

ABSTRAK

Pesatnya perkembangan teknologi saat ini menjadikan teknologi sebagai kebutuhan esensial dalam pendidikan, termasuk dalam pembelajaran matematika. Oleh karena itu, pemanfaatan teknologi perlu didukung oleh media pembelajaran yang terintegrasi dalam rangkaian pembelajaran, seperti media berbasis android. Penelitian ini bertujuan untuk 1) mengembangkan media pembelajaran menggunakan Ispring Suite berbasis android pada materi statistika kelas X SMA, 2) mengetahui kualitas media pembelajaran berbasis android pada materi statistika kelas X ditinjau dari aspek validitas, kepraktisan, dan keefektifan.

Sejalan dengan tujuan tersebut, penelitian ini menggunakan metode penelitian pengembangan dengan model ADDIE (*Analysis, Design, Development, Implementation, dan Evaluation*). Subjek penelitian adalah 23 siswa kelas X-2 SMA Budi Utama Yogyakarta. Pengumpulan data dilakukan melalui wawancara, observasi, angket, dan tes hasil belajar. Data yang diperoleh kemudian dianalisis sesuai dengan jenisnya, yaitu data kualitatif yang dianalisis melalui tahap reduksi, penyajian, dan penarikan kesimpulan, serta data kuantitatif yang dianalisis secara deskriptif melalui perhitungan rata-rata dan persentase.

Hasil penelitian menunjukkan bahwa: 1) media pembelajaran telah berhasil dikembangkan melalui tahapan ADDIE. Media android dikembangkan menggunakan *Ispring Suite, PowerPoint, Web2APK Builder, Laragon, dan Ngrok*. 2) media pembelajaran memenuhi kriteria kualitas yang baik dengan persentase kevalidan materi sebesar 92,50% dan kevalidan media sebesar 93,62% (sangat valid), kepraktisan sebesar 81,34% (praktis), serta keefektifan sebesar 73,91% (efektif). Oleh karena itu, media pembelajaran yang dikembangkan valid, praktis, dan efektif untuk digunakan dalam pembelajaran matematika pada materi Statistika kelas X SMA.

Kata Kunci: media pembelajaran, *Ispring Suite*, android, statistika, ADDIE

ABSTRACT

The rapid advancement of technology today has made it an essential tool in education, including in mathematics instruction. Therefore, the use of technology must be supported by learning media that are integrated into the learning process, such as Android-based media. This study aims to 1) develop learning media using Ispring Suite on an Android platform for 10th-grade high school statistics, and 2) determine the quality of Android-based learning media for 10th-grade statistics in terms of validity, practicality, and effectiveness.

In line with these objectives, this study employed a development research method using the ADDIE model (Analysis, Design, Development, Implementation, and Evaluation). The research subjects were 23 students in Class X-2 at Budi Utama High School in Yogyakarta. Data collection was conducted through interviews, observations, questionnaires, and achievement tests. The data obtained were then analyzed according to their type: qualitative data were analyzed through the stages of reduction, presentation, and drawing conclusions, while quantitative data were analyzed descriptively through the calculation of averages and percentages.

The results of the study indicate that: 1) the instructional media were successfully developed using the ADDIE model. The Android-based media were developed using iSpring Suite, PowerPoint, Web2APK Builder, Laragon, and Ngrok. 2) the learning media meet good quality criteria with a content validity percentage of 92.50% and media validity of 93.62% (highly valid), practicality of 81.34% (practical), and effectiveness of 73.91% (effective). Therefore, the developed instructional media is valid, practical, and effective for use in teaching mathematics on the topic of Statistics for 10th-grade high school students.

Keywords: *educational media, Ispring Suite, Android, statistics, ADDIE*