

ABSTRAK

Siregar, Husin Rizky. Pengembangan Media Pembelajaran Ekonomi *Mobile Learning* Berbasis Android Dengan Alur *Problem Based Learning (PBL)* Untuk Meningkatkan Hasil Belajar Siswa SMA Di Negeri 2 Binjai Tahun Ajaran 2021/2022, Tesis. Medan Program Studi Pendidikan Ekonomi, Pascasarjana Universitas Negeri Medan, 2022.

Produk penelitian berikut merupakan media pembelajaran *Mobile Learning* Berbasis Android Dengan Alur *Problem Based Learning (PBL)* untuk meningkatkan hasil belajar ekonomi siswa. Masalah dalam penelitian berikut yaitu rendahnya hasil belajar siswa di SMA Negeri 2 Binjai. Berdasarkan teorinya, banyak faktor banyak faktor yang mempengaruhinya misal pada saat pandemi Covid-19 masih memakai media belajar konvensional. Penelitian berikut sebagai penelitian pengembangan media belajar bermodel pengembangan ADDIE melalui 5 tahapan. Data penelitian yaitu hasil belajar dengan rata-rata pada saat tahun pandemi Covid-19 dari tahun 2020-2022. Tujuan yang hendak dicapai yakni mengembangkan media pembelajaran lebih praktis dan efektif digunakan siswa dengan *smartphone*. Desain penelitian menggunakan (ADDIE), subjek penelitian ialah siswa XI IS SMA Negeri 2 Binjai T.A 2021/2022. Hasil yang didapatkan meliputi (1) media pembelajaran *Mobile Learning* Berbasis Android Dengan Alur *PBL* termasuk dalam kategori valid dengan penilaian ahli media 86,25 %, ahli desain 92,5% dan ahli desain 98%. Uji kelayakan produk ke siswa Hasil Produk 88,74% dan Keefektifan Produk 84,69%. (2) Dalam uji hipotesis, melalui uji t dengan membandingkan hasil belajar pretest dan posttest siswa. Hasil yang didapatkan yaitu (1) pengembangan media belajar ekonomi *Mobile Learning* berbasis android dengan alur *pbl* di SMA Negeri 2 Binjai layak untuk digunakan, (2) Penggunaan media belajar *Mobile Learning* berbasis android dengan alur *pbl* dapat meningkatkan hasil belajar siswa kelas XI di SMA Negeri 2 Binjai.

Kata Kunci : Media Pembelajaran, *Mobile Learning*, Hasil Belajar, Covid-19, Berbasis Android, SMA Negeri 2 Binjai.

ABSTRACT

Siregar, Husin Rizky. Development of Android-Based Mobile Learning Economic Learning Media with Problem Based Learning (PBL) Flows to Improve Learning Outcomes of High School Students at Negeri 2 Binjai Academic Year 2021/2022, Thesis. Medan Economic Education Study Program, Postgraduate Medan State University, 2022.

The product of this development research is an Android-Based Mobile Learning learning media with Problem Based Learning (PBL) flow to improve student economic learning outcomes. The problem of this research is the low learning outcomes of students at SMA Negeri 2 Binjai. In theory, many influencing factors include still using the usual learning media during the Covid-19 pandemic. This research is a learning media development research using the ADDIE development model which has 5 stages. The data in the study is in the form of learning outcomes with the average during the Covid-19 pandemic year from 2020-2022. This study aims to develop learning media that are more practical and effective for students to use with smartphones. The research design used (ADDIE), the test subjects in this study were students of XI IS SMA Negeri 2 Binjai T.A 2021/2022. The results of this learning media development process are (1) Android-Based Mobile Learning learning media with PBL Flow is included in the valid category with an assessment of media experts 86.25 %, design experts 92.5% and design experts 98%. Product feasibility test to students Product Results 88.74% and Product Effectiveness 84.69%. (2) Furthermore, to test the hypothesis, the t-test was used by comparing the pretest and posttest learning outcomes. The results showed that (1) the development of Android-based Mobile Learning economic learning media with the PBL flow at SMA Negeri 2 Binjai was feasible to use, (2) The use of Android-based Mobile Learning learning media with the PBL flow could improve the learning outcomes of class XI students in SMA Negeri 2 Binjai.

Keywords : Learning Media, Mobile Learning, Learning Outcomes, Covid-19, Besed on Android, SMA Negeri 2 Binjai.