ABSTRAK

Berdasarkan hasil pra penelitian di MIN 10 Aceh Timur diketahui penggunaan media di sekolah MIN 10 Aceh Timur tidak interaktif dan kurang menarik. Oleh karena itu perlu dilakukan pengembangan media pembelajaran digital berbasis *Flipbook*. Penelitian ini bertujuan untuk mengembangkan produk media pembelajaran digital berbasis *Flipbook* pada materi Rantai Makanan untuk siswa kelas V MI, dan mengetahui respon peserta didik terhadap media pembelajaran digital berbasis *Flipbook* pada materi rantai makanan. Penelitian ini menggunakan metode *Research and Development* (R&D) dengan model ADDIE yang terdiri dari 5 tahapan yakni, *analysis, design, development, implementation*, dan *evaluation*. Sampel yang diambil yaitu 24 siswa kelas V MIN 10 Aceh Timur. Teknik pengumpulan data melalui proses validasi dan pengujian produk. Hasil penelitian menunjukkan kelayakan produk media digital berbasis *Flipbook*, menggunakan angket validasi ahli media di peroleh persentase 88% dengan kategori sangat layak, validasi angket ahli materi diperoleh persentase 93% dengan kategori sangat layak, dan angket validasi ahli praktisi pembelajaran diperoleh persentase 96% dengan kategori sangat layak. Kemudian hasil angket respon peserta didik diperoleh persentase 93,7% dengan kategori sangat layak. Hal ini menunjukkan bahwa, media pembelajaran digital berbasis *Flipbook* yang telah dikembangkan dinyatakan layak untuk diterapkan kepada peserta didik.

Kata Kunci: *Media Pembelajaran digital, Flipbook, Rantai Makanan*

ABSTRACT

Based on the results of pre-research at MIN 10 Aceh Timur, it is known that the use of media at MIN 10 Aceh Timur schoolis not interactive and less attractive. Therefore it is necessary to develop Flipbook-based digital learning media. This study aims to develop Flipbook-baseddigital learning media products on Food Chain material for grade V MI students, and determine the response of students to Flipbook-based digital learning media on food chain material. This research uses the Research and Development (R&D)method with the ADDIE model which consists of 5 stages, namely, analysis, design, development, implementation, and evaluation. The sample taken was 24 fifth grade students of MIN 10 East Aceh. Data collection techniques are through the validation process and product testing. The results showed the feasibility of Flipbook-based digital media products, using amedia expert validation questionnaire obtained a percentage of 88% with a very feasible category, a material expert questionnaire validation obtained a percentage of 93% with a very feasible category, and a learning practitioner expert validation questionnaire obtained a percentage of 96% with a very feasible category. The results of the student response questionnaire obtained a percentage of 93.7% with a very feasible category. This shows that the Flipbook-based digital learning media that has been developed is declared feasible to be applied to students.

Keywords: Digital Learning Media, Flipbook, Food Chain.