ABSTRAK

Renaldi Dion Samuel (2021) Pengembangan *M-Learning* Berbasis Android Sebagai Sarana Belajar Siswa.

Penelitian ini bertujuan untuk 1) mengetahui kelayakan produk pengembangan dari para validator 2) mengetahui kepraktisan produk pengembangan media pembelajaran berbasis android dari hasil respon guru dan siswa 3) mengetahui keefektifan produk pengembangan media pembelajaran matematika berbasis android dari ketuntasan hasil belajar siswa. Prosedur penelitian dan pengembangan ini menggunakan model pengembangan ADDIE, namun peneliti membatasi penelitian ini hanya sampai 4 tahapan saja yaitu (1) Analisis, (2) Perancangan, (3) Pengembangan, (4) Penerapan. Instrumen yang digunakan dalam penelitian ini adalah angket validasi media untuk ahli media dan ahli materi, angket respon guru, serta angket respon siswa. Produk yang dihasilkan berupa aplikasi berbasis android pada materi dimensi tiga kelas XII. Berdasarkan hasil penelitian diperoleh bahwa; 1) Hasil uji kelayakan berdasarkan validasi ahli materi memperoleh skor 87,7% dan termasuk kategori sangat valid sedangkan berdasarkan penilaian ahli media memperoleh skor 82,2% dan termasuk kategori cukup valid. 2) Hasil uji kepraktisan dinilai melalui uji coba lapangan terbatas kemudian uji coba lapangan utama, dan pada uji coba lapangan utama memperoleh skor 3,98 menurut respon siswa dan 4,83 menurut respon guru sehingga memenuhi kualifikasi praktis karena telah melewati batas minimum kepraktisan yaitu $3 \leq p$, dimana p adalah skor yang diperoleh. 3) Hasil uji keefektifan berdasarkan skor latihan siswa saat dilakukan uji lapangan utama memenuhi kriteria efektif karena persentase ketuntasan siswa mencapai 79%.

Kata Kunci: Media Pembelajaran, *Mobile Learning*, Android, Penelitian Pengembangan, ADDIE, Pembelajaran Daring.

ABSTRACT

Renaldi Dion Samuel (2021) Development Android Based M-Learning as a Student Online Learning System.

This study aims to 1) determine the validity of developing media from the validators, 2) determine the practicality of developing android-based learning media based on teacher and student responses, 3) determine the effectiveness of developing android-based mathematics learning media based on the completeness of student learning outcomes. This research and development procedure are uses ADDIE model, but the researcher limits this research to only 4 stages, are (1) Analysis, (2) Design, (3) Development, and (4) Implementation. The instruments used in this study were media validation questionnaires for media expert and material expert, teacher and student responses questionnaires. The resulting is an application that can only be accessed on Android about three-dimensional for 12th grade. Based on the research result obtained that; 1) the results of the validity test by material expert obtained a score of 87,7% so it was included to very valid category, and the validity test by media expert obtained a score 82,2% so it was included to quite valid category. 2) the results of the practicality test were assessed through preliminary field testing then the main field testing, and so in the main field testing the score was 3,98 according to student responses and 4,83 according to the teacher's response so that it met the practical qualifications because it had passed the minimum practicality limit is $3 \leq p$, where p is the score. 3) the results of the effectiveness test based on student's practice scores when the main field testing met the effective criteria because the percentage of student's completeness reached 79%.

Keywords: Media Learning, *Mobile Learning*, Android, Research and Development, ADDIE, Online Learning.