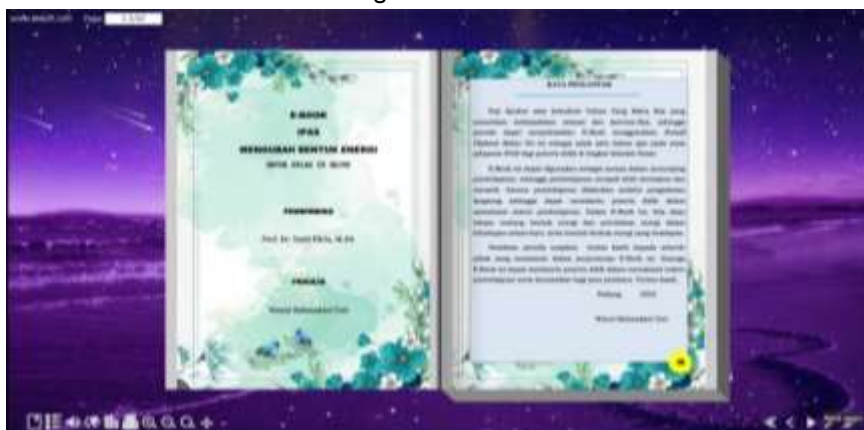


Figure 2. Introduction



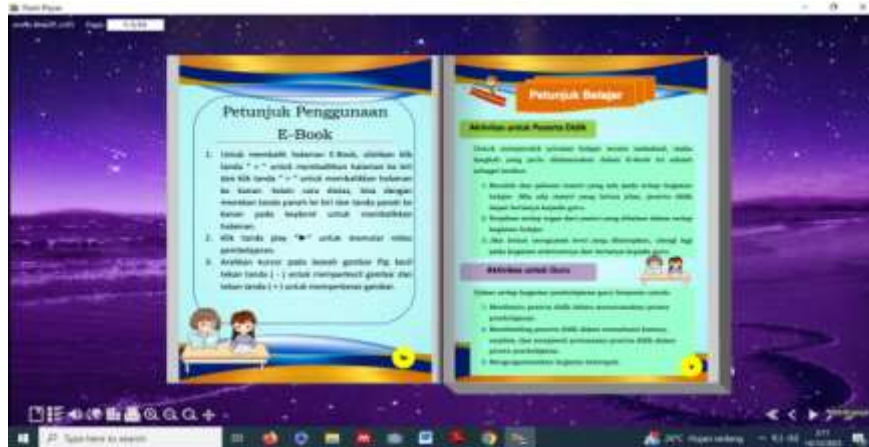


Figure 3. Instructions for use



Figure 4. Display of CP, ATP, and TP



Figure 5. Display material and videos



Figure 6. Profile View



Figure 7. Closing

The third step is development. At this step E-Book that has been designed is then validated by three experts namely material expert, media expert, and linguists. Material validation was carried out by Mrs. Atika Ulya Akmal S.Pd.,M.Pd. Media expert validator was carried out by Mrs. Winanda Amilia,

M.Pd.T. Linguist validator was carried out by Mr. Dr. Adrias, M.Pd. furthermore, revising the E-Book that had been developed in accordance with the advice given by the validator and validated again until the result were valid. The validation result can be seen in the following table 6.

Table 6. Results of Overall Validation Analysis

| No | Validated aspects | Range | Category   |
|----|-------------------|-------|------------|
| 1. | Material aspect   | 96%   | Very valid |
| 2. | Media Aspect      | 96%   | Very valid |
| 3. | Language aspect   | 94%   | Very valid |

From the table above, it can be seen that the results of the material expert validity test obtained a result of 96%. The results of the media validity test obtained results of 96% and the results of the language validity test obtained 94% results. All three are included in the very valid category in the assessment category according to Oktavia and Eliyasni (2020). Based on the results of the validity test, this E-Book has been declared valid for use in field research.

After validation, a trial was carried out at SDN 09 2 x II Enam Lingkungan, Padang Pariaman Regency to see the

practicality of the E-Book before implementation. At the end of the learning, students are asked to fill out an E-Book practicality questionnaire after learning to use the E-Book. The results of the practicality test in the teacher response questionnaire trial school obtained a percentage of 94% with a very practical category and the student response questionnaire obtained a percentage of 93.21% with a very practical category based on the assessment according to Musbar dan Fitria, (2023).

The fourth step is implementation. At this stage, the E-Book that has been designed and validated is then applied to the actual conditions. This research was conducted at SDN 01 2x11 Enam Lingkung, Padang Pariaman Regency. At the end of the learning, students are asked to fill out an E-Book practicality questionnaire after learning to use the E-Book. The results of the practicality test at the research school, the teacher response questionnaire obtained a percentage of 96% with the very practical category and the student response questionnaire obtained a percentage of 96.08% with a very practical category based on the assessment according to Musbar dan Fitria, (2023). Based on the results of the practicality test, it can be concluded that the E-Book assisted by the Kvisoft Flipbook Maker Pro application is already practically used in natural and social science learning in grade IV elementary schools.

The fifth step is the evaluation stage. The evaluation stage is carried out to see whether the learning system that has been implemented is in accordance with plans and expectations. The

evaluation phase carried out with the aim of improvement for the improvement of the E-Book was carried out in the previous four stages. At this stage, the effectiveness of the E-Book is also carried out by looking at the learning outcomes of students. To conduct this effectiveness test, researchers provide pretest and posttest questions to students. The following is an analysis of the effectiveness test results using the N-Gain formula as follows:

$$N - Gain = \frac{\text{posttest score} - \text{pretest score}}{\text{maximum score} - \text{pretest score}}$$

$$N - Gain = \frac{607 - 394}{690 - 394}$$

$$N - Gain = \frac{213}{296}$$

$$N - Gain = 0,72$$

Furthermore, the acquisition of N-Gain scores, pretest and posttest values are then interpreted based on modified interpretation criteria from Karimah et al. (2018) as follows:

Table 7. The acquisition of N-Gain scores, pretest and posttest interpretation criteria

| Score Range N-Gain             | Interpretation Criteria |
|--------------------------------|-------------------------|
| $N - Gain > 0,70$              | High                    |
| $0,30 \leq N - Gain \leq 0,70$ | Medium                  |
| $N - Gain < 0,30$              | Low                     |

Based on the table above, it can be concluded that the effectiveness test results obtained a score of 0.72 with the category "High". The category corresponds to the category Karimah et al. (2018) namely the first category with an N-gain score range of  $> 0.70$ . Therefore, E-Books assisted by the Kvisoft Flipbook Maker Pro application are declared effective in use.

From the results of research conducted E-Book assisted by the Kvisoft Flipbook Maker Pro application has met the criteria of valid, practical, and effective. This research has a positive impact on science learning in grade IV elementary schools. The learning process using E-Book provides a new experience in

## CONCLUSION

Based on the results of the research and discussion above, researchers concluded that the E-Book assisted by the Kvisoft Flipbook Maker Pro application is suitable for learning activities in order to achieve the learning competence of students in elementary schools based on the calculation of validity, practicality, and effectiveness of using E-Book. The validation results obtained a very valid category with a score of 96% material expert, 96% media expert, and 94% linguist. As for the practicality of E-Books in schools, the trial obtained a percentage of 94% of teacher responses and 93.21% of student responses. For research schools obtained a percentage of 96% of teacher responses and 96.08% for student responses. The effectiveness test results obtained 0.72 with a high category.

learning for students because it uses technology in it. Students are able to discuss and cooperate with their group mates. Attractive E-Book display and easy-to-understand explanations can help students understand learning material. This is supported by opinions Kwartolo (in Nengseh & Damayanti, 2022) states that the benefits of the E-Book are: (a) making learners more active; (b) learners become more creative and critical as gained from their new experiences; (c) learners cooperate with each other in their groups; (d) students are active and enthusiastic in achieving learning objectives; (e) learning becomes more meaningful.

Thus, the E-Book assisted by the Kvisoft Flipbook Maker Pro application is said to be valid, practical, and effectively used in the learning process in grade IV elementary school. Related to the follow-up of this development research, researchers provided several inputs, namely:

1. For teachers, in order to be able to use the E-Book assisted by the Kvisoft Flipbook Maker Pro application in learning as an alternative in improving the quality of the learning process for students.
2. For other researchers, in order to develop E-Books assisted by the Kvisoft Flipbook Maker Pro application further with a wider scope of schools and different situations.

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