

Shelma Rahmadita. 2017. Pengembangan Media *Mobile learning (M-learning)* Berbasis *Android* Materi Gerak Untuk Siswa SMP. Skripsi, Program Studi Pendidikan Ilmu Pengetahuan Alam, Fakultas Ilmu Pendidikan, Universitas Trunojoyo Madura. Pembimbing I Mochammad Ahied, Pembimbing II Ana Yuniasti Retno Wulandari

ABSTRAK

Penelitian ini bertujuan untuk mengetahui kelayakan dan respon siswa terhadap media *mobile learning (m-learning)* berbasis *Android*. Materi yang digunakan dalam uji coba adalah gerak. Sampel penelitian adalah 15 siswa SMP Negeri 1 Bangkalan dengan teknik pengambilan data *random samplin*. Model penelitian yang digunakan adalah model pengembangan ADDIE (*Analyze, Design, Development, Implementation and evaluation*). Hasil kelayakan media mendapatkan nilai sebesar 74,3%. Hasil kelayakan materi mendapatkan nilai sebesar 83,7%. Hasil rata-rata respon siswa terhadap media *mobile learning (m-learning)* berbasis *Android* mendapatkan nilai sebesar 85,4%. Berdasarkan hasil tersebut dapat disimpulkan bahwa pengembangan media *mobile learning (m-learning)* berbasis *Android* dinyatakan layak digunakan dalam pembelajaran IPA.

Kata Kunci: *Android*, Media Pembelajaran, *Mobile learning (m-learning)*.

Shelma Rahmadita. 2017. Developing of Mobile Learning (M-Learning) Media Based on Android in The material of Motion For Junior High School Students. Thesis. Natural Science Education Study Program, Education Faculty, University of Trunojoyo Madura, Advisor I Mochammad Ahied, Advisor II Ana Yuniasti Retno Wulandari.

ABSTRACT

This research aims to knowing the validity and students responses of mobile learning (m-learning) media based on android. This research used Motion as the material. The sample was 15 students of SMP Negeri 1 Bangkalan with simple random sampling technique. The research model used ADDIE (Analyze, Design, Development, Implementation, and Evaluation). Validity result the media aspect was 74,3%. Validity result the material aspect was 83,7%. The average result of the students responses on the media was 85,4%. The result of this research, mobile learning (m-learning) mediaa based on android is valid for use in science learning.

Keywords: Android, Learning media, Mobile learning (m-learning)