

# Turnitin\_IMPLEMENTATION OF E-BOOK FLIP PDF PROFESSIONAL

*by Deny Pradana Saputro*

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## PENERAPAN E-BOOK FLIP PDF PROFESSIONAL PEMBELAJARAN SEPAK TAKRAW PADA MAHASISWA

### IMPLEMENTATION OF E-BOOK FLIP PDF PROFESSIONAL LEARNING SEPAK TAKRAW IN COLLEGE STUDENTS

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#### Abstrak

Media merupakan salah satu faktor penentu keberhasilan dalam pembelajaran pendidikan jasmani, di era 5.0 media yang diberikan diharapkan bersifat informatif dan efisien sehingga dapat memudahkan proses pembelajaran dan mendapatkan hasil belajar yang maksimal. Penelitian ini bertujuan untuk mengetahui penggunaan E-Book Pembelajaran Sepak Takraw Berbasis Flip PDF Professional pada Mahasiswa melalui penerapan pengembangan media yang dilakukan oleh penulis yaitu media *e-book flip pdf* dalam pembelajaran sepak takraw. Penelitian ini merupakan penelitian kuantitatif pendekatan survey penerapan dari penggunaan media *e-book flip pdf*. Subjek penelitian ini yaitu mahasiswa semester III berjumlah 20 orang mahasiswa Pendidikan Jasmani dan Kesehatan Fakultas Keguruan dan Ilmu Pendidikan Universitas Sriwijaya. Tahapan penelitian ini yaitu dengan melakukan survey penggunaan media *e-book flip pdf profesional* kepada mahasiswa. Analisis data yang digunakan persentase keberhasilan penerapan media kepada hasil pembelajaran takraw. Hasil penelitian yang diperoleh 80,1% yang termasuk dalam kategori Layak dan efisien berdasarkan hasil yang dilakukan untuk membantu pembelajaran dan keberhasilan sepak takraw. Temuan penelitian ini adalah produk penelitian E-Book Flip PDF Professional dapat digunakan sebagai referensi bahan ajar mahasiswa pada pembelajaran sepak takraw.

**Kata kunci:** penerapan, *flip pdf professional*, sepak takraw

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#### Abstract

Media is one of the determining factors for success in physical education learning. In the 5.0 era, the media provided is expected to be informative and efficient so that it can facilitate the learning process and obtain maximum learning results. This research aims to determine the use of Professional Flip PDF Based Sepak Takraw Learning E-Books among students through the application of media development carried out by the author, namely flip PDF e-book media in sepak takraw learning. This research is quantitative research on the application of the use of e-book flip pdf media. The subjects of this research were 20 students in the third semester of Physical Education and Health, Faculty of Teacher Training and Education, Universitas Sriwijaya. The stage of this research is to conduct a survey on the use of professional e-book flip pdf media among students. Data analysis used was the percentage of success in applying media to takraw learning outcomes. The research results obtained were 80.1% which were included in the feasible and efficient category based on the results carried out to help the learning and success of sepak takraw. The findings of this research are that the E-Book Flip PDF Professional research product can be used as a reference for student teaching materials in sepak takraw learning.

**Keywords:** implementation, *flip pdf professional*, sepak takraw

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## INTRODUCTION

Learning is the interaction between students with educators and learning resources so that educational success can be achieved (Saputra et al, 2021). Learning takes place because of interaction with each other discussing the material using references (Aryanti et al., 2020). The use of technology in learning in the current era is very important. Technology is applied to adapt learning needs at each level of education (Pakpahan & Fitriani, 2020). Students' understanding can be improved with digital learning. In today's digital-based learning era, there will be innovation (Budiman et al, 2021)s. Educators become creative in presenting material, namely when they use technology that is adapted to the education being taught (Aisa & Lisvita, 2020).

The use of technology in the use of textbooks, namely E-books, which can make it easier for teachers and students (Irmade & Jumanto, 2022). The effectiveness of student learning can be increased by implementing e-books (Syafani & Tressyalina, 2023). Improved learning outcomes and learning becomes more interesting with the use of e-books that there is a beacon of attention given by students (Aufa & Ridwan, 2023). The resulting research results are that the E-book is designed in an attractive way so that it can make students become independent (Juniarti & Pranansa, 2022). The use of e-books can unlock teacher potential and increase creativity which will have an influence on improving teacher quality (Ma'rifatullah et al., 2020).

E-books are better to use because they are easier to access compared to using print media or traditional media such as printed books. This is because using flip e-books can be easily accessed and more time efficient because this e-book model can be stored in files on electronic media that students can carry. This is in accordance with the research results (Aryanti, 2023) that E-Book Flip PDF Professional is used because it is more attractive and easier to understand. Students in the learning process are simulated and can be helped by the existence of professional PDF flip-based E-books (Aftiani et al., 2021).

The results of the research on the implementation of the professional PDF flip e-module were obtained, namely students' critical thinking skills through problem-based learning become better (Seruni et al., 2020). Flip PDF Professional is an application that contains a display similar to a textbook but presented digitally (Utami & Lena, 2022). Flip PDF Professional based modules make the learning process efficient because using a mobile phone can be used anywhere (Putri et al., 2021). Flip PDF Professional is designed to make students more interested in reading the material and the various offerings (Nurlatifah et al., 2021).

Media development like this has been carried out in many other learning subjects but is not very specific to physical education learning. This research was carried out well considering that there is still a lack of technology-based learning media, especially e-books for physical education learning in sepak takraw subjects. For this reason, researchers are interested in conducting a survey of product development results that have been carried out with students regarding the application of the e-book flip PDF media to facilitate the teaching and learning process using the media developed so that learning outcomes are maximized, especially in the takraw game. The purpose of this research is to determine the application of this book learning course to students of the Physical Education, Health and Recreation Study Program, Faculty of Teacher Training and Education, semester III. In previous research, a needs analysis and expert validation of the Sepak Takraw Learning E-Book was carried out

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by the existence of professional PDF flip-based E-books (Aftiani et al., 2021). The results of the search on the implementation of the professional PDF flip e-module were obtained, namely students' critical thinking skills through problem-based learning become better (Seruni et al., 2020). Flip PDF Professional is an application that contains a display similar to a textbook but presented digitally (Utami & Lena, 2022). Flip PDF Professional based modules make the learning process efficient because using a mobile phone can be used anywhere (Putri et al., 2021). Flip PDF Professional is designed to make students more interested in reading the material and the various offerings (Nurlatifah et al., 2021).

The aim of this research is to determine the application of this book learning course for students of the Physical Education, Health and Recreation Study Program, Faculty of Teacher Training and Education, semester III. In previous research, a needs analysis and expert validation of the Sepak Takraw Learning E-Book was carried out.

## METHOD

This research is survey research regarding the application of professional Flip PDF e-book media use in sepak takraw learning. The subjects of this research were 20 Universitas Sriwijaya students. This research is part of the results of development research carried out by the author, therefore the sample in the small-scale test was only 23 people who were part of the recommendations (Borg & Gall, 2007). The population of this study was 20 people and the research sample was also 20 people, so the sampling technique used was the entire population. The research instrument used was a questionnaire containing an assessment of the use of learning media developed by the author, namely E-Book Flip PDF. The validity results of the questionnaire were  $0.928 > r_{table} = 0.344$ , while for the reliability test it was  $0.951 > 0.6$ . The small-scale Professional E-Book Flip PDF Trial will be held on September 12 2023. The research procedure is that students are required to access the e-book clip media provided by the researcher. Next, students were given a questionnaire to assess the Flip PDF e-book media which was then analyzed using percentage calculations.

## RESULTS

This research produces a product in the form of a Professional Flip PDF Application-Based Sepak Takraw Learning E-Book for Students. This book can be downloaded via <https://www.mediafire.com/folder/92nll2d2dc8se/BUKU+SEPAK+TAKRAW>. The material presented in the Sepak Takraw Learning E-Book based on the Professional Flip PDF Application is as follows:



SEPAK TAKRAW

Silvi Aryanti, M.Pd  
Dr. Iykrum, M.Kes  
Dr. Arizky Ramadhan, M.Pd

KATA PENGANTAR

Alhamdulillah segala puji bagi Allah SWT dan segala Rahmat-Nya sehingga terwujudlah buku ajar "Sepak Takraw" untuk program studi Pendidikan Jasmani dan Kesehatan FKIP Universitas Sriwijaya. Buku ajar ini diharapkan bisa membantu mahasiswa pada saat melakukan pembelajaran pada mata kuliah Sepak Takraw. Buku ajar ini disusun sesuai dengan kompetensi mata kuliah sepak takraw yang merupakan salah satu mata kuliah wajib program studi Pendidikan Jasmani dan Kesehatan.

Buku ajar ini secara umum mengahli tentang Sepak Takraw yang dibelikan pada Pendidikan Jasmani dan Kesehatan. Materi yang terkandung di dalam buku ajar ini disusun dengan memperhatikan tingkat pemahaman pembaca dengan menggunakan bahasa yang mudah dipahami maknanya dalam mengoptimalkan dan meningkatkan sepak takraw.

Tetapi buku ajar ini diharapkan dapat memberikan proses pembelajaran bagi dosen dan mahasiswa. Penulis menyadari bahwa buku ajar ini masih jauh dari sempurna sehingga segala bentuk masukan yang membangun sangat diharapkan dalam pengembangan dan perbaikan buku ajar ini di masa yang akan datang.

2021/2022 UNIVERSITAS QUALITY BERASTAGA  
Ryan, A. (2019). Analisis Kemampuan Intelektual Adan Cahang Olahraga Sepak Takraw Provinsi Gorontalo. *Jember: Journal of Sports Coaching*, 7(2), 78-80.

Takraw, S. (2006). Sepak Takraw. *Padang: Pustaka Ilmu Kelengkapan Universitas Negeri Padang.*

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BIYAYAT PENULIS



Silvi Aryanti merupakan anak bangsa dari 3 beranda dari pasangan Bapak Haji Hasan, S.Pd, M.Kes AFD dan Ibu Adah, S.Pd. Penulis lahir di Palembang, 21 Juli 1991, menikah dengan Dr. Samsul Azhar, M.Pd. Saat ini Penulis bekerja sebagai Dosen pada Program Studi Pendidikan Jasmani dan Kesehatan Fakultas Keguruan dan Ilmu Pendidikan Universitas Sriwijaya. Riwayat Pendidikan Penulis yaitu S1 Pendidikan Jasmani dan Kesehatan FKIP UNSRI kelas tahun 2012 dan melanjutkan pendidikan S2 Pendidikan Olahraga Universitas Negeri Yogyakarta. Penulis aktif menjadi jurnalis Cahang (Majalah Buletin) dan pengurus Pemuda Buletin Sportif Seluruh Indonesia (PUBSIANSI) Sumatera Selatan.

**Figure 1.** Flip pdf professional application-based sepak takraw learning e-book  
(Source: <https://www.mediafire.com/folder/92nll2d2dc8se/BUKU+SEPAK+TAKRAW>)

The image above shows links in the media that can be seen by samples or research subjects. Next, this section will display the results of the application or survey of the use of the Professional Sepak Takraw Learning E-Book Flip PDF among 20 students which are explained in the table below:

**Table 1.** Results of small-scale trial research on percentage

No	Percentage (%)	Category
1	76	Worthy
2	80	Worthy
3	80	Worthy
4	76	Worthy
5	80	Worthy
6	76	Worthy
7	86	Worthy
8	86	Worthy
9	85	Worthy
10	76	Worth
11	77	Worthy
12	85	Worthy
13	80	Worthy

No	Percentage (%)	Category
14	86	Worthy
15	76	Worthy
16	85	Worthy
17	89	Worthy
18	76	Worthy
19	80	Worthy
20	76	Worthy
SUM	80,5	Worthy

Table 1 above presents the results of research regarding the application or survey of the use of e-book flip media in sepak takraw learning carried out on Universitas Sriwijaya students. Of the 20 students as subjects, they got an average score of 80.5% in the usable category. From 20 people, the results 76 are 7 people and category 76 are suitable for use. Furthermore, with a score of 77 there is 1 person in the appropriate category, with a score of 80 there are 5 people in the appropriate category, and with a value of 85 there are 3 people in the appropriate category and finally with a value of 86 there are 3 people in the appropriate category. Overall, the results obtained from applying this media are suitable for use in teaching sepak takraw.

## DISCUSSION

Based on the results of the analysis carried out by the author, it can be said that the survey on the application of the Flip PDF e-book learning media in sepak takraw learning is very feasible and is able to provide a good impact on learning outcomes. This is proven by the total average number obtained is 80.5 in the category worthy. When linked to previous research, the results of this research have several similarities regarding the use of technology-based media in learning. This research has several limitations, including only conducting a survey on students on a small scale and at one university only. Currently, science and technology have been developed with software so that their effectiveness increases and is supported in the learning process (Putri et al., 2022). The use of digital learning makes students independent at this time because they can be accessed indefinitely (Wijaya et al., 2021). Technology plays a very important role in student learning in the world of education. This aims to motivate students to participate in learning (Hidayat et al., 2020).

One of the technologies that can be used in learning is E-books. Research by (Hisbiyati & Khusnah, 2017) obtained results namely that the implementation of E-books can increase students' interest in learning and learning outcomes. The e-books used by students become enthusiastic and independent because the material is interesting to read (Khikmawati et al., 2021).

There are many types of E-Book applications that can be used in student learning resources. The e-book that can be used is based on Flip PDF Professional. Based on the research results, the e-module using professional PDF flip can be used as a learning reference for students because it uses straightforward and interesting language (Komikesari et al., 2020). The results of this research are that the existence of Flip Pdf Professional based e-books can increase student independence and interest in learning (Aftiani et al., 2021). The results of the research are that the application of E-Books with Flip PDF Professional is effective so that science process skills can be trained (Ketintang, 2017). The Flip PDF Professional application is a digital book that can be used with mobile phones, making it easier for readers (Belia et al., 2022). E-Book Flip PDF Professional becomes interesting and helps students understand the material (Manumpil, et al., 2022).

The advantage of using e-books is that they can be operated anywhere and are easy to store because they utilize technology in their use in physical education learning (Li et al., 2023). Health sports physical education, hereinafter referred to as PJOK, is one of the dominant

subjects of a physical nature (Soro et al., 2023). In the previous learning, the dominant students studied in one direction. The teacher has a lot to explain. With digital literacy, students do not always get information from teachers. Students can get sports information from social media. E-Books and therefore recommends libraries not to force or promote e-Books at least for text books to be studied on print medium to enrich and preserve next generation's intellectuality and academic potential (Senthuram et al., 2023). This opens e-Book companies to improve their product with higher retention and exam performance capabilities. While e-books can be regarded as an accepted source of information among undergraduate students, there are still several barriers impacting the optimal use of e-books by undergraduate students (Potgieter, 2024).

In this modern era, it is necessary to develop physical education learning media using multi-agent mode, distributed teaching management and Sharing resources can be recognized, one of which is the use of electronic media, where students and teachers must be able to jointly manage and use teaching resources to optimize their teaching process (Xie & Xu, 2023). E-books provide IT learners with unprecedented accessibility to a vast range of learning materials. With just a few clicks, learners can access e-books from anywhere, at any time, without the need for physical storage or transportation. This convenience enables seamless learning experiences and facilitates continuous self-improvement. Furthermore, e-books can be downloaded on multiple devices, allowing learners to switch between devices without losing their progress (Baxadirovich, 2023). E-books are a new breakthrough in learning media that make easier to provide health-related material in the world of sports (Azmi et al., 2023).

This research produced a product in the form of an E-Book Flip PDF Professional Sepak Takraw Learning which was then implemented for third semester Physical Education and Health students. The result was that the small-scale trial got an average of 80.1% in the Feasible category. Professional Flip PDF E-Book can be used as student teaching material. In its implementation, e-books can be accessed easily using students' cell phones provided they must have an internet quota. The material presented is varied because it is presented not only using verbal explanations but there are pictures of basic sepak takraw techniques, history of sepak takraw, and variations in performing basic sepak takraw techniques. The Sepak Takraw learning materials in the Flip PDF E-Book have been adapted to student characteristics.

The results of this research are that there are many benefits that can be obtained from this E-Book because the material presented can suit creativity, low cost, and timeless access. Students can read the material and understand it comfortably and anywhere and can review it again. It is hoped that the results will be able to provide a reference for similar research but in a larger study or subject. Learning media must continue to be developed, especially technology-based, to facilitate the learning carried out in order to obtain maximum results, especially in sepak takraw learning specifically and other physical learning in general. The results of this research there are many benefits to be gained from this E-Book because the material can be presented according to creativity, costs are cheap, and access is timeless. Students can read the material and understand it comfortably and anywhere and can review it again.

## CONCLUSION

Current learning utilizes technology in education which has a very good impact on students. The research results that have been obtained using the Professional Flip PDF are 80.1% is Eligible category. E-Book Flip PDF really attracts students to read, students understand the material, and students get motivation.

Current learning utilizes technology in education which has a very good impact on students. Based on the research results, a conclusion can be drawn, namely, this media is suitable for use through a survey conducted on Universitas Sriwijaya students. The research results that have been obtained using the Professional Flip PDF are 80.1% is Eligible category

It is hoped that these results can be used as a reference, especially in utilizing technology in education which has a very good impact on students. E-Book Flip PDF really attracts students' interest in reading, students understand the material, and students get motivation because the media is very easy and efficient because e-books can be saved and opened anywhere via smart phones, laptops and other based media

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