

ABSTRAK

Hubertus Josua Hasudungan Sinaga: *Pengembangan Media Pembelajaran Mobile Learning Menggunakan Aplikasi Kodular Pada Mata Pelajaran Dasar Dasar Otomotif Pada Kelas X TKR SMK Negeri 2 Medan.*

Skripsi. Fakultas Teknik. Universitas Negeri Medan.2023

Penelitian Pengembangan Media Pembelajaran *Mobile Learning* Berbasis *Android* Pada Mata Pelajaran Dasar Dasar Otomotif Pada Kelas X TKR SMK Negeri 2 Medan bertujuan untuk mengembangkan produk, mengetahui kelayakan produk, dan mengetahui keefektifan produk media pembelajaran pada materi peralatan dan perlengkapan bengkel. Jenis penelitian ini penelitian pengembangan (*Research and Development*) dengan menggunakan model penelitian ADDIE yang merupakan singkatan dari *Analyze, Design, Development, Implementation, Evaluation*. Subjek dalam penelitian ini adalah Ahli materi, ahli media, ahli desain pembelajaran dan respon siswa kelas X TKR SMK Negeri 2 Medan yang berjumlah 30 orang. Pengumpulan data dilakukan dengan instrumen berupa lembar penilaian validasi ahli materi, ahli media, ahli desain pembelajaran, dan respon peserta didik. Teknik analisis data menggunakan deskriptif kuantitatif dan kualitatif. Hasil penelitian ini menunjukkan bahwa media pembelajaran yang sudah dikembangkan berdasarkan hasil penilaian ahli materi diperoleh persentase 90% dengan kriteria sangat layak, penilaian ahli media diperoleh persentase 92,63% dengan kriteria sangat layak, ahli desain pembelajaran 92,30% dengan kriteria sangat layak, dan respon siswa diperoleh persentase 88,04% dan hasil uji efektifitas dengan nilai perbandingan rata-rata pretest 50,05 dan posttest 89,8 dan diperoleh rata-rata N-gain sebesar 0.78 dengan kategori efektif.

Kata kunci: Media Pembelajaran, *Kodular*, Peralatan dan Perlengkapan Bengkel.

ABSTRACT

Hubertus Josua Hasudungan Sinaga: Development of Mobile Learning Learning Media Using Kodular Applications in Basic Automotive Subjects in Class X TKR SMK Negeri 2 Medan.

Thesis. Faculty of Engineering. Medan State University. 2023

Research on Development of Android-Based Mobile Learning Learning Media in Basic Automotive Subjects in Class X TKR SMK Negeri 2 Medan aims to develop products, determine product feasibility, and determine the effectiveness of learning media products on workshop equipment and supplies. This type of research is development research (Research and Development) using the ADDIE research model which stands for Analyze, Design, Development, Implementation, Evaluation. The subjects in this study were material experts, media experts, learning design experts and students' responses in class X TKR SMK Negeri 2 Medan, totaling 30 people. Data collection was carried out using instruments in the form of material expert validation assessment sheets, media experts, learning design experts, and student responses. Data analysis techniques using descriptive quantitative and qualitative. The results of this study indicate that the learning media that has been developed based on the results of the material expert's assessment obtained a percentage of 90% with very feasible criteria, the media expert's assessment obtained a percentage of 92.63% with very feasible criteria, 92.30% learning design expert with very feasible criteria, and student responses obtained a percentage of 88.04% and the results of the effectiveness test with a comparison value of the average pretest and posttest 89.8 and obtained an average N-gain of 0.78 with the effective category.

Keywords: Learning Media, Codular, *Workshop Tools and Equipment.*