# ABSTRAK

**Yoaga Triapamungkas**. *Pengembangan Media Pembelajaran Berbasis Android Mata Pelajaran Ipa Kelas IV Materi Sumber Daya Alam, Lingkungan, Teknologi, Dan Masyarakat.* Skripsi, Pacitan: STKIP PGRI Pacitan, 2022.

Penelitian ini bertujuan untuk (1) Mendeskripsikan prosedur pengembangan media pembelajaran berbasis *android* mata pelajaran IPA kelas VI materi sumber daya alam, lingkungan, teknologi dan masyarakat, (2) Mengetahui kelayakan media pembelajaran berbasis *android* mata pelajaran IPA kelas VI materi sumber daya alam, lingkungan, teknologi dan masyarakat bermuatan peduli lingkungan

Penelitian ini merupakan jenis penelitian pengembangan. Prosedur penelitian dan pengembangan menggunakan model Borg & Gall. Analisis data penelitian menggunakan analisis deskriptif kualitatif.

Kesimpulan dari penelitian ini adalah (1) Media berbasis *android* materi sumber daya alam, lingkungan, teknologi dan masyarakat dihasilkan dengan menggunakan tahapan model penelitian pengembangan Borg & Gall. Penelitian ini dibatasi pada lima tahapan karena keterbasan waktu dan biaya. Lima tahapan pada penelitian ini adalah: (a) potensi dan masalah; (b) pengumpulan data; (c) desain produk; (d) validasi desain; (e) revisi desain. (2) Media berbasis *android* materi sumber daya alam, lingkungan, teknologi dan masyarakat telah diuji validitas oleh para ahli. Hasil dari validasi ahli media menunjukkan kategori "Sangat Valid" dengan rata-rata 4,45. Validasi dari ahli materi memperoleh kategori "Sangat Valid" dengan rata-rata 4,4. Validasi dari ahli bahasa memperoleh kategori "Sangat Valid" dengan rata-rata 4,35.Sehingga media dinyatakan layak digunakan

**Kata Kunci:** Media, Pembelajaran, *Andoid.*

# ABSTRACT

**Yoaga Triapamungkas**. *Development of Android-Based on Learning Media for Science Subjects Class IV Natural Resources, Environment, Technology, and Society. Thesis, Pacitan: STKIP PGRI Pacitan, 2022.*

*This study aims to determine (1) to describe the procedures in developing Android-based science learning media for class IV based on natural resources, environment, technology and society, (2) determine the feasibility of learning media for science class IV based on android, natural resources, environment, technology and community that cares about the environment.*

*This research used a research and development methods. This research and development procedure used the Borg & Gall model. Analysis of research data used descriptive qualitative.*

*The conclusions of this study were (1) Android-Based Media Materials on Natural Resources, Environment, Technology and Society were produced using the stages of the Borg & Gall development research model. This research was limited to five stages due to time and cost constraints. The nine stages in this research were: (a) potential and problems; (b) data collection; (c) product design; (d) design validation; (e) design revision. Product development used the stages only reached the fifth stages and through the expert validation stage, not yet reached the field trial due to limited time, cost and developer staff. (2) Android-Based Media Materials on Natural Resources, Environment, Technology and Society have been tested for expert validity. The results of the media expert validation showed that the "Very Valid" category with an average of 4.45. Validation from material experts obtained the "Very Valid" category with an average of 4.4. Validation from linguists obtained the "Very Valid" category with an average of 4.35. So that the media is declared suitable for use*

***Keywords****: Media, Learning, Andoid.*