

**PENGEMBANGAN MEDIA PEMBELAJARAN INTERAKTIF BERBASIS
SMART APPS CREATOR (SAC) MATA PELAJARAN SEJARAH DI SMK
NEGERI 1 MANGGIS**

Oleh

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ABSTRAK

Meskipun penerapan teknologi *smartphone* mampu menghasilkan media pembelajaran yang interaktif, namun media pembelajaran pada SMKN 1 Manggis belum menerapkan teknologi *smartphone*. Kondisi ini berdampak pada media pembelajaran khususnya pada mata pelajaran sejarah tidak menarik minat siswa. Oleh karena itu pada penelitian ini mengembangkan media pembelajaran interaktif berbasis *Smart Apps Creator (SAC)* Mata Pelajaran Sejarah Indonesia di SMK Negeri 1 Manggis. Media pembelajaran *smartphone* ini diterapkan pada materi mata pelajaran sejarah di kelas X TKJ 1 di SMK Negeri 1 Manggis. Metode penelitian yang digunakan adalah metode *Research and Development* dengan model *ADDIE* yang melalui lima tahapan penelitian diantaranya *analyze, Design, development, implementation, and evaluate*.

Berdasarkan hasil pengujian dari para ahli produk yang dikembangkan dikategorikan “sangat baik” yang artinya produk sangat layak dengan hasil persentase rata-rata dari ahli isi 88.3% dan ahli media 83%. Selanjutnya, hasil uji perorangan sebanyak 5 siswa, uji kelompok kecil sebanyak 10 siswa dan uji respon pengguna sebanyak 30 siswa didapatkan hasil rata-rata persentase dari uji perorang 83%, uji kelompok kecil 85%, dan uji respon pengguna 86%. Hasil penelitian menunjukkan bahwa media pembelajaran interaktif berbasis *Smart Apps Creator (SAC)* mendapatkan respon yang sangat baik dan menarik minat serta motivasi siswa dalam proses pembelajaran di kelas.

Kata kunci: Media pembelajaran interaktif, *Smart Apps Creator*, Sejarah, *ADDIE*.

**THE DEVELOPMENT OF INTERACTIVE LEARNING MEDIA BASED
ON SMART APPS CREATOR (SAC) FOR HISTORY SUBJECT IN SMK
NEGERI 1 MANGGIS**

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ABSTRACT

Although the implementation of smartphone technology is capable of producing interactive learning media, the learning media at SMK N 1 Manggis has not yet applied smartphone technology. This condition has an impact on the learning media, particularly on the subject of history, which is not attractive to students. Therefore, in this research, we developed an interactive learning media based on the Smart Apps Creator (SAC) for the subject of Indonesian history at SMK N 1 Manggis. This smartphone learning media is applied to the history subject material in class X TKJ 1 at SMK N 1 Manggis. The research method used is the Research and Development method with the ADDIE model which passes through five research stages, namely analyze, design, development, implementation, and evaluate.

Based on the results of product expert testing, the product developed was categorized as "very good" meaning that the product is very feasible with an average percentage result from content experts of 88.3% and media experts 83%. Furthermore, the results of individual tests with 5 students, small group tests with 10 students, and user response tests with 30 students produced an average percentage result from individual tests of 83%, small group tests of 85%, and user response tests of 86%. The results of the research show that the interactive learning media based on the Smart Apps Creator (SAC) received very good responses and attracted the interest and motivation of students in the learning process in the classroom.

Keyword: Interactive learning media, Smart Apps Creator, History, ADDIE.