

ABSTRAK

JHON ANDREY SITANGGANG. Pengembangan Media Pembelajaran Berbasis *Android* Menggunakan Aplikasi *Kodular* Pada Tema 5 Subtema 2 di Kelas V SDN 060874 Medan Perjuangan T.A 2022/2023. Skripsi. Medan: Fakultas Ilmu Pendidikan Universitas Negeri Medan, 2023.

Tujuan penelitian ini adalah untuk mengetahui kelayakan, praktikalitas, dan efektivitas media pembelajaran berbasis *android* menggunakan aplikasi *kodular* pada tema 5 subtema 2 di kelas V SDN 060874 Medan Perjuangan T.A 2022/2023. Penelitian ini merupakan penelitian pengembangan *Research and Development* (R&D) dengan menggunakan model pengembangan ADDIE yang terdiri dari 5 tahapan yaitu tahap *Analysis, Design, Development, Implementation, dan Evaluation*. Subjek penelitian ini adalah validator ahli media, validator ahli materi, praktisi pendidikan, dan 20 siswa kelas V SDN 060874 Medan Perjuangan. Instrumen yang digunakan dalam pengumpulan data adalah instrumen wawancara, angket, dan tes. Hasil penelitian menunjukkan bahwa media pembelajaran berbasis *android* menggunakan aplikasi *kodular* “Sangat Layak” untuk digunakan dalam proses pembelajaran dengan rincian nilai kelayakan yang diberikan oleh validator ahli media memperoleh persentase kelayakan 94,8% kategori “Sangat Layak” dan hasil penilaian kelayakan materi oleh validator ahli materi memperoleh persentase kelayakan 90,37% kategori “Sangat Layak”. Uji praktikalitas yang dilakukan oleh praktisi pendidikan memperoleh persentase kepraktisan 92,97% kategori “Sangat Praktis”. Berdasarkan hasil implementasi ditemukan adanya peningkatan hasil belajar siswa. Nilai rata-rata siswa sebesar 66 pada *pretest*, sedangkan nilai rata-rata siswa pada *posttest* sebesar 85,75. Berdasarkan uji keefektifan diperoleh hasil rata-rata skor N-gain persen sebesar 58,09% kategori “Efektif”. Berdasarkan hasil penelitian tersebut maka dapat disimpulkan bahwa media pembelajaran berbasis *android* menggunakan aplikasi *kodular* pada tema 5 subtema 2 di kelas V SDN 060874 Medan Perjuangan T.A 2022/2023 sangat layak, sangat praktis, dan efektif digunakan oleh siswa pada proses pembelajaran.

Kata Kunci: *Research and Development, ADDIE, Media Pembelajaran Berbasis Android, Aplikasi Kodular, Kelas V Sekolah Dasar*

ABSTRACT

JHON ANDREY SITANGGANG. Development of Learning Media Based on Android Using Kodular Application for Theme 5 Subtheme 2 in 5th Grade Class SDN 060874 Medan Perjuangan T.A 2022/2023. Skripsi. Medan: Faculty of Education, State University of Medan, 2023.

The purpose of this study was to know validity, practicality, and effectiveness of the learning media based on android using kodular application for theme 5 subtheme 2 in 5th grade class SDN 060874 Medan Perjuangan on school year 2022/2023. This study is a development research Research and Development (R&D) using the ADDIE development model with 5 main stages that are Analysis, Design, Development, Implementation, and Evaluation. The subjects of this study were media expert validator, material experts validator, practitioner, and 20 students of 5th grade class in SDN 060874 Medan Perjuangan. The instruments used in collecting datas are interview instrument, questionnaire and test. The results showed that the learning media is “Very Eligible” in the category to use for learning process based on the validation results by the media expert validator, was obtained the percentage of validity of 94,8% is in the “Very Eligible” category and the validation results by the material expert validator, was obtained the percentage of validity of 90,37% is in the “Very Eligible” category. Practicality test was done by practitioner was obtained the percentage of practicality of 92,97% is in the “Very Practical” category. Based on its implementation results, it was found that there was an increase the results of students learning outcomes. The average of pretest by students was 66, while on the average of posttest by students was 85,75. Based on the effectiveness test was obtained N-Gain percentage’s average score of 58,09% is in the “Effective” category. Based on that study’s results, it can be concluded thatthe Learning Media Based on Android Using Kodular Application for Theme 5 Subtheme 2 in 5th Grade Class SDN 060874 Medan on School Year 2022/2023 is very eligible, very practical, and effective to use by students during the learning process.

Keywords: Research and Development, ADDIE, Learning Media Based on Android, Kodular Application, Fifth Grade Student of Elementary School