ABSTRACT

Deya Husnul Khatimah, 2023, Design and Manufacture of Basic Learning Media for Andoid-Based Skills Programs in Vocational High Schools (SMK), Bachelor of Informatics Engineering Education, Faculty of Teaching Science and Education, University of Putra Indonesia "YPTK" Padang.

This research and development is motivated by the problem of limited learning media in the Fundamentals of the Expertise Program at SMK Kartika 1-2 Padang in the odd semester of the 2022/2023 academic year. This study aims to determine the validity, practicality and effectiveness of making learning media applications for Basic Android-Based Skills Programs in Vocational High Schools (SMK). This research uses the R&D research development method (research & development). The research model used is the ADDIE development model, with the following development steps: (1) Analyze, (2) design, (3) development, (4) implementation and (5) evaluate. The research subjects were 34 people. The results of the validity test by the validator of Android-based learning media as a whole obtained an average of 91.69% with a very valid interpretation. The practicality test was obtained at 92.93% with a very practical interpretation. The effectiveness test was obtained at 98.12% with a very effective interpretation. It was concluded that the research instrument was very valid, very practical and very effective to use at SMK Kartika 1-2 Padang.

Keywords: Android, Learning Media, Fundamentals of Expertise Programs

ABSTRAK

Deya Husnul Khatimah, 2023, Perancangan dan Pembuatan Media Pembelajaran Dasar-Dasar Program Keahlian Berbasis Andoid di Sekolah Menengah Kejuruan (SMK), Sarjana Pendidikan Teknik Informatika Fakultas Keguruan Ilmu Dan Pendidikan Universitas Putra Indonesia "YPTK" Padang.

Penelitian dan pengembangan ini dilatar belakangi oleh permasalahan keterbatasan media pembelajaran pada Dasar-Dasar Program Keahlian di SMK Kartika 1-2 Padang pada semester ganjil tahun ajaran 2022/2023. Penelitian ini bertujuan untuk mengetahui Validitas, Praktikalitas dan Efektifitas pembuatan aplikasi media pembelajaran Dasar-Dasar Program Keahlian Berbasasis *Android* di Sekolah Menengah Kejuruan(SMK).Penelitian ini menggunakan metode Pengembangan penelitian R&D *(research & development).* Model peneltian yang digunakan adalah model pengembangan ADDIE, dengan langkah pengembangan sebagai berikut: *(1) Analyze, (2) design, (3) development, (4) implementation dan (5) evaluate.* Subjek penelitian berjumlah 34 orang. Hasil uji validitas oleh validator media pembelajaran berbasis *android* secara keseluruhan di peroleh rata-rata sebesar 91,69% dengan interpretasi sangat valid. Uji praktikalitas di peroleh sebesar 92,93% dengan interpretasi sangat praktis. Uji efektifitas di peroleh sebesar 98,12% dengan interpretasi sangat efektif. Disimpulkan bahwa instrument penelitian sangat valid, sangat praktis dan sangat efektif digunakan di SMK Kartika 1-2 Padang.

Kata Kunci: Android, Media Pembelajaran, Dasar-Dasar Program Keahlian