

Khoirun Nisa', 2022. *Pengembangan Media Pembelajaran Komik Animasi berbasis Aplikasi Android pada Mata Pelajaran Informatika*, Skripsi, Program Studi Pendidikan Informatika, Fakultas Ilmu Pendidikan, Universitas Trunojoyo Madura. Dosen Pembimbing : Laili Cahyani, S.Kom., M.Kom.

ABSTRAK

Penelitian ini bertujuan untuk mengetahui prosedur serta kelayakan pengembangan media pembelajaran komik animasi berbasis aplikasi android pada mata pelajaran informatika. Penelitian pengembangan ini dilakukan di SMKN 1 Sampang dengan subjek penelitian kelas X. Penelitian menggunakan model penelitian 4D (*Define, Design, Developt, dan Disseminate*), prosedur dalam pengembangan media komik animasi berbasis aplikasi android dimulai dengan analisis masalah, pembuatan *storyboard*, desain aplikasi dan komik, dan pembuatan aplikasi yang dikembangkan dengan menggunakan *software UNITY*. Penelitian pengembangan media komik animasi berbasis aplikasi android pada mata pelajaran informatika mendapatkan hasil dari validasi ahli materi memperoleh nilai 82% yang termasuk dalam kategori sangat layak, validasi ahli media memperoleh nilai 87% yang termasuk dalam kategori sangat layak dan penilaian validasi guru pengajar memperoleh hasil 86% dan termasuk dalam kategori sangat layak. Uji coba pada subjek penelitian yang dilakukan oleh kelompok kecil sebanyak 5 peserta didik memperoleh hasil 94% yang masuk dalam kategori sangat layak dan uji coba kelompok besar oleh 20 orang peserta didik memperoleh hasil 92% yang termasuk dalam kategori sangat layak. Media pembelajaran komik animasi mendapatkan respon positif dari peserta didik. Kesimpulan yang diperoleh dari penelitian pengembangan media pembelajaran komik animasi berbasis aplikasi android pada mata pelajaran Informatika layak digunakan sebagai media pembelajaran.

Kata Kunci : Media Pembelajaran, Komik Animasi, Informatika, Konversi Bilangan

Khoirun Nisa', 2022. *Development of Android Application-based Animated Comic Learning Media for Informatics Subjects*, Thesis, Informatics Education Study Program, Faculty of Education, University of Trunojoyo Madura. Supervisor : Laili Cahyani, S.Kom., M.Kom.

ABSTRACT

This study aims to determine the procedure and feasibility of developing animated comic learning media based on android applications in informatics subjects. This development research was conducted at SMKN 1 Sampang with research subjects in class X. The research used the 4D research model (Define, Design, Develop, and Disseminate), the procedure for developing animated comic media based on android applications begins with problem analysis, storyboard creation, application design and comics, and making applications developed using UNITY software. Research on the development of animated comic media based on Android applications in informatics subjects obtained results from the validation of material experts obtaining a score of 82% which was included in the very feasible category, the validation of media experts obtained a value of 87% which was included in the very feasible category and the teacher validation assessment obtained results of 86 % and included in the very feasible category. Trials on research subjects conducted by small groups of 5 students obtained 94% results which were included in the very feasible category and large group trials by 20 students obtained 92% results which were included in the very feasible category. Animation comic learning media get a positive response from students. The conclusions obtained from research on the development of animated comic learning media based on android applications in Informatics subjects are suitable for use as learning media.

Keywords: *Learning Media, Animated Comics, Informatics, Number Conversion*

