ABSTRAK

Oki Agam Vebriyansah: *Pengembangan Media Pembelajaran Berbasis Mobile Learning Untuk Pembelajaran Alat Ukur Mekanik Presisi Kelas X Teknik Pemesinan SMK Negeri 5 Medan Tahun Ajaran 2021/2022.* Skripsi. Fakultas Teknik Universitas Negeri Medan. 2022

Berdasarkan data skripsi berjenis penelitian pengembangan mahasiswa program studi Pendidikan Teknik Mesin Universitas Negeri Medan priode kelulusan 2019-2020 kurang lebih sekitar 87,2% media diambil dari media penyedia video online, oleh sebab itu penulis akan merancang sebuah media pembelajaran berbasis *Mobile learning (M-Learning)* dengan model penulis itu sendiri atau dengan modifikasi yang berarti.

Dalam masa darurat penyebaran *corona virus disease-19* sekolah dianjurkan untuk melaksanakan proses belajar mengajar dari rumah melalui media pembelajaran daring. Dengan pengembangan media berbasis *M-Learning* diharapkan dapat mengasah kemampuan dan keterampilan peserta didik serta dapat mengurangi kesenjangan pembelajaran praktikum langsung dengan praktikum jarak jauh dalam jaringan.

Tujuan Penelitian, (1) Mengembangkan media pembelajaran berbasis *M-Learning* pada pembahasan alat ukur mekanik presisi kelas X Teknik Pemesinan SMK Negeri 5 Medan, (2) Mengetahui kelayakan media pembelajaran berbasis *M-Learning* pada pembahasan alat ukur mekanik presisi kelas X Teknik Pemesinan SMK Negeri 5 Medan yang dikembangkan, (3) Mengetahui kepraktisan media pembelajaran berbasis *M-learning* pada pembahasan alat ukur mekanik presisi kelas X Teknik Pemesinan SMK Negeri 5 Medan yang dikembangkan.

Penelitian pengembangan ini menggunakan metode penelitian ADDIE dilakukan melalui 5 tahapan yaitu (1) tahap analisis *(analisis),* (2) tahap desain (*design)*, (3) tahap pengembangan (*development)*, (4) tahap implementasi *(implementation)* dan, (5) tahap evaluasi *(evalution).*

Hasil Penelitian ini menunjukan (1) hasil analisis validasi media pembelajaran berbasis *M-Learning* dinyatakan valid dengan rerata skor 0,96 tergolong pada kategori validitas tiggi, (2) hasil analisis kepraktisan media pembelajaran berbasis *M-Learnig* dinyatakan layak digunakan dengan rerata skor 3,57 tergolong pada kategori sangat positif, (3) hasil analisis kepraktisan media pembelajaran berbasis *M-Learning* dinyatakan praktis digunakan dengan rerata skor 3,59 tergolong pada kategori sangat praktis.

Kata kunci: Penelitian Pengembangan, Media Pembelajaran, Media Berbasis *M-Learning*

ABSTRACT

Oki Agam Vebriyansah: *Development of Mobile Learning-Based Media for Learning Mechanical Precision Measuring Instruments for Class X Machining Engineering Students at SMK Negeri 5 Medan in the 2021/2022 Academic Year, Essay, Faculty of Engineering, State University of Medan,* 2022

Based on thesis data in the type of research development of students of the Mechanical Engineering Education study program, State University of Medan, the 2019-2020 graduation period is approximately 87.2% of the media taken from online video provider media, therefore the author will design a learning media based on M-Learning with the author's own model or with significant modifications.

In an emergency period of the spread of the corona virus disease-19, schools are recommended to carry out the teaching and learning process from home through online learning media. With the development of M-Learning-based media, it is hoped that it can hone the abilities and skills of students and can reduce the gap in direct practicum learning with remote practicum in the network.

The research objectives, (1) developing M-Learning-based learning media on the discussion of precision mechanical measuring instruments for class X Machining Engineering at SMK Negeri 5 Medan, (2) Knowing the feasibility of M-Learning-based learning media on the discussion of precision mechanical measuring instruments for class X Machining Engineering at State Vocational Schools 5 Medan developed, (3) Knowing the practicality of M-learning-based learning media in the discussion of precision mechanical measuring instruments for class X Machining Engineering at SMK Negeri 5 Medan which was developed.

This type of development research using the ADDIE research method is carried out through 5 stages, namely (1) the analysis phase, (2) the design phase, (3) the development phase, (4) the implementation phase and, (5) evaluation stage.

The results of this study show (1) the results of the validation analysis of the M-Learning-based learning media by the media validator and the material validator are declared valid with a mean score of 0.96 belonging to the high validity category, (2) the results of the practicality analysis of M-Learning-based learning media by the teacher. and students were declared fit for use with an average score of 3.57 belonging to the very positive category, (3) the results of the analysis of the practicality of M-Learning-based learning media by teachers and students were declared practical to use with an average score of 3.59 classified in the very practical category.

Keywords: Development Research, Learning Media, M-Learning-Based Media