

**PENGENALAN MAKANAN TRADISIONAL DI KABUPATEN  
MAGELANG MELALUI PENGEMBANGAN MEDIA PEMBELAJARAN  
BERBASIS ANDROID DI SMK MA'ARIF BOROBUDUR**

Oleh:

Maika Yuliana  
NIM. 14511241016

**ABSTRAK**

Penelitian ini bertujuan: 1) Mengembangkan media pembelajaran interaktif berbasis Android makanan tradisional di Kabupaten Magelang, 2) Mengetahui tingkat kelayakan media pembelajaran interaktif berbasis Android makanan tradisional di Kabupaten Magelang menurut penilaian ahli materi, 3) Mengetahui tingkat kelayakan media pembelajaran interaktif berbasis Android makanan tradisional di Kabupaten Magelang menurut penilaian ahli media, 4) Mengetahui tingkat kelayakan media pembelajaran interaktif berbasis Android makanan tradisional di Kabupaten Magelang, berdasarkan uji coba skala besar.

Metode penelitian menggunakan metode pengembangan atau *Research and Development (R&D)* dengan model 4D terdiri dari 4 tahap yaitu: 1) *Define*; 2) *Design*; 3) *Development*; 4) *Dessiminate*. Subjek penelitian yaitu siswa kelas XII SMK Ma'arif Borobudur sejumlah 53 siswa. Teknik pengumpulan data yang digunakan observasi, wawancara dan angket. Validitas instrumen dengan validitas isi menggunakan penilaian *expert (expert judgment)*. Validasi media dilakukan oleh 2 ahli materi yaitu dosen dan guru, sedangkan ahli media dilakukan oleh dosen. Teknik analisis data dengan cara deskriptif kuantitatif.

Hasil penelitian adalah sebagai berikut, *Define* meliputi kegiatan analisis kurikulum, analisis karakteristik peserta didik, analisis materi, b) *Design* meliputi kegiatan pra produksi yaitu penyusunan materi, memilih *software*, membuat *flowchart*, membuat *storyboard*, menyusun materi dan evaluasi pembelajaran, produksi yaitu pembuatan media interaktif, c) *Develope* kegiatan validasi oleh ahli materi dan ahli media selanjutnya diuji coba skala kecil oleh 5 siswa dan skala besar 53 siswa, d) *Disseminate* membagikan *link* aplikasi terhadap siswa dan guru. Tingkat kelayakan media pembelajaran makanan tradisional Kabupaten Magelang berdasarkan hasil penilaian keseluruhan oleh ahli materi menghasilkan presentase 83.3%, ahli media sebesar 98%, uji coba skala kecil 85,5%, dan presentase uji coba skala besar terhadap kelas XII A yaitu 86% sedangkan untuk kelas XII B mendapat presentase total 90,6%. Hasil ini menunjukkan media pembelajaran interaktif berbasis aplikasi android yang dikembangkan sangat layak digunakan sebagai media pembelajaran Makanan Tradisional di Kabupaten Magelang berbasis *Android* di SMK Ma'arif Borobudur karena karena memperoleh penilaian lebih dari 80%.

**Kata Kunci : Media Pembelajaran, Makanan Tradisional, *Android***

# **INTRODUCTION TO THE TRADITIONAL FOOD OF MAGELANG DISTRICT THROUGH THE DEVELOPMENT OF ANDROID-BASED LEARNING MEDIA IN VOCATIONAL SCHOOL, MA'ARIF BOROBUDUR**

By.  
Maika Yuliana  
NIM. 14511241016

## **ABSTRACT**

This study aims: 1) Developing interactive learning media based on traditional traditional Android food in Magelang District, 2) Knowing the feasibility of interactive learning media based on traditional Android food in Magelang Regency according to expert material assessment, 3) Knowing the feasibility of interactive learning media based on traditional traditional Android food in Magelang Regency according to the assessment of media experts, 4) Knowing the feasibility of an interactive learning media based on traditional Android food in Magelang Regency, based on the results large-scale trials.

The research method uses the method of development or Research and Development (R&D) with the 4D model consisting of 4 stages, namely: 1) Define; 2) Design; 3) Development; 4) Dessiminate. The subjects of the study were 53 students of class XII SMK Ma'arif Borobudur. Data collection techniques used were observation, interviews and questionnaires. The instrument validity with content validity uses expert judgment. Media validation was carried out by 2 material experts namely lecturers and teachers, while media experts were carried out by lecturers. The data analysis technique is quantitative descriptive.

The results of the study are as follows, Define includes curriculum analysis activities, analysis of student characteristics, material analysis, b) Design includes pre-production activities namely material preparation, choosing software, making flowcharts, making storyboards, compiling material and evaluating learning, production ie making media interactive, c) Develope validation activities by material experts and media experts are then tested on a small scale by 5 students and 53 students on a large scale, d) Disseminate shares the application link with students and teachers. The feasibility level of traditional food learning media in Magelang Regency based on the results of the overall assessment by the material experts produced a percentage of 83.3%, a media expert of 98%, a small-scale trial 85.5%, and a large-scale trial percentage of class XII A was 86% whereas for class XII B got a total percentage of 90.6%. These results indicate an interactive learning media based on android applications that are developed is very feasible to be used as a learning media for Traditional Food in Magelang Regency based on Android at SMK Ma'arif Borobudur because because it gets an assessment of more than 80%.

**Keywords: Learning Media, Traditional Food, Android**