

Khoironi, S.Pd. 2026. *Pengembangan Media Pembelajaran Interaktif Berbasis Android pada Materi Berpikir Komputasional Kelas X SMK*. Skripsi, Program Studi Pendidikan Informatika, Fakultas Keguruan dan Ilmu Pendidikan, Universitas Trunodjoyo Madura. Pembimbing: Muchamad Arif, S.Pd., M.Pd.

ABSTRAK

Penelitian ini bertujuan untuk mengembangkan media pembelajaran interaktif berbasis Android pada materi Berpikir Komputasional untuk siswa kelas X SMK. Pengembangan media ini dilatarbelakangi oleh rendahnya pemahaman siswa terhadap konsep Berpikir Komputasional, keterbatasan media pembelajaran yang digunakan, serta belum tersedianya media yang interaktif dan mudah diakses melalui perangkat *mobile*. Penelitian menggunakan metode *Research and Development* (R&D) dengan model ADDIE yang meliputi lima tahapan, yaitu *Analysis, Design, Development, Implementation, dan Evaluation*. Data penelitian diperoleh melalui wawancara dan angket, kemudian dianalisis menggunakan teknik deskriptif kualitatif dan kuantitatif. Hasil penelitian menunjukkan bahwa media yang dikembangkan memperoleh persentase validasi ahli materi sebesar 80% dengan kualifikasi layak dan validasi ahli media sebesar 84% dengan kualifikasi sangat layak. Sementara itu, hasil uji coba kepada siswa menunjukkan respon yang sangat positif, yaitu sebesar 97% pada uji coba perorangan, 96% pada uji coba kelompok kecil, dan 92% pada uji coba kelompok besar. Berdasarkan hasil validasi dan uji coba tersebut, media pembelajaran interaktif berbasis Android pada materi Berpikir Komputasional dinyatakan layak dan sangat baik digunakan sebagai media pembelajaran bagi siswa kelas X SMK.

Kata Kunci : Media pembelajaran interaktif, Android, Berpikir Komputasional, ADDIE, *Research and Development* (R&D).

Khoironi, S.Pd. 2026. *Development of Android-Based Interactive Learning Media for Computational Thinking in 10th Grade Vocational High School*. Thesis, Department of Informatics Education, Faculty of Teacher Training and Education, Trunodjoyo University of Madura. Advisor: Muchamad Arif, S.Pd., M.Pd.

ABSTRACT

This study aims to develop an Android-based interactive learning tool on Computational Thinking for 10th-grade vocational high school students. The development of this tool was motivated by students' low understanding of Computational Thinking concepts, the limited learning materials currently in use, and the lack of interactive tools that are easily accessible via mobile devices. The study employed the Research and Development (R&D) method using the ADDIE model, which comprises five stages: Analysis, Design, Development, Implementation, and Evaluation. Research data were collected through interviews and questionnaires, then analyzed using qualitative and quantitative descriptive techniques. The results showed that the developed media received an 80% validation rate from subject matter experts, rated as "acceptable," and an 84% validation rate from media experts, rated as "highly acceptable." Meanwhile, the results of the pilot test with students showed a very positive response, namely 97% in the individual pilot test, 96% in the small group pilot test, and 92% in the large group pilot test. Based on these validation and pilot test results, the Android-based interactive learning media on Computational Thinking is deemed suitable and highly effective for use as a learning medium for 10th-grade vocational high school students.

Keywords: *Interactive learning media, Android, Computational Thinking, ADDIE, Research and Development (R&D).*