

ABSTRAK

David Isa Hermanto Girsang: Pengembangan Media Edukasi Quiz Interaktif Berbasis Android Pada Mata Pelajaran Rekayasa Perangkat Lunak Di Smk Negeri 1 Lubuk Pakam. Universitas Negeri Medan 2025.

Kemajuan teknologi informasi dan komunikasi (TIK) yang semakin pesat memberikan peluang besar bagi pengembangan media pembelajaran di sekolah, termasuk di tingkat sekolah menengah kejuruan. Namun, pemanfaatan teknologi ini belum optimal karena masih terbatasnya kemampuan pendidik dan kurangnya media pembelajaran digital yang mendukung pembelajaran mandiri. Di SMK Negeri 1 Lubuk Pakam, khususnya pada mata pelajaran Rekayasa Perangkat Lunak, proses belajar mengajar masih dominan menggunakan media konvensional seperti PowerPoint, sehingga membuat siswa kurang aktif dan cepat merasa bosan. Padahal, dalam paradigma Merdeka Belajar yang diterapkan saat ini, pembelajaran diharapkan dapat berpusat pada siswa, mendorong kemandirian belajar, serta meningkatkan keterlibatan siswa secara aktif. Berdasarkan permasalahan tersebut, penelitian ini bertujuan untuk mengembangkan media edukasi berupa kuis interaktif berbasis Android sebagai alternatif solusi untuk meningkatkan motivasi belajar siswa. Penelitian ini menggunakan model pengembangan ADDIE yang meliputi lima tahap, yaitu Analysis, Design, Development, Implementation, dan Evaluation. Hasil pengembangan media ini menunjukkan bahwa berdasarkan uji kelayakan materi, media memperoleh skor rata-rata sebesar 3,6 dengan kategori layak, sedangkan uji kelayakan media memperoleh skor rata-rata 3,9 yang juga termasuk kategori layak. Selain itu, hasil angket akseptabilitas yang diberikan kepada siswa menunjukkan skor rata-rata 4,35 dengan persentase kelayakan sebesar 87% yang berarti media ini sangat layak digunakan. Dengan adanya kuis interaktif berbasis Android ini, diharapkan siswa dapat lebih termotivasi, aktif, serta terbantu dalam memahami materi Rekayasa Perangkat Lunak secara mandiri dan menyenangkan. Penelitian ini diharapkan dapat menjadi salah satu solusi inovatif dalam mendukung implementasi pembelajaran berbasis teknologi yang relevan dengan tuntutan abad ke-21.

Kata Kunci : Media Edukasi, Kuis Interaktif, Android, Rekayasa Perangkat Lunak, ADDIE, SMK

ABSTRACT

David Isa Hermanto Girsang: Development Of Android-Based Interactive Quiz Educational Media In The Software Engineering Subject At Smk Negeri 1 Lubuk Pakam. State University of Medan. 2025.

The rapid development of information and communication technology (ICT) provides great opportunities for developing educational media in schools, including at the vocational high school level. However, the use of this technology is still not optimal due to the limited ability of teachers and the lack of digital learning media that supports independent learning. At SMK Negeri 1 Lubuk Pakam, especially in the Software Engineering subject, the teaching and learning process still predominantly uses conventional media such as PowerPoint, causing students to be less active and easily bored. In fact, in the current Merdeka Belajar (Freedom to Learn) paradigm, learning is expected to be student-centered, encourage independent learning, and increase active student engagement. Based on these problems, this study aims to develop educational media in the form of an interactive quiz based on Android as an alternative solution to increase students' learning motivation. This research uses the ADDIE development model, which consists of five stages: Analysis, Design, Development, Implementation, and Evaluation. The results of this development show that based on the material feasibility test, the media obtained an average score of 3.6, which is categorized as feasible, while the media feasibility test obtained an average score of 3.9, which is also categorized as feasible. In addition, the acceptability questionnaire given to students showed an average score of 4.35 with an eligibility percentage of 87%, which means this media is highly feasible to use. With this Android-based interactive quiz, it is expected that students will be more motivated, active, and assisted in understanding Software Engineering material independently and enjoyably. This research is expected to be one of the innovative solutions to support the implementation of technology-based learning that is relevant to the demands of 21st-century education.

Keywords : Educational Media, Interactive Quiz, Android, Software Engineering, ADDIE, Vocational School