

ABSTRAK**PENGEMBANGAN MEDIA PEMBELAJARAN BERBASIS *ANDROID*
MATERI SISTEM PENCERNAAN MANUSIA UNTUK
MENINGKATKAN MOTIVASI DAN HASIL BELAJAR PESERTA DIDIK
KELAS V SD**

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Penelitian ini bertujuan untuk: mengembangkan media pembelajaran berbasis *android* materi sistem pencernaan manusia untuk meningkatkan motivasi dan hasil belajar peserta didik kelas V SD; mengetahui kualitas media pembelajaran berbasis *android* materi sistem pencernaan manusia untuk meningkatkan motivasi dan hasil belajar peserta didik kelas V SD; dan mengetahui keefektifan media pembelajaran berbasis *android* materi sistem pencernaan manusia dalam meningkatkan motivasi dan hasil belajar peserta didik kelas V SD.

Penelitian ini merupakan jenis penelitian pengembangan atau *Research and Development* (R&D) dengan model pengembangan ADDIE. Hasil penelitian menunjukkan lima tahap dalam pembuatan Media Pembelajaran Berbasis *Android*: 1) *Analysis*, 2) *Design* 3) *Development*, 4) *Implementation*, dan 5) *Evaluation*. Tingkat kelayakan Media Pembelajaran Berbasis *Android* berdasarkan penilaian: 1) Ahli Materi diperoleh rerata skor 3,94 yang termasuk dalam kategori Sangat Baik, 2) Ahli Media diperoleh rerata skor 3,96 yang termasuk dalam kategori Sangat Baik. Dengan demikian, Media Pembelajaran Berbasis *Android* ini layak digunakan sebagai media pembelajaran. Berdasarkan analisis peningkatan motivasi belajar dengan uji-t diperoleh Sig. (2-tailed) $0,035 < 0,05$. Berdasarkan analisis peningkatan hasil belajar dengan uji-t diperoleh Sig. (2-tailed) $0,022 < 0,05$. Dengan demikian, Media Pembelajaran Berbasis *Android* Materi Sistem Pencernaan Manusia efektif untuk meningkatkan motivasi dan hasil belajar peserta didik kelas V SD.

Kata Kunci : media pembelajaran berbasis *android*, sistem pencernaan manusia, motivasi belajar, hasil belajar.

ABSTRACT**THE DEVELOPMENT OF ANDROID-BASED LEARNING MEDIA ABOUT HUMAN DIGESTIVE SYSTEM TO IMPROVE MOTIVATION AND LEARNING OUTCOMES OF FIFTH GRADE ELEMENTARY STUDENTS**

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This research has purposes to: develop of android-based learning media about human digestive system to improve motivation and learning outcomes of fifth grade elementary students; know the quality of android-based learning media about human digestive system to improve motivation and learning outcomes of fifth grade elementary students; and know the effectiveness of android-based learning media about human digestive system to improve motivation and learning outcomes of fifth grade elementary students.

This research is a Research and Development (R&D) type with the development model of ADDIE. The result of this research shows five steps in making the android-based learning media about human digestive system 1) Analysis, 2) Design, 3) Development, 4) Implementation, and 5) Evaluation. The quality of android-based learning media about human digestive system based on the evaluation from: 1) the expert of the subject gained average score of 3,94 which is included in a Very Good category, 2) media expert gained average score of 3,96 which is included in the Very Good category. Therefore, this android-based learning media about human digestive system is proper to be used as the learning media. Based on the analysis of the improvement of study motivation using t-test, it was obtained sig (2-tailed) $0,035 < 0,05$. Based on the analysis of the improvement of the learning outcomes using t-test, it was obtained sig (2-tailed) $0,022 < 0,05$. In conclusion, the android-based learning media about human digestive system is effective to improve the motivation and the learning outcomes of fifth grade elementary students.

Keywords : Android-based learning media, human digestive system, learning motivation, learning outcomes.