

ABSTRACT

DESIGN AND DEVELOPMENT OF MOBILE ANDROID-BASED MOBILE ANDROID JAVANESE RECOGNITION LEARNING MEDIA FOR STUDENTS OF SMP NEGERI 2 BUAYAN USING THE MULTIMEDIA DEVELOPMENT LIFE CYCLE METHOD

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Javanese script is one of the Javanese ethnic cultures which is still included in one of the subjects, namely Javanese language subjects. The lack of students' understanding of the Javanese script is something that must be considered by the teacher in charge of this subject. To facilitate children's understanding, a mobile android-based Javanese script recognition learning media application was made for junior high school students. In making this learning media using the Multimedia Development Life Cycle method with six stages in it, namely, concept, design, material collecting, assembly, testing, and distribution. The results of this study are in the form of learning media applications for the introduction of Javanese script for students of Buayan 2 Public Middle School. The test with the gain test was carried out on 30 students of Buayan 2 Public Middle School class 7F with an n-gain score of 0.616 which was included in the moderate category and the percentage of n-gain was at 61.69% and entered in the sufficient category effective.

Keywords : Multimedia Development Life Cycle, Javanese Script, Learning Media, Gain Test.