

## ABSTRAK

**Lisa Sonia Hutajulu, NIM 4172121026 (2021). Pengembangan Media Pembelajaran Interaktif Berbasis Android Pada Materi Listrik Dinamis Kelas XII SMA Negeri 13 Medan T.P 2020/2021.**

Penelitian pengembangan ini bertujuan untuk mengetahui kelayakan produk, respon pengguna dan efektifitas penggunaan media pembelajaran berbasis android yang telah dikembangkan. Jenis penelitian ini yaitu penelitian dan pengembangan (R&D). Langkah-langkah penelitian dan pengembangan berpedoman pada model MDLC (Multimedia Development Life Cycle) yang terdiri dari 6 tahapan. Berdasarkan hasil analisis data uji kelayakan oleh ahli media diperoleh bahwa media pembelajaran berbasis android termasuk dalam kategori sangat layak digunakan dengan persentase kelayakan aspek panduan dan informasi sebesar 100%, aspek operasional multimedia sebesar 92% dan aspek sistematika, estetika dan prinsip rekabentuk media sebesar 92%, maka persentase keseluruhannya didapat 92,63%. Hasil uji kelayakan oleh ahli materi diperoleh persentase kelayakan aspek fungsionalitas 96%, kehandalan mendapat 95%, kebergunaan mendapat 100%, dan efisiensi mendapat 100% dengan persentase keseluruhan 97,5% dalam kategori sangat layak, serta guru diperoleh persentase kelayakan aspek panduan dan informasi 100%, materi multimedia 92,7%, evaluasi 88%, desain dan fasilitas media 96%, dan efek pedagogi mendapat 100% dengan persentase keseluruhan sebesar 94,7% dan masuk dalam kategori sangat layak. Respon pengguna pada uji coba media pembelajaran berbasis android di kelas XII IPA 1 dengan 30 responden mendapatkan persentase dari keseluruhan aspek sebesar 95% yang termasuk pada kategori sangat positif dan untuk efektifitas penggunaan media didapatkan dari peningkatan hasil belajar siswa memperoleh N-gain sebesar 0,71 dengan kriteria tinggi.

**Kata kunci:** Media pembelajaran interaktif, android, listrik dinamis, mdlc



## ABSTRACT

**Lisa Sonia Hutajulu, NIM 4172121026 (2021). Development of Android – Based Interactive Learning Media on Dynamic Electricity Material for Class XII SMA Negeri 13 Medan T.P 2020/2021.**

This development research aims to determine the feasibility, user responses, and the effectiveness of using android-based learning media that have been developed. This type of research is research and development (R&D). The research and development steps are guided by the MDLC (Multimedia Development Life Cycle) model which consists of 6 stages. Based on the results of the feasibility test data analysis by media experts, it was found that android-based learning media was included in the very suitable category for use with the percentage of eligibility for guidance and information aspects of 100%, multimedia operational aspects of 92% and systematic, aesthetic and media design principles aspects of 92%. , then the overall percentage is 92.63%. The results of the feasibility test by material experts obtained the percentage of feasibility aspects of functionality 96%, reliability got 95%, usability got 100%, and efficiency got 100% with an overall percentage of 97.5% in the very feasible category, and teachers obtained the percentage of feasibility aspects of guidance and information 100%, 92.7% multimedia material, 88% evaluation, 96% media design and facilities, and pedagogical effects got 100% with an overall percentage of 94.7% and included in the very decent category. User responses on android-based learning media trials in class XII IPA 1 with 30 respondents getting a percentage of all aspects of 95% which are included in the very positive category and for the effectiveness of using media it is obtained from increasing student learning outcomes getting an N-gain of 0.71 with high criteria.

**Keywords :** Android, dynamic electricity, interactive learning media, mdlc.

