

Putri, Indah Aprilia. 2024. *Pengembangan Media Aplikasi Digital Berbasis Builder pro untuk Keterampilan Membaca Teks Anekdote Siswa Kelas X SMA*. Skripsi, Program Studi Pendidikan Bahasa dan Sastra Indonesia, Fakultas Ilmu Pendidikan, Universitas Trunojoyo Madura. Pembimbing: Albitar Septian Syarifuddin.

ABSTRAK

Penelitian ini dilatarbelakangi terbatasnya media pembelajaran teks anekdot yang menarik untuk siswa kelas X SMAN 1 Kamal. Penelitian ini bertujuan untuk: (1) mendeskripsikan proses pengembangan media aplikasi berbasis *builder pro* pada keterampilan membaca teks anekdot untuk siswa kelas X SMAN 1 Kamal, (2) mengetahui respon pendidik dan peserta didik terhadap penggunaan media aplikasi pembelajaran keterampilan membaca teks anekdot berbasis *builder pro* untuk siswa kelas X SMAN 1 Kamal. Penelitian ini menggunakan model pengembangan ADDIE (*Analysis, Design, Development, Implementation, dan Evaluation*). Namun pada penelitian ini hanya menggunakan empat tahap yaitu (*Analysis, Design, Development, dan Implementation*) karena penelitian ini hanya mencapai tahap implementasi disebabkan oleh fokusnya untuk mengetahui respons guru dan siswa terhadap penggunaan media aplikasi yang dikembangkan. Penelitian dilakukan di kelas X-2 SMA Negeri 1 Kamal dengan subjek penelitian 27 peserta didik. Hasil penelitian menunjukkan: (1) proses pengembangan yang dihasilkan berupa media pembelajaran teks anekdot berbasis *builder pro* untuk siswa kelas X SMAN 1 Kamal yang dibuat menggunakan powerpoint ispring suite 11 dan pemograman menggunakan 2 APK *Builder pro* v5.0, (2) respons media pembelajaran yang dihasilkan produk memperoleh hasil yang layak yaitu ahli materi mendapatkan nilai rata-rata persentase 72% kategori “layak”, ahli bahasa mendapatkan nilai rata-rata persentase 94% kategori “sangat layak” serta ahli media mendapatkan nilai rata-rata persentase 92% kategori “sangat layak”. Respons pendidik dengan hasil 96% kategori “sangat membantu”, dan respons peserta didik memperoleh hasil rata-rata 90% kategori “sangat baik”. Dari keseluruhan validasi para ahli, respon pendidik dan peserta didik menyatakan bahwa media aplikasi yang dibuat layak untuk digunakan sebagai proses pembelajaran.

Kata kunci: media aplikasi, *builder pro*, teks anekdot

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ABSTRACT

This research was motivated by the limited learning media for interesting anecdote texts for class X students at SMAN 1 Kamal. This research aims to: (1) find out the process of developing a media application based on Builder Pro on anecdotal text reading skills for class for class X students of SMAN 1 Kamal. This research uses the ADDIE (Analysis, Design, Development, Implementation and Evaluation) development model. However, this research only used four stages, namely (Analysis, Design, Development, and Implementation) because this research only reached the implementation stage due to its focus on knowing the responses of teachers and students to the use of the application media being developed. The research was conducted in class X-2 of SMA Negeri 1 Kamal with research subjects of 27 students. The results of the research show: (1) the resulting development process is anecdotal text learning media based on Builder Pro for class The resulting product gets decent results, namely material experts get an average percentage score of 72% in the "decent" category, language experts get an average percentage score of 94% in the "very decent" category and media experts get an average percentage score of 92% in the category. "very worthy". Educator responses with a result of 96% were in the "very helpful" category, and student responses obtained an average result of 90% in the "very good" category. From the overall validation from experts, the responses of educators and students stated that the application media created was suitable for use as a learning process.

Keywords: *application media, builder pro, anecdote text*