

ABSTRAK

Penelitian ini dilatarbelakangi oleh kurang optimalnya penggunaan media pembelajaran pada mata pelajaran Informatika di SMK Nurul Amanah, sehingga siswa cenderung pasif, kurang termotivasi, dan mengalami kesulitan dalam memahami materi jaringan komputer. Penelitian ini bertujuan untuk: (1) mengembangkan media pembelajaran berbasis Android pada mata pelajaran Informatika siswa kelas X SMK Nurul Amanah, (2) mengetahui tingkat kelayakan media yang dikembangkan, dan (3) mengetahui respons siswa terhadap penggunaan media pembelajaran tersebut. Penelitian ini menggunakan metode Research and Development (R&D) dengan model pengembangan ADDIE yang meliputi tahap Analysis, Design, Development, Implementation, dan Evaluation. Subjek penelitian terdiri atas satu ahli materi, satu ahli media, serta siswa kelas X TKJ SMK Nurul Amanah yang mengikuti uji coba perorangan, kelompok kecil, dan kelompok besar. Teknik pengumpulan data menggunakan wawancara, observasi, dokumentasi, dan angket. Data dianalisis menggunakan analisis deskriptif kuantitatif dan kualitatif.

Hasil penelitian menunjukkan bahwa media pembelajaran berbasis Android yang dikembangkan dinyatakan sangat layak digunakan. Hasil validasi ahli materi memperoleh persentase sebesar 95% dengan kategori sangat layak, sedangkan validasi ahli media memperoleh persentase sebesar 92% dengan kategori sangat layak. Respons siswa pada uji coba perorangan memperoleh persentase 88%, uji coba kelompok kecil 95%, dan uji coba kelompok besar 93%, yang seluruhnya berada pada kategori sangat positif. Berdasarkan hasil tersebut, media pembelajaran berbasis Android yang dikembangkan dinyatakan layak digunakan sebagai media pembelajaran Informatika pada materi jaringan komputer untuk siswa kelas X SMK Nurul Amanah karena mampu meningkatkan minat, motivasi, dan keterlibatan siswa dalam proses pembelajaran.

Kata Kunci: Media Pembelajaran, Android, Informatika, Jaringan Komputer, ADDIE.

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ABSTRACT

This study was motivated by the limited use of learning media in Informatics classes at SMK Nurul Amanah, which caused students to be less active, less motivated, and have difficulties in understanding computer network materials. The objectives of this study were: (1) to develop Android-based learning media for the Informatics subject of Grade X students at SMK Nurul Amanah, (2) to determine the feasibility level of the developed media, and (3) to identify students' responses toward the use of the learning media. This research employed the Research and Development (R&D) method using the ADDIE development model consisting of Analysis, Design, Development, Implementation, and Evaluation stages. The research subjects included one material expert, one media expert, and Grade X students of the Computer and Network Engineering program (TKJ) at SMK Nurul Amanah who participated in individual, small-group, and large-group trials. Data were collected through interviews, observations, documentation, and questionnaires. The data were analyzed using quantitative and qualitative descriptive analysis.

The results indicated that the Android-based learning media developed in this study was highly feasible for use in learning activities. The material expert validation obtained a score of 95%, categorized as very feasible, while the media expert validation obtained a score of 92%, also categorized as very feasible. Student responses in the individual trial reached 88%, the small-group trial 95%, and the large-group trial 93%, all of which were categorized as very positive. Based on these findings, the Android-based learning media was considered suitable for use in Informatics learning, particularly on computer network materials for Grade X students of SMK Nurul Amanah, as it was able to enhance students' interest, motivation, and engagement in the learning process.

Keywords: *Learning Media, Android, Informatics, Computer Networks, ADDIE*