

ABSTRACT

NURHALIMAH SEMBIRING, Development of Learning Media Based on *Smart Apps Creator* in Class V Theme 9 "Objects around us" atSDN 105297 Helvetia. Thesis. Elementary School Teacher Education. State University of Medan, 2022.

The purpose of this study was to determine (1) The feasibility of learning media based on *smart apps creator* on the theme of 9 Things Around Us in class V SDN 1052997 Helvetia, (2) The practicality of learning media based on *smart apps creator* on the theme of 9 Things Around Us in class V SDN 105297 Helvetia and (3) The effectiveness of using learning media based on *smart apps creator* on the theme of 9 Things Around Us in class V SDN 105297 Helvetia. This type of research is research and development (*Research and Development*) using the ADDIE model which consists of 5 stages, namely *Analysis* (analysis), *Design* (design), *Development* (development), *Implementation* (implementation), *Evaluation* (evaluation). The subjects of this study were grade V students at SDN 105297 Helvetia while the object of this study was learning media based on *smart apps creator* in grade V theme 9 "Objects around Us" at SDN 105279 Helvetia. The results showed that the feasibility of learning media based on *smart apps creator* based on the results of material expert validation 89% with very feasible criteria and media expert validation obtained a percentage of 91% with very feasible criteria. The practicality of the media is obtained through the results of the assessment by expert practitioners, based on the percentage of 96% and included in the very practical category, based on the learner response questionnaire obtained an average percentage of 93% with very practical criteria and teacher observation assessment obtained a percentage of 95% with very good criteria. The effectiveness of the media in the *pretest* obtained an average completeness of 13.04% and after learning using *smart apps creator-based* learning media obtained an average *posttest* score completeness of 80.60% and was included in the effective category. It can be concluded that the *smart apps creator-based* learning media on the theme 9 Objects around us in class V SDN 105297 Helvetia is feasible, practical, and effective for use in learning.

Keywords : Learning Media Development, *Smart Apps Creator*, Research and development

ABSTRAK

NURHALIMAH SEMBIRING. Pengembangan Media Pembelajaran Berbasis *Smart Apps Creator* Pada Kelas V Tema 9 “Benda-Benda disekitar kita” diSDN 105297 Helvetia. Skripsi. Pendidikan Guru Sekolah Dasar. Universitas Negeri Medan, 2022.

Tujuan penelitian ini untuk mengetahui (1) Kelayakan media pembelajaran berbasis *smart apps creator* pada tema 9 Benda-Benda Di Sekitar kita di kelas V SDN 1052997 Helvetia, (2) Praktikalitas media pembelajaran berbasis *smart apps creator* pada tema 9 Benda-Benda Di Sekitar Kita di kelas V SDN 105297 Helvetia dan (3) Efektivitas penggunaan media pembelajaran berbasis *smart apps creator* pada tema 9 Benda-Benda Di Sekitar Kita di kelas V SDN 105297 Helvetia. Jenis penelitian ini adalah penelitian dan pengembangan (*Research and Development*) dengan menggunakan model ADDIE yang terdiri dari 5 tahap yaitu *Analysis* (analisis), *Design* (desain), *Development* (pengembangan), *Implentation* (implementasi), *Evaluation* (evaluasi). Subjek dari penelitian ini adalah siswa kelas V di SDN 105297 Helvetia sedangkan objek dari penelitian ini adalah media pembelajaran berbasis *smart apps creator* pada kelas V tema 9 “Benda-Benda disekitar Kita” di SDN 105279 Helvetia. Hasil penelitian menunjukkan bahwa kelayakan media pembelajaran berbasis *smart apps creator* berdasarkan hasil validasi ahli materi 89% dengan kriteria sangat layak dan validasi ahli media memperoleh hasil persentase sebesar 91% dengan kriteria sangat layak. Praktikalitas media diperoleh melalui hasil penilaian oleh ahli praktisi, berdasarkan hasil persentase sebesar 96% dan termasuk ke dalam kategori sangat praktis, berdasarkan angket respon peserta didik diperoleh rata-rata persentase sebesar 93% dengan kriteria sangat praktis dan penilaian observasi guru memperoleh persentase sebesar 95% dengan kriteria sangat baik. Efektivitas media pada *pretest* memperoleh rata-rata ketuntasan sebesar 13,04% dan setelah dilaksanakan pemebelajaran dengan menggunakan media pembelajaran berbasis *smart apps creator* memperoleh rata-rata ketuntasan nilai *posttest* adalah sebesar 80,60% dan termasuk kedalam kategori efektif. Dapat disimpulkan bahwa media pembelajaran berbasis *smart apps creator* pada tema 9 Benda-Benda disekitar kita di kelas V SDN 105297 Helvetia layak, praktis, dan efektif untuk digunakan dalam pembelajaran.

Kata Kunci : Pengembangan Media Pembelajaran, *Smart Apps Creator*, Penelitian dan pengembangan