

Nurul Aini Putri, 2025. *Pengembangan Media Pembelajaran Digital Bermuatan Lingkungan Wisata Jawa Timur Pada Keterampilan Membaca Materi Pariwisata*. Skripsi, Program Studi Pendidikan Bahasa dan Sastra Indonesia, Fakultas Keguruan dan Ilmu Pendidikan, Universitas Trunojoyo Madura. Pembimbing: Ersal Alami.

ABSTRAK

Penelitian dan pengembangan ini memaparkan media pembelajaran digital bermuatan lingkungan wisata Jawa Timur pada keterampilan membaca materi pariwisata. Media ini merupakan media berbentuk aplikasi *Android* yang dapat diinstal melalui gawai. Media aplikasi MANDALA bertujuan untuk menciptakan suatu produk pengembangan media pembelajaran digital bermuatan lingkungan wisata Jawa Timur pada keterampilan membaca materi pariwisata dan mengetahui kelayakan media pembelajaran digital bermuatan lingkungan wisata Jawa Timur pada keterampilan membaca materi pariwisata. Pada penelitian dan pengembangan ini menggunakan model ADDIE yang terdiri dari *Analyze, Design, Development, Implementation, dan Evaluation*. Hasil penelitian dan pengembangan media pembelajaran diketahui melalui validasi yang dilakukan oleh validator ahli media, validator ahli bahasa, dan validator ahli materi. Pemerolehan presentase media oleh validator ahli media pada tahap pertama yakni 95% dan tahap kedua 98%. Presentase kelayakan validator ahli materi tahap pertama adalah 63% dan tahap kedua 100%. Kemudian, validator ahli bahasa mendapatkan presentase kelayakan tahap pertama sebesar 98% dan tahap kedua 100%. Adapun hasil akumulasi respons pemelajar memperoleh 92% dengan kategori “sangat layak”.

Kata Kunci: Pengembangan, Media Pembelajaran, Kelayakan

Nurul Aini Putri, 2025. Development of Digital Learning Media with East Java Tourism Environmental Content for Reading Skills in Tourism Materials. Thesis. Indonesian Language and Literature Education Program, Faculty of Teacher Training and Education, Trunojoyo University of Madura. Supervisor: Ersal Alami.

ABSTRACT

This research and development study presents a digital learning media focused on the tourism environment of East Java, specifically aimed at enhancing reading skills in tourism-related materials. The media takes the form of an Android-based application that can be installed on mobile devices. The MANDALA application is designed to develop a digital learning media product that incorporates the East Java tourism environment into reading skill materials and to assess the feasibility of this digital learning media. This research and development process utilized the ADDIE model, which consists of Analyze, Design, Development, Implementation, and Evaluation stages. The feasibility of the developed learning media was evaluated through validation by media experts, language experts, and content experts. The percentage of feasibility from media experts was 95% in the first stage and increased to 98% in the second stage. The feasibility percentage from content experts was 63% in the first stage and improved to 100% in the second stage. Meanwhile, the feasibility percentage from language experts was 98% in the first stage and reached 100% in the second stage. The accumulated results of the learners' responses reached 92%, which falls into the 'highly feasible' category.

Keywords: Development, Learning Media, Feasibility