

ABSTRAK

Ahmad Fadil Darrian: Pengembangan Media Pembelajaran *Mobile Learning* Menggunakan *Smart Apps Creator* Pada Teori Pemeliharaan Mesin Sepeda Motor Kelas XI di SMK TI Swasta Budi Agung Medan. Skripsi. Fakultas Teknik Universitas Negeri Medan. 2024

Penelitian ini bertujuan untuk: (1) Mengembangkan media pembelajaran *mobile learning* menggunakan *smart apps creator* pada teori pemeliharaan mesin sepeda motor di kelas XI TBSM SMK TI Swasta Budi Agung Medan; (2) Menguji kelayakan media pembelajaran *mobile learning* menggunakan *smart apps creator*; (3) Mengukur efektivitas penggunaan media pembelajaran *mobile learning* menggunakan *smart apps creator* terhadap hasil belajar siswa pada teori pemeliharaan mesin sepeda motor di kelas XI TBSM SMK TI Swasta Budi Agung Medan.

Penelitian ini dilaksanakan di SMK TI Swasta Budi Agung Medan, dengan sampel penelitian adalah siswa kelas XI TBSM. Metode R&D pada penelitian ini menggunakan model pengembangan ADDIE yang memiliki 5 tahapan, yaitu (1) *Analysis* (menganalisis), (2) *Design* (perencanaan), (3) *Development* (pengembangan), (4) *Implementation* (implementasi), dan (5) *Evaluation* (evaluasi).

Hasil penelitian yang diperoleh dalam menguji tingkat kelayakan media pembelajaran *mobile learning* berdasarkan validasi/penilaian dari ahli materi didapat nilai rata-rata 3,71 dengan kategori “Sangat Layak”, ahli media diperoleh nilai rata-rata 3,44 dengan kategori “Sangat Layak”, ahli desain pembelajaran diperoleh nilai rata-rata 3,69 dengan kategori “Sangat Layak”. Pada tahap uji coba dilakukan secara *one to one* diperoleh nilai rata-rata 3,42 dengan kategori “Sangat Layak”, uji coba kelompok kecil diperoleh nilai rata-rata 3,39 dengan kategori “Sangat Layak” dan uji coba kelompok besar diperoleh nilai rata-rata 3,48 dengan kategori “Sangat Layak”. Total nilai rata-rata keseluruhan adalah 3,52 dengan kategori “Sangat Layak”. Hasil penelitian yang diperoleh dalam mengukur efektivitas media pembelajaran *mobile learning* menunjukkan nilai *pre-test* sebesar 35,91 dan nilai *post-test* sebesar 83,94 dengan peningkatan hasil belajar sebesar 48,03, kemudian nilai N-Gain yang didapatkan sebesar 0,76 dengan kategori tinggi dan persentase 76,12% dengan kategori efektif. Hal ini menunjukkan bahwa media pembelajaran *mobile learning* menggunakan *smart apps creator* sangat layak untuk digunakan sebagai media pembelajaran serta efektif untuk meningkatkan hasil belajar siswa pada mata teori Pemeliharaan Mesin Sepeda Motor di kelas XI TBSM SMK TI Swasta Budi Agung Medan.

Kata Kunci: Pengembangan, *mobile learning*, hasil belajar, kelayakan, efektifitas.

ABSTRACT

Ahmad Fadil Darrian: Development of Mobile Learning Media Using Smart Apps Creator on Motorcycle Machinery Maintenance Theory Class XI at Private SMK TI Budi Agung Medan. Thesis. Medan State University Faculty of Engineering. 2024

This research aims to: (1) Develop mobile learning media using smart apps creator on the theory of maintenance of motorcycle machines in class XI TBSM Private SMK TI Budi Agung Medan; (2) Test the feasibility of the learning media mobile learning using Smart Apps creator; (3) Measure the effectiveness of the use of learning media Mobile Learning using smart apps creators against the learning results of students on the maintenance of engine motorcycles theory in class XI TBSM SMK TI Swasta Budi Agung Medan.

This research was carried out in Private SMK TI Budi Agung Medan, with a sample of research is students of class XI TSBM. The R&D method in this research uses the ADDIE development model that has five stages, namely (1) Analysis, (2) Design, (3) Development, (4) Implementation, and (5) Evaluation.

The results obtained in the testing of the quality of mobile learning media based on the validation/assessment of the material expert were averaged 3.71 in the category "Very Worth", the media expert was averaging 3.44 in the categories "Very Worth", the learning designer was averaging 3.69 in the category "Very Worth". At the one-to-one test stage, the trial test received an average rating of 3.42 in the "Very worth" category, the small group trial obtains an average score of 3.39 in the category "Very Worth" and the large group trials obtaining an average value of 3.48 in the "Very Worth" category. The overall average score was 3.52 in the category "Very Worth". The results of the research obtained in measuring the effectiveness of the mobile learning medium showed a pre-test score of 35,91 and a post-test rating of 83,94 with an improvement in learning results of 48,03, then the N-Gain score was achieved by 0.76 with a high category and 76,12% with a category effective. It shows that mobile learning media using smart apps creator is highly suitable for use as learning media as well as effective for improving student learning outcomes on the theory of Motorcycle Machinery Maintenance in class XI TBSM Private SMK TI Swasta Budi Agung Medan.

Keywords: Development, mobile learning, learning outcomes, worthiness, effectiveness.