

ABSTRAK

Rifqi Iqbal Muzakki: *Pengembangan Media Pembelajaran Menggunakan Lectora Inspire Berbasis Android Pada Teori Sistem Engine Kendaraan Ringan Kelas Xi Di Smk N 4 Medan*. Skripsi. Fakultas Teknik Universitas Negeri Medan. 2024

Penelitian ini bertujuan antara lain: 1. Mengembangkan media pembelajaran berbasis android menggunakan Lectora Inspire. 2. Mengukur kelayakan media pembelajaran berbasis android menggunakan Lectora Inspire. 3. Menguji efektivitas penggunaan media pembelajaran berbasis android menggunakan Lectora Inspire di kelas XI TKR SMK Negeri 4 Medan pada teori sistem engine kendaraan ringan.

Penelitian ini dilaksanakan di SMK Negeri 4 Medan, dengan sampel penelitian siswa kelas XI TKR. Metode Pengembangan produk dalam penelitian ini menggunakan model penelitian yang diadaptasi dari model pengembangan ADDIE (Analysis, Design, Development, Implementation, dan Evaluation).

Hasil penelitian ini yang diperoleh dalam menguji tingkat kelayakan media pembelajaran *lectora inspire* berdasarkan validasi dari ahli materi bahwa hasil rata-rata mendapatkan nilai 3,78 dan termasuk kedalam kategori “Sangat Layak”, berdasarkan validasi ahli media bahwa hasil rata-rata mendapatkan nilai 3,74 dan termasuk kedalam kategori “Sangat Layak” dan ahli desain pembelajaran bahwa hasil rata-rata mendapatkan nilai 3,70 dan termasuk kedalam kategori “Sangat Layak”. kemudian tahap berikutnya yaitu tahap *one to one* memperoleh nilai rata-rata keseluruhan mendapatkan nilai 3,73 dan termasuk kedalam kategori “Sangat Layak” dan tahap skala kecil memperoleh hasil rata-rata keseluruhan mendapatkan nilai 3,63 dan termasuk kedalam kategori “Sangat Layak” dan uji coba skala besar bahwa hasil rata-rata keseluruhan mendapatkan nilai 3,66 dan termasuk kedalam kategori “Sangat Layak” dan penelitian ini mengukur keefektifitas media pembelajaran *lectora inspire* menunjukkan nilai pre-test sebesar 37,00 dan nilai post-test 85,71 dengan meningkatnya hasil belajar sebesar 48,71, kemudian nilai N-Gain sebesar 0,77 dengan memperoleh kategori tinggi dan persentase 76,86% dengan kategori efektif.

Kemudian menunjukkan bahwasanya media pembelajaran media pembelajaran *lectora inspire* berbasis android sangat layak dan efektif digunakan oleh peserta didik dalam melaksanakan proses pembelajaran.

Kata kunci: Pengembangan, *lectora inspire*, kelayakan, efektivitas

ABSTRACT

Rifqi Iqbal Muzakki: *Development of Learning Media Using Android-Based Lectora Inspire on Light Vehicle Engine System Theory for Class XI at SMK N 4 Medan. Thesis. Faculty of Engineering, State University of Medan. 2024*

This research aims include: 1. Developing Android-based learning media using Lectora Inspire. 2. Measuring the feasibility of Android-based learning media using Lectora Inspire. 3. Testing the effectiveness of using Android-based learning media using Lectora Inspire in class XI TKR SMK Negeri 4 Medan on light vehicle engine system theory.

This research was carried out at SMK Negeri 4 Medan, with a research sample of class XI TKR students. The product development method in this research uses a research model adapted from the ADDIE (Analysis, Design, Development, Implementation and Evaluation) development model.

The results of this research were obtained in testing the feasibility level of the Lectora Inspire learning media based on validation from material experts that the average results received a score of 3.78 and were included in the "Very Appropriate" category, based on validation from media experts that the average results received a score of 3.74 and is included in the "Very Decent" category and learning design experts show that the average results get a score of 3.70 and are included in the "Very Decent" category. then the next stage, namely the one to one stage, obtained an overall average score of 3.73 and was included in the "Very Decent" category and the small scale stage obtained an overall average result of 3.63 and was included in the "Very Decent" category. " and large-scale trials showed that the overall average result was 3.66 and included in the "Very Appropriate" category and this research measured the effectiveness of the Lectora Inspire learning media, showing a pre-test score of 37.00 and a post-test score of 85.71 with an increase in learning outcomes of 48.71, then the N-Gain value was 0.77 with a high category and a percentage of 76.86% in the effective category.

Then it shows that the Android-based Lectora Inspire learning media is very feasible and effective for use by students in carrying out the learning process.

Keywords: *Development, Lectora Inspire, feasibility, effectiveness*