

Inayah, Nailatul. 2022. “Pengembangan Media Pembelajaran Interaktif Berbasis Android pada Mata Pelajaran Komputer dan Jaringan Dasar (Studi kasus: SMK Negeri 1 Pleret)”. Tugas Akhir. Yogyakarta: Program Studi Pendidikan Teknologi Informasi Universitas Teknologi Yogyakarta. Pembimbing Soraya Fatmawati, S.Pd., M.Pd.

ABSTRAK

Penelitian ini bertujuan untuk mengembangkan media pembelajaran interaktif, mengetahui kelayakan media dan mengetahui efektifitas media pembelajaran interaktif pada mata pelajaran komputer dan jaringan kelas X TKJ. Penelitian menggunakan metode Research and Development (R&D) dengan menggunakan model pengembangan ADDIE. Langkah pengembangan media pembelajaran interaktif ini terdiri dari: (1) Tahap Analisis, (2) Tahap Design, (3) Tahap Development, (4) Tahap Implementasi dan (5) Evaluasi. Media pembelajaran interaktif pada mata pelajaran komputer dan jaringan dasar dengan menggunakan perangkat lunak (software) Adobe Animate dan media pembelajaran ini berbasis Android. Media pembelajaran ini telah layak dan efektif digunakan setelah melakukan serangkaian pengujian. Pengujian pertama dilakukan oleh ahli media yang mendapat nilai rata-rata 85% atau dalam kategori “Sangat Layak”. Penilaian ahli materi mendapat nilai rata-rata 82,8% dengan kategori “Sangat Layak”. Penilaian siswa mendapat nilai rata-rata 75,2% dengan kategori “Sangat Layak”. Dari segi kelayakan media pembelajaran ini sangat layak digunakan sebagai alat bantu pembelajaran. Sedangkan dari segi efektifitas media mendapat nilai rata-rata N-Gain Score 55% atau dalam kategori cukup efektif. Media pembelajaran interaktif berbasis android pada mata pelajaran Komputer dan Jaringan Dasar cukup efektif digunakan sebagai alat bantu pembelajaran dalam meningkatkan hasil belajar siswa.

Kata Kunci: *Android, Media Pembelajaran Interaktif, Komputer dan Jaringan Dasar*

Inayah, Nailatul. 2022. “Development of Android-Based Interactive Learning Media in Basic Computer and Networking Subjects (Case Study: SMK Negeri 1 Pleret)”. Thesis. Yogyakarta: Information Technology Education Study Program, Yogyakarta University of Technology. Supervisor Soraya Fatmawati, S.Pd., M.Pd.

ABSTRACT

This study aims to develop interactive learning media, determine the feasibility of the media and determine the effectiveness of interactive learning media on computer and network subjects for class X TKJ. The research uses the Research and Development (R&D) method using the AD-DIE development model. The steps for developing this interactive learning media consist of: (1) Analysis Phase, (2) Design Phase, (3) Development Phase, (4) Implementation Phase and (5) Evaluation. Interactive learning media on basic computer and network subjects using Adobe Animate software and this learning media is based on Android. Android is an operating system that grows in the middle of other OS. With the research, the researcher hopes that the learning media developed can be effectively used by teachers and students in the process of learning activities. In addition, it can also improve good learning outcomes for students in basic computer and network subjects. This learning media is feasible and effective to use after conducting a series of tests. The first test was carried out by media experts who got an average score of 85% or in the "Very Eligible" category. The material expert's assessment got an average score of 82.8% in the "Very Eligible" category. The student's assessment got an average score of 75.2% in the "Very Eligible" category. So in terms of the feasibility of this learning media it is very suitable to be used as a learning aid. Meanwhile, in terms of media effectiveness, the average N-Gain Score is 55% or in the quite effective category. So that the Android-based interactive learning media on Computer and Basic Network subjects is quite effective to be used as a learning aid in improving student learning outcomes.

Keywords: *Android, Interactive Learning Media, Computer and Basic Network*