ABSTRACT

Sudibyo, Solikin, 2022. ″Developing Android Mobile-based Learning Media to Increase Students′ Reading Motivation at MAN 2 Yogyakarta″ Final Paper. Yogyakarta: Undergraduate Program of University of Technology Yogyakarta.
Advisor: Dra. Budiarti, M.Pd

Since the Indonesian government announced the first case of Covid-19 last March, Indonesia is faced with various impacts due to the pandemic in all sectors of life, the education sector is no exception. This study aims to create learning media that can be used to increase students' reading motivation during online learning. This research uses Research and Development (R & D) with 4-D Model from Thiagarajan (1974). Based on the results of media expert validation of Android mobile-based learning get an average score of *3.75* and belongs to the excellent category. In the same view, the average score of material expert validation gets a mean score of *4* that includes in excellent and get the score of A. Moreover, Overall the increase in students' reading motivation toward Android mobile based-learning medium is included in the medium category with the score of 0,5026. That means the increasing motivation is not Low but not Excellent. The result above says that building Learning media can increase students' reading motivation. Furthermore, the Android mobile-based learning media can be used as a way to increase students' reading motivation of X IBB Class at MAN 2 Yogyakarta.

Keywords: reading, motivation, learning media, android mobile-based

INTISARI

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Sejak pemerintah Indonesia mengumumkan kasus pertama Covid-19 pada Maret lalu, Indonesia dihadapkan pada berbagai dampak akibat pandemi di semua sektor kehidupan, tak terkecuali sektor pendidikan. Penelitian ini bertujuan untuk membuat media pembelajaran yang dapat digunakan untuk meningkatkan motivasi membaca siswa selama pembelajaran online. Penelitian ini menggunakan Research and Development (R&D) dengan Model 4-D dari Thiagarajan (1974). Berdasarkan hasil validasi ahli media pembelajaran berbasis mobile android mendapatkan nilai rata-rata 3,75 dan termasuk dalam kategori sangat baik. Sementara itu, rata-rata skor validasi ahli materi memperoleh rerata skor 4 yang termasuk sangat baik dan mendapatkan skor A. Selain itu, secara keseluruhan peningkatan motivasi membaca siswa terhadap media pembelajaran berbasis mobile Android termasuk dalam kategori kategori sedang dengan skor 0,5026. Artinya peningkatan motivasi tidak Rendah tetapi tidak tinggi terlalu tinggi. Hasil di atas mengatakan bahwa membangun media pembelajaran dapat meningkatkan motivasi membaca siswa. Selanjutnya media pembelajaran berbasis mobile android dapat digunakan sebagai salah satu cara untuk meningkatkan motivasi membaca siswa Kelas X IBB MAN 2 Yogyakarta.

***Keywords**: membaca, motivasi, media pembelajaran, aplikasi berbasis android*