

ABSTRACT

Duwi Susanti. *DEVELOPING ANDROID-BASED LEARNING MEDIA TO ENHANCE VOCABULARY MASTERY OF FOURTH-GRADE ELEMENTARY SCHOOL STUDENTS*. Thesis. English Education Study Program Teacher Training and Education Collage STKIP PGRI Pacitan.

This research aims to develop an android-based learning media to enhance vocabulary mastery for fourth-grade students in elementary school. In addition, this research also aims to reveal the feasibility of learning media and the students' responses.

The researcher used the Research and Development (R&D) method with the ADDIE model, in which there are five research steps, namely Analysis, Design, Development, Implementation, and Evaluation. First, in the analysis stage, the researchers conduct observations and interviews. Second, in the analysis stage, the researcher made the product design. Third, in the development stage, the researcher carries out the stage of creating and assessing products that have been developed. Fourth, in the implementation stage, the researcher conducted product trials, including one-to-one trials conducted with 6 students, small group trials conducted with 10 students, and field trials conducted with all fourth-grade students totaling 44 students of SDN 1 Sudimoro. Fifth, in the evaluation stage, the researcher reviewed the problems related to the development of Android-based learning media. This research used observation, interviews, questionnaires, and documentation as the data collection techniques.

This research shows that the android-based learning media to enhance vocabulary mastery was developed using the ADDIE model (Analysis, Design, Development, Implementation, and Evaluation). The feasibility of android-based learning media amounted to 95.08% with a very good category; it is based on the expert assessment result. Then, students' responses to the use of learning media in one-to-one trials obtained 90.62% with a very good category, in small group trials obtained 91.71% with a very good category, and in field trials obtained 92.47% with a very good category. Additionally, the average N-Gain obtained 0.71 in the high improvement criteria.

Keywords: *Android, ADDIE Model, Learning Media, R&D, Vocabulary*