

ABSTRAK**PENGEMBANGAN APLIKASI *BIOLOGY LEARNING* SEBAGAI MEDIA PEMBELAJARAN BERBASIS ANDROID PADA MATERI SISTEM KOORDINASI MANUSIA KELAS XI**

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Coronavirus Diseases 2019 (Covid-19) memberikan dampak pada kegiatan pembelajaran. Dampak dari Covid-19 yaitu adanya peraturan pemerintah yang mengharuskan pelaksanaan pembelajaran jarak jauh (PJJ). Berdasarkan hasil analisis kebutuhan di enam Sekolah Menengah Atas (SMA) terdapat beberapa permasalahan selama pelaksanaan PJJ. Permasalahan yang terjadi yaitu penggunaan media pembelajaran biologi yang belum bervariasi mengakibatkan siswa kurang antusias dalam mengikuti kegiatan pembelajaran. Sulitnya akses jaringan internet dan ketersediaan kuota belajar. Penelitian ini bertujuan untuk mengetahui desain, kualitas dan kelayakan produk media aplikasi *Biology Learning* pada materi sistem koordinasi manusia.

Jenis penelitian yang digunakan adalah *Research and Development* yang mengacu pada prosedur pengembangan Sugiyono. Secara keseluruhan terdapat 10 tahapan penelitian tetapi pada pelaksanaan penelitian ini hanya dilakukan sampai tahap kelima. Kelima tahapan yang digunakan pada penelitian ini yaitu (1) potensi dan masalah, (2) pengumpulan data, (3) desain produk, (4) validasi desain dan (5) revisi desain.

Produk yang dikembangkan yaitu aplikasi *Biology Learning* berbasis android. Desain aplikasi *Biology Learning* terdiri atas petunjuk penggunaan media, kata pengantar, KI, KD dan IPK, peta konsep, materi, evaluasi, daftar pustaka dan profil peneliti. Produk ini dinilai oleh empat validator yaitu ahli materi, ahli media dan dua ahli pembelajaran. Hasil rata-rata nilai dari keempat validator sebesar 3,6 dengan kriteria "Sangat Baik". Berdasarkan kriteria tersebut aplikasi *Biology Learning* layak untuk diujicobakan dalam lingkup terbatas sesuai masukan validator.

Kata Kunci : R&D, *Biology Learning*, Sistem Koordinasi Manusia, PJJ dan Android

ABSTRACT***DEVELOPMENT OF BIOLOGY LEARNING APPLICATION AS ANDROID-BASED LEARNING MEDIA IN CLASS XI HUMAN COORDINATION SYSTEM MATERIALS***

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Coronavirus Diseases 2019 (Covid-19) has an impact on learning activities. The impact of Covid-19 is the existence of a government regulation that requires the implementation of online learning. Based on the results of the needs analysis in six high schools, there were several problems during the implementation of the PJJ. The problem that occurs is the use of biology learning media that has not varied resulting in students being less enthusiastic in participating in learning activities. Difficulty accessing the internet network and the availability of study quotas. This study aims to determine the design, quality, and feasibility of Biology Learning application media products on the human coordination system material.

The type of research is Research and Development from Sugiyono's development procedure. There were had ten stages of research, but the implementation of this research is only used until the fifth stage. The five stages used in this research were (1) potential and problems, (2) data collection, (3) product design, (4) design validation, and (5) design revision.

The product developed is an Android-based Biology Learning application. The design of the Biology Learning application consists of instructions for used media, introduction, KI, KD, and IPK, concept maps, materials, evaluations, bibliography, and researcher profiles. This product was assessed by four validators, namely material experts, media experts, and two learning experts. The average value of the four validators is 3.6 with the criteria of "Very Good". Based on these criteria, the Biology Learning application is feasible to be tested in a limited scope according to the validator's input.

Keywords: *R&D, Biology Learning, Human Coordination System, Online Learning and Android*