

ABSTRACT

Scouting is an extracurricular activity that teaches things that are not taught in school. In the scout movement, values such as independence, a high sense of responsibility, caring for each other, and adhering to the principles taught. However, unfortunately, there are still many students who lack interest and interest in participating in scout activities. Therefore, the use of smartphones can be used as a medium to help the scout learning process so that it can increase their motivation and interest in studying scouts. The Fisher Yates shuffle and linear congruential generator methods used in the scout application aim to randomize the scout quiz questions so as not to make the application monotonous and boring. Based on the results of the tests that have been carried out, the application can be played normally with a level of accuracy in randomizing questions using the linear congruential generator algorithm which has an accuracy value of 21% higher than the Fisher Yates Shuffle algorithm. Apart from that, based on testing using the SUS (System Usability Scale) method, this research received a score of 82, the Acceptability score was Acceptable, the Grade Scale score was B, and the Adjective Rating score was Good.

Keyword : Scout, Learning Media, Android, Fisher Yates Shuffle, Linear Congruential Generator, System Usability Scale (SUS)