ABSTRAK

Putra Fadli Asfa : " Pengembangan Media Pembelajaran Berbasis *Android* Pada Elemen SK (Sistem Komputer) Pada Mata Pelajaran Informatika.

Penelitian ini bertujuan untuk mengembangkan media pembelajaran berbasis android pada elemen SK (Sistem Komputer) pada mata pelajaran informatika dalam meningkatkan minat belajar siswa di SMKS PAB 2 Helvetia. Metode penelitian yang digunakan adalah ADDIE yang terdiri dari 5 tahapan: analisis, design, pengembangan, implementasi dan evaluasi dengan 28 siswa MPLB SMKS PAB 2 Helvetia terlibat dalam penelitian ini. Pada penelitian ini dilaksanakan uji oleh 2 validator ahli materi, 2 validator ahli media, 1 validator ahli blackboox uji aksebtabilitas serta uji efektivitas yang akan dilakukan oleh siswa. Menurut hasil uji kelayakan materi didapatkan hasil 3,96 dari rata-rata kedua validator yang dikategorikan layak, hasil uji kelayakan media didapatkan hasil 4,08 dari rata-rata kedua validator yang dikategorikan layak, menurut hasil uji aksebtabilitas didapatkan hasil 4,50 dari para siswa yang dikategorikan sangat tinggi serta menurut hasil uji efektivitas didapatkan hasil 0,71 yang dikategorikan tinggi, maka menurut hasil yang didapatkan, maka dapat diambil kesimpulan bahwa aplikasi android yang dikembangkan oleh penulis dikatakan layak dugunakan dan dapat sangat meningkatkan minat belajar siswa pada elemen SK(Sistem Komputer) pada mata pelajaran informatika di SMKS PAB 2 Helvetia.

Kata Kunci : Media Pembelajaran, *Android*, Informatika

ABSTRACT

Putra Fadli Asfa: " Development of Android-Based Learning Media on SK Elements (Computer Systems) in Informatics Subjects.

This study aims to develop android-based learning media on the SK (Computer System) element in informatics subjects in increasing students' interest in learning at SMKS PAB 2 Helvetia. The research method used is ADDIE which consists of 5 stages: analysis, design, development, implementation and evaluation with 28 MPLB students of SMKS PAB 2 Helvetia involved in this study. In this study, tests were carried out by 2 material expert validators, 2 media expert validators, 1 blackbox expert validator, acceptability test and effectiveness test to be carried out by students. According to the results of the material feasibility test, the results obtained were 3.96 from the average of the two validators which were categorized as feasible, the results of the media feasibility test obtained results of 4.08 from the average of the two validators which were categorized as feasible, according to the results of the acceptability test, the results obtained were 4.50 from the students which were categorized as very high and according to the results of the effectiveness test, the results obtained were 0.71 which were categorized as high, so according to the results obtained, it can be concluded that the android application developed by the author is said to be feasible to use and can greatly increase students' interest in learning the SK (Computer System) element in the informatics subject at SMKS PAB 2 Helvetia.

Keywords: Learning Media, Android, Informatics