

ABSTRAK

Skripsi ini berjudul **“PENGEMBANGAN MEDIA PEMBELAJARAN DALAM BENTUK APLIKASI LOGOS PADA MATA PELAJARAN PENDIDIKAN AGAMA KATOLIK DAN BUDI PEKERTI KELAS VII DI SMP JOANNES BOSCO YOGYAKARTA”**. Peneliti memilih judul ini berpangkal dari permasalahan bahwa media pembelajaran digital di sekolah belum digunakan sebagai sarana dalam proses pembelajaran. Guru dan siswa lebih akrab dengan *Microsoft Powerpoint* sebagai media pembelajaran digital. Inovasi media pembelajaran berbasis Android belum banyak dikembangkan, khususnya media pembelajaran yang menunjang proses belajar Pendidikan Agama Katolik dan Budi Pekerti. Penelitian ini menggunakan metode penelitian dan pengembangan atau *research and development* (R&D). Penelitian ini melihat proses pengembangan aplikasi *LOGOS* dan kelayakannya sebagai media pembelajaran Pendidikan Agama Katolik dan Budi Pekerti di SMP Joannes Bosco, Yogyakarta. Peneliti menggunakan 7 tahap R&D menurut Borg & Gall, yaitu: analisis kebutuhan, perencanaan, desain, validasi, revisi, uji coba produk, dan evaluasi. Aplikasi *Logos* diujicobakan kepada siswa, ahli media, dan ahli materi. Masing-masing menilai kelayakan aplikasi *LOGOS* sebesar 76%, 73%, dan 79%. Aplikasi *LOGOS* dinyatakan layak, namun dengan beberapa saran yang diberikan oleh masing-masing responden untuk pengembangan selanjutnya.

Kata kunci: *Research & Development*, Media Pembelajaran Digital, Aplikasi, Pendidikan Agama Katolik dan Budi Pekerti

ABSTRACT

This thesis entitled “THE DEVELOPMENT OF INSTRUCTIONAL MEDIA IN THE FORM OF LOGOS APPLICATION IN CATHOLIC RELIGIOUS AND CHARACTER EDUCATION GRADE VII IN JOANNES BOSCO JUNIOR HIGH SCHOOL YOGYAKARTA”. The researcher chose this title based on the problem that digital learning media in schools had not been used as a tool of learning. Teachers and students used to with Microsoft Powerpoint as a digital learning media. Android-based learning media innovations have not been widely developed, especially in instructional media that support the learning process of Catholic Religious and Character Education. This research used research and development (R&D) methods. This research viewed the development of LOGOS application and its feasibility as an instructional media for Catholic Religious and Character Education at Joannes Bosco Junior High School, Yogyakarta. The researcher used 7 stages of R&D according to Borg & Gall: need analysis, planning, design, validation, revision, product testing, and evaluation. The LOGOS application was tested to students, media experts, and material experts. Each assessed the feasibility of the LOGOS application at 76%, 73%, and 79%. The LOGOS application is declared feasible, but with some suggestions given by each respondent for further development.

Keywords: Research & Development, Digital Learning Media, Application, Logos, Catholic Religious and Character Education