

PENGEMBANGAN MEDIA APLIKASI *MOBILE LEARNING* (*M-GEO GANESHA*) BERBASIS *ANDROID* DAN IMPLIKASINYA TERHADAP EFEKTIVITAS PEMBELAJARAN GEOGRAFI DI SMA N 1 BANJAR

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ABSTRAK

Penelitian ini bertujuan untuk: (1) mengembangkan Media Aplikasi *Mobile Learning* (*M-Geo Ganesha*) Berbasis *Android* dan Implikasinya Terhadap Efektivitas Pembelajaran Geografi di SMA N 1 Banjar, (2) menganalisis respon guru dan peserta didik terhadap penerapan aplikasi *mobile learning* (*M-Geo Ganesha*) di kelas X, (3) menguji efektivitas penerapan aplikasi *mobile learning* (*M-Geo Ganesha*) di kelas X. Penelitian ini bertujuan untuk memanfaatkan kerangka pengembangan Model 4D yang dimodifikasi, yang terdiri dari empat tahap: definisi, desain, pengembangan, dan diseminasi. Data dikumpulkan melalui observasi, wawancara, penilaian, kuesioner/survei, dan dokumentasi. Prosedur analisis data dilakukan secara deskriptif, kualitatif, dan kuantitatif menggunakan uji validitas media, uji validitas materi di bidang geografi, uji coba kelompok kecil, uji coba kelompok besar, dan uji N-Gain. Temuan penelitian menunjukkan bahwa penilaian validitas media yang dilakukan oleh ahli media pembelajaran menghasilkan skor 92,6, dikategorikan sebagai "Sangat Layak". Penilaian validitas ahli isi bidang studi yang dilakukan oleh ahli Penginderaan Jauh menghasilkan skor 83,5, dikategorikan sebagai "Layak". Uji kelompok kecil menghasilkan skor 82,1 di bawah kriteria "Layak". Pengujian kelompok besar menghasilkan nilai 79,48 di bawah kriteria "Menarik". (5) respon guru terhadap media aplikasi *mobile learning* (*M-Geo Ganesha*) mendapatkan respon positif dengan hasil 93,3 kriteria "Sangat Menarik" diterapkan sebagai media pembelajaran geografi, dan (6) efektivitas media aplikasi *mobile learning* (*M-Geo Ganesha*) berbasis *android* mendapatkan hasil 0,69 pada tafsiran "Sedang". Hasil penelitian yang telah disampaikan menunjukkan bahwa media aplikasi *mobile learning* (*M-Geo Ganesha*) berbasis *android* dapat terus digunakan dalam pembelajaran geografi dan dari penggunaan media pembelajaran ini akan mengalami peningkatan efektivitas pembelajaran geografi.

Kata Kunci: Efektivitas Pembelajaran, Media Aplikasi *Mobile Learning* Berbasis *Android*, Pembelajaran Geografi

DEVELOPMENT OF MOBILE LEARNING APPLICATION MEDIA (M-GEO GANESHA) BASED ON ANDROID AND ITS IMPLICATIONS FOR THE EFFECTIVENESS OF GEOGRAPHY LEARNING AT SMA N 1 BANJAR

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ABSTRACT

This research aims to: (1) develop the Android-based Mobile Learning Application Media (M-Geo Ganesha) and its implications on the effectiveness of Geography learning at SMA N 1 Banjar, (2) analyze the responses of teachers and students to the implementation of the mobile learning application (M-Geo Ganesha) in class X, (3) test the effectiveness of the implementation of the mobile learning application (M-Geo Ganesha) in class X. This research aims to utilize the modified 4D development model framework, which consists of four stages: definition, design, development, and dissemination. Data were collected through observation, interviews, assessments, questionnaires/surveys, and documentation. The data analysis procedures were conducted descriptively, qualitatively, and quantitatively using media validity tests, material validity tests in the field of geography, small group trials, large group trials, and N-Gain tests. The research findings indicate that the media validity assessment conducted by learning media experts resulted in a score of 92.6, categorized as "Very Feasible." The validity assessment of the subject matter experts conducted by Remote Sensing experts resulted in a score of 83.5, categorized as "Feasible." The small group test resulted in a score of 82.1, below the "Feasible" criteria. Testing with a large group resulted in a score of 79.48 under the "Interesting" criterion. (5) Teacher responses to the mobile learning application media (M-Geo Ganesha) received a positive response with a score of 93.3, categorized as "Very Interesting," when applied as a geography learning media, and (6) the effectiveness of the mobile learning application media (M-Geo Ganesha) based on Android received a score of 0.69, interpreted as "Moderate." The research results presented indicate that the mobile learning application media (M-Geo Ganesha) based on Android can continue to be used in geography learning, and the use of this learning media will lead to an increase in the effectiveness of geography learning.

Keywords: Effectiveness of Learning, Android-Based Mobile Learning Application Media, Geography Learning