

ABSTRAK

Sadewo, Albertus Bayu. 2025. *Pengembangan Bahan Ajar Drama Berbasis Android Untuk Siswa Kelas XI SMA Katolik Sang Timur Yogyakarta*. Skripsi. Yogyakarta: PBSI, FKIP, USD.

Penelitian ini bertujuan untuk mengembangkan bahan ajar berbasis aplikasi Android pada materi drama untuk siswa kelas XI SMA Katolik Sang Timur Yogyakarta. Pembelajaran drama dinilai memiliki peran penting dalam menumbuhkan apresiasi sastra sekaligus membentuk karakter siswa. Namun, hasil observasi menunjukkan bahwa proses pembelajaran masih mengandalkan media konvensional yang kurang interaktif dan kurang sesuai dengan perkembangan teknologi.

Metode penelitian yang digunakan adalah *Research and Development (R&D)* dengan model pengembangan ADDE (*Analyze, Design, Development, Evaluate*). Proses pengembangan meliputi analisis kebutuhan guru dan siswa, perancangan kerangka isi dan tampilan aplikasi, pembuatan konten interaktif menggunakan Smart Apps Creator 3, serta evaluasi oleh ahli dan guru.

Hasil penelitian menunjukkan bahwa validasi ahli materi memperoleh skor rata-rata 3,87 (sangat baik), validasi ahli media memperoleh skor 2,85 (baik), dan penilaian guru memperoleh skor 3,72 (sangat baik). Berdasarkan hasil tersebut, bahan ajar drama berbasis Android yang dikembangkan dinyatakan layak digunakan sebagai media pembelajaran interaktif pada mata pelajaran drama di kelas XI.

Kata kunci: Bahan Ajar, Drama, Android, ADDE, Pengembangan, Kurikulum Merdeka

ABSTRACT

Sadewo, Albertus Bayu. 2025. The Development of Android-Based Drama Teaching Materials for Grade XI Students of SMA Katolik Sang Timur Yogyakarta. Thesis. Yogyakarta: PBSI, Faculty of Teacher Training and Education, Sanata Dharma University.

This study aims to develop an Android-based teaching material on drama for Grade XI students of SMA Katolik Sang Timur Yogyakarta. Drama learning plays an important role in fostering literary appreciation and shaping students' character. However, observations revealed that the learning process still relied on conventional media, which were less interactive and not aligned with technological advancements.

The research employed a Research and Development (R&D) method with the ADDE model (Analyze, Design, Development, Evaluate). The development process included needs analysis for teachers and students, designing the content structure and application interface, creating interactive content using Smart Apps Creator 3, and conducting evaluations by experts and teachers.

The results showed that material expert validation scored an average of 3.87 (very good), media expert validation scored 2.85 (good), and teacher assessments scored 3.72 (very good). Based on these findings, the developed Android-based drama teaching material was deemed suitable for use as an interactive learning medium in drama lessons for Grade XI students.

Keywords: *teaching materials, drama, Android, ADDE, development, Merdeka Curriculum.*