ABSTRACT

Nurul Aini, 2023, **Design and Manufacture of Android-Based Interactive Learning Muledia in Basic Graphic Design Subjects at SMK Kartika 1-2 Padang, Academic Year 2022/2023.**

This study aims to determine the validity, practicality, and effectiveness of Android-based interactive learning multimedia at SMK Kartika 1-2 Padang. This study uses research development methods (research & development). The research subjects totaled 33 people. The research model used is the development research model (ADDIE model), with the design development steps as follows. (1) Analyze, (2) design, (3) development, (4) Implementation and (5) Evaluate. The results of the validity test by the experts as a whole the validator test assessment of Android-Based Interactive Learning Multimedia in Basic Graphic Design Subjects at SMK Kartika 1-2 Padang was 91.48%, so the validity level can be interpreted as very valid to use. The results of the practicality test assessment as a whole practicality assessment of Android-Based Interactive Learning Multimedia in Basic Graphic Design Subjects at SMK Kartika 1-2 Padang 86.85%, so that the level of practicality can be interpreted as very practical to use. The results of the overall effectiveness test assessment of effectiveness Android-Based Interactive Learning Multimedia in Graphic Design Basic Subjects at SMK Kartika 1-2 Padang by 72% so that the level of effectiveness can be interpreted to be quite effective. In conclusion, based on the assessment along with expert input as well as the results of field trials Android-Based Interactive Learning Multimedia as a learning medium has been tested for feasibility, superiority, and can be used in the learning process in class X DDG TKJ SMK Kartika 1-2 Padang.

Keywords: Android, Basic Graphic Design, Interactive Multimedia, Instructional Media.

ABSTRAK

Nurul Aini, 2023, **Perancangan dan Pembuatan Muledia Pembelajaran Interaktif Berbasis *Android* Pada Mata Pelajaran Dasar Desain Grafis di SMK Kartika 1-2 Padang Tahun Ajaran 2022/2023.**

Penelitian ini bertujuan untuk mengetahui validitas, praktikalitas, dan efektifitas multimedia pembelajaran interaktif berbasis android di SMK Kartika 1-2 Padang. Penelitian ini menggunakan metode pengembangan penelitian (*research & development).* Subjek penelitian berjumlah 33 orang. Model penelitian yang digunakan adalah model penelitian pengembangan (ADDIE model), dengan desain langkah-langkah pengembangannya adalah sebagai berikut. (1) *Analyze*, (2) *design,* (3) *development,* (4) *Implementation* dan (5) *Evaluate.* Hasil uji validitas oleh para ahli secara keseluruhan penilaian uji validator terhadap Multimedia Pembelajaran Interaktif Berbasis *Android* Pada Mata Pelajaran Dasar Desain Grafis di SMK Kartika 1-2 Padang sebesar 91,48%, sehingga tingkat validitas dapat di interprestasikan sangat valid digunakan. Hasil penilaian uji praktikalitas secara keseluruhan penilaian praktikalitas terhadap Multimedia Pembelajaran Interaktif Berbasis *Android* Pada Mata Pelajaran Dasar Desain Grafis di SMK Kartika 1-2 Padang 86,85%, sehingga tingkat praktikalitasnya dapat di interprestasikan sangat praktis digunakan.Hasil penilaian uji efektivitas secara keseluruhan penilaian efektivitas Multimedia Pembelajaran Interaktif Berbasis *Android* Pada Mata Pelajaran Dasar Desain Grafis di SMK Kartika 1-2 Padang sebesar 72% sehingga tingkat efektifitasnya dapat di interprestasikan cukup efektif digunakan. Kesimpulannya, berdasarkan penilaian beserta masukan ahli serta hasil dari uji coba lapangan Multimedia Pembelajaran Interaktif Berbasis *Android* sebagai media pembelajaran sudah teruji kelayakan, keunggulan, dan dapat digunakan pada proses pembelajaran pada mata pelajaran DDG kelas X TKJ SMK Kartika 1-2 Padang.

Kata kunci : *Android,* Dasar Desain Grafis, Multimedia Interaktif, Media Pembelajaran.