# ABSTRAK

**RIZKY HASAN AZHARI RITONGA. Pengembangan media pembelajaran instruksional atletik berbasis aplikasi android studio dan adobe animete tahun 2020. Medan : program Pascasarjana. Universitas Negeri Medan, Desember 2020.**

Penelitian ini dilaksanakan di SMP N1 Siabu Mandailing Natal. Penelitian ini dilaksanakan pada bulan Desember 2020. Penelitian ini merupakan penelitian pengembangan atau *Research and Development* yang menggunakan model pengembangan Borg dan Gall. Dalam penelitian ini teknik pengambilan sampel yang digunakan adalah teknik *probability sampling*. *"probability sampling"* adalah salah satu teknik pengambilan sampel yang bemberikan peluang yang sama bagi setiap unsur ( angota) populasi untuk dipilih menjadi anggota sampel maka pengambilan sampel secara acak atau random dari populasi yang ada. Sample dalam penelitian ini berjumlah kepada 35 siswa kelas VII. Tujuan untuk mengembangkan media pembelajaran dengan materi atletik khususnya cabang tolak peluru dan lempar lembing berbasis android studio and adobe animate untuk siswa SMP kelas VII.

Hasil penelitian ini diproleh : 1. Terciptanya produk Aplikasi Pengembangan Media Pembelajaran Instraksional Atletik Berbasi Android Studio dan Adobe animate untuk siswa SMP N1 kelas VII ; 2. Kelayakan telah teruji dengan baik dari segi materi, media maupun dari faktor *usability* dengan katagori " Sangat Layak" pada masing-masing tahap pengujian. Hasil pengujian validasi ahli : 1. Nilai validasi Ahli Materi sebesar 82,67% berada pada rentang > 81% sehingga masuk dalam katagori "Sangat Layak"; 2. Nilai validasi Ahli Media sebesar 85,00% berada pada rentang > 81% sehingga masuk dalam katagori "Sangat Layak"; 3. Nilai validasi Ahli pembelajaran sebesar 81,00% berada pada rentang > 81% sehingga masuk dalam katagori "Sangat Layak". Hasil uji kelayakan faktor *usability* sebesar 79,90% berada pada rentang > 61% sehingga masuk dalam katagori "Layak". Dengan demekian media pembelajaran atletik dengan aplikasi berbasis android studio and adobe animate layak digunakan sebagai media pembelajaran PJOK cabang olahraga atletik khususnya siswa SMP kelas VII.

**Kata Kunci : Atletik berbasis android, media pembelajaran, model pengembangan *R and D*.**

# ABSTRACT

**RIZKY HASAN AZHARI RITONGA. Development of athletic instructional instructional media based on the Android Studio and Adobe Animete applications in 2020. Medan: Postgraduate program. Medan State University, December 2020.**

This research was conducted at SMP N1 Siabu Mandailing Natal. This research was conducted in December 2020. This research is a research development or Research and Development using the Borg and Gall development model. In this study the sampling technique used was probability sampling technique. "Probability sampling" is a sampling technique that provides equal opportunities for each element (member) of the population to be selected as sample members, so the sampling is random or random from the existing population. The sample in this study amounted to 35 grade VII students. The aim is to develop instructional media with athletic material, especially the shooting and javelin-based branches of android studio and adobe animate for seventh grade junior high school students.

The results of this study were obtained: 1. The creation of an application product for the development of an athletic instructional instructional media application based on Android Studio and Adobe Animate for students of SMP N1 grade VII; 2. Feasibility has been tested well in terms of material, media and usability factors with the category "Very Appropriate" at each testing stage. The results of the expert validation test: 1. The material expert validation value is 82.67% in the range> 81% so it is included in the "Very Appropriate" category; 2. The validation value of Media Experts is 85.00% in the range> 81% so that it is included in the "Very Appropriate" category; 3. Expert validation value of 81.00% is in the range> 81% so that it is included in the "Very Appropriate" category. The results of the usability factor feasibility test were 79.90% in the range> 61% so that it was included in the "Feasible" category. Thus, athletic learning media with android studio and adobe animate-based applications are suitable for use as learning media for PJOK athletic sports, especially for grade VII junior high school students.

**Keywords: Android-based athletics, instructional media, R and D development model.**