

Ahmad Ma'ruf. 2024. *Pengembangan Media Pembelajaran Berbasis Android Berbantuan Video Animasi Pada Mata Pelajaran Editing Dasar di SMK IPIEMS Surabaya*. Skripsi, Program Studi Pendidikan Informatika, Fakultas Ilmu Pendidikan, Universitas Trunojoyo Madura. Pembimbing: Muhamad Afif Effindi.

ABSTRAK

Penggunaan media pembelajaran bagi kelas 10 jurusan PSPT SMK IPIEMS Surabaya meliputi *Power Point*, Buku Lembar Kerja Siswa, dan Buku Paket. Siswa yang diharapkan lebih aktif dan belajar secara mandiri, namun keterbatasan media pembelajaran semakin mempersulit kondisi ini. Dampaknya, kesalahan pada pemahaman materi bisa terjadi dan minat belajar siswa menurun karena kebosanan selama proses belajar mengajar. Oleh karena itu, penelitian ini bertujuan untuk mengembangkan media pembelajaran berbasis *android* berbantuan video animasi yang layak digunakan bagi kelas 10 Jurusan PSPT SMK IPIEMS Surabaya. Metode yang digunakan adalah model ADDIE yang terdiri dari 5 tahap, yaitu (1) *Analyze*, (2) *Design*, (3) *Development*, (4) *Implementation*, (5) *Evaluation*. Media pembelajaran berbasis *android* berbantuan video animasi yang dikembangkan memuat materi editing dasar. Inti dari materi editing dasar ada 5, yaitu Definisi Editing, Perangkat lunak, Manajemen Data, Tahapan Editing Gambar, dan Tahapan Editing Suara. Hasil dari penelitian ini adalah 96% penilaian dari Ahli Media, 92% penilaian dari Ahli Materi, 92% penilaian dari uji coba Perorangan oleh 3 siswa, 91,83% penilaian dari uji coba Kelompok Kecil oleh 6 siswa, dan 91,16% penilaian dari uji coba Kelompok Besar kepada 25 siswa. Kesimpulan dari hasil tersebut menunjukkan bahwa media pembelajaran berbasis *android* berbantuan video animasi pada materi editing dasar kelas 10 SMK Jurusan PSPT (Produksi Siaran Program Televisi) dinyatakan layak untuk digunakan dalam pembelajaran.

Kata kunci: ADDIE, *Android*, Editing Dasar, Media Pembelajaran, Video Animasi

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ABSTRACT

The use of learning media for grade 10 of the PSPT Department of SMK IPIEMS Surabaya includes Power Point, Student Workbook, and Package Book. Students are expected to be more active and learn independently, but the limitations of learning media make this condition more difficult. As a result, mistakes in understanding the material can occur and students' interest in learning decreases due to boredom during the teaching and learning process. Therefore, this study aims to develop android-based learning media assisted by animated videos that are suitable for use for grade 10 of the PSPT SMK IPIEMS Surabaya Department. The method used is the ADDIE model which consists of 5 stages, namely (1) Analyze, (2) Design, (3) Development, (4) Implementation, (5) Evaluation. The android-based learning media assisted by animated videos developed contains basic editing materials. The core of the basic editing material is 5, namely Definition of Editing, Software, Data Management, Image Editing Stages, and Sound Editing Stages. The results of this study were 96% of the assessment from Media Experts, 92% of the assessment from Material Experts, 92% of the assessment from the Individual trial by 3 students, 91.83% of the assessment from the Small Group trial by 6 students, and 91.16% of the assessment from the Large Group trial to 25 students. The conclusion of the results shows that android-based learning media assisted by animation videos on the basic editing material of class 10 of SMK PSPT (Television Program Broadcast Production) is declared feasible to be used in learning.

Keywords: *ADDIE, Android, Basic Editing, Learning Media, Animation Videos*