Development of E-Book Teaching Materials Using Kvisoft Flipbook Maker on Theme 9 Subtheme 1: Objects Around Us: Single and Mixed

Galuh Silvia[1], Tustiyana Windiani[2], Ratih Purnamasari[3], Resyi A. Gani[4]
Universitas Pakuan[1234], Bogor, Indonesia
galuhsilvia51@gmail.com

Informasi Artikel	Abstract
             Keywords: E-book *Teaching Materials, Kvisoft Flipbook Maker* Single and Mixed Objects	*In class V of SDN Loji 2 Bogor City, the purpose of this study is to determine the viability of using kvisoft flipbook maker to create e-book teaching materials on the topic of 9 objects around us subtheme 1 single and mixed objects. The Research and Development (R&D) method is based on the ADDIE (Analyze, Design, Development, Implementation, Evaluation) model; however, the scope of this research is limited to implementation. They are delivering digital book showing materials utilizing kvisoft flipbook producer with 19 understudy respondents. To test the attainability, approval sheets of media specialists, etymologists, and material specialists were utilized with results got in the appropriate classification for use in learning. The average score for the validator instruments used by media, linguist, and material experts was 92.45 percent, and the average score for the student response questionnaire was 90.63 percent. Using kvisoft flipbook maker, the results of research and development on e-book teaching materials can be categorized as suitable for students' use in the learning process.*

Abstrak

Penelitian ini bertujuan untuk mengetahui kelayakan penggunaan Kvisoft Flipbook Maker untuk membuat sumber belajar elektronik pada subtema 1 benda tunggal dan campuran pada tema 9 "Benda di Sekitar Kita" di kelas V SDN Loji 2 Kota Bogor. Teknik yang digunakan dalam penelitian ini adalah penelitian pengembangan (*Research and Development*) dengan model ADDIE (*Examine, Plan, Development, Implementation, Assessment*), namun konsentrasi ini sama dengan execution. Penelitian ini menghasilkan buku digital penyajian materi pokok dengan menggunakan Kvisoft Flipbook Maker dengan responden sebanyak 19 siswa. Untuk menguji kepraktisan digunakan lembar validasi oleh ahli media, ahli bahasa, dan ahli materi dengan hasil yang diperoleh kelas layak untuk digunakan dalam pembelajaran. Hasil review dari instrumen validator ahli media, ahli bahasa, dan ahli materi memperoleh rata-rata 92,45% dan hasil angket tanggapan siswa memperoleh rata-rata 90,63%. Mengingat konsekuensi dari tinjauan tersebut, peningkatan materi pertunjukan buku digital yang memanfaatkan produsen flipbook kvisoft dapat diatur agar sesuai untuk digunakan oleh mahasiswa dalam pengalaman yang berkembang.

Kata Kunci : Bahan Ajar *E-book, Kvisoft Flipbook Maker,* Benda Tunggal dan Campuran

INTRODUCTION

The improvement of the present innovation has impacted all parts of life including financial matters, legislative issues, culture, craftsmanship, and particularly in learning, Lazzeretti, L. (Ed.). (2012); Dodgson, M., & Gann, D. (2018). This advancement cannot be separated because of the close connection between technological advancements and scientific advancements. Up to this point, innovative advancements have spread to computerized get-togethers. Innovation additionally permits the approach to figuring out how to be more intuitive and fascinating, Ting, Y. L. (2013). Using an educational platform, students can learn more visually thanks to technology. Teachers play a crucial role in education. Educators assume a significant part throughout advancing by assisting understudies and giving guidance so understudies with canning foster their capacities. In the ongoing advancement of innovation, it has altered the manner in which educators convey material during the educational experience. The utilization of innovation in learning in schools makes educators imaginative and creative, Ferrari, A., Cachia, R., & Punie, Y. (2009). During the educational experience, instructors who have innovativeness and development can further develop realizing so it turns out to be better. To empower understudies to partake and think fundamentally during study hall advancing effectively, creating different and intriguing showing materials is vital.

The use of instructional materials is the primary factor in determining the smoothness of learning during the process. Where showing materials have benefits in aiding educators and understudies and

incorporates information, abilities, and perspectives that are a reference for understudies. Showing materials can uphold the accomplishment of educating and learning exercises in the homeroom.

Students have the right to receive guidance and an attention-grabbing learning atmosphere to develop their potential and critical thinking by using digital *e-book teaching materials.* Based on the results of the interview of the homeroom teacher of class V B named Mrs. Epi Liasari, S.Pd at the State Elementary School Lodge 2 Bogor City. The learning that takes place in the classroom is still centered on teachers and students only curse printed thematic books in the learning process. Students have never used digital teaching materials such as *e-books*, so learning becomes less motivating and students' attention is reduced.

Given the discoveries of perceptions made by analysts on 19 understudies about showing materials utilized in study hall learning, it shows that printed books given by schools are as yet utilized in endless learning has never utilized computerized books. The printed learning assets utilized are topical books. So it doesn't draw in the consideration of understudies to process the material in class. Understudies need computerized instructing materials that contain intriguing liveliness, sound, and pictures, Bopche, P. K. (2015); Tyagi, R., & Kaushal, R. (2020).

The problems found are that teachers still dominate learning in the classroom, the materials provided by the school in learning use thematic books and also teachers have never used digital teaching materials in the form of *e-books* using *kvisoft flipbook maker* so that they feel that student learning in the classroom is less attention-grabbing. *E-book* is an electronic book made from the previous book in which there is information and instructions in the form of text, photos/images, audio and video in a file and is easy to read on a computer or other device. Muthu, M. (2012) the advantage of *this e-book* is that it is not only in the form of text but also contains, audio, images, videos and others so that it is easy to carry anywhere.

Kvisoft flipbook producer, which is a gadget for making digital books, e-modules, e-magazines, and e-papers, has become more appealing. The benefit of the *Kvisoft flipbook* producer gadget is that it is upheld by picture, sound, and video highlights and alluring book show choices it takes out fatigue in learning, and interest in perusing can increment. Like that, the advancement of computerized showing materials or digital books is required as an imaginative learning asset.

Previous research on the development of *e-book* teaching materials using *kvisoft flipbook* was carried out by Dewi (2022) entitled "*e-book* development in integrated thematic learning using *the radc-based* kvisoft flipbook maker *application* in Grade V Elementary School" The results of the development were declared valid with a percentage of 94.5%. In addition, the percentage of responses from teachers and students was 96.4% and 94.6%. It can be concluded that development research is valid and practical to use in learning.

The previous research by Maharcika., et al (2021) "Development of *Electronic Module (e-Module)* Based *on Flipbook Maker* for the Subtheme of Work Around Me Class IV SD/MI" obtained the results of a validity test by three experts obtained 95.56% intervals ranging from 81% to 100%, indicating that the validation results were very valid. The response of students and teachers obtained 87.19% in the interval of 81% to 100% of the category was very practical. Based on the results of the above research, it can be concluded that the e-module is very practical and valid.

Given the foundation of the issue, the scientist plans to increment learning advancement by creating digital book showing materials utilizing Kvisoft flipbook creator to be imaginative and imaginative in schools. By creating digital books utilizing the Kvisoft flipbook creator, it is trusted that it will want to assist with working on understudies' advantage in being more dynamic and figuring out how to be seriously fascinating in the subject of 9 articles around us, subtheme 1 single and blended objects.

METHOD

Strategies utilized being developed (Reiseiarch and Deiveiloipmeint). This improvement research utilizes the ADDIE model (break down, plan, advancement, execution, and assessment). Research and development (R&D) includes the design of e-book teaching materials. Products are made and their efficacy is tested using this research method.

Improvement research plans to make new items in the adjusting system. Development research (Reiseiarch and Deiveiloipmeint) was used as the research method. Sugiono (2019:297) conveyed Innovative work (Research and development), which is the way to make research items by testing the viability of the item. In innovative work, the items created are through showing materials, learning media, and understudy worksheets. Using the Kvisoft flipbook maker, this study created an electronic book for theme 9 subthemes 1 learning 1 in class V. An appropriate development model is required to guide the product development process's stages and steps. The model utilized by the ADDIE model is Examine, Plan, Advancement, Execution, and Assessment. The participants in this study are 19 students from SDN Loji 2 Bogor City in the even semester of the 2023–2024 school year. The 19 students in class V B SDN LOJI 2 Bogor City who made up the population of this study served as the sample. There are two participants in this study. The primary subject is validators, which comprise of two etymological speakers, media specialists, and one study hall instructor as material specialists. The 19 students in class V B are the second subject. The subject of this study is the party that approves and tests understudies' reactions to the digital book created. Validators who have experience and expertise in planning and developing teaching materials carry out validation.

RESULTS AND DISCUSSION

Media Members

The percentage can be determined using the following formula, which is based on research conducted by media professionals on the development of e-book teaching materials using the Kvisoft flipbook maker on the theme of 9 objects around us subtheme 1 single object and mixed learning 1.

$$Presentase = \frac{jumlah\ skor\ yang\ diperoleh}{jumlah\ skor\ maksimal} x\ 100\%$$

The survey is introduced as 11 viewpoints that are evaluated with a score of 1 to 5, then the 11 perspectives are increased by 5 the number of ideal scores got, in particular:

$$Presentase = \frac{50}{55} x\ 100\% = 90,90\%$$

The developed product meets the criteria of "suitable for use without revision" with a value between 80 and 100 percent, indicating that students can use this e-book development product in the field. The feasibility table was discussed earlier.

Linguist

Because of examination from language specialists on the advancement of digital books showing materials utilizing the Kvisoft flipbook producer on the topic of 9 articles around us subtheme 1 single item and blended learning 1, the rate can be tracked down through the accompanying equation:

$$Presentase = \frac{jumlah\ skor\ yang\ diperoleh}{jumlah\ skor\ maksimal} x\ 100\%$$

The questionnaire consists of nine aspects, each of which is given a score between 1 and 5, and the 9 aspects are multiplied by 5 to get the ideal scores, which are as follows:

$$Presentase = \frac{43}{45} x\ 100\% = 95,55\%$$

The developed product meets the criteria of "suitable for use without revision" with a value between 80 and 100 percent, indicating that students can use this e-book development product in the field. The feasibility table was discussed earlier.

Material expert

The following formula can be used to determine the percentage based on linguists' evaluation of the development of e-book teaching materials using the Kvisoft flipbook maker for the theme of 9 objects around us subtheme 1 single object and mixed learning 1:

$$Presentase = \frac{jumlah\ skor\ yang\ diperoleh}{jumlah\ skor\ maksimal}\ x\ 100\%$$

The questionnaire consists of 11 aspects, each of which is given a score between 1 and 5, and the 11 aspects are multiplied by 5 to get the ideal scores, which are as follows:

$$Presentase = \frac{43}{45} x\ 100\% = 90,50\%$$

When seen with the plausibility table that has been made sense of before, the item evolved is in the capability of "reasonable for use without update" with a worth between 80%-100 percent, and that implies that this digital book improvement item is appropriate for use in the field by understudies. After the information is gotten from the typical legitimacy, then, at that point, the information is changed over completely to get an end in regards to the approval of digital book showing materials utilizing Kvisoft flipbook producer given the ideal change rules in light of Table 1, as follows:

Table 1: Evaluation of Validators Following Revision

Validator	Average Total Validation
Validator Media	90,90%
Personnel Linguist	95,55%
Material Master	90,90%
Normal Sum	**92,45%**

The plausibility appraisal of a digital book showing materials utilizing the Kvisoft flipbook producer on topic 9 subtheme 1 learning 1 is acquired in the accompanying table 2:

Table 2 Validator Evaluation Concerning Qualification Angles

Validator	Utilizing the Kvisoft flipbook maker, evaluation of e-book instructional materials.
Media Personnel	Valid/Eligible
Linguist	Valid/Eligible
Expert in Material	Valid/Eligible

Therefore, Kvisoft flipbook maker-based e-learning materials for theme 9 subthemes 1 learning 1 in class V are "feasible" to use in the learning process. The consequences of the obtaining depend on the evaluation given by validators (media specialists, etymologists, and material specialists).

After carrying out the validation process of the experts, it is known what are the weaknesses that are possessed in the development *of e-books* using *kvisoft flipbook maker* and then product improvements are made to make it better. In the implementation stage, the researcher conducted a trial in class V B SDN Loji 2 Bogor City. The trial was carried out to find out the response of students when using *e-book* teaching materials using *kvisoft flipbook maker using a* questionnaire containing 10 questions, to 19 students. The researcher first explained the content of the material and how to use *the e-book.* Then after explaining to the students about the content of the material and how to use *the e-book*, then the researcher asked the students to fill out an assessment on the questionnaire that had been provided.

The following formula, simple qualitative data calculations were used to determine how students responded to e-book teaching materials created with the Kvisoft flipbook maker.

$$Presentase = \frac{jumlah\ skor\ yang\ diperoleh}{jumlah\ skor\ maksimal} x\ 100\%$$

Following their use of the e-book teaching materials, the students' responses are summarized in the following section.

Table 3. The outcomes of the Kvisoft Flipbook Maker eligibility percentage for e-learning materials.

Respond	Total Points	Maximum Total Scores	% Presented
RH	44	50	88
QM	45	50	90
FRS	43	50	86
AEH	42	50	84
MSM	42	50	84
AGO	45	50	90
AND	49	50	98
GBS	45	50	98
CAME	47	50	94
MRO	46	50	92
MFS	47	50	94
YOUR	42	50	84
YR	42	50	84
ASP	45	50	98
AR	42	50	84
NNN	44	50	88
NOR	44	50	88
T	45	50	98
BEHIND	50	50	100
Portion Presents			**90,63**

The e-book teaching materials using the Kvisoft flipbook maker theme 9 objects around us subtheme 1 single object and mixed learning 1 received a score of 90.63% based on the recapitulation of the assessment data in the table above for 19 students. The percentage of students using e-book teaching materials created with the Kvisoft flipbook maker is said to be excellent for students' use in learning theme 9 objects around us subtheme 1 single object and mixed learning 1, and e-book products created with the Kvisoft flipbook maker do not require revision.

This examination is Innovative work. Innovative work (Research and development) is a kind of examination used to make items and test how powerful the item is (Sugiyono, 2022:297). This improvement model purposes ADDIE. The ADDIE model has 5 phases, *breakdown, plan, advancement, execution, and assessment.*

In educating and learning exercises, showing materials are viewed as a significant and fundamental job in deciding learning. Teaching materials are an essential component of education because they support students' comprehension of the material as well as teachers, facilitating learning. One way to teach that can improve students' critical thinking, make classroom learning interesting, and make learning fun is to use e-book teaching materials. Khairinal et al. (2021:460) say that e-books, also known as digital books, are digital books that are based on traditional books and have features that can help readers or readers. Because e-books can provide interactive content and help students learn, they are an interesting tool for most students. With advanced highlights like movement, sound, and video, digital books make the opportunity for growth more powerful and intriguing.

Given the consequences of the issues found during perception and meetings, to be specific learning is as yet utilizing printed books, understudies have not gotten fascinating advancing so the educational experience will feel exhausting and less energizing. Hence, it is important to foster learning, specifically by creating digital book showing materials utilizing the Kvisoft flipbook creator. As indicated by Aperta and Amini (2021:1026), Kvisoft Flipbook Creator Star is a gadget to make computerized books alluring and furnished with music, pictures, and livelinesss. Using e-book teaching materials and the Kvisoft flipbook maker, students will be able to learn more quickly and develop an interest and enthusiasm for the subject matter. According to Fitri and Pahlevi (2021), the advantage of the Kvisoft flipbook maker in education is that it makes it easier for students to practice and practice again thanks to features like photos and videos that can help students understand the material without making them feel bored. Additionally, this device is supported by attractive features and book displays, and its use can be easily accessed offline, making it easy for students to use. Subsequently, learning in the homeroom will be more dynamic, significant, and fun.

Analysis in the ADDIE Model (examination, plan, improvement, execution, assessment) in the underlying stage was done a necessities investigation with perception, and direct meetings with one educator of class V B SDN LOJI 2 Bogor City, then, at that point, the issue was that learning was all the while utilizing printed books and educators had not utilized computerized showing materials, thusly learning turned out to be less fascinating and exhausting. The second phase of plan, this stage the analyst plans utilizing the assistance of Canva. Resmini et al. say so (2021). Canva is an internet-based plan program that helps work on introductions, resumes, banners, leaflets, pamphlets, illustrations, infographics, and pennants. S.A. Hanifa, L. Novita, and R.A. Gani (2023) Computerized showing materials are the substance of the focal point of fun materials for understudies and instructors during the growing experience and can be advanced freely. The curriculum at school was based on the 9 objects around us subtheme 1 single object and mixed learning 1 thematic book. After planning a digital book utilizing Canva, then, at that point, the pdf document from Canva is changed over to the Kvisoft flipbook producer for altering accessible highlights, for example, adding sound and video. As per Oktavia et al, (2020), the elements of the Kvisoft flipbook producer can embed plain text, dynamic text, and text as spring-up windows, pictures, music, recordings, and liveliness. The covers, prefaces, table of contents, core competencies of learning, basic competencies, indicators of competency achievement, learning objectives, material content, bibliography, glossary, and author profile are the outcomes of the e-book design.

To ensure that the product can be used appropriately, the third stage includes development and validation by experts. Approval is done to assess and gauge the legitimacy of the item to be created. The digital book approval comprised of three specialists, to be specific two speakers from Pakuan College and one educator of class V B SDN LOJI 2 Bogor City. Mr. carried out the validation test of media experts and came up with the results. M. Iqbal Suriasyah, M. Kom., surveyed that the digital book topic 9

subtheme 1 learning 1, specifically the digital book, is reasonable for use. Given the poll evaluation, the quantity of scores acquired was 90.90%. Mr.'s findings from the linguist validation test Roy Efendi, M. The e-book theme 9 subthemes 1 learning 1 was deemed suitable for use by Pd. In light of the survey acquired by language specialists, it was 95.55%. The aftereffects of the material master approval test led by Mrs. Epi Liasari surveyed that the digital book subject 9 subthemes 1 learning 1 is appropriate for use. In light of the consequences of the survey evaluation, a rate was obtained of 90.90%.

In the last phase of execution, the preliminary was helped out through 19 understudies in class V B SDN LOJI 2 Bogor City. This time, the researcher was given time to explain the information in the ebook. Then in the wake of completing the material on the digital book, the scientist requested help from understudies to finish up a survey about the digital book that had been utilized. There were ten questions that were asked of 19 students on the questionnaire. The student's response to the use of e-book teaching materials with the Kvisoft flipbook maker was a percentage of 90.63 percent. This indicates that the use of e-books with the Kvisoft flipbook maker on the theme of 9 objects around us subtheme 1 single object and mixed learning 1 is appropriate for students to use in their learning and does not require revision.

The development of e-book teaching materials using the Kvisoft flipbook maker has been developed and is included in the feasible category average percentage by the three experts, which is 92.45% with the valid or feasible category. This conclusion can be drawn based on the results of the average percentage of validity tests conducted by experts in language, media, and material. The student response, which was 90.63 percent, indicates the product's viability as an e-book teaching resource. This indicates that the product's development can inspire students' enthusiasm and learning motivation.

The consequences of this review are pertinent to the exploration directed by Putri et al., (2020) named "Improvement of Kvisoft Flipbook Producer-Based E-Module for the Battle of the Legends in Grade IV of Primary School", the consequences of the exploration showed that the aftereffects of the approval got a level of 84.5% in the "plausible" classification as well as the aftereffects of the rate reaction of understudies got 90.50% in the "possible" classification, other than that the educator's reaction results got 90, 7% in the "reasonable" classification.

The aftereffects of the examination by Ningtyas et al. (2020) "Improvement of a Straightforward Level Structure E-Module In Light of Issue-Based Picking up Involving the Kvisoft Flipbook Creator Application for Class Understudies of V" The consequences of the examination shown by three validators with a typical score of 85.82% were proclaimed possible. The consequences of the understudies' reactions got a score of 90.47% which shows a decent class.

Enhancing the study, Gani, R. A., Hikmah, N., Siswono, A. F., and Faizzah, F. N. (2023) created research (1) the improvement of showing materials for learning single and blended objects helped by Microsoft Influence (2) tried the consequences of the reasonableness of showing materials for learning single and blended objects upheld by Microsoft Influence; (3) through little gathering investigations and understudies are generally associated with the learning climate to decide the responses; (4) the plan of showing materials for single item showing materials obtained from the Microsoft Influence connection will be given to understudies as a last venture.

As a distinction between the past exploration and this review, the past examination got an approval score of 84.5% and the understudy reaction score was 90.50%, while the examination led by the scientist got an approval score of 92.45% and the understudy reaction score got 90.63%. With this, the consequences of the exploration led by the specialist got the consequences of a bigger level of understudy reactions than the past scientist so the digital book item utilizing the Kvisoft flipbook creator is reasonable for use in study hall learning.

CONCLUSION

In light of the advancement cycle and the consequences of the preliminary digital book showing materials utilizing kvisoft flipbook creator on the topic of 9 articles around us subtheme 1 single article and blended learning 1 in class V of SDN Hotel 2 Bogor City even semester of the 2024/2025 school year, it tends to be presumed that the improvement cycle in regards to digital book showing materials with kvisoft flipbook producer utilizing the ADDIE model can be summarizedanalyze, plan, advancement, execution, assessment. The first step is to conduct a needs analysis in class V of SDN Loji 2 Bogor City by observing and interviewing teachers about how they use teaching materials in the classroom. After finding that students were still using printed books and did not use digital teaching materials, the researcher wanted to create e-book teaching materials with Kvisoft flipbook maker. In the subsequent stage, the analyst plans showing material items as per the materials utilized in the school. In the third stage, the researcher created the layout of e-book teaching materials by adding backgrounds, audio, and images that caught students' attention. Subsequent to making the item, the scientist then approves it by media specialists, etymologists, and material specialists to figure out the deficiencies and get remarks and ideas from validators in regards to the item evolution. In the fourth phase of execution, to be specific, a digital book showing materials is utilized. At this stage, 19 understudies in class V at SDN Loji 2 directed an item preliminary to see if the item made was reasonable for use or not.

Expert validation and student response questionnaires demonstrate the results of the validity test of e-book teaching materials created with Kvisoft flipbook maker on the topic of 9 objects around us subtheme 1 single and mixed objects. The consequences of the test approval by media specialists showed a rate aftereffect of 90.90%, and that implies that the digital book item merits utilization. Language specialists got a rate consequence of 95.55%, showing that the digital book item merits utilizing. Based on the response of class V B SDN Loji 2 Bogor City, the percentage result was 90.63%, indicating that the e-book product created with the Kvisoft flipbook maker is suitable for classroom use. The material expert received a percentage result of 90.90%.

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