

Rahmad Bayu N S . 2025. *Pengembangan Media Pembelajaran Materi Organ Tumbuhan Berbasis Android Kelas IV SDN Taman 2 Sreseh* . Skripsi, Program Studi Pendidikan Informatika, Fakultas Kejuruan Ilmu Pendidikan, Universitas Trunojoyo Madura. Pembimbing: Laili Cahyani, S.Kom. M.Kom .

ABSTRAK

Tujuan penelitian ini adalah untuk mengembangkan dan mengetahui tingkat kelayakan media pembelajaran berbasis *Android* pada materi organ tumbuhan kelas IV SDN Taman 2 Sreseh. Penelitian ini menggunakan metode penelitian pengembangan (*Research and Development* atau *R&D*). Penelitian ini menggunakan model pengembangan ADDIE yang terdiri dari 5 tahap yaitu: *Analysis, Design, Development, Implementation*, dan *Evaluation*. Tahap *analysis* meliputi analisis kebutuhan berupa perangkat, kurikulum, dan peserta didik. Tahap *design* yaitu melakukan perancangan berupa *flowchart* dan tampilan antarmuka media pembelajaran organ tumbuhan. Tahap *development* yaitu membuat media pembelajaran organ tumbuhan. Tahap *implementation* meliputi uji coba ahli materi, ahli media dan peserta didik (perorangan, kelompok kecil, dan kelompok besar). Tahap *evaluation* meliputi penilaian subjek uji coba. Hasilnya berupa: (1) ahli materi diperoleh nilai sebesar 80% dengan kategori layak dan dapat digunakan sedikit revisi; (2) ahli media diperoleh nilai sebesar 94% dengan kategori sangat layak dan dapat digunakan tanpa revisi; (3) uji coba perorangan diperoleh nilai sebesar 91% dengan kategori sangat layak dan dapat digunakan tanpa revisi; (4) uji coba kelompok kecil diperoleh nilai sebesar 87% dengan kategori sangat layak dan dapat digunakan tanpa revisi; (5) uji coba kelompok besar diperoleh nilai sebesar 85% dengan kategori sangat layak dan dapat digunakan tanpa revisi. Dengan demikian, media pembelajaran organ tumbuhan berbasis *Android* pada materi organ tumbuhan sangat layak digunakan dalam pembelajaran.

Kata Kunci: ADDIE, Media Pembelajaran, *Android*, Organ Tumbuhan

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ABSTRACT

The purpose of this study was to develop and determine the level of feasibility of Android-based learning media on plant organ material for grade IV of SDN Taman 2 Sreseh. This study uses a research and development method (Research and Development or R&D). This study uses the ADDIE development model which consists of 5 stages, namely: Analysis, Design, Development, Implementation, and Evaluation. The analysis stage includes analysis of needs in the form of devices, curriculum, and students. The design stage is to design a flowchart and display interface for Plant Organ learning media. The development stage is to create Plant Organ learning media. The implementation stage includes trials of material experts, media experts and students (individuals, small groups, and large groups). The evaluation stage includes assessment of trial subjects. The results are: (1) material experts obtained a score of 80% with a category of feasible and can be used with slight revisions; (2) media experts obtained a score of 94% with a category of very feasible and can be used without revision; (3) individual trials obtained a score of 91% with a category of very feasible and can be used without revision; (4) the small group trial obtained a value of 87% with a very feasible category and can be used without revision; (5) the large group trial obtained a value of 85% with a very feasible category and can be used without revision. Thus, the Android-based Plant Organ learning media on the Plant Organ material is very feasible to use in learning.

Keywords: *ADDIE, Learning Media, Android, Plant Organs*