PENGEMBANGAN MEDIA PEMBELAJARAN *MOBILE APP* BERBASIS PENDEKATAN SAINTIFIK MUATAN PELAJARAN IPA MATERI SISTEM PENCERNAAN HEWAN KELAS V

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ABSTRAK

Penelitian ini dikembangkan berdasarkan hasil analisis kebutuhan media pembelajaran di Sekolah Dasar, sehingga penelitian ini bertujuan untuk menghasilkan suatu produk berupa media pembelajaran *mobile app* berbasis pendekatan saintifik pada muatan IPA materi sistem pencernaan hewan kelas V yang teruji kelayakannya. Penelitian ini menggunakan model pengembangan acuan ADDIE *(Analyze, Design, Development, Implementation, and Evaluation).* Metode pengumpulan data yang digunakan dalam penelitian ini adalah metode wawancara dan angket/kuesioner. Data penelitian yang diperoleh selanjutnya dianalisis secara kuantitatif dan kualitatif. Penelitian ini memperoleh hasil media pembelajaran *mobile app* yang dikembangkan layak digunakan dalam proses pembelajaran, dibuktikan dari penilaian ahli isi materi pelajaran memperoleh hasil persentase 100% dengan kategori sangat baik, penilaian ahli desain pembelajaran memperoleh hasil persentase 84,61% dengan kategori baik, penilaian ahli media pembelajaran memperoleh hasil persentase 84,09% dengan kategori baik, penilaian uji perorangan memperoleh hasil persentase 91,67% dengan kategori sangat baik, penilaian uji kelompok kecil memperoleh hasil persentase 91,15% dengan kategori sangat baik, penilaian uji lapangan memperoleh hasil persentase 94,36% dengan kategori sangat baik. Berdasarkan hasil penelitian, disimpulkan bahwa pengembangan media pembelajaran *mobile app* berbasis pendekatan saintifik layak digunakan pada muatan IPA materi sistem pencernaan hewan kelas V SD Negeri 3 Belega Kabupaten Gianyar.

Kata kunci: Pengembangan, *Mobile App*, ADDIE

ABSTRACT

This research was developed based on the results of the analysis of learning media needs in elementary schools, so this study aims to produce a product in the form of a mobile app learning media based on a scientific approach to the science content of the animal digestive system material for class V which has been tested for feasibility. This study uses the ADDIE reference development model (Analyze, Design, Development, Implementation, and Evaluation). The data collection method used in this research is the interview method and the questionnaire/questionnaire. The research data obtained were then analyzed quantitatively and qualitatively. This study obtained the results of mobile app learning media that were developed suitable for use in the learning process, as evidenced by the assessment of subject matter content experts who obtained 100% percentage results in the very good category, the assessment of learning design experts obtained 84.61% percentage results with good categories, expert judgments learning media obtained a percentage result of 84.09% in the good category, the individual test assessment obtained a percentage result of 91.67% in the very good category, the small group test assessment obtained a percentage result of 91.15% in the very good category, the field test assessment obtained a percentage result 94.36% with very good category. Based on the results of the study, it was concluded that the development of mobile app learning media based on a scientific approach was suitable for use in the science content of the fifth grade animal digestive system material at SD Negeri 3 Belega, Gianyar Regency.

Keywords: Development, Mobile App, ADDIE