

ABSTRACT

This research is motivated by learning applications which are one of the learning media that follow the development of information technology. Learning applications can also help students understand the material being taught. From this learning application there is a quiz or question about existing material and selected by the user. There are 10 questions or questions that arise from each material related to the material. Because the questions given are not randomized, it will be very easy to guess the answer to each question given. Based on the problems mentioned above, as a solution to prevent the presentation of questions and answer results that can be memorized by the user, an algorithm must be used that is able to provide random questions on this Android-based learning media. The development method used is MDLC (Multimedia Development Life Cycle). The Fisher-Yates Shuffle algorithm is a solution to solving the problem above. Tests that have been carried out using the SUS (System Usability Scale) testing method get an average final score of 70.42% and this value can be classified as "good" with the interpretation of the SUS value assessment guidelines.

Keywords : *Android, Fisher Yates Shuffle Algorithm, MDLC, System Usability Scale*

