

PENGEMBANGAN MEDIA PEMBELAJARAN MOBILE LEARNING BERBASIS ANDROID PADA MATA KULIAH RANGKAIAN LISTRIK DI PROGRAM STUDI PENDIDIKAN TEKNIK ELEKTRO

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ABSTRAK

Penelitian ini bertujuan untuk membuat suatu media pembelajaran berupa multimedia interaktif berbasis *e-modul* pada mata kuliah Instalasi Penerangan Listrik dan Tata Cahaya di program studi S1 Pendidikan Teknik Elektro Undiksha. Penelitian ini diangkat melalui sebuah permasalahan yaitu, kurangnya pengetahuan mahasiswa dalam menentukan pencahayaan yang baik di dalam sebuah ruangan. Penelitian ini termasuk dalam jenis penelitian R&D (*reasearch and development*). Penelitian ini menggunakan teknik analisa statistik persentase untuk mengolah data ahli isi, ahli media, dan uji coba kepada mahasiswa. Penelitian ini menggunakan kuisisioner sebagai instrumen pengambilan data ahli isi, ahli media, dan mahasiswa. Hasil penelitian diperoleh hasil uji validasi ahli isi sebesar 97,7% dengan kualifikasi sangat layak, uji validasi ahli media sebesar 92,85% dengan kualifikasi sangat layak, uji coba kelompok kecil dari 5 orang responden mendapatkan hasil 100% dengan kualifikasi sangat layak, dan uji coba kelompok besar 17 orang responden mendapatkan hasil sebesar 86,02% dengan klasifikasi sangat layak . Media pembelajaran berupa Pengembangan Multimedia Interaktif Berbasis *e-Modul* Instalasi Penerangan Listrik dan Tata Cahaya Untuk Mahasiswa Pendidikan Teknik Elektro Undiksha layak digunakan dalam proses pembelajaran mata kuliah Instalasi Penerangan Listrik dan Tata Cahaya di Program Studi S1 Pendidikan Teknik Elektro Undiksha.

Kata Kunci: Media Pembelajaran, Multimedia Interaktif, *e-Modul*, instalasi penerangan listrik dan tata cahaya.

DEVELOPMENT OF ANDROID-BASED MOBILE LEARNING LEARNING MEDIA IN THE ELECTRICAL CIRCUITS COURSE IN THE ELECTRICAL ENGINEERING EDUCATION PROGRAM

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ABSTRACT

This research aims to create a learning media in the form of interactive multimedia based on e-modules in the Electrical Lighting Installation and Lighting courses in the Undiksha Electrical Engineering Education Bachelor's study program. This research was raised through a problem, namely, students' lack of knowledge in determining good lighting in a room. This research is included in the R&D (research and development) type of research. This research uses percentage statistical analysis techniques to process data from content experts, media experts, and student trials. This research uses a questionnaire as an instrument for collecting data from content experts, media experts and students. The research results showed that content expert validation test results were 97.7% with very decent qualifications, media expert validation tests were 92.85% with very decent qualifications, small group trials of 5 respondents got 100% results with very decent qualifications, and A large group trial of 17 respondents obtained results of 86.02% with a very feasible classification. Learning media in the form of Interactive Multimedia Development Based on Electrical Lighting and Lighting Installation Modules for Undiksha Electrical Engineering Education Students is suitable for use in the learning process for the Electrical Lighting Installation and Lighting System course in the Undiksha Electrical Engineering Education Undergraduate Study Program.

Keywords: *Learning Media, Interactive Multimedia, E-Modules, Electrical Lighting and lighting installations.*