

Roudhatul Jannah. 2025. *Pengembangan Media Pembelajaran Berbasis Android Pada Materi Gerbang Logika di SMK Darul Mustofa*. Skripsi, Program Studi Pendidikan Informatika, Fakultas Keguruan dan Ilmu Pendidikan, Universitas Trunojoyo Madura. Pembimbing: Luluk Mauli Diana, S.SI., M.Pd.

## ABSTRAK

Pemanfaatan media pembelajaran bertujuan untuk mengoptimalkan proses belajar mengajar dan meningkatkan kualitas hasil belajar siswa. Diketahui bahwa siswa mengalami kesulitan dalam memahami materi gerbang logika karena rendahnya minat belajar, kurang semangat saat menerima materi, serta kejenuhan akibat metode ceramah yang digunakan oleh guru. Oleh karena itu, penelitian ini bertujuan untuk mengembangkan media pembelajaran berbasis *android* pada materi gerbang logika. Metode penelitian yang digunakan adalah *Research and Development* (R&D) dengan model pengembangan ADDIE yang terdiri dari lima tahap, yaitu analisis, desain, pengembangan, implementasi, dan evaluasi. Instrumen pengumpulan data meliputi angket validasi ahli materi, ahli media, dan respon siswa. Hasil validasi menunjukkan media memperoleh persentase 90% dari ahli media dan 96% dari ahli materi dengan kualifikasi sangat layak. Uji coba juga dilakukan kepada peserta didik: perorangan (97%), kelompok kecil (93%), dan kelompok besar (94%) dengan kategori sangat layak. Berdasarkan hasil tersebut, media pembelajaran berbasis *android* yang dikembangkan pada materi gerbang logika kelas X di SMK Darul Mustofa dinyatakan sangat layak digunakan dalam proses pembelajaran.

**Kata kunci :** Media Pembelajaran, Gerbang Logika, ADDIE, *Android*

Roudhatul Jannah. 2025. *Development of Android-Based Learning Media for Logic Gates at Darul Mustofa Vocational High School. Thesis, Informatics Education Study Program, Faculty of Teacher Training and Education, Trunojoyo University, Madura. Advisor: Luluk Mauli Diana, S.SI., M.Pd.*

### **ABSTRACT**

*The use of instructional media aims to optimize the teaching and learning process and improve students' learning outcomes. It was found that students had difficulties in understanding logic gate material due to low learning interest, lack of enthusiasm during lessons, and boredom caused by the lecture method commonly used by teachers. Therefore, this study aims to develop an Android-based learning media for logic gate material. The research method used is Research and Development (R&D) with the ADDIE development model, which consists of five stages: analysis, design, development, implementation, and evaluation. Data collection instruments included expert validation questionnaires for content and media, as well as student response questionnaires. The validation results showed the media received a score of 90% from media experts and 96% from material experts, both categorized as "highly feasible." Student trials were also conducted: individual trials (97%), small group trials (93%), and large group trials (94%), all categorized as "highly feasible." Based on these results, the Android-based learning media developed for logic gate material in grade X at SMK Darul Mustofa is considered highly feasible for use in the learning process.*

**Keywords:** *Learning Media, Logic Gates, ADDIE, Android*