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DEVELOPMENT OF FLIPBOOK BASED E-MODULE LEARNING MEDIA SPA AND BEAUTY THERAPY LESSONS

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Abstract

As the times progress with all the sophistication of technology, it must be utilized for progress, especially in the field of education. This research aims to develop E-Module SPA and Beauty Therapy learning media which is equipped with menus or interesting features such as learning modules, supporting images and videos, learning evaluations that can be accessed easily so that they can be used and meet the standards for validity aspects of the media and material. The research method used is the development (R&D) of a 4-D model, including the Define, Design, Develop and Disseminate stages, but in this research the Disseminate stage was not carried out because it only looked at the validity of interactive multimedia learning media. The research results show validity in validating learning media with an average of 84% in the very valid category. In material validation, results were obtained with an average of 84% in the very valid category. Based on the total results of the media and material validity assessment, it is 84%, which is included in the Valid category or very suitable for use by students in the SPA and Beauty Therapy learning process.

Keywords: Development, Flipbook, E-Module, Learning Media, SPA & Beauty Therapy

INTRODUCTION

Education is the main foundation in developing a person's intellectual capacity and skills. In the era of ever-growing digitalization, education is no longer limited to conventional classrooms[1][2], [3]. The use of information and communication technology (ICT) has opened the door to innovation in education, including the use of e-modules as an effective learning tool[4].

E-module, or electronic module, is a digital document specifically designed to provide learning material interactively[5], [6][7], [8]. The advantage of e-modules lies in their flexibility, allowing students to access them anytime and anywhere, according to their individual needs and preferences. In this context, research related to the implementation of e-modules in the learning process becomes increasingly relevant[9]. E-modules are not only an alternative, but also a very feasible solution to overcome learning challenges in times of crisis like now[10].

With the current e-module, it is hoped that it can help students capture information more simply and to inspire students in the learning process[11][12], [13]. This e-module is offered in various formats, including videos and images when delivering learning information, and is equipped with assessment questions. E-modules are designed to make it easier for students to access the material they need in learning without time limits whenever and wherever they want, as well as making it easier for students to remember and understand the material because they don't just rely on one sense. In their research explains that e-modules can be used in the teaching and learning process to improve student learning outcomes. In line with research which states that e-modules are a

very good and effective form of learning media to use at this time[14], [15].

Based on observations made on vocational school students in the Beauty Care skills program who had studied SPA and Beauty, it was found that many students had difficulty understanding the material due to a lack of motivation in studying. This is caused by the large amount of content that students must master and the lack of teaching materials in these lessons. Until now, the media used tends to be printed books, handouts and power points. SPA treatments and Beauty Therapy are mandatory and important subjects studied by Beauty Skills Vocational School students. Because it is hoped that after graduating the students will be skilled and competent in the fields of SPA and Beauty Therapy.

Seeing this phenomenon, it is known that the learning approach applied previously was not able to help students understand the material and obtain solutions to the problems given, this SPA and Beauty Therapy e-module is still very rare. As a result, students are less interested in independent learning, and rely more on explanations from teachers, books and online services[16], [17]. Therefore, innovation is needed so that students feel happy and can understand the material during learning.

Based on these problems, researchers want to create SPA and Beauty Therapy e-module learning media. in order to improve learning outcomes and students' cognitive and psychomotor values. The aim of this research is to develop SPA and Beauty Therapy E-module learning media.



RESEARCH METHODS

The type of research used in this research is development (Research and Development), which is a research method used to produce certain products, and test the effectiveness of these products (Sugiyono 2012)[18], [19]. This research procedure adapts the 4D development model, namely a development model consisting of four stages consisting of (1) Define, (2) Design, (3) Develop and (4) Disseminate (Thiagarajan, 1974). This research was only carried out at the development stage[20], [21]. The SPA and Beauty Therapy E-Modules are only tested for the validity/quality of the learning media with validity tests carried out by competent validators, namely media expert validators and material expert validators. Next, validators are asked to provide a general assessment and suggestions for the SPA and Beauty Therapy E-Module being developed.

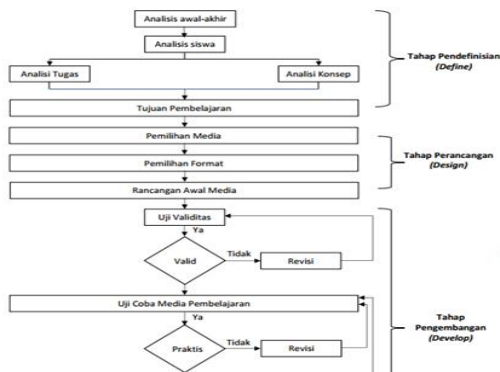


Figure 1. SPA and Beauty Therapy E Module Development Stage Using 4D Models.

The level of validity of a product resulting from development research is seen based on the results of the overall test with score presentation. The greater the score presentation resulting from data analysis, the better the level of validity of the product resulting from research and development. The criteria for making

decisions in validating the SPA and Beauty Therapy E-Module can be seen in table 1.

Table 1. Validity Criteria for Learning Media

No.	Percentage	Information
1.	80 % - 100 %	Very Good/Valid
2.	60 % - 79,99 %	Fairly Good/Fairly Valid
3.	50 % - 59,99 %	Not Good/Invalid
4.	0 % - 49,99 %	Not Good/Invalid (Replaced)

Source: Ridwan 2011.

RESULT AND DISCUSSION

The results of this development research are products, namely E-module SPA and Beauty Therapy. This learning media product is an independent learning resource that can be used at any time by vocational school students in the field of beauty expertise. Because the aim of this research is only to develop and produce valid learning media to be applied based on validator assessments, the creation of learning media in this research is limited to the creation stage. There are four stages in developing this 4D model including the define, design, develop and disseminate stages. The stages of research and development are explained as follows:

Table 1. Validity of SPA and Beauty Therapy E-module Material

1. Define, at the stage of defining and evaluating the process of creating learning support media at the needs analysis stage. At this level, an analysis of needs, curriculum, students, tasks and concepts is carried out. This research leads to determining learning objectives that require the use of media as teaching materials in delivering learning material for students to use as a source of independent learning. The learning media contains teaching material for SPA treatments and Beauty Therapy, because this material has a lot of



subject matter and is difficult for students to understand because it uses a lot of massage movement techniques on the face, body, body, hands, feet and so on and there are many terms used. not yet known by students. By using this E-module, you can provide a complete explanation of the subject.

2. Design, according to (Tegeh et al., 2019) there are several concepts designed, namely a) Design Concept, b) Media Concept, c) Material Concept. In this research, several design stages were carried out, including: 1) Paying attention to the material according to the indicators and learning objectives. Key tasks at this level include writing, reviewing, and editing modules created taking into account language, phrasing, objective form, assessment, and images; 2) Material and images that are appropriate and appropriate to the material; 3) designing materials using the Canva application; 4) Design validation sheets for media experts and material experts.
3. Development, carried out to produce a product that is made in accordance with the revised findings based on validator suggestions in order to achieve a module that is suitable for testing. The results of the development stage are: 1) This e-module consists of all the material needed for learning, images and interactive evaluation questions; 2) Media and material validation scores. Project Based Learning based E-module learning media is shown in the following image:



Figure 2. Cover and Menu of the SPA and Beauty Therapy E-Module



Figure 3. Flow of Learning Achievements and E-Module Author Profile



Figure 4. Material and practice questions for the SPA and Beauty Therapy E-Module





Figure 5. SPA and Beauty Therapy E-Module bibliography

Material Validation Result Data

The results of the assessment of the SPA and Beauty Therapy E-module material validator, consisting of 3 teachers at the Beauty Skills Program Vocational School, can be seen as follows:

Table 2. Validity of SPA and Beauty Therapy E-module Material

Validators	Evaluation			Average
	Material Aspects	Language Aspects	Presentation Aspects	
Validator 1	0,85	0,80	0,87	0,84
Validator 2	0,85	0,85	0,85	0,85
Validator 3	0,85	0,80	0,87	0,84
Overall Average				0,84

Based on table 2, the assessment data for the validation of the E-module material on SPA and Beauty Therapy was validated by 3 material validators, namely vocational school teachers who teach in the areas of SPA and Beauty expertise. From the three validators, a result assessment of 84% was obtained in the "valid" category.

Media Validation Result Data

The results of the assessment of the SPA and Beauty Therapy E-module media validator, consisting of 2 FT-UNP lecturers who are experts in the IT field, can be seen in table 3 below:

Table 3. Validity of SPA and Beauty Therapy E-module Media.

Validators	Evaluation			Average
	Didactical Aspect	Construction Aspects	Technical Aspects	
Validator 1	0,83	0,87	0,85	0,85
Validator 2	0,83	0,87	0,80	0,83
Overall Average				0,84

In table 3 it is explained that the SPA and Beauty Therapy E-module validation data was filled in by two validators and a result of 84 % was obtained in the "Valid" category.

Overall Results of E-module Validity

The results of all SPA and Beauty Therapy E-module validators are as follows:

Table 4. Overall results of the SPA and Beauty Therapy E-module

No	Validity Data of SPA and Beauty Therapy E-Modules	Average	Information
1	Validity of SPA and Beauty Therapy E-module Material	0,84	Valid
2	Validity of SPA and Beauty Therapy E-module Media	0,84	Valid
Overall Average		0,84	Valid

Based on table 4, the total validity value obtained from each material validator is 0.84 in the "valid" category and 0.84 for the media in the "valid" category. Then it can be taken that the average validation of the SPA and Beauty Therapy E-module is 0.84 (84%) so that it can be concluded that the E-module is included in the "Valid" category and is suitable for use in SPA and Beauty Therapy learning.

CONCLUSION

Based on the research that has been carried out, it can be concluded that the SPA and Beauty Therapy E-module has been successfully developed. The test results of this E-module are in the very



good category as a learning medium because it is equipped with interesting menus or features. Based on data obtained by media validators, an average value of 0.84 was obtained in the valid category and material validators obtained an average value of 0.84 in the valid category. In this way, the SPA and Beauty Therapy E-module can be said to be a suitable learning medium for use in learning

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