ABSTRAK

PENGEMBANGAN BAHAN AJAR BERBASIS ANDROID MENGGUNAKAN SMART APPS CREATOR PADA TEKS EKSPLANASI KELAS XI SMK SWASTA PAB 2 HELVETIA

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Penelitian ini bertujuan untuk mendeskripsikan proses pengembangan, validasi, kelayakan, dan keefektifitas penggunaan bahan ajar berbasis android menggunakan smart apps creator pada teks eksplanasi kelas XI SMK. Penelitian ini dilakukan di SMK Swasta PAB 2 Helvetia. Metode penelitian yang digunakan adalah Research and Development (R&D) dengan model ADDIE meliputi : Analisis (Analysis), Desain (Design), Pengembangan (Development), Penerapan (Implementation), Evaluasi (Evaluation) dengan populasi berjumlah 238 siswa. Pengambilan sampel dalam penelitian ini menggunakan teknik purposive sampling dengan jumlah 36 siswa. Jenis data dalam penelitian ini meliputi data kualitatif dan data kuantitatif. Hasil dari penelitian ini yaitu sebuah produk bahan ajar berbasis android. Berdasarkan Hasil validasi ahli materi I dapat dikategorikan "Memuaskan" dan layak diuji cobakan, dengan hasil persentase 77%. Hasil validasi ahli materi II dapat dikategorikan "Sangat Memuaskan" dan sangat layak diuji cobakan, dengan hasil persentase 85%. Sedangkan hasil ahli media I dapat dikategorikan "Sangat Memuaskan" dan sangat layak diuji cobakan, dengan hasil persentase 90%. Hasil ahli media II dapat dikategorikan "Sangat Memuaskan" dan sangat layak diuji cobakan, dengan hasil persentase 91%. Berdasarkan hasil respon guru mendapatkan presentase 94% dikategorikan "Sangat Memuaskan" dengan kualifikasi sangat layak. Sedangkan hasil respon peserta didik dari 36 siswa mendapatkan presentase yang telah dikonversikan dengan kualifikasi "Sangat Memuaskan", dengan presentase 92% dan dikatakan sangat efektif digunakan. Sehingga dapat disimpulkan bahwa bahan ajar berbasis android yang dikembangkan sangat efektif dan sangat layak digunakan dalam pembelajaran di dalam kelas.

Kata Kunci : Pengembangan, Bahan ajar, Android, dan Smart Apps Creator

ABSTRACT

THE DEVELOPMENT OF ANDROID-BASED TEACHING MATERIALS BY USING SMART APPS CREATOR IN EXPLANATION TEXT FOR CLASS XI SMKS PAB 2 HELVETIA

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This study aimed to describe the process of development, validation, feasibility, and effectiveness of using Android-based teaching materials with smart apps creators in explanatory texts for class XI SMK. This study was conducted in SMKS PAB 2 Helvetia. The research method is Research and Development (R&D) with ADDIE model including: Analysis, Design, Development, Implementation, Evaluation with a population as 238 students. This study used a purposive sampling technique with a total of 36 students. The types of data in this study include qualitative and quantitative data. The result of this study is an android-based teaching material product. According to the results of validation from material experts I can be categorized as "Satisfactory" and feasible to be tested (77%). The results of material expert validation II can be categorized as "Very Satisfactory" and feasible to be tested (85%). Meanwhile, the results of media experts I can be categorized as "Very Satisfactory" and feasible to be tested (90%). The results of media experts II can be categorized as "Very Satisfactory" and feasible to be tested (91%). According to the results of the teacher's response, 94% was categorized as "Very Satisfactory" with decent qualifications. While the results of student responses from 36 students get a percentage that has been converted with the qualification "Very Satisfactory" as 92% and it was said to be effectively used. Then it can be concluded that the android-based teaching materials developed are effective and suitable to be used in learning in the classroom.

Keywords: Development, Teaching materials, Android, and Smart Apps Creator

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Chairperson,

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