

ABSTRAK

FADHILLA PUTRI AFNI. Pengembangan Media Pembelajaran Interaktif Berbasis Android Studio Melalui Model *Problem Based Learning* Pada Materi Pecahan Untuk Meningkatkan Hasil Belajar Siswa Di Kelas IV SD Negeri 101777 saentis T.A 2023/2024. Skripsi. Medan: Fakultas Ilmu Pendidikan Universitas Negeri Medan, 2024.

Penelitian ini dilaksanakan dengan tujuan untuk mengetahui validitas kelayakan, praktikalitas, dan efektivitas media pembelajaran interaktif berbasis Android Studio melalui model *Problem Based Learning* pada materi pecahan untuk meningkatkan hasil belajar siswa di kelas IV SD Negeri 101777 saentis. Jenis penelitian yang digunakan adalah model pengembangan 4D yang terdiri dari 4 langkah yakni *define, design, development, dan disseminate*. Subjek dalam penelitian ini adalah siswa kelas IV SD Negeri 101777 Saentis sebanyak 22 siswa. Teknik pengumpulan data yang digunakan adalah observasi, wawancara, angket, dan tes dengan teknik analisis data kuantitatif dan kualitatif. Hasil dari penilaian validasi oleh ahli materi sebesar 94,28 % (Sangat Layak), hasil penilaian validasi ahli desain dan teknologi sebesar 93,33% (Sangat Layak), dan hasil penilaian validasi praktisi pendidikan sebesar 93,75 % (Sangat Praktis). Hasil *Pre Test* dan *Post Test* serta adanya perhitungan N-Gain Score yang menunjukkan efektivitas media pembelajaran interaktif berbasis Android Studio dengan perolehan nilai rata-rata sebesar 57,92 (Efektif). Setelah adanya penggunaan media pembelajaran interaktif berbasis Android Studio melalui model *Problem Based Learning* diperoleh ketuntasan hasil belajar melalui *Post Test* sebesar 95,45 %. Disimpulkan bahwa media pembelajaran interaktif berbasis Android Studio melalui model *Problem Based Learning* pada materi pecahan sangat layak, sangat praktis digunakan dalam pembelajaran serta efektif untuk meningkatkan hasil belajar siswa kelas IV SD Negeri 101777 Saentis.

Kata kunci : Media Pembelajaran Interaktif, Android Studio, *Problem Based Learning*, Hasil Belajar Pecahan.

ABSTRACT

FADHILLA PUTRI AFNI. Development of Interactive Learning Media Based on Android Studio Using a Problem Based Learning Model on Fraction Material to Improve Student Learning Outcomes in Class IV of SD Negeri 101777 Saentis T.A 2023/2024.Skripsi. Medan: Faculty of Education Universitas Negeri Medan, 2024.

This research was carried out with the aim of determining the validity, feasibility, practicality and effectiveness of interactive learning media based on Android Studio through the Problem Based Learning model on fraction material to improve student learning outcomes in class IV of SD Negeri 101777 Saentis. This research and development was carried out using the 4D development model which consists of 4 steps, namely defining (define), designing (design), developing (development), and disseminating (disseminate). The research subjects were fourth grade students of SD Negeri 101777 Saentis as many as 22 students. the data collection techniques used were observation, interviews, questionnaires, and tests. the data analysis techniques used were quantitative and qualitative. The results of the material expert validation assessment were 94.28% (Very Feasible), the results of the design and technology expert validation assessment were 93.33% (Very Feasible), and the results of the education practitioner validation assessment were 93.75% (Very Practical). The results of the Pre Test and Post Test and the calculation of the N-Gain Score show the effectiveness of interactive learning media based on android studio with an average score of 57.92 (Effective). After the use of interactive learning media based on android studio through the Problem Based Learning model, the completeness of learning outcomes through the Post Test was 95.45%. It is concluded that the interactive learning media based on android studio through the Problem Based Learning model on fraction material is very feasible, very practical to use in learning and effective to improve the learning outcomes of fourth grade students of SD Negeri 101777 Saentis.

Keywords : Interactive Learning Media, Android Studio, Problem Based Learning, Fraction Learning Outcomes.