

ABSTRAK

Putri Nurul Damayanti, NIM 7202442002. Pengembangan Media Pembelajaran Berbasis Aplikasi Android dan Web Berbantuan Flutter Pada Materi Proses Bisnis Dalam Bidang Akuntansi dan Keuangan Lembaga, Skripsi, Jurusan Akuntansi, Program Studi Pendidikan Akuntansi, Fakultas Ekonomi, Universitas Negeri Medan Tahun 2024.

Penelitian ini bertujuan untuk mengembangkan dan mengevaluasi media pembelajaran berbasis aplikasi Android dan Web berbantuan Flutter pada materi Proses Bisnis dalam bidang Akuntansi dan Keuangan Lembaga di SMK Negeri 6 Medan. Identifikasi masalah menunjukkan bahwa peserta didik belum mampu belajar secara aktif dan mandiri, pemahaman materi akuntansi dasar masih lemah, dan belum ada media pembelajaran yang mendukung pembelajaran mandiri. Penelitian ini menggunakan model pengembangan ADDIE (Analysis, Design, Development, Implementation, Evaluation) dengan metode Research & Development (R&D).

Hasil penelitian menunjukkan bahwa media pembelajaran yang dikembangkan layak digunakan dengan validasi ahli materi sebesar 96%, ahli media 86,6%, praktisi pembelajaran 93,6%, dan pengguna 85,4%, semuanya dalam kategori sangat layak. Kepraktisan media pembelajaran juga terbukti dengan respon siswa yang menunjukkan skor rata-rata 82,63% dalam kategori sangat praktis. Keefektifan media diukur melalui nilai N-Gain rata-rata 75,42%, yang tergolong cukup efektif. Implementasi media pembelajaran ini menunjukkan bahwa aplikasi tersebut mampu meningkatkan pemahaman siswa dan memfasilitasi pembelajaran mandiri serta interaktif.

Kesimpulan dari penelitian ini adalah media pembelajaran berbasis aplikasi Android dan Web berbantuan Flutter efektif dan praktis digunakan dalam pembelajaran akuntansi di SMK Negeri 6 Medan, serta memberikan solusi inovatif untuk mendukung proses belajar mengajar di kelas.

ABSTRACT

Putri Nurul Damayanti, NIM 7202442002. Development of Android and Web-Based Learning Media Using Flutter for Business Process Materials in the Field of Institutional Accounting and Finance, Thesis, Department of Accounting, Accounting Education Study Program, Faculty of Economics, Universitas Negeri Medan, 2024.

This study aims to develop and evaluate learning media based on Android and Web applications using Flutter for Business Process materials in the field of Institutional Accounting and Finance at SMK Negeri 6 Medan. Problem identification indicates that students are not yet capable of active and independent learning, their understanding of basic accounting concepts is still weak, and there is no existing learning media that supports independent study. This research employs the ADDIE (Analysis, Design, Development, Implementation, Evaluation) development model with the Research & Development (R&D) method.

The results of the study show that the developed learning media is feasible to use, with expert validation scores of 96% for content experts, 86.6% for media experts, 93.6% for learning practitioners, and 85.4% from users, all of which fall into the very feasible category. The practicality of the learning media is also demonstrated by student responses, indicating an average score of 82.63% in the very practical category. The effectiveness of the media was measured through an average N-Gain score of 75.42%, which is considered quite effective. The implementation of this learning media shows that the application can enhance students' understanding and facilitate independent and interactive learning.

The conclusion of this study is that the learning media based on Android and Web applications using Flutter is effective and practical for use in accounting education at SMK Negeri 6 Medan and provides an innovative solution to support the teaching and learning process in the classroom.