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ABSTRAK

Penelitian ini dilakukan untuk menjawab permasalahan dan memberikan solusi untuk sekolah berdasarkan hasil wawancara dan analisis kebutuhan siswa. Tujuan penelitian ini yaitu menghasilkan produk dan mengetahui kelayakan pengembangan media pembelajaran aplikasi android interaktif berbasis ppt pada materi teks persuasi kelas VIII. Penelitian ini menggunakan pendekatan penelitian dan pengembangan atau R&D (*Research and Development*). Teknik pengumpulan data yaitu menggunakan angket validasi ahli materi, ahli media, ahli bahasa untuk menilai kualitas atau kelayakan dari media pembelajaran yang dikembangkan. Subjek uji coba melibatkan guru/praktisi dan siswa kelas VIII sebanyak 18 orang untuk menilai kelayakan media pembelajaran. Hasil uji validasi ahli materi mendapat persentase kelayakan yaitu 95% masuk kategori layak, ahli media mendapat persentase kelayakan 97,5% masuk kategori layak, ahli bahasa mendapat persentase 80% masuk kategori layak. Rata-rata penilaian secara keseluruhan adalah 90,8% masuk kategori layak digunakan. Hasil angket respons guru mendapat persentase sebesar 97,5% masuk kategori layak. Hasil angket respon siswa mendapat persentase sebesar 80,8%. Persentase tersebut termasuk kategori layak. Berdasarkan hasil perolehan persentase yang telah dilakukan dapat disimpulkan bahwa, media pembelajaran aplikasi Android interaktif berbasis PPT pada materi teks persuasi kelas VIII masuk kategori layak dan dapat digunakan sebagai media pembelajaran saat proses belajar mengajar di kelas.

Kata Kunci: aplikasi android interaktif, media pembelajaran interaktif, pengembangan media pembelajaran, *powerpoint*

Muhammad Mukhlis Roziqi. 2022. *Development of PPT-Based Android Application Learning Media on Class VIII Persuasion Text Material*. Thesis, Indonesian Language and Literature Education Study Program, Faculty of Education, Trunojoyo Madura University. Supervisor: Ayyu Subhi Farahiba, S.Pd., M.Pd.

ABSTRACT

The importance of this research is carried out to answer problems and provide solutions for schools based on the results of interviews and analysis of student needs. The purpose of this study is to produce products and find out the feasibility of developing ppt-based interactive android application learning media on class viii persuasion text material. This research uses a research and development or R&D (Research and Development) approach. Data collection techniques are using validation questionnaires for material experts, media experts, linguists to assess the quality or feasibility of the learning media developed. The test subjects involved 18 teachers/practitioners and class VIII students to assess the feasibility of learning media. The results of the material expert validation test got a percentage of eligibility, namely 95% in the decent category, media experts got a feasibility percentage of 97.5% in the decent category, linguists got a percentage of 80% in the decent category. The overall average rating is 90.8% in the category of worth using. The results of the teacher response questionnaire received a percentage of 97.5% in the eligible category. The results of the student response questionnaire received a percentage of 80.8%. That percentage belongs to the decent category. Based on the results of the percentage acquisition that has been carried out, it can be concluded that the PPT-Based interactive Android application learning media on class VIII Persuasion Text Material is in the appropriate category and can be used as a learning medium during the teaching and learning process in the classroom.

Keywords: *interactive android apps, interactive learning media, development of learning media, powerpoint*