

---

# Development Digital Course Book Management Learning in ITKeS Muhammadiyah Sidrap

Roni<sup>1</sup>, Kassaming<sup>2</sup> Sam Hermansyah<sup>3</sup>

<sup>12</sup>ITKeS Muhammadiyah Sidrap, Indonesia

<sup>3</sup>English Education Study Program, Teacher T, Muhammadiyah Sidenreng University Rappang, Indonesia

## Abstract

Use digital books are urgently needed in online learning in the era of the Covid-19 pandemic. For increase quality learning , development curriculum , innovation learning , and quality nor completeness facilities and infrastructure. Research This done with use R&D (Research and Development) approach . Study This aim For 1) describe level need student to digital management book learning , 2) describe level validity digital management book learning , 3) describe level practicality digital management book learning . Study This developed with using a 4D model (define, design, development, disseminate). Study This carried out in the study in ITKeS Muhammadiyah Sidrap .

ISSN 2460-4739 ( print )

*\*Correspondence:*

**Roni**

*Development Digital Course Book  
Management Learning in ITKeS  
Muhammadiyah Sidrap*

**Keywords:** Development , Digital Books , Management  
Learning

## INTRODUCTION

Education is business build and develop personality man Good in the spiritual or in the physical . There are also some experts interpret education That is a process of conversion attitude and behavior in demand somebody or group of insiders mature through teaching and practice . With education We Can more mature Because education the give very positive impact for us , and also education the Can eradicate blind letters and will give skills , mental abilities , and so forth . As stated \_ in Law No. 20 of 2003 Education is business basic and planned For realize atmosphere learning and the learning process for participants educate in a manner active develop potency himself For own religious spiritual power , control self , personality , intelligence , morals glorious , as well skills , which are required himself , society , and the State ( Sisdiknas , 2013).

In line with development science and technology , sources Study more and more increase Lots variety especially the form tools and materials are also increasing also increases the attributes that allow people to get Study in a manner more fine , fine print nor form digital technology .

Related with source study , on the eye studying Management Odd semester learning for students Faculty of Educational Technology Makassar State University Educational Sciences , in eye studying the student will Study about use source interesting learning \_ for student and fit need student in the class how \_ management good learning \_ class . And students will too learn Lots theory about eye studying Management Learning .

### 1. Development Goals

- a. For describe level need student technology education to eye digital book studying management student learning \_ technology education faculty
- c. Characteristic typical product this digital book contains nine components , viz Epitomy which is framework contents , instructions use digital book , destination learning , content that contains text , summary , questions practice , key answer , feedback containing \_ to results evaluation .

#### A. Technology Area Learning

According to ( Miarso & et al , 2003) is " technology

knowledge Makassar state university education

- b. For describes the prototype of the eye digital book studying management student learning \_ technology education faculty knowledge Makassar state university education .
- c. For describe level validity and practicality digital management book student learning \_ technology education faculty knowledge Makassar state university education .

### 2. Benefits of development

#### a. theoretical

Study This expected useful and can make it easy participant educate in understand material . Especially Courses \_ Management Learning as well as give donation thinking for development knowledge knowledge specifically about use source Study based technology

#### b. Practical

- For the Head of the Study Program, it becomes recommendation For increase quality teacher in use and development digital books , especially on the eyes studying Management Learning
- For Teachers , to be base in innovate in develop book digital learning .
- For students , be reference in understand eye studying Management Learning

### 3. Specifications Product

- a. Product this digital book developed based on course RPS Management Learning Product this digital book developed based on 4D development model (define, design, development, disseminate).
- b. Product digital book can used study program students Educational Technology for all college high .
- d. Product this digital book can used study program students Educational Technology for all college high .

## LITERATURE REVIEW

learning grow and develop from practice education and movement audio-visual communication ". Technology learning all seen as technology related equipment \_ with use equipment , media and facilities For reach objective

education or activity learning with utilise tool audiovisual aids . Technology learning is combined from three mutual flow \_ interested parties , namely educational media , psychology learning and approach system For education ( Warsita , 2013). based AECT 1994 definition , there are five domains or field arable technology learning ( technology instructional ) , ie design , development , utilization , management and assessment .

## B. Teaching Materials

Material or material learning is substance to be taught in activity learning . With thereby learner must control material learning with ok . Based on opinion from (Daryanto, 2013 ) in outline , function teaching materials for teachers is For direct all activity in the learning process at a time is substance the required competence taught to student . Function teaching materials for student For become guidelines in the learning process and is substance the required competence learned . Following forms teaching materials .

1) According to ( Prastowo , 2011) from facet form , teaching materials can distinguished become four kind , namely :

a. Printed materials are \_ a number prepared material \_ in paper , it works For necessity learning or delivery information . Example : handouts, books , modules , sheets Work students , brochures , leaflets, wallcharts, photos / pictures , models/ models .

b. Teaching materials for hearing (audio) are all system using \_ radio signal \_ directly can \_ played or heard by someone or group of people. Example : cassette , radio, disc black , and audio compact discs.

c. Viewpoint material hear (audiovisual) is all something that is possible audio signal can combined with picture move in a manner sequential . Example : video compact disk and film.

2) According to ( Prastowo , 2018) method Work teaching materials . Based on method it works , teaching materials get distinguished into five types , namely :

a. Teaching materials that are not projected is teaching materials that are not need device projector For project fill in it . Participant educate Can direct use ( read , see , observe ) the teaching material . Examples : photos , diagrams, displays, and models.

b. Projected teaching materials is teaching materials needed projector so you can utilized participant educate . Example : slides, filmstrips, projections computer .

c. Audio teaching materials are teaching materials in the form of recorded audio signal in a recording medium . Examples : tapes , CDs, and flashdisks .

As for form that teaching material Alone can We find around \_ We in the form of handouts, textbooks , modules , worksheets (worksheets) . Students ) , leaflets, models/ mockups , learning audio CDs , learning audio cassettes , learning radio broadcasts , learning videos , interactive CDs , people (teachers), and so on .

## C. Digital Books

kindly simple e-book can be interpreted as book electronic or digital book . Book electronic is digital version of general book \_ consists from gathering containing paper \_ text or picture . own e-books make text and images the in good digital information in plain text , pdf, jpeg, lit and html formats . There are various digital book formats available supported by the company like eg Adobe and PDF. Or the format supported by the device and reader certain digital books . In late 1990 an consortium start formed For develop the format inside digital book . Which where matter That will possible the author and publisher use one document format , which can read by many device with using ebook platforms . Following several formats available For book in digital format (Southeast Asian Ministers of Educational Organization Regional Open Learning Center ( Seameo , 2014).

a. AZW - Amazon World. An Amazon proprietary format, which resembles the MOBI format sometimes with and sometimes without includes Digital Rights Management (DRM). DRM on this format specialized for Amazon Kindles.

b. EPUB- Electronic Publication. Open formats defined by the Open Digital Book Forum of the International Digital Publishing Forum (IDPF). EPUB refers to XHTML and XML standards . This is medium standard \_ growing . Specification for EPUB can found on the websites of IDPF, Adobe, Barnes & Noble, and Apple, each have their own DRM alone .

c. KF8 - Kindle Fire Format from Amazon. It is basically \_ The same with principle epubyang arranged in wrapping Palm File Database (PDB) with Amazon 's Digital Right Management (DRM) .

d. PDF - Portable Document Format created by Adobe for their Acrobat product . this format in a manner No direct is the format used For exchange document . Support device soft for this format almost cover all computer platforms and devices handheld .

e. HTML - HyperText Markup Language is bone back from the World Wide Web. Lots of distributed text in this format . Besides that , some e-book reader supports Cascading Style Sheets (CSS) which is basically style main guide For HT page .

## RESEARCH METHODS

### A Type Study

Study This including type study development or known as Research and Development (R & D). Understanding research and development focused on the process, research No produce object , medium development produce object that can seen and touched . Development is an engineering process from series elements arranged together \_ \_ For make something product .

### B. Stages Study

Stages study with using a 4D model , namely :

#### 1. Stage Define ( definition )

At this define stage \_ \_ researcher do stages analysis and identification problem For obtain various related information \_ with product to be developed with Management digital book Learning .

#### 2. Design Stage ( design )

- a. designing digital book using flip pdf professional software
- b. Media preparation for For student in achievement competence
- c. Design digital book covers includes content design Management digital book Learning
- d. Make learning digital book using flip pdf professional software

#### 3. Stage Development \_

- a. Validation expert in development learning digital book based on flip pdf professional software
- b. Trial \_ respondent to students and lecturers of study programs technology education .

#### 4. Stage dissemination (disseminate)

Development learning digital book based on flip pdf professional software, stage This made to product can be used by others.

### C. Testing validity

Trial \_ product done For know level the validity and practicality of the developed video media . Trial \_ product this is also for know how far can it go messages / materials conveyed \_ through learning videos the .

#### 1. Testing Experiment

For know level the validity of the developed media so done testing products by experts that is media expert by Dr. Arnidah , S.Pd. , M.Sc as well as expert course content \_ Management Learning by Asriadi , S.Pd. , M.Pd. \_ besides know level inner media validity testing This as for preliminary data obtained For revise Digital Course Book Management Learning .

#### 2. Lecturer and Student Testing

a. Testing practicality conducted on 20 students of the Faculty's Educational Technology Study Program Makassar State University currently studying education teach courses \_ Management Learning . As for the goal For do revision stage second and for more ensure to what extent level practicality from media products that have developed .

b. Revision II was carried out To use repair errors and shortages of media after trial carried out . Based on matter the so need done improvement in order for the developed media the practitioner used in the learning process .

c. Product end is a valid and practical media used in the learning process that has been through trial results \_ as well as repair before .

### D. Research Locations

Study This located in the Faculty's Educational Technology Study Program Makassar State University Educational Sciences . Researcher set location to be made object in study This For obtain description general and accurate information \_ about various possible problem \_ can developed in study this .

### E. Subject Study

As for the subject in study This are 2 validators namely media experts and experts content / material as well as student Educational Technology , totaling 20 people. Whereas object the research studied here is development book Digital Management Learning .

#### a. Data primer

kindly more Specific data sources in research This is informant . Informant is the one who gives information about situation and condition ( location or place ) research . As for the primary data sources in study is interview data with students who have an eye program studying Management Learning of the Faculty's Educational Technology Study Program Makassar State University Educational Sciences .

#### b. Secondary data

Secondary data sources in study This is form documents device eye learning \_ studying Management Learning .

## F. Data Types

On research Here , all the data obtained grouped according to its nature into qualitative and quantitative data . Qualitative data obtained through questionnaire response expert review results textbook . Expert review results content / material , the results of the review of 20 students form criticism and suggestions on digital books . While on quantitative data obtained from data from the review of 20 students of the Faculty's Educational Technology Study Program Makassar State University Education Science Class of 2019.

## G. Data Collection Techniques

On research This use type questionnaire closedp scale likert Where respondent answer question in accordance with choice specified answer . \_ this technique carried out during the trial product development For get product revision and feedback developed .

## H. Instruments Data Collection

Instrument data collection on research This use questionnaire . Questionnaire or questionnaire is technique data collection through containing form \_ question to be filed in a manner written to lecturers , students , and experts content / material For get answer or necessary feedback and information \_ For researcher . Function from questionnaire that is For know feasibility and attractiveness or nope digital book developed by researchers .

## I. Technical Analysis Data

Study development This using two techniques data analysis , ie technique analysis descriptive qualitative and analysis statistics descriptive . Analysis descriptive qualitative This used For process the data from the review of learning media experts , experts content or material learning . This data analysis technique done with group information from a qualitative word form input , feedback , criticism , and suggestions for improvement contained in the questionnaire . The results of this data analysis Then used For revise product digital book . Descriptive statistical analysis , technical analysis This used For process the data obtained through questionnaire in form description presentation . The formula used For count percentage from each subject are :

$$\text{Percentage} = \frac{\sum (\% \& \% \% (\times '* '* + \dots) / \% (\times 100$$

$$0 \times '* '* + + 12 +, ( 33,$$

Description :  $\sum$  = amount

N = amount all questionnaire items

Furthermore For count percentage whole subject used

Formula :

$$\text{Percentage} = F:N$$

Description : F = amount percentage whole subject

N = many subject

For can give meaning and adoption decision used keterangan as following :

Milestone Conversions \_ with a Scale of 5

Achievement Level	Qualification	Information
-------------------	---------------	-------------

90%-100%	Very Good	No Need Revised
----------	-----------	-----------------

75%-89%	Fine	No Need Revised
---------	------	-----------------

65%-74%	Enough	Revised
---------	--------	---------

55%-64%	Less	Revised
---------	------	---------

0%-54%	Very Less	Revised
--------	-----------	---------

Source : ( Arikunto , 2010)

## RESULTS AND DISCUSSION

### A. Research Results

Based on formula problem that has been raised , then type research used \_ in study This is development or known \_ with the term Research & development (R&D), R&D is research conducted \_ through stages For develop and perform validation For produce learning media products based digital book .

In step development product , method development using the 4D model: define ( define ), Design ( design ), Development ( development ), disseminate ( dissemination ).

#### 1. Stage definition ( Define )

Analysis results show that respondent state use Digital books as learning media are needed . this \_ aim For achieve an interesting and fun learning process . More carry on explained that use appropriate digital book with objective learning as well as materials and materials obtained \_ from relevant sources \_ become Power pull for student .

those results researcher conclude that student own interest For use digital books as learning media used \_ in the learning process . So that matter This become benchmark researcher in develop product digital management book learning .

#### 2. Stage Design (Design)

designing book digital .

The data collected at the stage analysis (Analysis) like gathering results identification need student , matter is base for stage furthermore that is How design from product digital management book developed learning . \_

Product digital management book learning This made based on an existing prototype made before . Based on the product prototype This developed based on title that has made . Listed material in the digital book customized with which RPS covers achievements learning graduates ,

achievements learning eye later college \_ become material and made become a learning medium based digital book .

Digital book on the eye studying management learning developed based on results from analysis need . Designing goals digital book so you can used as means interesting and relevant learning .

### 3. Stage development ( Develepment )

At stage this is a learning medium based digital book developed with refers to the existing RPS . In stages this is done testing For know level need validity as well as practicality in use digital book . After digital book is complete developed , then step next is do a trial run to the products produced .

a. Validation content and construct by experts content and construct

Content and construct expert \_ \_ assessment product development is Roni,S.pd.,M.Pd . lecturer ITKES Sidrap . Product submitted development \_ to original content and construct is learning media products based digital book that has been developed by researchers .

Enter suggestions and comments expert content and construct namely : for the material Already in accordance

No	Aspects Assessed	Scale
1.	Practical and easy to understand digital book	5
2.	Benefits of Quiz/ Essay in digital book can add understanding to student	5
3.	The material presented in suitable digital Rating to student	5
4.	Clarity and suitability video display in digital book which language media is interesting used in digital book.	5
5.	Illustration in digital books made I more enthusiastic in Study	5
6.	easy student understand material This digital book own various	5
7.	typability existing material learning on	5
8.	achievement indicators learning	5
9.	easy to read activity learning on	4
10.	language used easy achievement indicators learning	4
11.	understood suitability material learning to	5
12.	Sound in learning videos learning process plan sound clear	5
13.	Easy digital book understood This digital book interesting student attention I For Study in a	5
14.	suitability between digital book with material	5

with RPS, and easy understood by users but before testing \_ repaired return For space , usage letter small / large , and writing foreign words .

### b. Validation media expert

Elemental assessment based teaching materials digital book inside eye studying management learning carried out by learning media experts . subject try learning media expert is Roni,S.pd.,M.Pd . lecturer ITKES Sidrap. Product development submitted to media experts who have finished developed by researchers . categorized as Already worthy tested try it in the field .

Based on review or \_ assessment / response the digital book media expert No need revised Because are in qualification fine , however need exists repair in accordance input , suggestions general relevant media experts with digital book .

### c. Validity Test

As product development that has revised based on input from expert content and construct and media expert , next

eye digital book studying management learning tested try it to lecturer potent eye studying management learning and 20 students .

### **Trial on students \_ to eye digital book studying management learning**

### **Questionnaire response lecturer potent eye studying management learning to eye digital book studying management learning**

-	<b>Amount</b>	<b>44</b>
	<b>Percentage %</b>	<b>98%</b>

### **B. Discussion**

Use product digital management book learning make student more active in the learning process Because Can make student Study in a manner individual without guidance or instruction from lecturer eye college , student can Study independent because Already listed all material inside \_ digital books as well There is a number of instructional videos included in each \_ end meeting .

As for the advantages from product this digital book is in each end material There are related quizzes and learning videos with material , picture can be zoomed in and zoomed out so you can seen clear by user , table of contents there is an automatic hyperlink to every existing meeting , and inside digital book available home menu display for return to appearance early .

As for the drawbacks from product this digital book is utilization product This impressed eat researchers have been developing for quite a long time because gather materials from various source as well as designing textbook covers that require time For stage editing .

### **CONCLUSION**

Based on results research and discussion so research This can concluded that :

1. Analysis results acquired needs \_ through questionnaire filled out by current students \_ programming courses \_ Management Learning and earned on qualification well and the result is student currently need digital book media . this result has show that researcher take benchmark in develop product digital management book learning .
2. From the results validation product digital management book learning This that is valid, and are in very good qualifications . whereas results validity media/design expert to this digital book is at in qualification ok .
3. Stage development digital management book

learning show results that digital books that have been tested on powerful students and lecturers are very well qualified . \_

### **REFERENCES**

- Anglin, G. J. (1995). *Instructional technology. Past, Present, and Future*, 15.
- Anwar, C. R., Hakim, A., & Nurhikmah, Ms. (2019). Academic Digitalization in Postgraduate Programs Universitas Negeri Makassar. *Proceedings of the 1st International Conference on Advanced Multidisciplinary Research (ICAMR 2018)*. Proceedings of the 1st International Conference on Advanced Multidisciplinary Research (ICAMR 2018), Makassar, Indonesia.
- <https://doi.org/10.2991/icamr-18.2019.7>
- Aprilia, T., Sunardi , S., & Djono , D. (2017). Utilization of Digital Book- based Media Contextual in Science learning . *Proceedings of the National Seminar on Educational Technology* , 0 , Article 0.
- <https://jurnal.fkip.uns.ac.id/index.php/psdtp/article/view/10444>
- Arikunto , S. (2010). *Research method . Jakarta: Rineka Cipta .*
- Daryanto, D. (2013). *Build modules teaching materials for deep teacher preparation teach . Yogyakarta: Gava Media .*
- Elfachmi , KA (2016). *Introduction to Education . Publisher Erlangga .*
- Febrianti , FA (2021). Flip PDF Professional Based Digital Book Development for Increase Ability Student Science Literacy . *Caruban : Journal Scientific Knowledge Elementary Education* , 4 (2), 102–115.
- <https://doi.org/10.33603/caruban.v4i2.5354>
- Febriati , F., Nurhikmah , H., & Monoarfa , M. (2021). *Readiness Level Infrastructure to Use of SYAM-OK in the Department Educational Technology FIP UNM . 10.*
- Mawarni , S., & Muhtadi, A. (2017). Interactive digital book development eye studying development of learning

- multimedia interactive For student technology education .  
*Journal Innovation Educational Technology* , 4 (1), 84–96.
- Miarso , YH, & et al . (2003). *definition Educational Technology* . Eagle Press.
- Prasetya , DD (2016). Readiness Learning based Digital Books . *TEKNO* , 24 (2), Article 2.  
<http://journal.um.ac.id/index.php/tekno/article/view/5169>
- Prastowo , A. (2011). *Creative guide make innovative teaching materials* . Yogyakarta: DIVA press.
- Prastowo , A. (2018). *Source study and center source learning : Theory and Application in Schools / Madrasah* . Ken .
- Ramdania , DR (n.d.). Sutarno H & Waslaluddin . ( 2007). Use of Flash Flip Book Media in Learning Technology Information and Communication For Improving Learning Outcomes student . *Journal of Education* , 1 (1), 1–6.
- Riyanto, L. (n.d.). Subagyo . ( 2012). Development of local content digital library in Pekalongan in 3D book format . \_  
*LIPI Journal* , 1 (1), 1–13.
- Ruddamayanti , R. (2019). Utilization Inside Digital Book Increase Reading Interest. *PROCEEDING OF THE NATIONAL SEMINAR OF POSTGRADUATE PROGRAM PGRI PALEMBANG UNIVERSITY* , 12 (01), Article 01.  
<https://jurnal.univpgripalembang.ac.id/index.php/Prosidingpps/article/view/2750>
- Sadiman, AR (1984). *Learning Media : Definition , Development , Utilization* . Eagle Press.
- Sadirman , AM (1988). Interaction and Motivation Study Teach Guidelines for Teachers and Prospective Teachers. *Rajawali Press, Jakarta* .
- Seameo , S. (2014). *Southeast Asian Ministers of Education Organization Regional Open Learning Center* . Student Library .
- Seels , Barbara, B., Richey, & Rita, C. (2000). *Technology Learning* . IPTPI & LPTK.
- Setyosari , HP (2016). *Research method education & development* . Prenada Media.
- Shideqy , DA, & Lestari. (2010). *Utilization Book Electronic For Learning in Schools* . Ministry of National Education.
- National Education System , U.-U. (2013). Permendiknas Number 20 of 2003. *Bandung: Fokusmedia* .
- Subiyantoro , E. (2014). Treading in the Digital Age with Socialize Digital Books . Accessed from <Http://Www.Vedcmalang.Com/Pppptkboemlg/Index.Php/Menuutama/InformationTechnology/1114-Eko-Subiyantoro-WidyaiswaraMuda-Department-InformationTechnology-Pppptk-Boe-Malang> .
- Gratitude NC, F. (2008). *Educational Technology* . golden Prenada Media Group.
- Teguh , T. (2014). *Introduction to Education* . PT Bumi Aksaran .
- Warsita , B. (2008). *Technology learning foundation and application* .
- Warsita , B. (2013). Progress definition and area technology learning as well as his role in breakdown problem learning .  
*Kwangsan* , 1 (2), 286943.
- Wirasasmita , RH, & Uska , MZ (2017). Learning Media Development based Using Digital Electronic Publication ( Epub ) Books Sigil Software in Courses Basic Programming . *EDUMATIC: Journal of Informatics Education* , 1 (1), 11–16.
- Yezita , E. (2012). construct Knowledge Students on Triangles and Quadrilaterals Using Interactive Teaching Materials Mathematics based Constructivism . *Journal of Mathematics Education* , 1 (1).