

ABSTARK

Masita Khairani, NIM 4161121014 (2021). Pengembangan Aplikasi Media Mobile Learning Berbasis Android Pada Materi Fluida Statis Pada Kelas XI MAN 3 Medan.

Penelitian ini bertujuan mengembangkan dan merancang media pembelajaran *mobile learning* berbasis *android* yang dihasilkan melalui respon siswa, kelayakan dan uji efektifan. Penelitian ini menggunakan jenis penelitian R&D (*research and devolpment*) dengan model pengembangan ADDIE dengan langkah-langkah yaitu studi pendahuluan (*Analysis*), perancangan produk (*Design*), tahap pengembangan (*Development*), tahap implementasi (*implementation*), evaluasi tahap akhir (*Evaluation*). Sampel pengujian media ini adalah kelas XI IPA 5 Madrasah Aliyah Negeri 3 Medan. Data yang digunakan dalam penelitian ini adalah data dari hasil angket analisis, validasi respon siswa. Hasil validasi dari ahli media terhadap media pembelajaran berbasis *android* pada materi fluida statis memiliki persentase 82,1% dengan kriteria sangat baik. Hasil validasi dari ahli materi terhadap media pembelajaran berbasis *android* pada materi fluida statis memliki persentase 94,4% dengan kriteria sangat baik. Hasil respon guru terhadap media pembelajaran *mobile leaning* berbasis *android* memliki persentase 86,3% dengan kriteria sangat baik. Hasil uji coba skla kecil memiliki 7,1% dengan kriteria baik. Hasil uji lapangan skala besar memiliki 89,6% dengan kriteria sangat baik, tingkat keefektifan *mobile learning* bebrbaisi *android* berdasarkan perhitungan menggunakan rumus N-gain diperoleh 7,44 dengan kategori sangat baik. Berdasarkan hasil penelitian pengembangan m-learning berbasis *android* pada materi fluida statis memenuhi kriteria kelayakan media pembelajaran.

Kata Kunci : *Mobile learning*, Adroid, Fluida statis, Penelitian R&D

ABSTRACT

Masita Khairani, NIM 4161121014 (2016). Development Of Android Based Mobile Learning Media Applications on Static Fluida

This research is a development research that aims to develop and design an Android-based mobile learning learning media that is produced through student responses, feasibility and effectiveness testing, this research uses a type of R&D (research and development) research with the ADDIE development model with the steps of a preliminary study (Analysis), product design (Design), development stage (Development), implementation stage (implementation), final stage evaluation (Evaluation). The sample for this media test is class XI IPA 5 Madrasah Aliyah Negeri 3 Medan. The data used in this research is data from the results of the questionnaire analysis, validation of student responses. The validation results from media experts on android-based learning media on static fluid material have a percentage of 82.1% with very good criteria. The validation results from material experts on android-based learning media on static fluid material have a percentage of 94.4% with very good criteria. The results of the teacher's response to the android-based mobile learning media have a percentage of 86.3% with very good criteria. The results of the small scale trial have 7.1% with good criteria. The results of the large-scale field test have 89.6% with very good criteria, the effectiveness level of android based mobile learning based on calculations using the N-gain formula is 7.44 with a very good category. Based on the results of research on the development of Android-based m-learning on static fluid material, it meets the eligibility criteria for learning media.

Keywords: *Mobile learning*, Android, Static Fluids, Research R&D

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