

Rizkiyatul Zakiyah. 2023. *Pengembangan Media Pembelajaran Berbasis Android Menggunakan Model ADDIE Pada Materi Gambar Vektor Kelas XI TKJ*. Skripsi, Program Studi Pendidikan Informatika, Fakultas Ilmu Pendidikan, Universitas Trunojoyo Madura. Pembimbing : Prita Dellia S.Kom., M.Kom.

ABSTRAK

Media yang digunakan dalam proses pembelajaran saat ini membuat siswa merasa jenuh dan bosan sehingga siswa tidak memiliki motivasi untuk belajar. Penelitian ini bertujuan untuk mengembangkan media pembelajaran berbasis android pada gambar vektor kelas XI TKJ. Pada penelitian ini menggunakan model ADDIE (*analysis, design, development, implementation, evaluation*). Kelayakan media pembelajaran dapat dilihat dari hasil data kuantitatif ahli media, ahli materi, dan respon pengguna. Pada respon pengguna terdapat beberapa uji coba, yaitu uji coba perorangan, uji coba kelompok kecil dan uji coba kelompok besar. Adapun hasil data kuantitatif yang diperoleh dari ahli media yaitu 92% dengan kategori “sangat layak”, uji coba ahli materi diperoleh 92% dengan kategori “sangat layak”, uji coba perorangan diperoleh 92% dengan kategori “sangat layak”, uji coba kelompok kecil diperoleh 85% dengan kategori “sangat layak” dan uji coba kelompok besar diperoleh 86% dengan kategori “sangat layak”. Sehingga dapat disimpulkan bahwa media pembelajaran berbasis android menggunakan model ADDIE sangat layak digunakan.

Kata Kunci : Media Pembelajaran, ADDIE, Gambar Vektor

Rizkiyatul Zakiyah. 2023. *Development Of Android Based Learning Media Using the ADDIE Model in Class XI TKJ Vector Image Material*. Thesis, Informatics Education Study Program, Faculty of education sciences, Trunnojoyo University, Madura. Advisor : Prita Dellia S.Kom., M.Kom.

ABSTRACT

The media used in the learning process currently makes students feel bored, bored, and the material presented by educators is difficult to convey to students, there is a lack of media that facilitates the learning process. This research aims to develop android based learning media for class XI TKJ vector images. This research uses the ADDIE model (analysis, design, development, implementation, evaluation). The feasibility of learning media can be seen from the results of quantitative data from media experts, material experts and user responses. In user responses there are several trials, namely individual trials, small group trials and large group trials. The quantitative data results obtained from media experts were 92% in the “very feasible” category, material experts trials were obtained 92% in the “very feasible” category, individual trials were obtained 92% in the “very feasible” category, small group trials were obtained 85% in the “very feasible” category and large group trials obtained 86% in the “very feasible” category. So it can be concluded that android based learning media using the ADDIE model is very suitable for use.

Keywords : Instructional Media, ADDIE, Vector Image