

## ABSTRAK

Lydia Nerti N. Sibuea, 5171151011. “Pengembangan Media Pembelajaran Interaktif Berbasis *Android* Menggunakan *Smart Apps Creator* (SAC) Pada Mata Pelajaran Pemrograman Dasar di SMK”.

Skripsi, Pendidikan Teknologi Informatika Dan Komputer, Fakultas Teknik, Universitas Negeri Medan 2021.

Tujuan dari penelitian ini adalah untuk mengetahui tingkat kelayakan dan keefektivitasan Media Pembelajaran *Interaktif Berbasis Android* Menggunakan *Smart Apps Creator* (SAC) Pada Mata Pelajaran Pemrograman Dasar.

Metode penelitian yang digunakan dalam penelitian ini adalah metode *Research and Development* (R&D). Penelitian ini menggunakan model ADDIE. Teknik pengumpulan data yang dilakukan dalam penelitian ini adalah angket yang diberikan kepada ahli materi, ahli media dan pengguna yang bertujuan untuk mengetahui kualitas media pembelajaran yang sudah dibuat serta menguji keefektivitasannya dalam proses pembelajaran. Hasil validitas pengembangan media ini masuk kedalam kategori **SANGAT LAYAK** dilihat dari hasil uji validasi materi yang dilakukan oleh 2 orang validator mendapat rata-rata skor sebesar 4,52 dengan ketegori “**Sangat Layak**” dan untuk validasi media yang dilakukan oleh 2 orang validator mendapat rata-rata skor sebesar 4,62 dengan kategoru “**Sangat Layak**”. Dan untuk uji akseptabilitas pengguna memperoleh skor sebesar 4,62 dengan kategori “**Sangat Layak**”. (2). Hasil uji efektivitas penggunaan media pembelajaran berbasis *android* menggunakan *Smart Apps Creator* (SAC) lebih baik dibandingkan dengan yang tidak menggunakan media pembelajaran berbasis *android*, dimana hasil perbandingan nilai rata-rata kelas kontrol sebesar 74,75 dan nilai rata-rata kelas eksperimen sebesar 88. Dan diperoleh nilai  $t_{tabel} = 1,688$ , dengan derajat kepercayaan sebesar 0,05. Karena  $t_{hitung} (5,515) > t_{tabel} (1,688)$ , maka  $H_0$  ditolak dan  $H_1$  diterima. Dimana dapat disimpulkan bahwa nilai rata-rata pada kelas eksperimen lebih besar dari nilai rata-rata kelas kontrol.

**Kata Kunci** : Media Pembelajaran, *Smart Apps Creator*, *Android*, ADDIE, Pemrograman Dasar.

## ABSTRACT

**Lydia Nerti N. Sibuea, 5171151011. "Development of Android-Based Interactive Learning Media Using Smart Apps Creator (SAC) in Basic Programming Subjects in Vocational High Schools".**

**Thesis, Information and Computer Technology Education, Faculty of Engineering, Medan State University 2021.**

The purpose of this study was to determine the level of feasibility and effectiveness of Android-Based Interactive Learning Media Using Smart Apps Creator (SAC) in Basic Programming Subjects.

The research method used in this research is the Research and Development (R&D) method. This study uses the ADDIE model. The data collection technique used in this research is a questionnaire given to material experts, media experts and users which aims to determine the quality of the learning media that has been made and test its effectiveness in the learning process. The results of the validity of this media development fall into the VERY DESERVED category seen from the results of the material validation test carried out by 2 validators who got an average score of 4.52 with the "Very Eligible" category and for media validation carried out by 2 validators got an average the average score is 4.62 with the category "Very Eligible". And for the user acceptability test, it gets a score of 4, 62 with the category "Very Eligible". (2). The results of the effectiveness test of using Android-based learning media using Smart Apps Creator (SAC) are better than those that do not use Android-based learning media, where the results of the comparison of the average value of the control class are 74.75 and the average value of the experimental class is 88. And obtained the value of  $t_{table} = 1.688$ , with a degree of confidence of 0.05. Because  $t_{count} (5.515) > t_{table} (1.688)$ , then  $H_0$  is rejected and  $H_1$  is accepted. Where it can be concluded that the average value in the experimental class is greater than the average value in the control class. where the results of the comparison of the average value of the control class is 74.75 and the average value of the experimental class is 88. And the value of  $t_{table} = 1.688$ , with a degree of confidence of 0.05. Because  $t_{count} (5.515) > t_{table} (1.688)$ , then  $H_0$  is rejected and  $H_1$  is accepted. Where it can be concluded that the average value in the experimental class is greater than the average value in the control class. where the results of the comparison of the average value of the control class is 74.75 and the average value of the experimental class is 88. And the value of  $t_{table} = 1.688$ , with a degree of confidence of 0.05. Because  $t_{count} (5.515) > t_{table} (1.688)$ , then  $H_0$  is rejected and  $H_1$  is accepted. Where it can be concluded that the average value in the experimental class is greater than the average value in the control class.

**Keywords: Learning Media, Smart Apps Creator, Android, ADDIE**