

Abstrak

PENGEMBANGAN MEDIA PEMBELAJARAN INTERAKTIF BERBASIS *FLIP BUILDER* PADA TEKNIK DASAR BOLA VOLI UNTUK SISWA KELAS X SMK NEGERI 3 PURWOKERTO

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Latar Belakang: Pembelajaran PJOK pada materi teknik dasar bola voli masih merujuk pada buku ajar dan berpusat pada guru. Oleh karena itu, penelitian ini bertujuan mengembangkan media pembelajaran interaktif berbasis *Flip Builder* serta mengetahui kelayakan dan efektivitasnya dalam meningkatkan hasil belajar siswa.

Metodologi: Penelitian ini menggunakan metode *R&D* model pengembangan Sugiyono yang meliputi sepuluh tahapan. Penelitian melibatkan siswa kelas X SMK Negeri 1, 2, dan 3 Purwokerto. Pengumpulan data dilakukan melalui angket validasi ahli, penilaian siswa dan guru, serta tes kognitif menggunakan soal-soal yang sudah melalui uji validitas. Analisis data menggunakan analisis deskriptif, uji normalitas, *uji paired sample t-test*, dan *N-Gain*.

Hasil Penelitian: Media pembelajaran berbasis *Flip Builder* dinyatakan layak digunakan berdasarkan hasil validasi ahli. Penilaian oleh ahli materi, media, dan bahasa memperoleh persentase sebesar 95%, 94%, dan 90% dengan kategori sangat baik. Hasil uji coba skala kecil menunjukkan penilaian siswa sebesar 93,41% dan skala besar sebesar 94,04%, keduanya termasuk kategori sangat baik. Penilaian guru pada skala besar memperoleh 86% dengan kategori sangat baik. Uji efektivitas menggunakan *Paired Sample T-Test* menunjukkan nilai Sig. sebesar $0,000 < 0,05$ yang menandakan adanya perbedaan signifikan antara hasil belajar sebelum dan sesudah penggunaan media. Selain itu, nilai *N-Gain* sebesar 0,65 berada pada kategori sedang, sehingga media pembelajaran yang dikembangkan dinyatakan efektif dalam meningkatkan hasil belajar siswa.

Kesimpulan: Media pembelajaran interaktif berbasis *Flip Builder* dinyatakan layak digunakan dalam pembelajaran PJOK dan mampu meningkatkan hasil belajar siswa.

Kata Kunci: Media pembelajaran interaktif, *Flip Builder*, PJOK, teknik dasar bola voli, hasil belajar

Abstract

DEVELOPMENT OF INTERACTIVE LEARNING MEDIA BASED ON FLIP BUILDER IN BASIC VOLLEYBALL TECHNIQUES FOR 10TH GRADE STUDENTS AT SMK NEGERI 3 PURWOKERTO

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Background: Physical education lessons on basic volleyball techniques still refer to textbooks and are teacher-centered. Therefore, this study aims to develop interactive learning media based on Flip Builder and determine its feasibility and effectiveness in improving student learning outcomes.

Methodology: This study used Sugiyono's R&D development model method, which consists of ten stages. The study involved students in grade X at SMK Negeri 1, 2, and 3 Purwokerto. Data collection was conducted through expert validation questionnaires, student and teacher assessments, and cognitive tests using questions that had undergone validity testing. Data analysis used descriptive analysis, normality tests, paired sample t-tests, and N-Gain.

Research Results: Flip Builder-based learning media was declared suitable for use based on expert validation results. Assessments by experts in material, media, and language received percentages of 95%, 94%, and 90% in the excellent category. Small-scale trial results showed student assessments of 93.41% and large-scale assessments of 94.04%, both of which were in the excellent category. Teacher assessments on a large scale obtained 86% in the excellent category. Effectiveness testing using the Paired Sample T-Test showed a Sig. value of $0.000 < 0.05$, indicating a significant difference between learning outcomes before and after using the media. In addition, the N-Gain value of 0.65 was in the moderate category, so the learning media developed was declared effective in improving learning outcomes.

Conclusion: Flip Builder-based interactive learning media is declared suitable for use in PJOK learning and is capable of improving learning outcomes.

Keywords: Interactive learning media, Flip Builder, physical education sport and health, basic volleyball techniques, learning outcomes