

ABSTRAK

Elisabet Sitorus: Pengembangan Media Pembelajaran Interaktif Menggunakan Adobe Flash CS6 Pada Mata Pelajaran Desain Grafis Berbasis Android di SMK. Skripsi. Fakultas Teknik Universitas Negeri Medan. 2022

Penelitian ini bertujuan : Untuk mengetahui kelayakan media pembelajaran berbasis android pada mata pelajaran desain grafis untuk siswa Teknik Komputer dan Jaringan kelas X. Serta dapat mengetahui hasil belajar siswa melalui uji efektifitasnya.

Adapun model penelitian yang digunakan adalah model *waterfall* Prosedur pembuatan media ini meliputi: (1) *Requirements Defitition* (2) *System and Software Design* (3) *Implementation and Unit Testing* (4) *Integration and System Testing* (5) *Operation and Maintenance*. Data pada penelitian ini diperoleh melalui instrument yang diadaptasi dari Sriadhi: 2018, yang terdiri dari ahli materi, ahli media, praktisi pembelajaran.

Hasil penelitian ini adalah : (1) Hasil kelayakan media berbasis *android* sebagai berikut: penilaian ahli media memperoleh nilai 4,66 dengan kategori sangat layak, penilaian ahli materi memperoleh nilai 4,74 dengan kategori sangat layak, validasi dari praktisi pembelajaran memperoleh rata-rata sebesar 4,52 dengan kategori sangat layak. Maka diperoleh kesimpulan media yang dikembangkan layak untuk digunakan. (2) Hasil uji efektifitas pada penggunaan media pembelajaran berbasis *android* lebih baik dibandingkan dengan yang tidak menggunakan media pembelajaran berbasis *android* yang dapat dilihat dari hasil perbandingan hasil rata-rata posttest, $t_{hitung} > t_{tabel}$ $6.618 > 1.688$. Sehingga H_0 ditolak dan H_a diterima. Dan dapat diambil kesimpulan bahwa nilai rata-rata kelas eksperimen lebih baik dari nilai rata-rata kelas kontrol.

Kata Kunci : Media Pembelajaran, *Adobe Flash*, *Android*, *Waterfall*, Desain Grafis

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ABSTRACT

Elisabet Sitorus: Development of Interactive Learning Media Using Adobe Flash CS6 in Android-Based Graphic Design Subjects in Vocational High Schools. Essay. Faculty of Engineering, State University of Medan. 2022

This research aims: To determine the feasibility of Android-based learning media in graphic design subjects for students of class X Computer and Network Engineering. And to know student learning outcomes through testing its effectiveness.

The research model used is the waterfall model. The procedure for making this media includes: (1) Requirements Definition (2) System and Software Design (3) Implementation and Unit Testing (4) Integration and System Testing (5) Operation and Maintenance. The data in this study were obtained through an instrument adapted from Sriadhi: 2018, consisting of material experts, media experts, learning practitioners.

The results of this study are: (1) The results of the feasibility of android-based media are as follows: the assessment of media experts gets a value of 4.66 with a very decent category, the assessment of material experts gets a value of 4.74 with a very decent category, validation from learning practitioners gets an average of 4.52 with very decent category. Then it can be concluded that the developed media is feasible to use. (2) The results of the effectiveness test on the use of android-based learning media are better than those that do not use android-based learning media which can be seen from the results of the comparison of the posttest average results, $t_{count} > t_{table}$ $6.618 > 1.688$. So H_0 is rejected and H_a is accepted. And it can be concluded that the average value of the experimental class is better than the average value of the control class.

Keywords: Learning Media, Adobe Flash, Android, Waterfall, Graphic Design.