

ABSTRAK

Feby Anisa Urbanningrum: *Pengembangan Media Pembelajaran Berbasis Mobile Learning Android Menggunakan Smart Apps Creator (SAC) Pada Mata Pelajaran Dasar Desain Grafis Kelas X TKJ SMK Swasta Imelda Medan*. Skripsi. Fakultas Teknik Universitas Negeri Medan. 2022

Pengembangan media pembelajaran mobile learning berbasis android ini merupakan penelitian yang bertujuan untuk mengetahui tingkat kelayakan dan keefektifan media pembelajaran menggunakan *Smart Apps Creator (SAC)* pada mata pelajaran Dasar Desain Grafis dikelas X TKJ SMK Imelda Medan.

Metode penelitian ini adalah penelitian pengembangan (R&D) dengan menggunakan model ADDIE, yaitu Analisis, Desain, Development, Implementasi, dan Evaluasi. Instrumen yang digunakan adalah lembar validasi materi, validasi media, lembar respon peserta didik, dan lembar respon guru. Adapula instrumen pengembangan berupa software yang digunakan untuk membuat media pembelajaran yaitu; *Smart Apps Creator* dan hardware yang digunakan seperti laptop dan *smartphone*. Penelitian uji kelayakan dilakukan terhadap 30 siswa, dimana dibagi menjadi 2 kelas yaitu kelas eksperimen dan kelas kontrol.

Berdasarkan hasil penelitian, uji kelayakan media pembelajaran didapat dari ahli materi sebesar 4,35 yang termasuk kategori sangat layak, ahli media 4,65 kategori sangat layak dan dari respon penerimaan pengguna 4.5 kategori sangat layak. Selanjutnya, hasil uji efektivitas media terhadap hasil belajar siswa diperoleh nilai rata-rata sebesar 84,67 pada kelas eksperimen dan kelas kontrol atau kelas yang tidak menggunakan media pembelajaran dengan rata-rata sebesar 74,67, dimana hasil kelas eskperimen lebih tinggi dibandingkan kelas kontrol dan dapat disimpulkan bahwa adanya media pembelajaran berbasis *android Smart Apps Creator (SAC)* memiliki pengaruh untuk meningkatkan hasil belajar siswa pada mata pelajaran dasar desain grafis kelas X TKJ SMK Swasta Imelda Medan.

Kata Kunci: Pengembangan, Mobile Learning, Android



ABSTRACT

Feby Anisa Urbanningrum: Development of Learning Media Based on Android Mobile Learning Using Smart Apps Creator (SAC) in Basic Graphic Design Subject Class X TKJ Private Vocational School Imelda Medan. Essay. Faculty of Engineering, State University of Medan. 2022

The development of android-based mobile learning learning media is a research that aims to determine the level of feasibility and effectiveness of learning media using Smart Apps Creator (SAC) in Basic Graphic Design subjects in class X TKJ SMK Imelda Medan.

This research method is development research (R&D) using the ADDIE model, namely Analysis, Design, Development, Implementation, and Evaluation. The instruments used are material validation sheets, media validation, student response sheets, and teacher response sheets. There are also development instruments in the form of software used to create learning media, namely; Smart Apps Creator and hardware used such as laptops and smartphones. The feasibility study was conducted on 30 students, which were divided into 2 classes, namely the experimental class and the control class.

Based on the results of the study, the feasibility test of learning media was obtained from material experts of 4.35 which was included in the very feasible category, media experts 4.65 in the very appropriate category and from the user acceptance response 4.5 the very appropriate category. Furthermore, the results of the media effectiveness test on student learning outcomes obtained an average value of 84.67 in the experimental class and control class or class that did not use learning media with an average of 74.67, where the experimental class results were higher than the control class. and it can be concluded that the existence of learning media based on Android Smart Apps Creator (SAC) has the effect of improving student learning outcomes in basic graphic design subjects for class X TKJ Private Vocational School Imelda Medan.

Keywords: Development, Mobile Learning, Android