

Moh. Yasin. 2023 Pengembangan Media *E-modul* Berbasis Android Untuk Pelajaran Dasar Desain Grafis Kelas X SMK Negeri 2 Sampang Pembimbing: Muhamad Afif Effindi, S.Kom., M.T.

ABSTRAK

Tujuan penelitian pengembangan ini adalah untuk mengembangkan media *e-modul* berbasis android yang telah dilaksanakan sesuai dengan prosedur penelitian berdasarkan pengujian efektivitas, efisiensi, dan daya tarik. Penelitian ini menggunakan metode penelitian pengembangan dengan model pengembangan ADDIE (*Analyze, Design, Develop, Implement, Evaluate*). Instrumen yang digunakan dalam penelitian ini meliputi angket validasi materi, angket validasi ahli media, dan angket validasi respon siswa. Hasil instrumen validasi para ahli didapatkan hasil persentase sebagai berikut: Ahli materi sebesar 80% dengan kualifikasi “sangat tinggi”, dan ahli media sebesar 78% dengan kualifikasi “sangat tinggi”. Sedangkan hasil uji coba sasaran didapatkan hasil persentase sebagai berikut: uji coba perorangan sebesar 90% dengan kualifikasi “tinggi” dan uji coba kelompok kecil sebesar 89% dengan kualifikasi “tinggi” sedangkan uji coba kelompok besar sebesar 88% dengan kualifikasi “tinggi”. Dengan demikian media *e-modul* berbasis android yang dikembangkan memiliki nilai efektivitas, efisiensi, dan daya tarik yang tinggi sehingga layak digunakan sebagai media penunjang alternatif dalam pembelajaran dasar desain grafis.

Kata kunci: *Android, Desain Grafis, Unsur Dasar, dan ADDIE.*

Moh. Yasin. 2023 *Development of Android-Based E-module Media for Graphic Design Basic Lessons Class X SMK Negeri 2 Sampang*, advisor: Muhamad Afif Effindi, S.Kom., M.T.

ABSTRACT

The purpose of this development research is to develop an android-based e-module media that has been implemented in accordance with research procedures based on testing effectiveness, efficiency, and attractiveness. This research uses development research methods with the ADDIE development model (Analyze, Design, Develop, Implement, Evaluate). The instruments used in this study included material validation questionnaires, media expert validation questionnaires, and student response validation questionnaires. The results of the expert validation instrument obtained the following percentage results: Material experts were 80% with "very high" qualifications, and media experts were 78% with "very high" qualifications. While the results of the target trials obtained the following percentage results: individual trials were 90% with "high" qualifications and small group trials were 89% with "high" qualifications while large group trials were 88% with "high" qualifications. Thus the developed Android-based e-module media has a high value of effectiveness, efficiency and attractiveness so that it is suitable for use as an alternative supporting media in basic graphic design learning.

Keywords: *Android, Graphic Design, Basic Elements, and ADDIE.*