ABSTRACT

Revaniken Fanesa, 2024, **Design and Creation of Interactive Learning Media Using the Smart Apps Creator Application in ICT Subjects at SMPN 04 Sutera Academic Year 2023/2024, Bachelor of Information Engineering Education, Faculty of Teacher Training and Education, Putra Indonesia University "YPTK" Padang.**

This research aims to determine the validity, practicality and effectiveness of learning media using Smart Apps Creator (SAC) in ICT subjects. This research uses the Development research method (Research & Development). The research subjects were 32 people. The research model used is the IDI (Instructional Development Institute) model. With a systems approach model that includes three stages, namely: Determination, Development, Evaluation. The results of the validity test by experts, the overall research on the Interactive Learning Media application for ICT Class IX SMPN 04 Sutera is valid to use because research tests have been carried out by three validators with the average result in the validator testing being 79.33%. The overall research results of the practicality test assessment of interactive learning media for ICT subjects are 80.66% so that the level of practicality can be interpreted as practically used and the overall research results of the effectiveness test assessment of interactive learning media for ICT subjects is 91.63% so the level of effectiveness can be interpreted as very good for use. . In conclusion, based on expert assessments and input, as well as the results of field trials, learning media using Smart Apps Creator (SAC) is proven to be valid, practical and very good for use in the ICT learning process for class IX SMPN 04 Sutera.

Keywords: Interactive Learning Media, Smart Apps Creator (SAC), ICT.

ABSTRAK

Revaniken Fanesa, 2024, **Perancangan Dan Pembuatan Media Pembelajaran Interaktif Menggunakan Aplikasi *Smart Apps Creator* Pada Mata Pelajaaran TIK Di SMPN 04 Sutera Tahun Ajaran 2023/2024, Sarjana Pendidikan Teknik Informatika Fakultas Keguruan Dan Ilmu Pendidikan Universitas Putra Indonesia "YPTK" Padang.**

Penelitian ini bertujuan untuk mengetahui validitas, praktikalitas, dan efektivitas media pembelajaran menggunakan *Smart Apps Creator* (SAC) pada Mata Pelajaran TIK. Penelitian ini menggunakan metode penelitan Pengembangan (*Research & Development*). Subjek penelitan berjumlah 32 orang. Model penelitian yang digunakan adalah model IDI (*Instructional Development Institute*). Dengan model pendekatan sistem yang meliputi tiga tahapan, yakni: Penentuan (*Define*), Pengembangan (*Development*), Evaluasi (Evaluation). Hasil uji validitas oleh ahli, penelitian secara keseluruhan terhadap aplikasi Media Pembelajaran Interaktif Mata Pelajaran TIK Kelas IX SMPN 04 Sutera valid digunakan karena sudah dilakukan uji penelitian tiga orang validator dengan hasil rata-rata pada pengujian validator yaitu 79.33%. Hasil penelitian secara keseluruhan penilaian uji kepraktisan terhadap media pembelajaran Interaktif mata pelajaran TIK sebesar 80.66% sehingga tingkat kepraktisan dapat diinterprestasikan praktis digunakan dan hasil penelitian secara keseluruhan penilaian uji keefektifan terhadap media pembelajaran interaktif mata pelajaran TIK sebesar 91.63% sehingga tingkat keefektifan dapat diinterprestasikan sangat baik digunakan. Kesimpulannya, berdasarkan penilaian dan masukan para ahli, serta hasil uji coba lapangan, media pembelajaran menggunakan *Smart Apps Creator* (SAC) terbukti valid, praktis, dan sangat baik untuk digunakan dalam proses pembelajaran TIK kelas IX SMPN 04 Sutera.

Kata Kunci : *Media Pembelajaran Interaktif, Smart Apps Creator (SAC), TIK.*