

ABSTRAK

Rizka Wanda Fiana Lubis: *Pengembangan Media Pembelajaran Interaktif Berbasis Android menggunakan Smart Apps Creator (SAC) pada Mata Pelajaran Teknik Instalasi Tenaga Listrik Kelas XI TITL di SMK Negeri 13 Medan*. Skripsi. Fakultas Teknik Universitas Negeri Medan. 2025.

Peralihan Kurikulum 2013 menjadi Kurikulum Merdeka Belajar menyebabkan beberapa perubahan, khususnya pada mata pelajaran dan proses pembelajaran. Perubahan tersebut menyebabkan belum tersedianya media pembelajaran mata pelajaran teknik instalasi tenaga listrik khususnya pada elemen instalasi penerangan listrik. Bahan ajar yang digunakan berupa buku pelajaran yang dimiliki oleh guru dan media yang digunakan dalam menyampaikan materi pelajaran berupa papan tulis dan bahan-bahan praktik. Proses belajar mengajar sudah cukup efektif dibagian praktiknya, namun terkadang menimbulkan kejenuhan saat belajar teori karena kurangnya ketertarikan siswa pada saat proses pembelajaran berlangsung, khususnya pada pembelajaran teori. penelitian ini bertujuan untuk mengembangkan media pembelajaran berbasis android, mengetahui tingkat kelayakan serta mengukur efektifitas penggunaan media pembelajaran pada mata pelajaran teknik instalasi tenaga listrik khususnya pada elemen instalasi penerangan listrik yang dikembangkan. Penelitian ini dilakukan di SMK Negeri 13 Medan pada kelas XI jurusan TITL. Media pembelajaran berbasis android dikembangkan menggunakan *software Smart Apps Creator (SAC)* yang dimana aplikasi ini mendukung peserta didik dalam melakukan kegiatan belajar secara mandiri dan dapat dilakukan di mana dan kapan saja. Penelitian ini menggunakan model ADDIE yaitu Analisis (*Analyze*), Desain (*Design*), Pengembangan (*Development*), Implementasi (*Implementation*), dan Evaluasi (*Evaluation*). Berdasarkan hasil uji kelayakan media secara keseluruhan memperoleh nilai rata-rata sebesar 3,4 dengan kategori “Sangat Layak”. Uji kelayakan materi mencapai nilai 3,5 dengan kategori “Sangat Layak”. Uji akseptansi pengguna menunjukkan nilai 3,5 dengan kategori “Akseptansi Sangat Tinggi”. Uji efektivitas dilakukan dengan menggunakan uji N-Gain. Skor N-Gain mencapai nilai 0,76 atau 76,4% termasuk ke dalam kategori keefektifan “Tinggi”. Kesimpulan akhir yang diperoleh adalah pengembangan media pembelajaran berbasis android menggunakan *Smart Apps Creator (SAC)* pada mata pelajaran teknik instalasi tenaga listrik khususnya pada elemen instalasi penerangan listrik sangat layak dan efektif digunakan dalam pembelajaran.

Kata Kunci: Pengembangan, Media Pembelajaran, Instalasi Penerangan Listrik

ABSTRACT

Rizka Wanda Fiana Lubis: *Development of Android-Based Interactive Learning Media Using Smart Apps Creator (SAC) in Electrical Power Installation Engineering Subject for Class XI TITL in SMK Negeri 13 Medan. Essay. Faculty Of Engineering. Medan State University. 2024.*

The transition from the 2013 Curriculum to the Independent Curriculum has caused several changes, especially in the subjects and learning process. These changes have resulted in the unavailability of learning media for the electrical power installation engineering subject, especially in the elements of electrical lighting installations. The teaching materials used are in the form of textbooks owned by the teacher and the media used in delivering the subject matter are in the form of a whiteboard and practical materials. The teaching and learning process has been quite effective in the practical part, but sometimes it causes boredom when learning theory due to the lack of student interest during the learning process, especially in theoretical learning. This study aims to develop android-based learning media, determine the level of feasibility and measure the effectiveness of the use of learning media in the electrical power installation engineering subject, especially in the elements of electrical lighting installations that were developed. This research was conducted at SMK Negeri 13 Medan in class XI majoring in TITL. Android-based learning media was developed using the Smart Apps Creator (SAC) software where this application supports students in carrying out independent learning activities and can be done anywhere and anytime. This study uses the ADDIE model, namely Analysis, Design, Development, Implementation, and Evaluation. Based on the results of the overall media feasibility test, an average value of 3.4 was obtained with a very feasible category. The material feasibility test reached a value of 3.5 with a very feasible category. The user acceptance test showed a value of 3.5 with a very high acceptability category. The effectiveness test was carried out using the N-Gain test. The effectiveness test was conducted using the N-Gain test. The N-Gain score reached a value of 0.76 or 76.4%, which is included in the "High" effectiveness category. The final conclusion obtained was that the development of Android-based learning media using Smart Apps Creator (SAC) in the electrical power installation engineering subject, especially in the elements of electrical lighting installations, was very feasible and effective for use in learning.

Keyword: Development, Learning Media, Electrical Installation