

ABSTRAK

Materi *subnetting* sangat perlu untuk dipelajari, karena merupakan materi dasar untuk mengenal jaringan. Permasalahan yang sering dialami siswa adalah tidak antusias, jenuh dan bosan dengan materi hitung-hitungan (*subnetting*), sehingga mereka kebingungan ketika kegiatan praktikum. Dalam penelitian ini peneliti mengembangkan media pembelajaran *ASNET* (asisten subnet) berbasis *android* untuk materi *subnetting*. Penelitian ini merupakan penelitian pengembangan atau *research & development (R&D)* dengan model *ADDIE*. Tujuan penelitian ini untuk mengembangkan dan mengetahui kelayakan media pembelajaran *ASNET* (*Asisten Subnet*) berbasis *android*. Penelitian ini dilakukan di SMK 03 Bangkalan, dengan teknik pengumpulan data dilakukan dengan memberikan kuesioner (angket) kepada ahli media, ahli materi/isi dan perorangan/pengguna, dan jenis data yang digunakan adalah statistik deskriptif dan deskriptif kualitatif. Hasil penelitian yang diberikan kepada ahli media memperoleh persentase 96,8% dengan keterangan “Sangat baik”, sedangkan kepada ahli materi/isi memperoleh persentase 80% dengan keterangan “Baik”, uji coba pada perorangan/pengguna sebanyak 3 orang siswa memperoleh persentase 94% dengan keterangan “Sangat Baik”. Dan uji coba kelompok kecil sebanyak 12 orang memperoleh persentase 75% dengan keterangan “Baik”. Dengan demikian dapat disimpulkan media pembelajaran *ASNET* (*Asisten subnet*) berbasis *android* untuk materi *subnetting*. “Baik” (Layak) digunakan dalam membantu penunjang kegiatan belajar mengajar.

Kata kunci : *subnetting, R&D, ADDIE, android, ASNET*

ABSTRACT

Subnetting material really needs to be studied, because it is the basic material for getting to know the network. The problems that are often experienced by students are not enthusiastic, bored and bored with subnetting material, so they are confused during practicum activities. In this study, researchers developed an Android-based ASNET learning media (subnet assistant) for subnetting material. This research is a research & development (R&D) with the ADDIE model. The purpose of this research is to develop and determine the feasibility of ASNET learning media (Assistant Subnet) based on android. This research was conducted at SMK 03 Bangkalan, with data collection techniques carried out by giving questionnaires to media experts, content / content experts and individuals / users, and the types of data used were descriptive statistics and qualitative descriptive. The results of the research given to media experts obtained a percentage of 96.8% with the information "Very good", while to the material / content experts obtained a percentage of 80% with the information "Good" ,, trials on individuals / users were 3 students getting a percentage of 94% with the description "Very Good". And the small group trial of 12 people got a percentage of 75% with the information "Good". Thus it can be concluded that the ASNET learning media (subnet assistant) based on android for subnetting material. "Good" (feasible) is used in helping support teaching and learning activities.

Keywords: subnetting, R&D, ADDIE, android, ASNET