

ABSTRACT

Rian Desria Putra, 2020, **Designing And Making Of Android-Based Learning Media using Adobe Flash CS 6 Subject of simulation subjects and digital communication Class X SMK Negeri 1 Padang Academic Year 2019/2020, Bachelor of Information Engineering Education Faculty of Teacher Training and Education Sciences University Putra Indonesia "YPTK" Padang.**

This research is motivated by the problem of the limitations of ICT learning resources in SMK Negeri 1 Padang the even of the academic year 2019/2020. This occurs because the lack of learning media that attract student interest. Therefore the author seeks to design learning modules that appeal to students. This study aims to determine the validity, practicality, and effectiveness of Design and Manufacture of learning Media simulation subjects and digital based of Android of Class X SMK N 1 Padang Even Academic Year 2019/2020.

This research and development methods (R&D). The subject of the study amounted to 35 people students of SMK Negeri 1 Padang. This research method using analysis (ADDIE), with design and its development steps are as follows : (1) Analyze, (2) Design, (3) development, (4) Implementation ,dan (5) Evaluate.

The validity of the test results by the experts as a whole votes validator test for learning Media based of android of simulation subjects and digital Class X SMK Negeri 1 Padang Even amounted to 83,17%, so the validity level can be interpreted valid. Results of the assessment test the practicalities of the overall assessment of the practicalities of Learning Media based of android of simulation subjects and digital Class X SMK Negeri 1 Padang by 88,46%, so the practical level is very practically used. Results of votes overall effectiveness trials assessing the effectiveness Learning Media based of android of simulation subjects and digital Class X SMK Negeri 1 Padang by 90,68% so that their effectiveness can be interpreted very good. In conclusion, based on the assessment along with the input of experts and the results of field trials Learning Media based of Android as a learning medium has proven the feasibility, advantages, and can be used in the learning process on the subjects of simulation subjects and digital class X SMKN 1 Padang.

Keywords: *Android, Learning Media, simulation subjects and digital communication.*