

CHAPTER 1

INTRODUCTION

1.1 Background

Education is very important to create people who are knowledgeable, cultured, pious, and able to face challenges in the era of globalization. Education will give birth to students who are smart and have expertise time, as well as skills or abilities that can be used for the future. In realizing this, many things must be practiced in the learning process, one of which is the ability or ability of the teacher to use android-based media as a tool used to assist the learning process and by utilizing interesting and interactive methods. in the learning process.

In developing teaching materials, it is necessary to pay attention to the development model to ensure the quality of teaching materials in supporting the effectiveness of learning because the development of teaching materials is a linear process with the learning process. The availability of teaching materials is still minimal, and teaching materials must be arranged based on the needs of learning objectives. One of the teaching materials development designs that are often used is the ADDIE Model through 5 stages, namely Analysis, Design, Development, Implementation, and Evaluation. The development process requires several times of testing a team of experts, and individual research subjects, on alimited widescale scalele (in the field) and revisions to perfect the final product so that even though the development procedure is shortened, it includes a process of testing and revision so that the developed product meets thcriteriaia (Cahyadi, 2019).

Entering 2020 is the beginning of the COVID-19 pandemic phenomenon which is still ongoing today. The bad impact of COVID-19 has an impact on the world of education in Indonesia, namely one of SMKN 5 Samarinda, namely SMKN 5 Samarinda, where the learning process of students and teachers does not have to meet face-to-face or face-to-face but must be done online or face-to-face.

distance learning. These impacts make the learning process less enjoyable or interesting for students. Many new technological innovations have emerged from these problems in supporting distance learning, one of which is the development of android-based learning media. SMKN 5 Samarinda did not escape the impact of the COVID-19 pandemic, so face-to-face learning switched to using E-learning media, one of which was Google Classroom. Not only Google Classroom Android-based interactive learning media is needed to clarify the presentation of learning information to simplify and improve the quality of subjects. More direct interaction between students and their environment and opportunities for students to learn independently according to their abilities. Learning media can transcend sensory, spatial, and time boundaries, provide students with a shared experience of what is happening in their environment, and allow teachers to interact directly with their environment. More direct interaction between students and their environment and opportunities for students to learn independently according to their abilities. Learning media can transcend sensory, spatial, and time boundaries, provide students with a shared experience of what is happening in their environment, and allow teachers to interact directly with their environment. More direct interaction between students and their environment and opportunities for students to learn independently according to their abilities. Learning media can transcend sensory, spatial, and time boundaries, provide students with a shared experience of what is happening in their environment, and allow teachers to interact directly with their environment.

With this research, it is expected that students majoring in TKJ SMKN 5 Samarinda class X (ten) can learn more interactively with android-based learning media, which will be developed using the ADDIE research and development model development methodology (analyst, design, development). , implementation, evaluation). It is hoped that it can provide a different learning experience for users of X TKJ SMKN 5 Samarinda students.

1.2 Formulation of the problem

What is the background of the problem described above? Then the main problem faced is how to make an Android - based computer introduction to learning media using the ADDIE model?

1.3 Research purposes

The purpose of this research is android-based learning media related to the needs of students that are easily accessible and can support the learning process both inside and outside teaching and learning activities in the classroom.

1.4 Research Limits

In this study, the authors conducted the following limitations of the study:

1. The material presented only includes computer introduction material, which is by the learning objectives of the TKJ (Computer and Network Engineering) department at SMKN 5 Samarinda.
2. The learning media that will be built is only tested for class X majors (Computer and Network Engineering) TKJ SMKN 5 Samarinda.
3. Only use the Android Operating system.
4. This learning media is intended for class X students majoring in computer and network engineering (TKJ) who have smartphones.