

Arisanti, E. 2022. “*Pengembangan Media Pembelajaran Interaktif Mata Pelajaran Animasi 2D & 3D Kelas XI Berbasis Android (Studi Kasus: SMK Ma’arif 1 Yogyakarta)*”. Tugas Akhir. Yogyakarta: Program Studi Pendidikan Teknologi Informasi Universitas Teknologi Yogyakarta. Pembimbing: Oktavia Hardiyantari, S.Pd., M.Pd.

ABSTRAK

Penelitian ini bertujuan mengembangkan media pembelajaran interaktif mata pelajaran Animasi 2D dan 3D kelas XI berbasis android, mengukur tingkat kelayakan dan mengukur efektivitas media yang dikembangkan. Penelitian ini menggunakan metode *Research and Development (R&D)* dengan model pengembangan ADDIE yang memiliki lima tahapan. Kelima tahap-tahap ADDIE yaitu sebagai berikut: (1) *Analysis*, pada tahap *Analysis* melakukan observasi, wawancara dan kuisisioner; (2) *Design*, pada tahap *Design* membuat *flowchart* dan *Storyboard*; (3) *Development*, pada tahap *Development* melakukan pengembangan media dari desain yang telah dibuat; (4) *Implementation*, pada tahap *Implementation* dilakukan pengujian *Alpha* oleh ahli media dan ahli materi lalu pengujian *Beta* yang oleh siswa kelas XI jurusan multimedia di SMK Ma’arif 1 Yogyakarta; (5) *Evaluation*, pada tahap *Evaluation* dilakukan revisi dan test. Hasil penelitian menunjukkan bahwa tingkat kelayakan media pembelajaran interaktif mata pelajaran animasi 2d & 3d Kelas XI berbasis android dari ahli media diperoleh presentase kelayakaan akhir sebesar 97% dengan kategori sangat layak, berdasarkan ahli materi diperoleh presentase kelayakaan akhir sebesar 97% dengan kategori sangat layak dan berdasarkan dari 20 sampel penilaian siswa, diperoleh presentase kelayakaan akhir sebesar 96% dengan kategori sangat layak. Berdasarkan hasil pengujian *alpha* dan *beta* tersebut maka media pembelajaran interaktif mata pelajaran animasi 2d & 3d Kelas XI berbasis android sangat layak digunakan untuk mendukung kegiatan belajar mengajar siswa kelas XI MM di SMK Ma’arif 1 Yogyakarta. Berdasarkan hasil uji efektivitas dari 20 sampel siswa diperoleh hasil sebesar 61,0% dengan kategori "Cukup Efektif", maka aplikasi media pembelajaran interaktif berbasis android yang dikembangkan dengan kategori keefektifan “Cukup Efektif” digunakan.

Kata kunci: Android, Animasi 2D dan 3D, R&D

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ABSTRACT

This study aims to develop interactive learning media for Android-based 2D and 3D animation subjects for class XI, measuring the level of feasibility and measuring effectiveness developed media. This study uses the Research and Development (R&D) method with the ADDIE development model which has five stages. The five stages of ADDIE are as follows: (1) Analysis, at the Analysis stage conducting observations, interviews and questionnaires; (2) Design, at the Design stage create flowcharts and Storyboards; (3) Development, in the Development stage, developing media from the designs that have been made; (4) Implementation, at the Implementation stage, Alpha testing was carried out by media experts and material experts then Beta testing was carried out by class XI students majoring in multimedia at SMK Ma'arif 1 Yogyakarta; (5) Evaluation, at the Evaluation stage, revisions and tests are carried out. The results showed that the feasibility level of interactive learning media for 2d & 3d animation subjects for Android-based Class XI from media experts obtained a final feasibility percentage of 97% with a very feasible category, based on material experts obtained a final feasibility percentage of 97% with a very feasible category and based on of the 20 student assessment samples, the final eligibility percentage was 96% with a very decent category. Based on the results of the alpha and beta test, the interactive learning media for 2d & 3d animation subjects for Class XI based on Android is very suitable to be used to support teaching and learning activities for class XI MM students at SMK Ma'arif 1 Yogyakarta. Based on the results of the effectiveness test of 20 samples of students, the results were 61.0% with the "Effective Enough" category, then the Android-based interactive learning media application developed with the "Effective Enough" category was used.

Keywords: *Android, 2D and 3D Animation, R&D.*