ABSTRAK

Arruwanda Jupriatno: *Pengembangan Media Pembelajaran Interaktif Berbasis Android Menggunakan Ispring Suite 10 Pada Mata Pelajaran Pekerjaan Dasar Teknik Otomotif Pada Kelas X TKR SMK Negeri 2 Kutacane.* **Skripsi. Fakultas Teknik. Universitas Negeri Medan. 2023.**

Pemanfaatan teknologi di bidang pendidikan berupa perkembangan media pembelajaran penggunaan teknologi dalam proses pembelajaran memiliki banyak manfaat. Teknologi dapat membantu meningkatkan efektivitas pembelajaran dengan menyediakan akses ke sumber daya pembelajaran yang beragam dan memungkinkan pembelajaran mandiri. Dalam penelitian ini, ada beberapa hal yang hendak dicapai oleh peneliti. Adapun tujuan dari penelitian adalah: mengembangkan dan mengetahui kelayakan pengembangan media pembelajaran interaktif berbasis Android menggunakan ispring suite 10 dan menguji efektivitas penggunaan media pembelajaran. Penelitian ini merupakan penelitian pengembangan (*Research and Development*). Model pengembangan yang digunakan dalam penelitian ini adalah model pengembangan *ADDIE*, meliputi tahapan *analyze* (analisis), *design* (perancangan), *development* (pengembangan), *implementation* (implementasi), *evaluation* (evaluasi). Hasil penilaian pengembangan media pembelajaran interaktif diketahui bahwa hasil validasi ahli media diperoleh nilai rata-rata sebesar 4,48 dengan kategori "sangat layak", hasil validasi ahli desain pembelajaran diperoleh nilai rata-rata sebesar 4,00 dengan kategori "layak", hasil validasi ahli materi diperoleh nilai rata-rata sebesar 4,25 dengan kategori "sangat layak", hasil penilaian uji coba one to one diperoleh nilai rata-rata sebesar 4,15 dengan kategori "sangat layak", hasil penilaian uji coba skala kecil diperoleh nilai rata-rata sebesar 4,17 dengan kategori "sangat layak", dan hasil penilaian uji coba skala besar diperoleh nilai rata-rata sebesar 4,21 dengan kategori "sangat layak". Hasil belajar siswa didapatkan dari penilaian pre-test (test awal) dan post-test (test akhir) yang diikuti oleh 26 orang siswa yang telah melaksanakan pembelajaran menggunakan media pembelajaran interaktif. Dilihat dari hasil nilai pre-test dan post-test terjadi peningkatan nilai sebesar 43,59. Dari hasil penelitian pre-test dan post-test dapat disimpulkan bahwa terjadi peningkatan hasil belajar pada siswa. Kemudian, hasil perhitungan tes dengan menggunakan N-Gain memperoleh nilai sebesar 0,762, dengan kategori tinggi dan dengan persentase sebesar 76,2%, dengan kategori efektif. tinggi, dan dengan persentase 73,64% dalam kategori efektif. Hal ini menunjukan bahwa multimedia Ispring suite 10 sangat layak digunakan sebagai media pembelajaran dan efektif untuk meningkatkan hasil belajar siswa pada mata pelajaran Pekerjaan Dasar Teknik Otomotif kelas X TKR di SMK Negeri 2 Kutacane.

Kata Kunci: Pengembangan Media, Android, Ispring Suite 10, Pekerjaan Dasar Teknik Otomotif

ABSTRACT

Arruwanda Jupriatno: *development of Interactive Learning Media based on Android using Ispring Suite 10 in the subjects of Automotive Engineering basic work in Class X TKR SMK Negeri 2 Kutacane. Thesis. Faculty Of Engineering. Medan State University. 2023.*

Utilization of technology in the field of education in the form of the development of Learning media The use of technology in the learning process has many benefits. Technology can help improve learning effectiveness by providing access to diverse learning resources and enabling independent learning. In this study, there are several things to be achieved by researchers. The purpose of the study is: to develop and determine the feasibility of developing interactive learning media based on Android using ispring suite 10 and test the effectiveness of the use of Learning media. This research is a Research Development (Research and Development). The development Model used in this study is the ADDIE development model, covering the stages of analyze (analysis), design (design), development (development), implementation (implementation), and evaluation (evaluation). The results of the assessment of the development of interactive learning media it is known that the results of the validation of media experts obtained an average value of 4.48 with the category "very decent", the results of the validation of learning design experts obtained an average value of 4.00 with the category "decent", the results of validation of material experts obtained an average value of 4.25 with the category "very decent", the results of one to one trial assessment obtained an average value of 4.15 with the category" very decent", the results of small-scale trial assessment obtained an average value of 4.17 with the category" very decent", and the results of the assessment of large-scale trials obtained an average value of 4.21 with the category" very decent". Student learning outcomes were obtained from the assessment of the pre-test (initial test) and post-test (final test) followed by 26 students who have carried out learning using interactive learning media. Seen from the results of pre-test and post-test values increased by 43.59. From the results of pre-test and post-test research can be concluded that there is an increase in learning outcomes in students. Then, the results of the test calculation using N-Gain obtained a value of 0.762, with a high category and with a percentage of 76.2%, with the effective category. high, and with a percentage of 73.64% in the effective category. This shows that multimedia iSpring suite 10 is very feasible to use as a learning medium and effective to improve student learning outcomes in the subjects of basic work of automotive engineering class X TKR in SMK Negeri 2 Kutacane.

Keywords: Media Development, Android, Ispring Suite 10, Basic Work Of Automotive Engineering