

ABSTRAK

**Paulus Steven Parlindungan Krismanto, NIM 5203151011 (2025).
Pengembangan Media *Mobile Learning* Dengan Pendekatan *Contextual Teaching And Learning* Pada Mata Pelajaran Informatika Kelas X Di
Smk Negeri 13 Medan.**

Penelitian ini bertujuan untuk membantu peserta didik kelas X Perhotelan SMK Negeri 13 Medan dalam proses pembelajaran, khususnya pembelajaran informatika. Media ini dikembangkan dengan pendekatan *contextual learning and teaching* (CTL), yang menghubungkan materi pembelajaran dengan konsep situasi nyata mengenai mata pelajaran informatika sehingga peserta didik dapat memahami konsep secara lebih mendalam melalui pemahaman dan analisis berdasarkan kerangka berpikir peserta didik dalam kehidupan mereka, dan pengembangan pada media ini menggunakan model pengembangan ADDIE serta dalam pengembangan produknya menggunakan model MDLC. Kelayakan media *mobile learning* ini diuji oleh ahli media, ahli materi, dan akseptabilitas dari peserta didik. Hasil menunjukkan skor kelayakan media rata-rata 4,36 skor kelayakan materi 4,56 dan tingkat akseptabilitas peserta didik sebesar 4,18 Uji efektivitas menghasilkan nilai rata-rata N-gain 0.71, yang menunjukkan efektivitas sedang menggunakan media dalam proses pembelajaran.

Kata Kunci : Pengembangan media, *Contextual Teaching and Learning*, *Mobile Learning*, *Sistem Komputer*

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ABSTRACT

Paulus Steven Parlindungan Krismanto, NIM 5203151011 (2025).
Development of Mobile Learning Media with Contextual Teaching And Learning Approach in Class X Informatics Subject at Smk Negeri 13 Medan.

This research aims to help students of class X Hospitality SMK Negeri 13 Medan in the learning process, especially informatics learning. This media is developed with a contextual learning and teaching (CTL) approach, which connects learning materials with real situations regarding informatics subjects so that students can understand concepts deeply through direct experience and practical applications in their lives, and the development of this media uses the ADDIE development model and in product development uses the MDLC model. The feasibility of this mobile learning media was tested by media experts, material experts, and acceptability from students. The results showed an average media feasibility score of 4.36, a material feasibility score of 4.56, and a learner acceptability level of 4.18. The effectiveness test resulted in an average N-gain value of 0.71, which indicates moderate effectiveness of using the media in the learning process.

Keywords : *Media development, Contextual Teaching and Learning, Mobile Learning, Computer System*

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