

**PENGEMBANGAN MEDIA PEMBELAJARAN BERBASIS ANDROID
PADA MATA PELAJARAN SISTEM KOMPUTER DI KELAS X SMKN 1
MANGGIS**

Oleh

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ABSTRAK

Penelitian ini bertujuan untuk mengetahui (1) Rancangan dan implementasi dari Pengembangan Media Pembelajaran Mata Pelajaran Sistem Komputer Mengenai struktur dan fungsi komputer untuk kelas X di SMK Negeri 1 Manggis. (2) Hasil respon siswa kelas X TKJ 2 terhadap Pengembangan Media Pembelajaran berbasis Android pada mata pelajaran Sistem Komputer Mengenai struktur dan fungsi komputer layak digunakan sebagai media pembelajaran untuk kelas X TKJ SMK Negeri 1 Manggis. Metode penelitian yang digunakan adalah menggunakan pendekatan ADDIE (*Analysis, Design, Development, Implementation, Evaluation*). Hasil penelitian menunjukkan (1) Respon pengguna yaitu siswa sekolah menengah kejuruan terhadap Media Pembelajaran berbasis android Mata Pelajaran Sistem Komputer Mengenai struktur dan fungsi komputer mendapatkan respon yang baik dan siswa sangat tertarik dan antusias untuk mempelajari materi struktur dan fungsi komputer dengan cara menggunakan media pembelajaran. (2) Dari hasil uji usability terhadap 17 siswa di sekolah menengah kejuruan yang dijadikan responden dalam melihat uji usability media pembelajaran didapatkan hasil yang positif artinya media pembelajaran berbasis *android* mata pelajaran sistem komputer mengenai struktur dan fungsi komputer termasuk pada kategori Baik.

Kata Kunci: Media Pembelajaran, *Android*, Sistem Komputer, Struktur dan Fungsi Komputer, ADDIE (*Analysis, Design, Development, Implementation, Evaluation*).

**THE DEVELOPMENT OF ANDROID LEARNING MEDIA FOR SAD
RIPU OF SYSTEM COMPUTER SUBJECT FOR 10TH GRADE TKJ AT
SMK NEGERI 1 MANGGIS**

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ABSTRACT

This research aims to determine (1) The design and implementation of the development of Computer System Subject Learning Media on computer structure and function for class X in SMK Negeri 1 Manggis. (2) The results of class X TKJ 2 student's response towards the development of Android-based learning media in the computer system subject regarding computer structure and function is suitable as a learning media for class X TKJ in SMK Negeri 1 Manggis. The research method used is the ADDIE (Analysis, Design, Development, Implementation, Evaluation) approach. The results show (1) The response of the users, which are vocational high school students, to the android-based learning media of the computer system subject on computer structure and function, received a good response and students are very interested and enthusiastic to learn about the structure and function of computers by using the learning media. (2) From the results of student usability testing on 17 vocational high school students who were respondents in viewing response tests of the learning media, a result of positif was obtained, meaning the android-based learning media of the computer system subject on computer structure and function falls into the good category.

Keywords: Learning Media, Android, Computer System, computer structure and function, ADDIE (Analysis, Design, Development, Implementation, Evaluation)