

The Urgency Of Kvisoft Flipbook Maker-Based Media Development Reviewed By Literature Review

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ABSTRACT

The development in the 21st century is the development of information technology where its development has a huge impact, so teachers and students are required to have skills in using technology. The kvisoft flipbook maker application is one example. This application is considered interesting because it displays a rotating publication, which resembles a real book. The method used in this research is the literature review method. This study aims to examine the urgency of developing the Kvisoft flipbook maker application in learning by reviewing 10 R&D articles, with 6 ADDIE model journal articles, 2 Borg & Gall R&D model journal articles, 1 Hannafin and Peck model journal article, and Plomp development model journal, expert validation shows very satisfactory results from these 10 articles, where the validation score of the material expert is 90% and the media expert is 88% and the results of the student response questionnaire also show very good results, namely 88%. This shows that the use of the Kvisoft flipbook maker application is very helpful for students in understanding the material.

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INTRODUCTION

The development in the 21st century is the development of information technology where its development has a very large impact, so that teachers and students are required to have skills in using technology. (Ferdinandus Bele Sole, 2018). In 21st century education, teachers and students must face challenges and opportunities to show creativity and innovation by using computer technology learning (Ferdinandus Bele Sole, 2018). One of the innovations made by teachers is in creating interactive learning media (Irfandi & Yuhelman, 2023).

One of the lessons by utilizing computer technology is using the Kvisoft flipbook maker application. This application is considered interesting because it displays a flip-shaped publish, which is similar to a real book (Wibowo & Pratiwi, 2018). As described by Mulyaningsih N.N, Saraswati (2017) The Kvisoft Flipbook Maker application can be used to convert PDF files into flipbooks, digital catalogs, digital magazines and e-modules. This application is widely used in learning because it provides teaching materials in the form of e-modules.

The use of flipbook maker media is a student need to help learning become more interesting, make material easier to understand, and increase enthusiasm in class (Irfandi & Murwindra, 2022a). Learning activities become more interactive and active, and students can repeat and study material independently at home (Romayanti et al., 2020). This is because learning media can improve student communication in learning activities (Erna et al., 2021). So that the student response is very good if the teacher teaches using learning media (Irfandi & Murwindra, 2022b).

The use of Kvisoft flipbook maker-based media in learning can actually help students understand concepts and thinking skills because by using the Kvisoft flipbook maker application, students become more enthusiastic in the learning process. This is in line with research Nenden et al (2017) which discusses an increase in students' understanding of the capita selekta material in

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physics by using the kvsioft flipbook maker application, the increase is 30%. And research Aprilia (2021) discusses the average effectiveness of student learning outcomes using contextual-based science flipbook media, namely 88.12 which is higher than using textbooks which is only 75.31. So that it appears that there is a very large influence on students' thinking abilities and understanding of learning concepts. Learning media is also one of the factors that determine students' misconceptions about a concept of learning material (Irfandi et al., 2022).

Other research discusses the use of Kvisoft flipbook maker-based media in improving learning outcomes. On research Yerimadesi (2021) showed an increase in learning outcomes with the results of the experimental class score of 0.6 while the control class was 0.5. And research Radiansusila et al (2022) obtained an average of 48.36 student learning outcomes before conducting research and after learning using media kvisoft flipbook maker increased to 73.83. This shows that the two studies regarding Chemistry and PAI e-modules using the Kvisoft flipbook maker application are more effective in increasing student learning outcomes. Based on the above study, it is necessary to examine theoretically regarding the urgency of developing Kvisoft Flipbook Maker-Based Media in accordance with the cognitive and psychomotor improvement of students in the development of 21st century technology.

METHOD

The method used in this study is to use the literature review method. Literature review is a research method that aims to collect and extract the basis of previous research and analyze several expert opinions listed in the text of the method (Snyder, 2019). In addition, literature review serves as a basis for various types of research as the findings it generates provide a better understanding of how knowledge develops and encourages the emergence of new ideas that can be used as a basis for research in a particular area.

The focus of this literature review is on literature that uses research and development (R&D) models, which are processes for developing and verifying product validity. In this process, the steps are referred to as the "research and development cycle" consisting of research, on-site testing, and correction of research results related to the product to be developed to correct deficiencies that occur in the field (Iyut Muzdalifah, 2022)

Researchers searched for several articles regarding R&D research on Google Scholar. There are more than 100 R&D research articles found on Google Scholar, with certain considerations the researcher chose 10 R&D research articles based on Kvisoft Flipbook Maker. The following are 10 R&D research journals that have been selected by researchers:

Table 1. R&D Research Journal

NO	Researcher Name	Year	Research Model	Material
1	Fitriyani, Sholeh Hidayat	2022	ADDIE	IPA
2	Erniwati et al	2022	Hannafin and Peck	IPA
3	Utami et al	2022	Borg & Gall	IPA
4	Yuniarrahumana S & Hakim	2021	ADDIE	IPA
5	Andani & Julian	2018	Borg & Gall	CHEMISTRY
6	Fatmawati, Mira	2021	Plomp	CHEMISTRY
7	Romayanti et al	2020	ADDIE	CHEMISTRY
8	Ningtyas et al	2020	ADDIE	MTK
9	Islahiya et al	2021	ADDIE	MTK
10	Eka Mulwanti, Misdalina	2022	ADDIE	MTK

Based on the table above, the researcher took R&D research journal articles based on Kvisoft flipbook maker starting from 2018-2022. This year of publication shows renewal of research results and research updates and it turns out that in 2022 the most recent R&D research was found, following is a bar chart of R&D research journals:

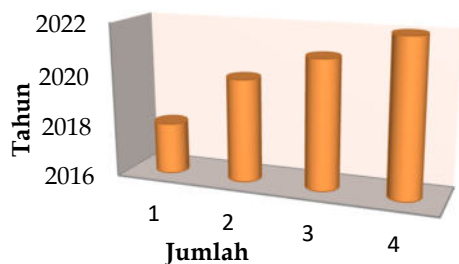


Figure 1. Garfik 1 Year R&D Journal Research

Subsequent analysis of the subject matter used in the Kvisoft flipbook maker-based R&D research can be seen in Figure 2 of the following pie chart:

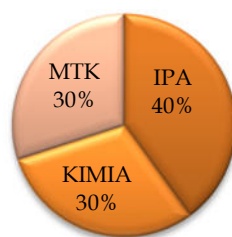


Figure 2. Graph 2 Material of R&D Research Journal

Based on the pie chart, it can be concluded that the development of R&D with natural science material has been studied the most because natural science material is material that is quite difficult for students to learn. According to Fatimah (2012) IPA is an empirical science that discusses natural facts and phenomena. Therefore, science learning is not only verbal but also factual. According to Rahayuni et al (2016) Science must be seen from four perspectives: as a way of thinking, as a way of investigating, as a body of knowledge, and how it interacts with society and technology. Therefore, science material is the most widely studied in this R&D research.

RESULTS AND DISCUSSION

In this Literature review research, researchers obtained 10 articles that discussed the development of the Kvisoft flipbook maker application with various development models including 6 journal articles using the ADDIE model, 2 journal articles using the Borg & Gall development model, 1 journal article using the Plomp development model and 1 journal using the Plomp development model. development by Hannafin and Peck with categories of 4 journal articles with science material, 3 journal articles with chemistry material, and 3 journal articles with MTK material.

Based on the research results of 10 journal articles, 6 of them used the ADDIE development model, with a relatively high feasibility value. Analysis, Design, Development, Execution and

Evaluation are words that refer to the ADDIE development model. This model can be used to develop media, subject matter, learning models, and learning strategies(Intan & Mampouw, 2021). The ADDIE development model is a research product development framework, the advantage of this model lies in product evaluation at each phase to reduce the error rate or product shortage in the last phase of the model. This means that the development of learning media with the ADDIE model can be practical, thereby facilitating student participation in education(Andriani, 2018).

2 journal articles on the Borg & Gall modelSugiyono (2014)states that research and development, also known as R&D, is a type of research used to create a particular product. This research method uses needs analysis to determine how effective the product is so that it can be used in society. One advantage of the Sugiyono model is that the multiple trial stages are carried out from the time the product is still in design form until before it enters the final production phase or in large quantities.

1 article in the journal model development Hannafin and Peck describes the model as consisting of three phases: requirements analysis, design, development, and implementation. To make this model more product-focused, evaluation and iteration must be done at each stage(Adi Pratomo, 2015). And 1 Plomp development model journal, this model consists of five phases, namely initial investigation, design, implementation/construction, test, evaluation, and revision, and implementation(Siti Zahara, Fitriati, 2020). The Plomp development model uses a prototyping approach, and this approach was chosen as the right approach to achieve high quality products, so it is considered more flexible and flexible compared to the 4-D model. In research and development, interactive procedures are used to engage teachers and students in learning prototypes(Fatmawati Mira, 2021). The validation results and responses of students from 10 journal articles can be seen in Figure 3 below:

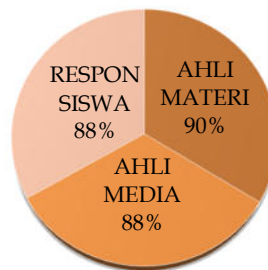


Figure 3. Graph 3 Research Feasibility Test 10 R&D journal articles

Based on 10 R&D research journal articles using various R&D development models, it can be concluded that the average material validation expert is 90%, media expert validation is 88% and student responses are 88% which concludes that all of them fall into the category of very valid and effective use in learning. This can be seen that it is necessary to develop learning media in the world of education. These results also show that students really like technology-based learning media, especially in difficult material(Irfandi & Murwindra, 2022b).

CONCLUSION

The conclusion from the literature review on kvisoft flipbook maker-based media development uses 4 development models, namely ADDIE, Hannafin and Peck, Borg & Gall and

the Plomp development model. The results obtained from the 10 journal articles are 60% using the ADDIE model. The overall average value of the validity of material experts is 90%, media experts are 88% and student responses are 88% which fall into all categories which are very valid and good for use in learning.

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