

ABSTRAK

Pyambada, Wahyu. 2017. Pengembangan Aplikasi *M-Learning* Berbasis *Android* Menggunakan *Unity* Pada Materi Jaringan LAN Untuk Siswa Kelas XI TKJ Di SMKN 2 Lamongan. Skripsi, Program Studi Pendidikan Informatika, Universitas Trunojoyo Madura.

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Kata-kata Kunci : *M-Learning*, LAN, *unity*, siswa, TKJ, *android*

Materi jaringan *local area network* (LAN) adalah materi wajib produktif kelas XI TKJ SMK semester gasal. Selama ini guru dalam mengajarkan materi ini kepada siswa hanya berdasarkan pada modul dan *slide power point* sederhana. Sehingga siswa merasa bosan dan pembelajaran di dalam kelas dirasa kurang maksimal untuk dilaksanakan, oleh karena itu dicari inovasi dalam media pembelajaran yang dapat membuat siswa menjadi tertarik terhadap materi jaringan LAN. Media pembelajaran berbasis android *M-Learning* merupakan salah solusi dalam membuat siswa tertarik terhadap materi LAN. Penelitian ini bertujuan untuk merancang, mengembangkan dan mengetahui kualitas media pembelajaran berbasis *android* tentang materi jaringan LAN untuk siswa kelas XI TKJ. Penelitian ini menggunakan jenis pengembangan dengan model pengembangan menggunakan model ADDIE. Terdapat lima tahap, yaitu: (1) *Analysis* (menganalisa), (2) *Design* (mendesain), (3) *Development* (pengembangan), (4) *Implementation* (penerapan), (5) *Evaluation* (evaluasi). Hasil penelitian menunjukkan persentase uji ahli materi mencapai nilai 90% (sangat valid). Persentase uji ahli media 92.9% (sangat layak). Persentase uji coba kelompok kecil 82.2% (layak). Persentase uji coba kelompok besar 86.25% (sangat layak). Kesimpulan dari penelitian ini adalah aplikasi *M-learning* dapat memudahkan siswa dalam memahami materi jaringan LAN.

ABSTRACT

Pyambada, Wahyu. 2017. Development application based on android learning application used Unity on LAN network materials for the students of XI grade TKJ in SMKN 2 Lamongan. Thesis, Informatic education program, University of Trunojoyo Madura.

Advisors : (1) Eka Mala Sari Rochman, S.Kom., M.Kom. (2) Sigit Dwi Saputro, S.Pd., M.Pd.

Keywords: M-Learning, LAN, Unity, student, TKJ, android.

Local area network (LAN) material is productive compulsory material XI TKJ class in vocational high school in the odd semester. During this time, the teacher in teaching this material to the students is only based on simple power point modules and slides. So that students feel bored and learning in the class is less than the maximum to be implemented, therefore the writer is looking for an innovation in learning media that can make students become interest in LAN material. Learning media based on android M-Learning is one solution in making students interest with the LAN material. The aims of the study are to design, to develop, and to know the quality of android based on learning media about LAN network materials for the students of XI grade TKJ. This research used development type, development model that is using ADDIE model. There are four stages namely: (1) Analysis, (2) Design, (3) Development, (4) implementation, and (5) Evaluation. The result of the study show the percentage of the experts test materials has the valuable reach for about 90%, it was can be valid. The percentage of the experts test media is for about 92.9%, this categorized as suitable. And the percentage of a small groups get 82.2%, this categorized in worthy product. While the percentage of a large groups get 86.2%, this categorized in very suitable product. The conclusion of this research is application can make it easy student to learn LAN network material.