

Ach Tamam. 2026. Pengembangan Media Pembelajaran Digital Berbasis Android pada Materi Desain Grafis Kelas X di SMKN 1 Kamal. Skripsi. Program Studi Pendidikan Informatika, Fakultas Keguruan dan Ilmu Pendidikan, Universitas Trunojoyo Madura. Pembimbing: Luluk Mauli Diana, S.SI., M.Pd.

ABSTRAK

Penelitian ini dilatarbelakangi oleh rendahnya pemahaman visual dan motivasi belajar siswa kelas X di SMKN 1 Kamal pada mata pelajaran Dasar Desain Grafis, di mana penggunaan metode pembelajaran konvensional membuat siswa kesulitan memahami konsep abstrak seperti komposisi, hierarki visual, keseimbangan, dan teori warna. Penelitian ini bertujuan untuk mengembangkan media pembelajaran digital interaktif berbasis Android (GrafiComedia), serta mengetahui tingkat kelayakan dan respon siswa terhadap media yang dikembangkan. Penelitian ini menggunakan metode *Research and Development* (R&D) dengan pendekatan model pengembangan ADDIE yang terdiri dari lima tahapan: *Analysis*, *Design*, *Development*, *Implementation*, dan *Evaluation*. Instrumen pengumpulan data berupa kuesioner berskala Likert. Subjek uji coba dalam penelitian ini melibatkan ahli materi, ahli media, serta siswa kelas X program keahlian Desain Komunikasi Visual (DKV) SMKN 1 Kamal yang terbagi dalam uji coba perorangan, kelompok kecil, dan kelompok besar. Hasil penelitian menunjukkan bahwa media pembelajaran digital berbasis Android ini dinyatakan Sangat Layak digunakan. Persentase kelayakan berdasarkan validasi ahli materi mencapai 87,5%, dan ahli media sebesar 89,71%. Pada tahap implementasi, hasil respon uji coba siswa perorangan memperoleh persentase 86,11% (Sangat Layak), uji coba kelompok kecil sebesar 71,67% (Layak), dan uji coba kelompok besar sebesar 74,69% (Layak). Dapat disimpulkan bahwa media pembelajaran yang dikembangkan sangat layak, praktis, dan efektif dalam membantu siswa memahami materi Desain Grafis serta menstimulasi minat belajar secara mandiri.

Kata Kunci: Pengembangan, Media Pembelajaran, Android, Desain Grafis, Model ADDIE.

Ach Tamam. 2026. Development of Android-Based Digital Learning Media for Graphic Design Materials in Class X at SMKN 1 Kamal. Thesis. Informatics Education Study Program, Faculty of Teacher Training and Education, Universitas Trunojoyo Madura. Advisor: Luluk Mauli Diana, S.SI., M.Pd.

ABSTRACT

This research is motivated by the low level of visual understanding and learning motivation among Grade X students at SMKN 1 Kamal in the Basic Graphic Design subject, where the use of conventional teaching methods makes it difficult for students to grasp abstract concepts such as composition, visual hierarchy, balance, and color theory. This study aims to develop interactive Android-based digital learning media (GrafiComedia) and to determine the feasibility level and student response toward the developed media. This research employs the Research and Development (R&D) method using the ADDIE development model, which consists of five stages: Analysis, Design, Development, Implementation, and Evaluation. The data collection instrument used was a Likert-scale questionnaire. The test subjects in this study involved material experts, media experts, and Grade X students of the Visual Communication Design (DKV) program at SMKN 1 Kamal, divided into individual trials, small group trials, and large group trials. The results show that the Android-based digital learning media is declared highly feasible for use. The feasibility percentage based on material expert validation reached 87.5%, and media expert validation reached 89.71%. In the implementation stage, the student response results for individual trials obtained a percentage of 86,11% (Highly Feasible), small group trials were 71.67% (Feasible), and large group trials were 74,69% (Feasible). It can be concluded that the developed learning media is highly feasible, practical, and effective in helping students understand Graphic Design materials and stimulating independent learning interest.

Keywords: Development, Learning Media, Android, Graphic Design, ADDIE Model.