

Thohir, M. (2025). Development of the E-Book of Active Knowledge Sharing Model to Improve Creative Thinking Skills. *Journal of Applied Educational Study*, 1(2), 17-24. Doi: 10.64460/jaes.v1i2.88.

Journal of Applied
Educational Study
P-ISSN: 3090-3726/E-ISSN: 3090-3866
<https://journal.planthroper.com/jaes>

Development of the E-Book of Active Knowledge Sharing Model to Improve Creative Thinking Skills

Moh. Thohir^{1*}

¹Department of
Pancasila and Civic
Education, STKIP PGRI
Sampang

*Corresponding author:
mohtohj95@gmail.com

Abstract: The aim of this study is to improve creative thinking skills by designing and modifying e-book knowledge sharing models. In this study, a slightly modified ADDIE was used. The ADDIE method is a research method that uses more than five stages, namely analysis, design, development, implementation and evaluation. Based on the results of the research, the PPKn e-book is a shared learning tool that students can use to improve their thinking skills during PPKn learning at SMA Islam Darus Salam Class XI. Because the usability assessment uses secondary data in the form of question and grade report cards, the feasibility and usability process is carried out in the PPKn e-book, research and knowledge sharing that demonstrates learning. This is the average score obtained by all PPKn students in grade XI at SMA Islam Darus Salam. A total of 22 students participated with a score of 85.7 so that it was included in the very good category. Based on this, it can be seen that the creation of an active learning model for sharing knowledge in the PPKn E-Book is feasible and effective.

Keywords: Active knowledge sharing; ADDIE; creative thinking; e-book

Doi: [10.64460/jaes.v1i2.88](https://doi.org/10.64460/jaes.v1i2.88)

Received: 14-03-2025

Accepted: 27-04-2025

Published: 30-04-2025

Introduction

Books are the tools of every learning. To achieve this goal, many steps and methods are used as a reference, starting from studies or models, so that the ability to track time must be taken into account. Because it seems that students are starting to get bored with the tools and materials that are still used in traditional education. Therefore, in the digital era, the greatest role is given to teachers to achieve the highest educational goals (Nindya & Dafit, 2022). Likewise, the development of technology is also the responsibility of teachers to realize a national army that prioritizes cooperation, mutual respect and mutual respect. And increase trust in the community. Pancasila and community education courses should be supported by the education system and

management so that students' interests can overcome unnecessary and useful class activities.

Therefore, the development of e-books is a conscious and planned effort to create a learning environment, and the learning process has an inspiring perspective (Amalia & Utami, 2018), so as to actively open up students' ability to have faith and spiritual strength, independence, controls and characters, intelligent and noble character and creative ability. The existence of e-books is expected to improve the learning process (Noor et al., 2012; Pratama & Adam, 2024; Sun et al., 2012), motivate students and produce talented people who are able to contribute to the development of the country.

Teachers are no longer the only decision-makers in education, as students can

find and explore faster and more accessible digital learning methods (Djamarah, 2000). Therefore, in this study, we believe that as teachers, we have full responsibility to our students. To create an eBook, you can use the web version or the app. The competition for Android apps is expected to get even tougher because these e-books allow students to view images, photos, and e-books within the app, without the need to open the book.

Many changes have occurred both in policy-making and educational practices, both inside and outside the classroom. Legal Resources and the Indonesian Judicial System. By preparing the generation to respond to various global needs and challenges, the Indonesian nation (Setiawan, 2017). Learning through a positive learning model is a strategy or process that develops thinking, problem-solving, and communication skills. Engage students creatively in the learning process, teach them to be brave in giving suggestions and questions, and help them develop ideas or opinions about issues that arise (Yamin, 2004). Students should be able to use textbooks to explore the information presented on their own to express their abilities and positive thinking.

It should be noted that Pancasila and Citizenship Education (PKn) is currently being surrounded by educational problems. In the Pancasila and Citizenship (PKn) education system, teachers always apply strict and static educational standards. Efforts to improve the quality of education have been carried out, among others, by improving the curriculum, educational content, teaching and learning process, and assessment. The selection of an educational model must be able to arouse positive thoughts, feelings and thoughts in students.

Therefore, efforts to increase student participation in learning need to be prioritized, and appropriate educational models are needed that can present various aspects of learning, provide various opportunities such as the exchange of ideas, cooperation with peers, discussions with teachers, and learning (Bramantya, Awaliyah,

et al., 2025; Huang, 2013). For growth. Respond to other students' thoughts. In learning Pancasila and Citizenship Education (PKn), appropriate training is needed so that education can be effective and efficient. Successful teaching and learning. One of the e-books that can be used to teach Pancasila and Citizenship Education (PKn) is the Knowledge Model. Because using this e-book is very simple. This e-book is very useful for practicing student activities (Bramantya, Pujiati, et al., 2024).

The cooperative learning model is an active learning model between students and teachers that can be used to develop students' creative thinking. Knowledge sharing (Lin, 2007) involves asking students questions related to the information in the e-book (Law and Order in Indonesia) and getting answers to their comments. This learning model prepares students to learn information quickly and can be used to determine students' ability to work in teams to solve problems related to topics discussed in class. An effective teaching model is expected to open up teachers and students in the learning process (Chen, 2001). It is hoped that through an active environment between teachers and students, students' potential will be revealed and the quality of education will increase. Based on the above rules, it is clear that education is an effort to educate the life of the state and create intelligent human beings who are useful for themselves, life, and the country.

An e-book is a book that uses shared knowledge as its subject. Therefore, it can be concluded that Indonesia as a country can develop a model that can achieve its educational goals, which is to produce students who have knowledge of relationships, unity and solidarity (Nainggolan et al., 2024; Roth, 2007; Sleeter & Soriano, 2013). It means "unite and become one and unite". The development of this e-book cannot be separated from seeking God's pleasure. Without the grace of friendship, this e-book is meaningless and just a game for students.

E-books have many advantages over

traditional books. These advantages include: More interesting because it has many multimedia resources (images, audio, e-books) to test the results of online learning. E-books can be used in two forms of communication: distance learning or interactive training (Bozkurt & Bozkaya, 2015; Huang, 2013; Ibrahim & Alqahtani, 2018). Students can self-assess their own resources and track the results of their independent assessments. The existence of e-books is also a solution for nature and environmental conservation by reducing the use of paper and ink. The eBook is cross-platform and can be used on a variety of devices, including desktop, laptop, and Android. So it is easy for students to read because it can also be used on Android phones. The development of e-books also facilitates the learning process because e-books allow students to learn anytime and anywhere. Active knowledge sharing model in citizen learning e-books (Dewi, 2012).

Method

This study consists of a slightly modified version of the ADDIE method. The ADDIE method is one of the most commonly used research methods, through five stages: analysis, design, development, implementation and evaluation. Materials such as e-books, LKS and textbooks. The reason for using the ADDIE method is because it is simple, functional and easy to evaluate so as to reduce the risk of errors or shortcomings in the final stage of writing this ebook.

Specifically, in the analysis stage, the researchers identified the needs of Class XI students at Darus Salam Islamic High School by distributing questionnaires and conducting interviews with PPKn teachers to find the gap between the current learning process and the need for innovative learning media. In the design stage, the structure, layout, and content of the PPKn e-book were drafted, aligning with the knowledge sharing learning model to stimulate creative thinking and active student participation. During the development stage, the e-book was created using digital tools, and its content was

validated by media and material experts to ensure accuracy, readability, and alignment with the PPKn curriculum. The implementation stage involved using the e-book in classroom activities, supported by learning guides to assist students in utilizing the e-book effectively during PPKn lessons. Finally, in the evaluation stage, the effectiveness of the e-book was measured using pre-test and post-test scores, student feedback, and teacher observations to assess improvements in students' creative thinking and academic performance, while also identifying areas for refinement in the e-book for potential wider use (Bramantya, Untari, et al., 2025; Muruganantham, 2015).

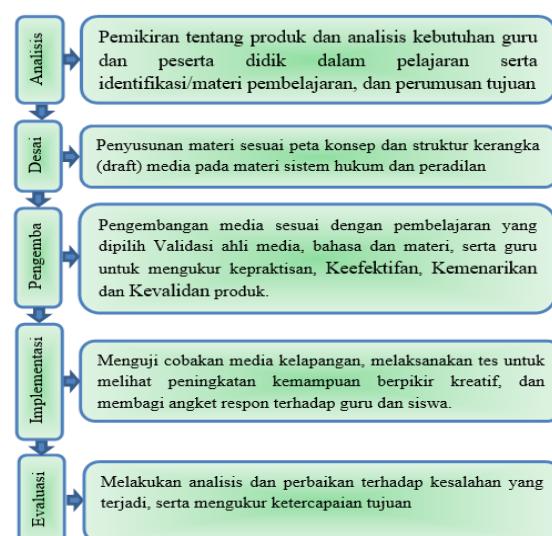


Figure 1. Research methods

Results

E-Book Development Steps

Analysis of the needs of teachers and students of SMA Islam Darus Salam grade XI, regarding how learning, especially in PPKn lessons, can use new media (E-Book) and can be accepted by all levels of teachers and students themselves by paying attention to the comfort of student learning and not going out of the essence of the existing curriculum.

This design stage is a step in making a design, in this case the design of a web-based learning E-Book is formed starting from the idea process which is then realized by being practiced directly but only experimentally. In terms of this design, the researcher analyses

the existing learning media and then realizes it by way of development.

The development stage is a process of realizing the design that has been made at the design stage into reality. At this stage, everything that is needed or that will support the learning process must all be prepared. Researchers have developed directly related to web-based learning E-Books by creating usage guidelines as well so that users do not feel difficulties when using them.

The implementation stage is a real step to implement the learning system that has been created. At this stage, all things that have been developed are arranged in such a way that they are in accordance with their respective roles and functions to be implemented. When the product is ready, the next step is to be tested. The trial was carried out on expert validators, namely lecturers, then curriculum validators, namely PPKn teachers themselves, then on grade XI students at Darus Salam Islamic High School. Then after the experiment, the next step is a revision or improvement (Bramantya, Untari, et al., 2024).

The evaluation stage is a process of this development that aims to find out whether the web-based learning E-Book media that is being developed is successful according to the initial expectations or not. So that improvements can be made if there are still shortcomings in the creation of this web-based learning media.



Figure 2. E-Book Development

Presentation of results Skills data (creative thinking ability)

In the development of the PPKn e-book, the collaborative learning model

focuses on students playing an active role in learning, with teachers carrying out the teaching and learning process in the classroom. Actively sharing knowledge provides worksheets to students by first downloading the information available in the e-book menu and discussing the LKPD that exists in the group that supports positive thinking to communicate or debate about legal and judicial knowledge. That's important ways to improve the ability (of students) (Chen, 2001).

Results of the creative thinking ability test

The level of validity of creative information helps to evaluate the data, the tool that the researcher uses to study the potential needs before this study, the results of the potential information needs of the PPKn e-book about the Indonesian legal and judicial system are as follows As below.

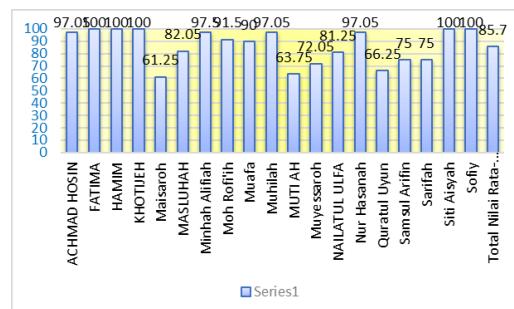


Figure 3. Creative thinking ability test after research

The conclusion from the responses obtained from the 75 students included in the sample was that learning could be done anywhere, with an average score of 3.28. This aims to make it easier for students to learn without being limited to a specific location. It has been widely reviewed by media experts, documentary experts, and documentary students, and the results that can be obtained are detailed below:

Table 1. Experts Validation

Aspects assessed	Average %	Criterion	Information
Media design	96,07	Very valid	Worth using
Organized	100	Very valid	Worth using

Benefits of E-Books	96,38	Very valid	Worth using
E-Book Quality	98,19	Very valid	Worth using
Effectiveness	97,23	Very valid	Worth using
Efficiency	97	Very valid	Worth using
Attraction	93,5	Very valid	Worth using
Total average	96,91	Very valid	Worth using

Data Analysis of PPKn Lesson Learning Evaluation Results

We collect academic achievement assessment data by asking for grades from lecturers for courses in odd semesters of 2022. The following data were obtained from shared learning experiences:

Table 2. Data Analysis

Value chain	Before Treatment		After Treatment	
	Frequency	Present (%)	Frequency	Present (%)
71-74	3	20	2	9,3
75-78	7	26,7	2	14,7
79-82	6	18,7	3	25,3
83-86	3	24	5	21,3
87-90	2	9,3	7	26,7
91-94	1	1,3	3	2,7
Sum	22	100	22	100

Before the exam, 3 weak students (20%) scored between 71 and 74 points, and 2 students (9.3%) scored between 71 and 74 points for learning on the web after using the e-book. Before the test, 7 students (26.7%) obtained a score of 75-78, and after using the E-Book media learning website, there were 2 students (14.7%) who obtained a score of 75-78. Before the test, 6 students (18.7%) obtained a score of 79 to 82, and after using the E-Book material, 3 students (25.3%) obtained a score of 79 to 82. Before the test, the test, 3 weak students (24%) scored 83-86., and after using e-books for web-based learning, 5 weak students (21.3%) scored 83-86.86.

The number of injured students was 87-90 (9.3%) and 7 (26.7%) students easily learned on the web after using the e-book. Prior to the test, 1 student (1.3%) received a score of 91-94 from the students involved, and 3 students (2.7%) completed the learning on

the web after using E-Book support. And there were 20 students who obtained good scores in the 75-94 category after using the PPKn E-Book Active Knowledge Sharing learning model on Indonesian legal and judicial information.

Discussion

The Effectiveness of Knowledge Sharing of PPKn E-Book Active Learning Model on Legal Documents and the Judicial System in Indonesia Obtained from the Data Collected. Take academic notes by asking instructors for summaries of other semester grades in the 2023 academic year. Based on the learning outcomes of students who have never used the active learning model of e-book sharing knowledge, the following information was obtained after using the active learning model of e-book knowledge sharing knowledge.

After using the media, 2 students obtained good scores with scores ranging from 70 to 74 points, and by using a teaching skills model that studied electronic media, 2 students obtained excellent scores with scores ranging from 75 to 92 points. There are 20 people. Thanks to the attraction of learning using e-books made by researchers based on student learning materials, the average score of students who used the shared knowledge model turned out to be 80.9 points on emotional intelligence.

The report on the effectiveness of all knowledge sharing learning models is considered effective and usable. Educational media can improve students' academic achievement. The simple and engaging teaching and learning process makes it easy for students to understand and understand the class and makes learning more effective. Because e-books are a comprehensive learning model that meets the needs of students, they help them focus on learning while in class and independent learning at home (in addition to classroom learning), as well as encourage them to think in class, thus motivating them to study. The similarity of the previous research with this study is that they both examine research related to the use

of electronic books (E-Books) used and developed by researchers (Paris & Paris, 2003; Snodin, 2013; Spratt et al., 2002).

The researchers continued what had been discussed earlier so that all previous studies referred to the importance of using e-books as well as sharing knowledge about learning models to develop positive thinking. The difference between the research I did and many previous studies is that previous research has addressed many aspects about the importance of education with media literacy, specifically yes, and education with social media. Like ANGGRANI-2021), we discuss the impact of the learning process with a knowledge sharing model, but do not use research books, such as Installed E-Books with Prepared E-Books.

When students are lazy to read, just listen to information, draw on the subject matter, and use it as a forum for sharing knowledge in class, they generally laugh. The main function of advertising is to develop positive emotions. wisdom. If so, the findings of Saddam Husen (2017) who discuss the use of active knowledge sharing techniques to improve student learning are slightly different from the researchers' findings. The difference used to be in e-books and for educational purposes the researcher only talked about ideas, but now the researcher is interested in using his baking skills and work, therefore the researcher created an E-Book.

Active knowledge-sharing models. Because I did. E-books are more interesting and useful than traditional online books because they use Android apps that can be installed on your Android phone. The contribution of previous results encouraged researchers to develop a collaborative learning model with e-books for students of SMA Islam Darus Salam with the aim of encouraging learning and facilitating student learning.

Develop creative thinking to help students acquire digital interests and knowledge. The lack of PPKn e-books often shows knowledge of learning models according to information experts. The nature, language and information are as follows. In

general, this electronic diary is interesting. A). Cover image according to the theme of the product. 2). YouTube links work well. 3). The type of font used is appropriate and does not matter, but considering the font size used for the product content, it seems to be too large so as to make the eBook look like a PPT file. 4). In addition, some of the references listed in the bibliography are not contained in the main text so they are not included in the contents of the e-book. 5). In addition, using waterfall-themed backgrounds is also not a good option, you can easily change it to another design and it is not too much of a problem. 6). Also check for spacing/tab issues in each new paragraph of your eBook content.

According to media and information experts, although doubts have disappeared, the opinions of various parties are still needed, therefore the news must be used for at least one year in the education process, especially to assess educational outcomes in the community. The researcher hopes that sharing knowledge about learning through e-books will facilitate the learning process. This is in line with the theory (Usman & Asnawir, 2002) that media is a product that can be edited, seen, heard, read and spoken, and as a useful tool in the teaching and learning process, can affect learning performance. This shows that the information produced must be able to support the learning process, especially in public education.

Conclusions

The PPKn eBook is an educational resource that students can use to develop their creative thinking while studying PPKn in Class XI at Darus Salam Islamic High School. Based on the results of research and development of the PPKn e-book using the knowledge sharing model, the following conclusions can be drawn. The data collected showed the effectiveness of using PPKn e-books with work learning guides. Academic performance data was collected from students.

The following information was obtained from the learning outcomes of previous students who did not use the PPKn

e-book with work learning guides and after using the PPKn e-book with teaching standards and learning work. Two students scored between 70 and 74 after using the media, and 20 students scored very well between 75 and 92 after using the web-based learning e-book. The average score of students who followed the PPKn e-book knowledge sharing learning model developed from student learning materials was 85.7. The effectiveness of the PPKn e-book in the knowledge sharing learning model is considered effective and can be used.

Future research could investigate how the integration of PPKn e-books using the knowledge sharing learning model impacts other dimensions of student learning beyond creative thinking, such as critical citizenship, civic engagement attitudes, and collaborative problem-solving skills within PPKn classes. Additionally, longitudinal studies examining the sustained use of this e-book over an academic year could reveal its long-term effectiveness, while comparative studies across different schools or regions could provide insights into the scalability and adaptability of this intervention within diverse educational contexts.

Acknowledgement

I would like to acknowledge STIKP PGRI Sampang for supporting this publication.

References

Amalia, R. M., & Utami, D. Y. (2018). Pemberian Reward Berdasarkan Penilaian Kinerja Karyawan Dengan Metode Ahp Pada Pt. Anugerah Protecindo. *JITK (Jurnal Ilmu Pengetahuan Dan Teknologi Komputer)*, 3(2), 181–188.

Bozkurt, A., & Bozkaya, M. (2015). Evaluation criteria for interactive e-books for open and distance learning. *International Review of Research in Open and Distributed Learning*, 16(5), 58–82.

Bramantya, A., Awaliyah, S., & Untari, S. (2025). *Pendidikan Kewarganegaraan berbasis Project Health Citizenship dalam Konteks Profesi Kesehatan*. PT. Berani Tumbuh Indonesia.

Bramantya, A., Pujiati, E., Azmi, S., Untari, S., & Nafsiyah, F. (2024). Penerapan Model Pembelajaran Parliamentary Sessions Simulation untuk Mengembangkan Keterampilan Berpikir Kritis dalam Pelajaran Pendidikan Pancasila. *Civics Education and Social Science Journal (CESSJ)*, 6(2), 205–220.

Bramantya, A., Untari, S., & Danti, S. Z. R. (2025). Pengembangan E-Modul Berbasis Projects Health Citizenship pada Mata Kuliah Pendidikan Kewarganegaraan. *Jurnal Ilmiah Pendidikan Pancasila Dan Kewarganegaraan*, 9(1). http://journal2.um.ac.id/index.php/jp_pk

Bramantya, A., Untari, S., & Nafsiyah, F. (2024). Penerapan model pembelajaran pjbl untuk meningkatkan kreativitas siswa sma kelas x-3 berbantuan poster kebudayaan di SMAN 1 Tumpang. *Jurnal Tinta: Jurnal Ilmu Keguruan Dan Pendidikan*, 6(1), 105–113.

Chen, H. (2001). *Knowledge management systems: a text mining perspective*. Knowledge Computing Corporation.

Dewi, A. N. (2012). *Pengaruh Penggunaan Model Active Knowledge Sharing Terhadap Hasil Belajar Ditinjau Dari Minat Belajar Siswa SMA N 2 Karanganyar*.

Djamarah, S. B. (2000). *Guru dan anak didik dalam interaksi edukatif*. Rineka cipta.

Huang, H. (2013). E-reading and e-discussion: EFL learners' perceptions of an e-book reading program. *Computer Assisted Language Learning*, 26(3), 258–281.

Ibrahim, H., & Alqahtani, A. S. H. (2018). The impact of adopting Web 2.0-based E-Book on student learning skills. *Eurasia Journal of Mathematics, Science and Technology Education*, 14(6), 2509–2522.

Lin, H. (2007). Knowledge sharing and firm innovation capability: an empirical study. *International Journal of Manpower*, 28(3/4), 315–332.

Muruganantham, G. (2015). Developing of E-content package by using ADDIE model.

International Journal of Applied Research, 1(3), 52-54.

Nainggolan, D. M., Nainggolan, R., Hakim, A. J., Abriansah, M., Acung, W., & Mohede, H. S. (2024). Building Solidarity and Cooperation Among Students Through the Gotong royong Program at the Indonesian School of Kuala Lumpur. *Teumulong: Journal of Community Service*, 2(3), 161-174.

Nindya, M. I. S., & Dafit, F. (2022). Utilization of information and communication technology on the learning process in Elementary School. *International Journal of Elementary Education*, 6(1), 173-181.

Noor, A. M., Hashim, H. M., Ali, R. M., & Shaari, Z. H. (2012). E-Books as Textbooks in the Classroom. *Procedia-Social and Behavioral Sciences*, 47, 1802-1809.

Paris, S. G., & Paris, A. H. (2003). Classroom applications of research on self-regulated learning. In *Educational Psychology* (pp. 89-101). Routledge.

Pratama, M. P., & Adam, M. (2024). E-books as self-learning resources for educational technology students. *Jurnal Kependidikan Media*, 13(1).

Roth, W.-M. (2007). Toward solidarity as the ground for changing science education. *Cultural Studies of Science Education*, 2(4), 721-783.

Setiawan, W. (2017). *Era digital dan tantangannya*.

Sleeter, C. E., & Soriano, E. (2013). *Creating solidarity across diverse communities: International perspectives in education*. Teachers College Press.

Snodin, N. S. (2013). The effects of blended learning with a CMS on the development of autonomous learning: A case study of different degrees of autonomy achieved by individual learners. *Computers & Education*, 61, 209-216.

Spratt, M., Humphreys, G., & Chan, V. (2002). Autonomy and motivation: Which comes first? *Language Teaching Research*, 6(3), 245-266.

Sun, J., Flores, J., & Tanguma, J. (2012). E-Textbooks and students' learning experiences. *Decision Sciences Journal of Innovative Education*, 10(1), 63-77.

Usman, M. B., & Asnawir, H. (2002). *Media pembelajaran*. Ciputat Pers.

Yamin, M. (2004). *Pengembangan Kompetensi Pebelajar*.