

## Socialization Making Media Learning Interactive E-Module based Flipbook in Elementary School 4 Maiwa

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### ABSTRACT

**Background.** The learning process will be more effective if it uses many learning resources, one of which is a module. For efficiency, modules can be packaged into a digital form called e-module based flipbook.

**Purpose.** From facet access And convenience in bring, e-module Can accessed And opened anywhere is at. On study This done socialization making media e-module based flipbook to elementary school teachers through stages planning, implementation, And taking questionnaire data follow-up after training.

**Method.** The method used for the implementation of manufacturing training E-Module based Flipbooks

**Results.** Results media implementation based E-Module learning Flipbooks teachers can develop Flipbook-based E-Module learning media so that the process teaching and learning between educators and students becomes more optimal and fun as well increase enthusiastic And Spirit in learning.

**Conclusion.** Learning media has an important role in the process of teaching and learning activities. Results the implementation of Flipbook- based E-Module learning media in teachers can develop media Flipbook - based E-Module learning so that the teaching and learning process between educators and participants educate become more optimal and pleasant as well as they very enthusiasm and passion in learning.

### KEYWORDS

E-Module, Flipbook, Medium Learning

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**Citation:** Sam Hermansyah, Nasmilah, Abidin Pammu, Noer Jihad Saleh. (2023). Socialization Making Media Learning Interactive E-Module based Flipbook in Elementary School 4 Maiwa. *Pengabdian: Jurnal Abdimas*, 1(2), 1-7. <https://doi.org/10.55849/abdimas.v1i1.117>

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**Received:** March 17, 2023

**Accepted:** March 19, 2023

**Published:** March 19, 2023



### INTRODUCTION

The introduction Education must For every man, education No can only be obtained in education formal but can also be from a experience. The learning process is carried out in a manner thorough and integrated according to the age of elementary school children through an inquiry approach. through approach inquiry (learning cycles) so ability solving problem on participant educate can the more increase.

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Description quality from something nation is education (Singhal dkk., 2021; Yang dkk., 2021). Education plays an important role in increasing the achievement and self-esteem of the younger generation. A Educators are required to have competencies that must be supported by knowledge and creativity (Tang & Mahmoud, 2022). Educator must develop his knowledge Alone And share knowledge the to each student through the learning process in class. The learning process is carried out in class can increase ability think and creativity of students in learning. The ability to think and be creative, especially in terms of students' mastery of concepts can done through assessment activities authentic.

Learning must be based on the needs of students, because students are the center success learning. circumstances This demand educator For creative in maintenance. learning Creativity educator here it is Which will give birth to learning creative, that is learning that is always different, fun, able to optimize intelligence, effectiveness and student creativity (DiFranzo dkk., 2019; Laskaris dkk., 2019; Zhang dkk., 2023). Based on the description above, the learning process must centered on participant educate in accordance with curriculum 2013 Which apply moment This. Educator can make an effort matter the with look for material teach or media Which can help creativity educator in teach on moment pandemic like Now, that is with use e-module Which based flipbook (Fahmi dkk., 2019). Module is set experience Study Which stand Alone. Module can help students achieve a set of learning objectives that have been set. Electronic modules are learning tools or facilities that contain material, methods, limitations limitation, And method evaluate Which designed in a manner systematic And interesting For reach competence Which expected . E-module is part from Electronics based E-Learning Which learning utilizes information and communication technology, especially devices in the form of electronics. E-module is media learning Which Which just loading One learning materials. Participant independence educate prioritized in the use of e-modules. The learning process using media modules can improve student learning achievement well participant educate with low or high initial ability.

## RESEARCH METHODOLOGY

The method used for the implementation of manufacturing training E-Module based Flipbooks at SDN 4 Maiwa Schools using the Community Based Reasoning (CBR) method. Community Based Reasoning (CBR) is one method for building a decision-making system For solve case or problem Which new with method remember solution from case past/previous use of information and knowledge in the situation. More and more alike problem, the more similar the solution is (Utomo, 2016). Preparation material on training this is arranged by the media training implementation team . The media making stage begins after the manufacture of material and get permission from partners.

Training This held on day Saturday 13 November 2021 in SDN 4 Maiwa. The presenters in this activity were University PPTTG participants KH. A Wow Hasbullah. training making E-Module Flipbook- based starting at 10.30-14.00. this training begins with an explanation of How method make E-Module based Flipbooks . Then Also explain the advantages and disadvantages of Flipbook- based E-Module media . Stages in execution training in making interactive learning media starting from site selection to evaluation is as follows:

Implementation activity This covers three stage that is stage planning, implementation stage, And processing stage data.

### 1. Stage Planning

At the planning stage, the activities carried out are formulating the objectives and themes of the activities, analysis teacher learning media needs, analyze suitability material with media learning module electronic, formulate strategy learning., analyze need source Study, designing training and mentoring implementation schedules, compiling and providing appropriate applications used in module creation electronic

### 2. Stage Implementation

The implementation stage includes training and socialization, namely in the form of training and practice in the field to MI Madinatul Ulum teacher partners. Products to be produced start in the form of electronic modules based on canva and flipbook. Training activities go through the stages of explaining electronic modules, canva and flipbook, instructor explains the use of each supporting software , instructor demonstrate method making module electronic based canvas And flipbook, participant given the opportunity to carry out the procedure for creating electronic modules based on Canva and flipbooks online independently, the instructor observes and helps participants in a guided manner, evaluation activity end, constraint Which make it difficult Teacher in making electronic modules based on canva and flipbook, gift certificates for teachers who have attended training manufacture of electronic modules based canvas and flipbook k.

### 3. Stage Taking Data Questionnaire

The things obtained at this stage include the results of a questionnaire about improvement Skills Teacher MI. Taking data this questionnaire done when the initial day before training and last training. Data questionnaire got from answer Teacher MI to enhancement Skills Teacher.

## RESULT AND DISCUSSION

After held socialization And training making E-Module based Flipbooks, process the learning activities carried out by the teacher become more varied (Gabriela dkk., 2022; Kartel dkk., 2022; Qureshi dkk., 2022), so that students are motivated to become more active in learning. These results are in accordance with the main function of the E-Module learning media Flipbook based is as tool help teach Which participate influence climate, condition And learning environment, which is laid out and created by the teacher (Dewi S dkk., 2022; Keshav dkk., 2022). In addition to generating motivation and interest student, learning media can also help students improve understanding, present data interesting and reliable, facilitate interpretation of data and condense information.

Benefit of learning media based on a Flipbook E-Module creative media and innovative, easy to manufacture and use, and students are more interested in using media learning E-Module based Flipbooks (Anoum dkk., 2022; Demina dkk., 2022; Hikmah dkk., 2022). Media learning This can help Teacher For communicate the material to be delivered. This learning media is also to help students better understand the material and increase student learning interest, in the learning process activities, because student will follow role in learning so that activity Study teach No impressed monotonous and boring for students. Besides it's an E-Module- based learning media Flipbooks can applied in a number of eye lesson (Firman dkk., 2022; Ilham dkk., 2022). Profit Teacher use media learning E-Module based Flipbooks This that is Teacher can make it Alone And can determine topic Which in accordance with interest student or customized with theme lessons.

Impact economy is consequence from something change Which happen environment . Impact economy from media learning E-Module Flipbook based that is the cost 0 rupiah Because use application free (Hartini dkk., 2022; Nopiana dkk., 2022; Safitri dkk., 2022). Impact social is

Influence or consequence from something incident, circumstances, so make good changes both positive and in nature negative for environment social And circumstances social. For impact social, namely making educators and students are more active in interacting during teaching and learning activities, so learning is more pleasant.

Based on results questionnaire Teacher the result is that (Amado-Alonso dkk., 2019; Rahmah dkk., 2022): (1) Training making E- Module Flipbook -based encourages teachers to develop learning media or student learning tools, (2) Flipbook- based E-Module creation training provides the latest ideas or ideas about media Study, (3) Training This can give Skills literacy in school Mr/Ms Teacher, (4)

Method delivery material interesting and fun, (5) this training motivates Mr/Mrs Teacher For Study more in related media learning E-Module based Flipbooks. Flipbook - based E-Module learning media indirectly directly will help the teacher to condition the class so that teaching and learning activities more fun (Dianovi dkk., 2022; Najeed dkk., 2022; Rohmalimna dkk., 2022). Not only that, the media learning E-Module based Flipbooks This Also help teacher for communicate material Which will be delivered, And student more active in process Study teach in school.

## CONCLUSION

Learning media has an important role in the process of teaching and learning activities. Results the implementation of Flipbook- based E-Module learning media in teachers can develop media Flipbook - based E-Module learning so that the teaching and learning process between educators and participants educate become more optimal and pleasant as well as they very enthusiasm and passion in learning.

## ACKNOWLEDGEMENT

Activity PPTTG implemented until with the practical stage of making learning media as well as application. However, it should be noted that activity This No stop only on moment implementation activities just. However, activity This can implemented And self applied by para Teacher in elementary school 4 Maiwas so that creativity Teacher the more increase. Before do socialization is recommended coordinate or communication with Teacher so that more Good.

## AUTHORS' CONTRIBUTION

Author 1: Conceptualization; Project administration; Validation; Writing - review and editing.

Author 2: Conceptualization; Data curation; In-vestigation.

Author 3: Data curation; Investigation.

Author 4: Formal analysis; Methodology; Writing - original draft.

Author 5: Supervision; Validation.

Author 6: Other contribution; Resources; Visuali-zation; Writing - original draft.

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