

Kurniawan, M. S. 2021. “*Multimedia Pembelajaran Interaktif Pemrograman Berorientasi Objek(PBO) Berbasis Android (Studi Kasus SMK YPKK 1 Sleman)*”. Tugas Akhir. Yogyakarta: Program Studi Pendidikan Teknologi Informasi Universitas Teknologi Yogyakarta. Pembimbing: Tri Widodo, S.T.,M.Kom.

ABSTRAK

Penelitian bertujuan untuk mengembangkan Multimedia Pembelajaran Interaktif Pemrograman Berorientasi Objek (PBO) Berbasis Android dan mengetahui kelayakan Multimedia Pembelajaran Interaktif Pemrograman Berorientasi Objek (PBO) Berbasis Android. Metode yang digunakan dalam penelitian ini adalah metode *Research and Development (R&D)*. Langkah-langkah dalam metode *Research and Development (R&D)* yaitu : (1) Potensi dan masalah, (2) Pengumpulan data, (3) Desain produk, (4) Validasi desain, (5) Revisi desain, (6) Uji coba produk, (7) Revisi produk, (8) Uji coba pemakaian, (9) Revisi produk, (10) Produksi massal. Penelitian ini tidak sampai tahap ke enam atau uji coba produk dikarenakan adanya keterbatasan dan penelitian ini hanya dilakukan sampai tahap ke lima yaitu revisi desain. *Software* yang digunakan dalam mengembangkan Multimedia Pembelajaran Interaktif Pemrograman Berorientasi Objek (PBO) Berbasis Android menggunakan *Adobe Professional CS6*. Berdasarkan penilaian ahli media dan ahli materi terhadap multimedia pembelajaran melalui kuisisioner dengan perolehan nilai kuisisioner ahli media memperoleh prosentase 88,34% % dan ahli materi memperoleh prosentase 72,9411%, multimedia pembelajaran interaktif Pemrograman Berorientasi Objek Berbasis Android dinyatakan baik dan layak untuk digunakan.

Kata Kunci : Multimedia Pembelajaran Interaktif, Pemrograman Berorientasi Objek, Android, *Research and Development (R&D)*.

Kurniawan, M. S. 2021 "*Interactive Learning Multimedia of Pemrograman Berorientasi Objek (PBO) Android-Based (Case Study: SMK YPKK 1 Sleman)*". Thesis. Yogyakarta: Information Technology Education Study Program Yogyakarta University of Technology. Advisor: Tri Widodo, S.T.,M.Kom.

ABSTRACT

The research aims to develop an Interactive Learning Multimedia of Pemrograman Berorientasi Objek (PBO) Android-Based and its feasibility. The method used in this research is Research and Development (R&D) method. The steps in the Research and Development (R&D) method are (1) Potential and problems, (2) Data collection, (3) Product design, (4) Design validation, (5) Design revision, (6) Product testing, (7) Revision of products, (8) Testing of use, (9) Revision of products, (10) Mass production. This research did not reach the six-stage (product testing) due to limitations. This research was only carried out until the five stages: the use of design revision. Software used in developing Interactive Learning Multimedia of Pemrograman Berorientasi Objek (PBO) Android-Based using Adobe Professional CS6. Based on the assessment of media experts and material experts on multimedia learning through questionnaires, the media expert questionnaire's value gets a percentage of 88.34%, and material experts getting a percentage of 72.9411%. Both of those percentages of the expert's validation concluded that Pemrograman Berorientasi Objek (PBO) Android-based interactive learning multimedia is considered good and feasible to use.

Keywords : Interactive Learning Multimedia, Pemrograman Berorientasi Objek, Android, Research and Development (R&D).