

ABSTRAK

Dhea Putri Pratiwi Br Ginting: *Pengembangan Media Pembelajaran Interaktif Berbasis Android Menggunakan iSpring dan APK Builder Untuk Mata Pelajaran Pendidikan Jasmani Olahraga dan Kesehatan Pada Kelas VII Di SMP Swasta Dewantara*. Skripsi. Fakultas Teknik Universitas Negeri Medan. 2021.

Penelitian ini dilatarbelakangi oleh keterbatasan media pembelajaran dan kurang optimalnya penggunaan teknologi dalam mengembangkan media pembelajaran interaktif pada mata pelajaran PJOK membuat kegiatan belajar jadi kurang menarik sehingga membuat siswa jenuh saat belajar. Penelitian ini bertujuan untuk mengetahui kelayakan produk pengembangan media pembelajaran interaktif berbasis android untuk mata pelajaran PJOK siswa kelas VII di SMP Swasta Dewantara.

Penelitian ini merupakan penelitian pengembangan atau *Research and Development* (R&D) dan menggunakan model pengembangan ADDIE. Dimana tahapannya ada 5 yaitu *Analysis (Analisis)*, *Design (Perancangan)*, *Development (Pengembangan)*, *Implementation (Implementasi)*, and *Evaluation (Evaluasi)*. Validasi dilakukan oleh ahli materi, ahli media dan ahli desain. Media yang dikembangkan juga diujicoba kepada 30 siswa kelas VII SMP Swasta Dewantara.

Hasil penelitian ini adalah: (1) Media pembelajaran interaktif berbasis android menggunakan iSpring dan APK Builder untuk mata pelajaran PJOK yang telah dikembangkan; (2) Kelayakan telah teruji dengan baik dari segi materi, segi media, segi desain maupun penggunaan dengan kategori “Sangat Layak” pada masing-masing tahap pengujian. Hasil pengujian validasi ahli: (1) Hasil validasi Ahli Materi 4,54 dapat dinyatakan “Sangat Layak”. (2) Hasil validasi Ahli Media 4,34 dapat dinyatakan “Sangat Layak”. (3) Hasil validasi Ahli Desain 4,33 dapat dinyatakan “Sangat Layak”. (4) Dan juga dilakukan ujicoba kecil sebanyak 10 siswa dan diperoleh nilai sebesar 4,29 dapat dinyatakan “Sangat Layak”, ujicoba besar sebanyak 20 siswa dan diperoleh nilai sebesar 4,32 dapat dinyatakan “Sangat Layak”. Dengan demikian media pembelajaran interaktif berbasis android menggunakan iSpring dan APK Builder sangat layak digunakan dalam pembelajaran pendidikan jasmani olahraga dan kesehatan khususnya siswa kelas VII SMP Swasta Dewantara.

Kata Kunci: Belajar, Media Pembelajaran, Android, iSpring, Website 2 APK Builder.

ABSTRAK

Dhea Putri Pratiwi Br Ginting: Development of Android-Based Interactive Learning Media Using ISpring and APK Builder for Physical Education, Sport and Health Subjects in Class VII at Dewantara Private Junior High School. Thesis. Faculty of Engineering, State University of Medan. 2021.

This research is motivated by the limitations of learning media and the less optimal use of technology in developing interactive learning media in PJOK subjects making learning activities less interesting so that students are bored while studying. This study aims to determine the feasibility of developing android-based interactive learning media products for PJOK subjects for class VII students at Dewantara Private Junior High School.

This research is a research development or Research and Development (R&D) and uses the ADDIE development model. Where there are 5 stages, namely Analysis, Design, Development, Implementation, and Evaluation. Validation is carried out by material experts, media experts and design experts. The developed media was also tested on 30 grade VII students of Dewantara Private Junior High School.

The results of this study are: (1) Android-based interactive learning media using iSpring and APK Builder for PJOK subjects that have been developed; (2) Feasibility has been well tested in terms of material, media, design and use with the "Very Eligible" category at each stage of the test. Expert validation test results: (1) Material Expert validation results 4.54 can be declared "Very Eligible". (2) The results of the media expert's validation of 4.34 can be declared "Very Eligible". (3) The result of validation by Design Expert 4.33 can be declared "Very Eligible". (4) And also conducted a small trial of 10 students and obtained a value of 4.29 can be declared "Very Eligible", a large trial of 20 students and obtained a value of 4.32 can be declared "Very Eligible". Thus the android-based interactive learning media using iSpring and APK Builder is very suitable for use in learning physical education, sports and health, especially for seventh grade students of Dewantara Private Junior High School.

Keywords: Learn, Learning Media, Android, iSpring, Website 2 APK Builder