IMPLEMENTATION OF THE ADDIE MODEL IN THE DEVELOPMENT OF ANDROID-BASED LEARNING MEDIA IN COMPUTER INTRODUCTION LEARNING

THESIS

Submitted for fulfil part condition reach title Bachelor computer

SUBMITTED BY:

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INFORMATION ENGINEERING STUDY PROGRAM

FACULTY OF SCIENCE AND TECHNOLOGY

UNIVERSITAS MUHAMMADIYAH KALIMANTAN TIMUR

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APPROVAL SHEET

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ARRANGED BY :

MUHAMMAD YUSRIL SWANDY .A

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Has carried out the thesis examination and was declared to have passed,

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FOREWORD

Alhamdulillah, by giving thanks to Allah SWT, because with His guidance this thesis with the title "Implementation of the ADDIE model in the development of android-based learning media in computer recognition learning using the ADDIE model" can be completed on time, as follows: one of the requirements to complete lecture assignments and to achieve the graduation requirements of the Muhammadiyah University of East Kalimantan Samarinda.

The writer is very aware of all the shortcomings in writing this thesis, but with the moral and material assistance from various parties, all the completeness in writing it can be fulfilled. For this reason, on this occasion, the author should express his gratitude and highest appreciation to various parties who directly or indirectly have assisted.

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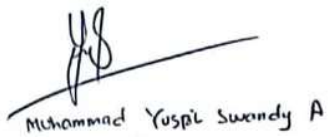
5. My beloved parents and brothers always give love, prayers, advice, and for r extraordinary patience in dealing with every step of the writer's life, which is the greatest gift in life.
6. Colleagues in the Informatics Engineering Study Program, Muhammadiyah University of East Kalimantan, who have provided a lot of thought and motivation so that the author can complete it.

Samarinda, February 2022



Writer

ABSTRACT

Interactive learning media is a learning technique that is applied with a two-way communication system. In the interactive learning method, the teacher when presenting teaching materials, the teacher becomes the main actor in forming educative interactive situations. In this study, the authors continue the research conducted previously, in developing interactive learning media. In previous studies, the development of interactive learning media has been carried out.The purpose of this research is to develop interactive learning media on computer introduction materials using the ADDIE model. The development model used is the ADDIE model (analyze, design, development, implement, evaluate). Research is development research. The subjects in this study were students of class X TKJ at SMKN5 Samarinda by calculating eligibility using a Likert scale.

Keyword : Model ADDIE, Development, Android, Unity

TABLE OF CONTENTS

LIST OF TABLE

LIST OF FIGURE

ATTACHMENT LIST