

Desta Chilyani. 2023. *Pengembangan Media Pembelajaran berbasis Android pada Materi Gambar Digital Puppet pada Animasi 2D Kelas XI SMK*. Skripsi, Program Studi Pendidikan Informatika, Fakultas Ilmu Pendidikan, Universitas Trunojoyo Madura. Pembimbing: Prita Dellia, S.Kom. M.Kom.

ABSTRAK

Tujuan penelitian ini untuk mengembangkan dan mengetahui tingkat kelayakan media pembelajaran berbasis *android* pada materi Gambar *Digital Puppet* dalam Animasi 2D kelas XI Multimedia SMK IPIEMS Surabaya. Penelitian ini menggunakan metode penelitian pengembangan (*Research and Development* atau *R&D*) dengan model pengembangan ADDIE yang terdiri dari 5 tahap yaitu: *Analysis*, *Design*, *Development*, *Implementation*, dan *Evaluation*. Tahap *analysis* meliputi analisis kebutuhan berupa perangkat, kurikulum, dan peserta didik. Tahap *design* yaitu melakukan perancangan berupa *flowchart* dan tampilan antarmuka media pembelajaran G-DIGIP. Tahap *development* yaitu membuat media pembelajaran G-DIGIP dan video tutorial. Tahap *implementation* meliputi uji coba ahli materi, ahli media, dan peserta didik (perorangan, kelompok kecil, dan kelompok besar). Tahap *evaluation* meliputi penilaian subjek uji coba. Hasilnya berupa: (1) ahli materi diperoleh nilai sebesar 88% dengan kategori layak dan dapat digunakan sedikit revisi; (2) ahli media diperoleh nilai sebesar 99% dengan kategori sangat layak dan dapat digunakan tanpa revisi; (3) uji coba perorangan diperoleh nilai sebesar 96% dengan kategori sangat layak dan dapat digunakan tanpa revisi; (4) uji coba kelompok kecil diperoleh nilai sebesar 93% dengan kategori sangat layak dan dapat digunakan tanpa revisi; (5) uji coba kelompok besar diperoleh nilai sebesar 91% dengan kategori sangat layak dan dapat digunakan tanpa revisi. Dengan demikian, media pembelajaran G-DIGIP berbasis *android* pada materi Gambar *Digital Puppet* sangat layak digunakan dalam pembelajaran.

Kata Kunci: ADDIE, Media Pembelajaran, *Android*, Gambar *Digital Puppet*

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ABSTRACT

The purpose of this study was to develop and determine the feasibility level of android-based learning media on Digital Puppet Drawing material in 2D Animation class XI Multimedia SMK IPIEMS Surabaya. This study uses a development research method (Research and Development or R&D) with the ADDIE development model which consists of 5 stages, namely: Analysis, Design, Development, Implementation, and Evaluation. The analysis stage includes analyzing the needs in the form of devices, curriculum, and students. The design stage is designing the flowchart and interface of the G-DIGIP learning media. The development stage is making G-DIGIP learning media and video tutorials. The implementation stage includes testing material experts, media experts, and students (individuals, small groups, and large groups). The evaluation stage includes the assessment of the test subjects. The results are: (1) material experts obtained a score of 88% with a decent category and could be used with little revision; (2) media experts obtained a score of 99% with a very decent category and could be used without revision; (3) individual trials obtained a score of 96% with a very decent category and could be used without revision; (4) small group trials obtained a score of 93% with a very decent category and could be used without revision; (5) large group trials obtained a score of 91% with a very decent category and could be used without revision. Thus, android-based G-DIGIP learning media on Digital Puppet Drawing material is very feasible to use in learning.

Keywords: *ADDIE, Learning Media, Android, Digital Puppet Image*