

Mohammad Ali. 2022. *Pengembangan Media Pembelajaran Adaptive Mobile Learning Berbasis Android Materi Sistem Bilangan Kelas X Di SMK*. Skripsi, Program Studi Pendidikan Informatika, Fakultas Ilmu Pendidikan, Universitas Trunojoyo Madura. Pembimbing 1 : Medika Risnasari, S.ST., M.T.

ABSTRAK

Kegiatan belajar mengajar merupakan salah satu bentuk usaha dalam memperoleh ilmu pengetahuan. Namun, sering sekali perbedaan cara belajar siswa satu dengan yang lain menjadi kendala dalam penyampaian materi pembelajaran. Hal ini menyebabkan pembelajaran menjadi tidak maksimal. Permasalahan inilah yang peneliti temukan di SMK Nurul Karomah, Paterongan, Galis, Bangkalan. Tujuan adanya penelitian ini adalah untuk mengembangkan media pembelajaran *adaptive mobile learning* berbasis *android* materi sistem bilangan untuk nantinya dapat digunakan siswa untuk belajar sesuai dengan gaya belajarnya di kelas. Model penelitian yang digunakan pada pengembangan media ini adalah model ADDIE yang pada pelaksanaan dibagi menjadi lima tahapan, yaitu *analysis*, *design*, *development*, *implementation*, dan *evaluation*. Hasil dari validasi ahli media mendapat rata-rata persentase 84% dengan kualifikasi “Baik”, hasil validasi ahli materi mendapat persentase 92% dengan kualifikasi “Sangat Baik”, hasil uji validasi instrumen soal tes gaya belajar mendapat persentase 82.5% dengan kualifikasi “Valid”, hasil uji coba perorangan mendapat rata-rata persentase 93% dengan kualifikasi “Sangat Tinggi”, uji coba kelompok kecil mendapat rata-rata persentase 91,33% dengan kualifikasi “Sangat Tinggi”, uji coba kelompok besar mendapat rata-rata persentase 91,2% dengan kualifikasi “Sangat Tinggi”. Berdasarkan hasil yang didapat dari rangkaian uji coba, dapat disimpulkan bahwa produk media pembelajaran layak digunakan sebagai media belajar di kelas.

Kata Kunci : Sistem Bilangan, Media Pembelajaran, Adaptive mobile learning, Model ADDIE

Mohammad Ali. 2022. Development of Android-Based Adaptive Mobile Learning Media for Class X Number System Materials in Vocational High Schools. Thesis, Informatics Education Study Program, Faculty of Education Sciences, Trunojoyo University, Madura. Advisor 1: Medika Risnasari, S.ST., M.T

ABSTRACT

Teaching and learning activities are a form of business in obtaining knowledge. However, often the differences in the way students learn from one another become an obstacle in the delivery of learning materials. This causes learning to be not optimal. This problem is what researchers found at Vocational High School Nurul Karomah, Paterongan, Galis, Bangkalan. The purpose of this research is to develop adaptive mobile learning media based on android number system material which can later be used by students to learn according to their learning style in class. The research model used in the development of this media is the ADDIE model which in the implementation is divided into five stages, namely analysis, design, development, implementation, and evaluation. The results of the media expert validation got an average percentage of 84% with a "Good" qualification, the material expert validation results got a percentage of 92% with a "Very Good" qualification, the results of the instrument validation test for learning style tests got a percentage of 82.5% with a "Valid" qualification. , the results of individual trials got an average percentage of 93% with "Very High" qualifications, small group trials got an average percentage of 91.33% with "Very High" qualifications, large group trials got an average percentage of 91, 2% with "Very High" qualification. Based on the results obtained from a series of trials, it can be concluded that learning media products are suitable for use as learning media in the classroom.

Keywords: Number System, Learning Media, Adaptive mobile learning, ADDIE Model