

ABSTRACT

Bildden Lingga, NIM 4202421025 (2024). Development Of Android Based Interactive Learning Media on Global Warming Topics to Improve Student Learning Outcomes.

The change from the 2013 curriculum to the Merdeka curriculum brings changes in learning, including the material in Physics, causing SMA Negeri 1 Berastagi to not be able to provide interesting teaching materials and adversely affect student learning outcomes. This study aims to develop and produce Android-based learning media on global warming topics that is valid, practical and effective using Smart Apps Creator software. This research was conducted using the ADDIE method (Analysis, Design, Develop, Implementation, and Evaluation). To determine the validity of learning media at the development stage involved two validators, namely material expert validators and media expert validators. To find out the practicality of learning media based on teacher and student response questionnaires. To determine the effectiveness of Learning Media, the N-Gain test was conducted. Product trials consisted of small groups and large groups. The small group test involved 10 students, the large group test involved 36 students. The instruments used were expert validation questionnaires, teacher and student response questionnaires. At the validation stage, the material expert's research results obtained an average percentage of 88.46% with a very valid category. The results of the media expert assessment obtained an average percentage of 93.75% with a very valid category. The results of the practicality test by the teacher obtained an average percentage of 91.66% with a very practical category and the practicality test in the small group obtained an average percentage of 87,88%, in the large group obtained an average percentage of 87.98% with a very practical category. The effectiveness test results obtained an N-Gain value of 0.79 with a high category, so that android-based learning media is categorized as effective. The results obtained show that Android-based Learning Media is very valid, very practical, and effective to use as a learning media in physics learning.

Keyword : Learning Media, Interactive Media, Global Warming, Learning Outcomes