ABSTRAK

FANNY AUDRI, 2024. **Pengembangan Media Pembelajaran Cell-Di Berbasis Aplikasi *Android* Pada Materi Pembelahan Sel di SMA.** Jurusan Pendidikan Biologi, Fakultas Keguruan dan Ilmu Pendidikan, Universitas Siliwangi.

Media pembelajaran adalah segala sesuatu yang dapat membantu dalam proses penyampaian pesan melalui saluran tertentu yang dapat menstimulus pikiran, perasaan dan kemauan peserta didik sehingga dapat mencapai tujuan pembelajaran. Penelitian ini bertujuan untuk mengembangkan media pembelajaran Cell-Di berbasis aplikasi *Android* pada materi pembelahan sel jenjang SMA. Penelitian dan pengembangan ini menggunakan model ADDIE yang terdiri dari lima tahapan yaitu *analyze, design, develop, implementation dan evaluation.* Tahapan yang dilakukan pada penelitian ini adalah sampai *develop* produk sebelum dilakukan *implementation.* Penelitian ini menghasilkan produk media pembelajaran Cell-Di berbasis aplikasi *Android* pada materi pembelahan sel di SMA dengan hasil validasi ahli media didapatkan persentase penilaian sebesar 94,5% yang termasuk kategori "sangat layak", hasil validasi ahli materi didapatkan persentase penilaian sebesar 90% yang termasuk kategori "sangat layak", hasil penilaian praktisi Biologi didapatkan persentase penilaian sebesar 85,56% yang termasuk kategori "sangat layak", dan respon pengguna terhadap kemenarikan produk diperoleh persentase sebesar 90,24% yang termasuk "sangat menarik". Sehingga dapat disimpulkan bahwa Cell-Di berbasis aplikasi *Android* sebagai media pembelajaran pada materi pembelahan sel di SMA adalah sangat layak sebelum dilakukan tahap implementasi untuk digunakan sebagai media pembelajaran.

Kata Kunci : Aplikasi *Android*, Kelayakan, Media, Pembelahan Sel.

ABSTRACT

FANNY AUDRI, 2024. ***Development of Cell-Di Learning Media Based on Android Applications on Cell Division in High School.*** *Department of Biology Education, Faculty of Teacher Training and Education, Siliwangi University.*

Learning media is anything that can help in the process of conveying messages through certain channels that can stimulate students' thoughts, feelings and desires so that they can achieve learning goals. This research aims to develop Cell-Di learning media based on an Android application on cell division material at high school level. This research and development uses the ADDIE model which consists of five stages, namelyanalyze, design, develop, implementation dan evaluation. The stages carried out in this research are:develop product before useimplementation. This research produced a Cell-Di learning media product based on an Android application on cell division material in high school with media expert validation results obtaining an assessment percentage of 94.5% which was included in the "very feasible" category, material expert validation results obtained an assessment percentage of 90% which included in the "very feasible" category, the Biology practitioners' assessment results obtained an assessment percentage of 85.56% which was included in the "very appropriate" category, and user responses to the attractiveness of the product obtained a percentage of 90.24% which was included in the "very attractive" category. So it can be concluded that Cell-Di based on an Android application as a learning medium for cell division material in high school is very feasible before the implementation stage is carried out for use as a learning media.

Keywords *: Android applications, Cell Division, Feasibility, Media.*