

Firdaus, Fitriana Firdiyanti. 2019. *Pengembangan Media Count With Animals Berbasis Android Untuk Pecahan Kelas 2 Di UPTD SDN Sawahan I/340 Surabaya*. Skripsi, Program Studi Pendidikan Guru Sekolah Dasar, Fakultas Ilmu Pendidikan, Universitas Trunojoyo Madura. Pembimbing I Mohammad Edy Nurtamam S.Pd., M.Si dan Pembimbing II Indah Setyo Wardhani S.Pd., M.Pd.

ABSTRAK

Penelitian pengembangan ini memberikan perhatian pada permasalahan yang ada dalam pembelajaran Matematika kelas II UPTD SDN Sawahan I/340 Surabaya khususnya materi pecahan. Penggunaan media yang sangat monoton membuat siswa kurang aktif dalam pembelajaran bahkan dalam pembelajaran siswa hanya diam tetapi tidak mengerti maksud dari media yang digunakan oleh guru ketika menerangkan materi. Maka alternatif pemecahan masalah dilakukan dengan mengembangkan media pembelajaran *count with animals* berbasis android. Pengembangan produk ini divalidasi oleh ahli materi, ahli media pembelajaran, dan ahli desain pembelajaran. Uji coba dilakukan pada siswa kelas II UPTD SDN Sawahan I/340 Surabaya dengan subjek uji coba perorangan 3 siswa, uji coba produk 6 siswa, dan uji coba pemakaian 20 siswa. Hasil presentase dari ahli materi mencapai 80%, ahli media pembelajaran mencapai 91,25%, dan desain pembelajaran mencapai 94%. Berdasarkan persentase yang diperoleh dalam uji coba kelompok besar maka aktivitas siswa diperoleh 95,39%, aktivitas guru diperoleh 96%, dan hasil belajar siswa diperoleh 100%, maka media *count with animals* berbasis android dinyatakan sangat efektif. Berdasarkan persentase keseluruhan yang diperoleh dari angket respon siswa, uji coba perorangan sebanyak 92%, uji coba kelompok kecil sebanyak 86,66%, dan uji coba kelompok besar sebanyak 88,2% maka media *count with animals* berbasis android dinyatakan sangat menarik digunakan dalam materi pecahan untuk siswa kelas II SD.

Kata Kunci: Pengembangan media, *count with animals*, berbasis android.

Firdaus, Fitriana Firdiyanti. 2019. Development of an android-based Count with Animal Learning media for fraction materials of grade 2nd in UPTD Sawahan I/340 Surabaya Elementary School. Thesis, Primary School Teacher Education Study Program, Faculty of Education, University of Trunojoyo Madura. Advisor I Mohammad Edy Nurtamam S.Pd., M.Si and Advisor II Indah Setyo Wardhani S.Pd., M.Pd.

ABSTRACT

This development research gave attention toward some problems that exist in Mathematics learning process in 2nd grade of UPTD Sawahan I / 340 Surabaya Elementary School especially about fraction materials. The problem was that the use of media was very monotonous which lead the students to be less active in learning process. In the learning process, they tend to keep silent, yet they still did not understand the purpose of the media used by the teacher when explaining the materials. Hence, the alternative problem solving which could be done was developing an android-based Count with Animal Learning media. This development product was validated by material experts, learning media experts, and learning design experts. The trial was carried out in 2 grade class in UPTD Sawahan I / 340 Surabaya Elementary School with 3 students as individual trial subjects, 6 to trial the product, and 20 students using the trial product. The percentage results from material experts reached 80%, learning media experts reached 91.25%, and learning design reached 94%. According to the results obtained from a large group trial, teacher activity, and students' learning outcomes, the percentage of the results were respectively 95,39%, 96%, and 100%. Those results show that the android-based Count with Animal Learning media was very effective to be used for teaching fraction material to the 2nd grade students of elementary school. Based on the whole percentage obtained from student questionnaires, individual trial, small group trial or product, large group trial or use which respectively obtained 92%, 86,66%, and 88,2%, then the android-based Count with Animal Learning Media is declared as a very attractive learning media to use in fraction material for 2nd grade students.

Keywords: Media development, Count with Animals, Android-based