ABSTRAK

Dio Muhammad Thaariq Akbar. 2024. Pengembangan Modul Pembelajaran Elektronika Digital Berbasis Aplikasi *Heyzine Flipbook* untuk Meningkatkan Keterampilan Berfikir Kreatif Mahasiswa Semester 2 Pendidikan Teknik Elektro UNIPMA. Pembimbing (I) Ir. Sulistyaning Kartikawati, M.M., M.Pd. , (II) Denny hardianto, S.T., M.Eng.

Penelitian ini bertujuan membuat bahan ajar berupa Modul Pembelajaran Elektronika Digital Berbasis Aplikasi *Heyzine Flipbook* untuk Meningkatkan Keterampilan Berfikir Kreatif Mahasiswa Semester 2 Pendidikan Teknik Elektro UNIPMA. Metode penelitian yang digunakan ialah penelitian dan pengembangan atau *Research and Development* (R&D) dengan model pengembangan yang digunakan ialah 4D (*Four* D). Model pengembangan 4D terdiri atas 4 tahap utama yaitu: *Define* (Pendefinisian), *Design* (Perencanaan), *Develop* (Pengembangan), *Disseminate* (Penyebaran). Metode dan model ini dipilih karena bertujuan menghasilkan produk berupa pengembangan Modul Pembelajaran Elektronika Digital Berbasis Aplikasi *Heyzine Flipbook*. Hasil dari skor penilaian masing-masing validator dicari persentase kelayakan rata-ratanya menggunakan skala likert untuk menentukan kelayakan modul pembelajaran elektronika digital. Berdasarkan tabel 4.9 penilaian validasi ahli yang mengacu pada diperoleh hasil uji kelayakan (86,6%), uji validasi ahli media (88,3%), uji validasi ahli materi (87,3%). kriteria kelayakan dapat dinyatakan bahwa penilaian validasi yang dinilai oleh tiga validator terhadap modul pembelajaran dinyatakan sangat layak, karena tiga validator mendapatkan hasil persentase di atas 81%. Berdasarkan hasil penelitian maka dapat disimpulkan bahwa Modul Pembelajaran Elektronika Digital berbasis aplikasi *Heyzine Flipbook* "Sangat Layak" untuk dijadikan sebagai bahan pembelajaran untuk mata kuliah Elektronika Digital. Serta dapat meningkatkan keterampilan berpikir kreatif mahasiswa berdasarkan hasil grafik pencapaian yang sudah diukur oleh peneliti.

Kata kunci: Modul Pembelajaran, Elektronika Digital, *Heyzine Flipbook*

ABSTRACT

Dio Muhammad Thaariq Akbar. 2024. *Development of Digital Electronics Learning Module Based on Heyzine Flipbook Application to Improve Creative Thinking Skills of Semester 2 Students of Electrical Engineering Education UNIPMA*. Supervisor (I) Ir. Sulistyaning Kartikawati, M.M., M.Pd. , (II) Denny hardianto, S.T., M.Eng.

This study aims to create teaching materials in the form of a Digital Electronics Learning Module Based on the *Heyzine Flipbook* Application to Improve Creative Thinking Skills of Semester 2 Electrical Engineering Education Students at UNIPMA. The research method used is research and development or Research and Development (R&D) with the development model used is 4D (Four D). The 4D development model consists of 4 main stages, namely: Define, Design, Develop, Disseminate. This method and model were chosen because it aims to produce a product in the form of the development of a Digital Electronics Learning Module Based on the Heyzine Flipbook Application. The results of the assessment scores of each validator are sought for the average feasibility percentage using a Likert scale to determine the feasibility of the digital electronics learning module. Based on table 4.9 the expert validation assessment referring to the results of the feasibility test (86.6%), media expert validation test (88.3%), and material expert validation test (87.3%). the feasibility criteria can be stated that the validation assessment assessed by the three validators on the learning module is declared very feasible, because the three validators get a percentage result above 81%. Based on the results of the study, it can be concluded that the Digital Electronics Learning Module based on the Heyzine Flipbook application is "Very Eligible" to be used as learning material for the Digital Electronics course. And can improve students' creative thinking skills based on the results of the achievement graphs that have been measured by researchers.

Keywords: Learning Module, Digital Electronics, Heyzine Flipbook