

## DEVELOPMENT OF LANGUAGE LEARNING EVALUATION E-MODULE USING KVSFT FLIPBOOK MAKER APPLICATION

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### ABSTRAK

Di era modern atau era perkembangan Ilmu Pengetahuan dan Teknologi (IPTEK), teknologi telah menjadi hal yang umum, proses pengajaran dan pembelajaran dapat dilakukan dengan bantuan berbagai media pembelajaran yang berkaitan dengan Teknologi Informasi (TI), misalnya penggunaan perangkat keras atau perangkat lunak yang dapat meningkatkan efektivitas dan mendukung proses pembelajaran. Dengan kemajuan teknologi seperti ini, guru dalam menyampaikan pembelajaran kepada siswanya tidak optimal jika hanya berceramah. Akan lebih baik jika guru mampu mengemas informasi pembelajaran dalam bentuk yang menarik. Penyampaian informasi yang menarik akan membantu meningkatkan minat siswa dalam belajar. Oleh karena itu, pendidikan dapat mengarah pada penggunaan teknologi, salah satunya dengan menggunakan media pembelajaran berbasis teknologi. Pemilihan dan penggunaan media pembelajaran yang tepat tentu akan membantu siswa mencapai tujuan pembelajaran. Oleh karena itu, dalam penelitian ini penulis mengembangkan bahan ajar berupa e-modul yang berisi penggunaan aplikasi kvisoft flipbook maker. E-modul dikembangkan sesuai dengan format penulisan e-modul yang baik, yaitu memperhatikan: tujuan pembelajaran, materi, contoh kasus, tugas kasus, latihan, ringkasan, dan refleksi. E-modul dibuat menarik dan interaktif serta berisi video pembelajaran agar siswa lebih memahami materi yang dipelajari. Studi ini menggunakan metode penelitian dan pengembangan (R&D) yang diadaptasi dari model 4-D (empat D; Define, Design, development, Disseminate). Target dari penelitian pengembangan ini adalah menghasilkan produk berupa e-modul yang dapat diakses melalui smartphone dan laptop/komputer. Selain menghasilkan HKI dari produk e-modul, penulis juga menargetkan output berupa publikasi ilmiah di jurnal terakreditasi Sinta 4.

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**Kata Kunci:** Modul Elektronik, Evaluasi Pembelajaran Bahasa, Pembuat Flipbook K-Vsoft

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**ABSTRACT**

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*In the modern era or the era of the development of Science and Technology (IPTEK), technology has become a common thing, the teaching and learning process can be done with the help of various learning media related to Information Technology (IT), for example the use of hardware or software that can increase effectiveness and support the learning process. With the advancement of technology like this, teachers in delivering learning to their students are not optimal if they only lecture. It would be better if teachers were able to package learning information in an interesting form. Delivering interesting information will help increase students' interest in learning. Therefore, education can lead to the use of technology, one of which is by using technology-based learning media. The selection and use of the right learning media will certainly help students achieve learning goals. Therefore, in this study the author developed teaching materials in the form of e-modules containing using the kvisoft flipbook maker application. E-modules are developed in accordance with the format for writing good e-modules, namely paying attention to: learning objectives, materials, case examples, case assignments, exercises, summaries, and reflections. E-modules are made interesting and interactive and contain learning videos so that students better understand the material being studied. This study uses a research and development (R&D) method adapted from the 4-D model (four D; Define, Design, development, Disseminate). The target of this development research is to produce a product in the form of an e-module that can be accessed via smartphone and laptop/computer. In addition to producing IPR from the e-module product, the author also targets the output in the form of a scientific publication in the accredited journal sinta 4.*

**Keyword:** E-Module; Language Learning Evaluation; K-VSoft Flipbook Maker

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## 1. INTRODUCTION

Law Number 20 of 2003 Article 39 paragraph 2 concerning the National Education System states that educators are professional workers who are tasked with planning and implementing

the learning process, assessing learning outcomes, providing guidance and training, and conducting research and community service, especially for educators in higher education (Setiyani & Purwati, 2025). Thus, one of the competencies that an educator must have is the ability to conduct evaluations, both in the learning process and in assessing learning outcomes (Sumarmi, Aliman, & Mutia, 2021). The ability to carry out learning evaluations is a basic ability that must be mastered by an educator or prospective educator as one of their professional competencies (Widya, Yusmanila, Zaturrahmi, & Ikhwan, 2022). Learning evaluation is one of the professional competencies of an educator (Pixyoriza, 2019). This competency is in line with the teacher's ability assessment instrument, one of the indicators of which is conducting language learning evaluations (Dianawati & Suputra, 2022).

The learning evaluation course provides an understanding of the concept of evaluation, the position of evaluation in the objectives, functions, principles and scope of evaluation, types of tests, characteristics of good tests (seen from validity, reliability, level of difficulty and distinguishing power), test technique instruments and their compilation, non-test technique instruments and their compilation, test scoring, class assessment (Rusli & Antonius, 2019). However, in the field of language learning evaluation books are still few in the community so that students find it quite difficult to find books on language learning evaluation in particular (Gusman, Apriliya, & Mulyadiprana, 2021). Therefore, to overcome these limitations, a learning module on language learning evaluation is needed so that all students who teach learning evaluation courses can have sources/teaching materials (Fonda & Sumargiyani, 2018). Not only having sources/teaching materials, students are also able to have the module without having to buy a book, namely the module can be opened via a smartphone, laptop/computer (F. F. K. Sari & Atmojo, 2021). This is supported by the rapid development of technology in the field of education so that the module can be accessed easily (Adawiyah, Susilawati, & Anwar, 2020). The application that will be used to create electronic modules is the *k-visoft flipbook maker application* (R. Sari, 2024).

The Kvisoft Flipbook Maker application is one of the applications that supports learning media that will help in the learning process because this application is not limited to writings alone but can include motion animations, videos, and audio that can make an interactive learning media that is interesting so that learning is not monotonous ("Development of Teaching Materials Using the Kvisoft Flipbook Maker Application for Collection Materials", 2018). Therefore, the researcher will develop an interesting teaching material so that students understand the lecture material during the learning process (Lie & Tamah, 2023). With a study entitled "Development of e-modules using the Kvisoft Flipbook Maker application in the Language Learning Evaluation course." This study aims to produce a product in the form of an E-Module using the Kvisoft Flipbook Maker Application. The developed e-module will be a reference for use in the Language Learning Evaluation course (Damanik, 2021).

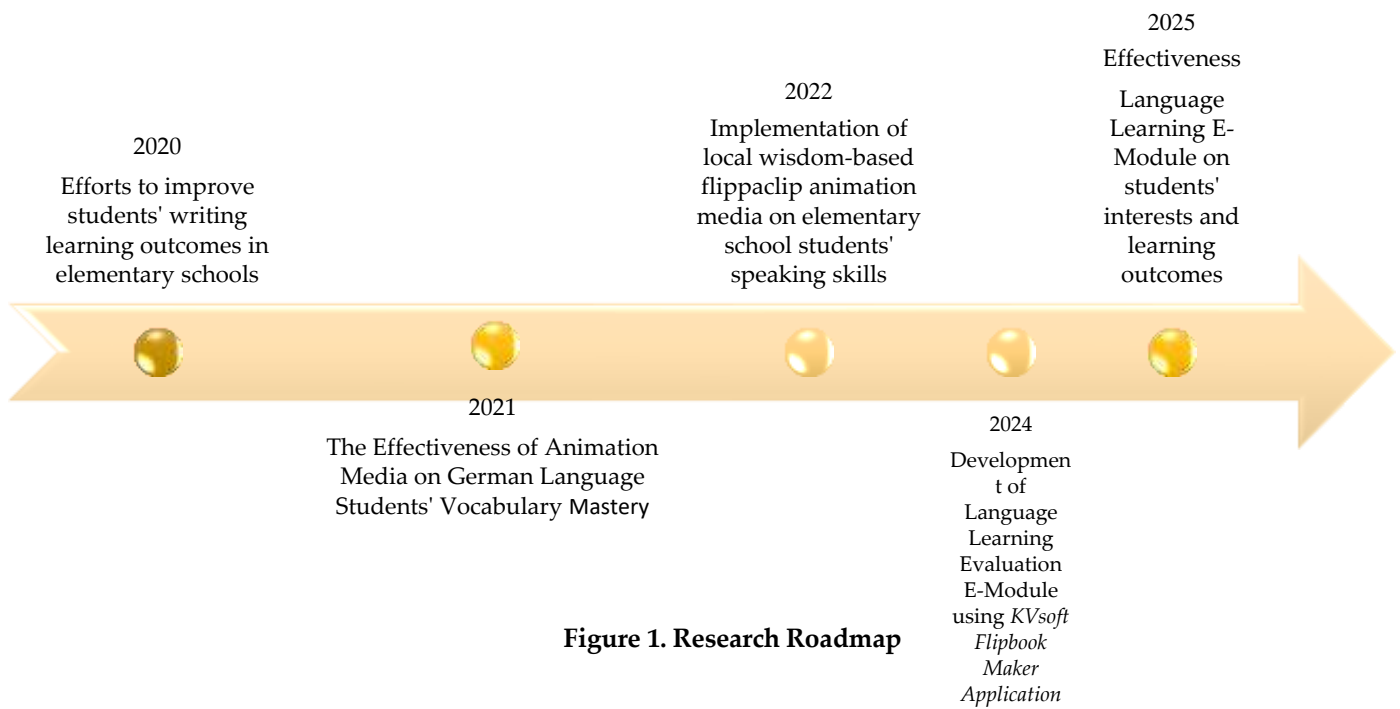
This research has relevance to RIRN 2017-2045 in the field of social humanities, on the theme of education. Then in accordance with PRN 2020-2024 on the topic of educational technology and learning. The umbrella of this research is in accordance with the researcher's roadmap, namely

Digital-Based Teaching Materials (E-modules) ("Pengembangan Media Pembelajaran Modul Elektronik (E-Modul) Berbasis Flip Pdf Professional Pada Materi Sistem Peredaran Darah Manusia Kelas XI SMA," 2022).

*State of the Art* and innovations in this research are:

- a. Kadek Priyanthi (2017) with the title " "Development of E-Modules Assisted by Problem Solving-Oriented Simulations in Communication Subjects " revealed that the results of the design and implementation of the development of e-modules assisted by problem solving-oriented simulations in data communication subjects for class XI Computer and Network Engineering at SMK Negeri 3 Singaraja using the stages of the problem based learning model have been declared successful. This can be seen from the average percentage based on the results of the tests that have been carried out. In general, students look enthusiastic and more active during the learning process (., ., & ., 2017) .
- b. Edi Wibowo (2018) with the title *Development of Teaching Materials Using the Kvisoft Flipbook Maker Application on Set Material*. The results of his research indicate that the e-module using the Kvisoft Flipbook Maker application produced in this study is considered feasible for use in learning mathematics on set material ("*Development of Teaching Materials Using the Kvisoft Flipbook Maker Application on Set Material*", 2018) .
- c. Raden Roro (2022) *Development of Electronic Module Learning Media (E-Module) Based on Flip Pdf Professional on Human Circulatory System Material for Grade XI High School*. The results obtained from the study were that the electronic module learning media (e-module) based on Flip PDF Professional obtained a validity value of 89.33% and a practicality of 92.39%. So it was concluded that the validity and practicality of the electronic module learning media (e-module) based on Flip PDF Professional that was developed were included in the very valid and very practical categories ("*Development of Electronic Module Learning Media (E-Module) Based on Flip Pdf Professional on Human Circulatory System Material for Grade XI High School*", 2022) .
- d. Respito Rini (2023) with the title *The Urgency Of Kvisoft Flipbook Maker-Based Media Development Reviewed By Literature Review* . The results of his research show that the media is very helpful for students in understanding the topic. (T his shows that the use of the Kvisoft flipbook maker application is very helpful for students in understanding the material) (Rini & Yuhelman, 2023)

This means that the media developed in the form of e-modules can be accepted by students as an alternative learning media used to support mathematics learning activities. The research conducted is another form that is almost similar to previous studies that developed e-modules (Dianawati & Suputra, 2022). Thus, this research has several similarities and differences, the similarities in this research are based on the development of e-modules, while the differences lie in the applications or media used, subjects, time and place of research.



**Figure 1. Research Roadmap**

## 2. METHOD

This research was conducted at HKBP Nommensen University, Pematangsiantar, precisely on Semester V (five) students. The research time was carried out from October 2024 to December 2024. This research and development aims to determine the validity and practicality of electronic modules (e-modules) using the KVsoft Flipbook Maker application (Islahiyah, Pujiastuti, & Mutaqin, 2021).

The type of research used in this study is educational-oriented learning media development research. This research is included in the type of research and development or also called Education Research and Development. This media research and development uses the 4-D (Four D) method by Thiagarajan which consists of four stages, namely define, design, develop and disseminate (Kurniawan & Khasanah, 2023).

The subjects of the trial of the E-Module product development based on Kvisoft Flipbook Maker were students of the German Language Education Study Program, FKIP, HKBP Nommensen University, Pematangsiantar. The development research was conducted in the FKIP environment of HKBP Nommensen University, Pematangsiantar (Oksa & Soenarto, 2020). In accordance with the 4D development model used, the steps of the development research are as follows:

The instrument used in assessing the validity of the electronic module learning media is the validity assessment sheet. The instrument used to assess the practicality of the electronic module learning media is the practicality assessment sheet in the form of a student response questionnaire (Yaniawati, Al-Tammar, Supianti, Md Osman, & Saeful Malik, 2021).

Data analysis regarding the validity of electronic module (e-module) learning media based on Flip PDF Professional using the following formula:

$$V_{TSh}^{TSe} \times 100$$

Information :

V = Validity

TSe = Total validation score from validators

TSh = Total maximum expected score

**Table 1. Validity of electronic module (e-module) learning media based on Flip PDF**

Professional		
Score	Validity	Information
85%-100%	Very Valid	Can be used without revision
70%-<85%	valid	Usable but needs minor revisions
50%-<70%	Less valid	Not used due to need of major revision
0.1%-<50%	Invalid	Not to be used

Data analysis regarding the practicality of electronic module (e-module) learning media based on Flip PDF Professional was obtained from student questionnaires using the formula:

$$V_{p_{S-max}} = \frac{TSEp}{S-max} \times 100\%$$

**Table 2. Data analysis regarding the practicality of electronic module (e-module) learning media based on Flip PDF Professional**

Score	Validity	Information
75%-100%	Very Practical	Can be used without revision
50%-<75%	Practical	Can be used with revision
25%-<50%	Less practical	It is recommended not to use
0.00%-<25%	Not practical	Cannot be used

Information :

Vp = Validity of practicality

TSEp = Total empirical score of practicality

S-max = Maximum expected score

### 3. RESULT AND DISCUSSION

The product of this research and development is an e-module of Learning Evaluation with the Kvssoftflipbookmaker application which is more flexible in its use. This e-module product is named "EVPEBA Module" as a teaching material used for material in the learning evaluation course. This e-module contains material content, practice questions, and also evaluations with various types of questions (Permana, Subarkah, & Irwansyah, 2021). The final result of the interactive e-module is in .apk format which can be installed on an Android smartphone (Yulkifli, Yohandri, & Azis, 2022).



**Figure 2. E-module design**

### **Define Stage (Definition)**

At this stage, it is done to find problems and also the needs of students to develop e-modules. At this stage, the activities carried out are initial analysis where information collection is carried out through observation (Oflaz, 2019). The results of the initial analysis on learning evaluation learning are the lack of information regarding language-specific learning evaluation, many books in circulation, namely learning evaluation in elementary schools and learning evaluation in the field of education. Student analysis is carried out to determine the character of students, the results of the analysis are that students have difficulty understanding the material, students are also accustomed to using their smartphones in the distance learning process (Sarwandi, Giatman, Sukardi, & Irfan, 2019). Furthermore, from the results of the analysis, the researcher determines the content of the material that will be displayed in the e-module that is developed so that it is relevant to the basic competencies and learning objectives contained in the syllabus (Satayev, Balta, Shaymerdenovna, Fernández-Cézar, & Alcaraz-Mármol, 2022).

### **Design stage**

At this stage, the preparation of materials from various sources with the main source from the learning evaluation book in the field of education. The appearance of the e-module is designed using Microsoft Word media that is adjusted to the application users and also the material discussion. This e-module is made with the help of the KVisoft Flipbook Maker application as a media support in this e-module.

### **Development stage**

At this stage after the product has been developed, product testing will be carried out by a validation team of material experts and media experts. Limited trials on the product will be carried out after the product has been tested by the expert validation team. Research validation is carried out by media experts, language and writing experts. Media experts are lecturers who are

competent in the field of learning media and software engineering, and language and writing experts are lecturers who are competent in the field of grammar. The results of validation by media experts can be seen in table I.

**Table 3. Media expert validation**

No	Sub aspects	Validation results
1	Clarity of division of learning evaluation material	3
2	Module layout settings	3
3	Balance between text and module illustrations	3
4	Spatial arrangement (Text layout)	3
5	The attractiveness of the module	3
	Amount	15
	Max Score	20
	percentage	75%
	Category	Valid

Based on the validation results from media experts for the Learning Evaluation E-Module using the K-Vsoft flipbook maker application, data was obtained that from 5 sub-aspect items with a maximum score of 20 after data processing, it can be concluded that the material in the media is valid.

**Table 2. Language and Writing Validation Results**

No	Sub Aspects	Score
1	Using communicative language and simple sentence structures	3
2	Using writing, spelling and punctuation in accordance with the General Guidelines for Indonesian Spelling (PUEBI)	4
3	Using terms that are appropriate and easy for students to understand	3
4	Use clear instructions and directions so as not to cause multiple interpretations	4
	Amount	14
	Max score	16
	Percentage	87.5%
	Category	Very Valid

Based on the validation results from the grammar expert of the Learning Evaluation E-Module using the K-Vsoftflipbookmaker application, data was obtained that from 4 sub-aspect items with a maximum score of 16 after data processing, it can be concluded that the language and writing of the material in the e-module are valid (Anggoro & Pratiwi, 2023).

Based on the validation results obtained from experts in each aspect, the average has a good category. This is because the application created has been adjusted to the content of the syllabus and materials for students which are loaded with an attractive appearance and make it easy for users. In addition, the application can run normally without interruption when used.

**Disseminate stage (spread)**

Products that have been assessed as feasible by the expert validation team will be tested on a limited basis on German language students only as a place for research. The process of distributing products in the form of e-modules in the form of Android applications (.apk) is distributed via Whatsapp Group by providing application installation procedures and also their use to lecturers and students (Sorayyaei Azar

& Tanggaraju, 2020). The results of the limited trial conducted to see student responses to the product can be seen in table 3.

**Table 4. Limited Trial**

No	Aspect	Amount Respondents	Item Question	Total Score	Average	Score Max	%	Category
1	Display Aspect	10	14	169	33.8	200	84.5%	Very Practical
2	Content presentation aspects	10	14	132	33	160	80%	Practice
3	Benefits Aspect	10	14	163	32.6	200	81.5	Very Practical

The results of the limited trial showed very good average results. The display aspect obtained the highest percentage score, namely with a percentage score of 84.5%, by getting this score it proves that the display on the e-module application is very good and attractive to students. This is very important to give an initial impression to students so that they can be interested in learning to use the e-module application (Siagian, Simamora, & Simamora, 2023). The results of the limited trial showed a very good response from students in every aspect (Lubis, Dwiningrum, & Zubaidah, 2023).

Based on the research conducted and the results obtained, the kvisoft flipbook maker e-module application is suitable for use as teaching material in learning evaluation courses because it contains quite complete and in-depth material and has an attractive appearance for students and is very easy to use. The e-module application is a flexible application that can be used anytime, anywhere, and allows students to study independently at home (Misnawati, Poerwadi, Veniaty, Nurachmana, & Cuesdeyeni, 2022). The use of the 4D model used in this e-module development research is based on the initial use of the model to develop teaching materials for teachers of children with special needs, but this 4D model can be used as an idea for instructional development procedures (Darnawati & Yulianto, 2024). In addition, the 4D development model is a systematic model, so its use is sequential from definition to distribution.

## 5. CONCLUSION

Based on the research conducted and the results obtained, the e-module application kvisoft flipbook maker is suitable for use as teaching materials in learning evaluation courses because it contains quite complete and in-depth material and has an attractive appearance for students and its use is very easy. The e-module application is a flexible application that can be used anytime, anywhere, and allows students to use it to study independently at home. The use of the 4D model used in this e-module development research is based on the initial use of the model to develop teaching materials for teachers of children with special needs, but this 4D model can be used as an idea for instructional development procedures. In addition, the 4D development model is a systematic model, so its use is sequential from definition to distribution.

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