

ABSTRAK

Farah Aya Sofia Nasution : *Pengembangan Media Pembelajaran Interaktif Berbasis Android Pada Mata Pelajaran Simulasi Digital di SMK PAB 6 Medan Estate. Skripsi. Fakultas Teknik Universitas Negeri Medan. 2023*

Penelitian ini bertujuan untuk mengetahui kelayakan dan keefektifan media pembelajaran interaktif berbasis android pada mata pelajaran simulasi digital di SMK PAB 6 Medan Estate. Penelitian ini menggunakan model pengembangan ADDIE (Analisis, Desain, Pengembangan, Penerapan dan Evaluasi). Berdasarkan hasil penelitian uji kelayakan media pembelajaran didapatkan bahwa hasil penelitian 2 ahli materi sebesar 4,04 dalam kategori layak dan 4,88 dalam kategori sangat layak. Sedangkan hasil penelitian 2 ahli media sebesar 4,35 dan 4,52 dalam kategori sangat layak. Hasil pada uji akseptabilitas sebesar 88,84% dalam kriteria sangat baik. Hasil penelitian bahwa rata-rata post test yaitu 88 lebih tinggi dibandingkan pre test yaitu 62,5. Hasil uji t menunjukkan nilai $91,55 > 2,045$ maka tolak H_0 .

Kata Kunci: Pengembangan, Media Pembelajaran Interaktif, Android, Simulasi Digital, ADDIE



ABSTRACT

Farah Aya Sofia Nasution: Development of Android-Based Interactive Learning Media in Digital Simulation Subjects at SMK PAB 6 Medan Estate. Thesis. Faculty of Engineering, Medan State University. 2023

This study aims to determine the feasibility and effectiveness of Android-based interactive learning media in digital simulation subjects at SMK PAB 6 Medan Estate. This study uses the ADDIE development model (Analysis, Design, Development, Implementation and Evaluation). Based on the results of the learning media feasibility test study, it was found that the results of the study of 2 material experts were 4.04 in the feasible category and 4,88 in the very feasible category. While the research results of 2 media experts were 4,35 and 4,52 in the very decent category. The results on the acceptability test were 88,84% in very good criteria. The results of the study showed that the average post test was 88, higher than the pre test, which was 62,5. The results of the t test show a value of $91,55 > 2,045$, so reject H_0 .

Keywords: Development, Interactive Learning Media, Android, Digital Simulation, ADDIE

