

ABSTRACT

Davina Rolinda, 2025, Design and Creation of Android-Based Learning Media Applications in Biology Subjects Class XI MAN 1 Padang City Academic Year 2024/2025

This research aims to determine the level of validity, practicality and effectiveness of android-based learning media application in Class XI Biology Subjects at MAN 1 padang city for the 2024/2025 academic year. This research uses the development method (research & development). The research model used is the development research model (ADDIE model), with the design of the development steps being as follows. (1) Analyze, (2) Design, (3) Development, (4) Implementation and (5) Evaluate. The research subjects were 35 people. The results of the validity test by experts, the overall validator test assessment of the android-based learning media application in class XI biology subjects at MAN 1 Padang City was 89.07%. So that the level of validity can be interpreted as very valid for use. Followed by the results of the practicality test by students amounting to 90.59%, so that the level of practicality can be interpreted as very practical. Furthermore, the results of the effectiveness test assessment research were 90.74%, so the effectiveness level can be interpreted as very effective in use. Conclusion, based on assessments along with expert input and the results of field trials, the android-based learning media application as a learning medium has been tested for its feasibility, superiority and can be used in the learning process in class XI biology subjects at MAN 1 padang city.

Keywords: Android, Application, Biology, Learning Media.

ABSTRAK

Davina Rolinda, 2025, Perancangan dan Pembuatan Aplikasi Media Pembelajaran Berbasis *Android* Pada Mata Pelajaran Biologi Kelas XI MAN 1 Kota Padang Tahun Ajaran 2024/2025

Penelitian ini bertujuan untuk mengetahui tingkat validitas, praktikalitas dan efektivitas aplikasi media pembelajaran berbasis *android* pada mata pelajaran biologi kelas X Di MAN 1 kota padang tahun ajaran 2024/2025. Penelitian ini menggunakan metode pengembangan (*research & development*). 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*. Subjek Penelitian berjumlah 35 orang. Hasil uji validitas oleh para ahli secara keseluruhan penilaian uji validator terhadap aplikasi media pembelajaran berbasis *android* pada mata pelajaran biologi kelas XI Di MAN 1 kota padang sebesar 89,07 %. Sehingga tingkat validitas dapat di interpretasikan sangat valid digunakan. Dilanjutkan dengan hasil uji praktikalitas oleh peserta didik sebesar 90,59%, sehingga tingkat praktikalitasnya dapat di interpretasikan sangat praktis. Selanjutnya, hasil penelitian penilaian uji efektivitas sebesar 90,74%, sehingga tingkat efektivitas dapat di interpretasikan sangat efektif digunakan. Kesimpulan, berdasarkan penilaian beserta masukan ahli serta hasil dari uji coba lapangan aplikasi media pembelajaran berbasis *android* sebagai media pembelajaran sudah teruji kelayakan, keunggulan, dan dapat digunakan pada proses pembelajaran pada mata pelajaran biologi kelas XI Di MAN 1 kota padang.

Kata Kunci: *Android*, Aplikasi, Biologi Media Pembelajaran.