

ABSTRAK

VITA ROSITA SARI. 2026. **Perancangan GEOVISTA (*Geography Visual Interactive Media*) Berbasis Android sebagai Media Pembelajaran Geografi Pada Materi Dinamika Litosfer** (Pada Peserta Didik Kelas X SMA Negeri 1 Ciamis). Jurusan Pendidikan Geografi. Fakultas Keguruan dan Ilmu Pendidikan. Universitas Siliwangi. Tasikmalaya.

Pembelajaran Geografi memiliki peranan penting dalam membekali peserta didik dengan pemahaman mengenai fenomena di permukaan bumi yang terus berubah. Karakteristik materi Geografi yang memuat konsep abstrak menjadi tantangan tersendiri jika hanya disampaikan melalui metode konvensional. Berdasarkan observasi di SMA Negeri 1 Ciamis, penguasaan materi fenomena geosfer peserta didik masih terhambat akibat keterbatasan media pembelajaran yang kurang variatif dan belum memanfaatkan teknologi secara optimal. Kondisi tersebut menunjukkan perlunya inovasi media yang tidak hanya menarik secara visual, tetapi juga mampu menghadirkan interaksi mandiri bagi peserta didik. Penelitian ini bertujuan untuk mengembangkan dan mengimplementasikan media pembelajaran GEOVISTA (*Geography Visual Interactive Media*) berbasis Android menggunakan *Smart Apps Creator* (SAC) pada materi Dinamika Litosfer di kelas X SMA Negeri 1 Ciamis. Metode yang digunakan adalah Research and Development (R&D) dengan model pengembangan 4-D (*Define, Design, Develop, Disseminate*). Hasil penelitian yang dilakukan menunjukkan bahwa media GEOVISTA memperoleh penilaian "Sangat Valid" dari para ahli pada aspek kelayakan sistem, akurasi materi, dan kepraktisan media. Karakteristik aplikasi yang mengandalkan visualisasi gambar berwarna serta navigasi mandiri terbukti memudahkan siswa dalam mengeksplorasi konsep geografi secara nyata. Hal ini didukung oleh hasil uji coba lapangan yang mengalami peningkatan respons sebesar 4,14% dari tahap skala kecil ke skala besar, di mana keduanya masuk dalam kriteria "Sangat Layak Digunakan". Hasil tersebut mengindikasikan bahwa media ini mendapat respons positif dan efektif dalam meningkatkan minat, motivasi, serta kemandirian belajar peserta didik. Selain itu, aplikasi GEOVISTA juga terbukti membantu guru dalam menyajikan materi secara lebih dinamis di era digital.

Kata Kunci: Media Pembelajaran Interaktif, *Smart Apps Creator*, Dinamika Litosfer

ABSTRACT

VITA ROSITA SARI. 2026. *Design of Android-Based GEOVISTA (Geography Visual Interactive Media) as a Learning Media for Geography of Lithosphere Dynamics (for Class X Students of SMA Negeri 1 Ciamis)*. Department of Geography Education. Faculty of Teacher Training and Education. Siliwangi University. Lake Malaya.

Geography learning has an important role in equipping students with an understanding of phenomena on the earth's surface that are constantly changing. The characteristics of Geography material that contains abstract concepts are challenging if they are only conveyed through conventional methods. Based on observations at SMA Negeri 1 Ciamis, students' mastery of geosphere phenomena material is still hampered due to the limitations of learning media that are less varied and have not utilized technology optimally. This condition shows the need for media innovation that is not only visually appealing, but also able to present independent interaction for students. This study aims to develop and implement Android-based GEOVISTA (Geography Visual Interactive Media) learning media using Smart Apps Creator (SAC) on Lithosphere Dynamics material in class X of SMA Negeri 1 Ciamis. The method used is Research and Development (R&D) with a 4-D (Define, Design, Develop, Disseminate) development model. The results of the research conducted showed that GEOVISTA media received a "Very Valid" assessment from experts on the aspects of system feasibility, material accuracy, and media practicality. The characteristics of applications that rely on color image visualization and self-navigation have proven to make it easier for students to explore geography concepts in real life. This is supported by the results of field trials which experienced an increase in response of 4.14% from the small-scale to large-scale stages, where both are included in the "Very Feasible to Use" criterion. These results indicate that this media received a positive and effective response in increasing students' interest, motivation, and learning independence. In addition, the GEOVISTA application has also been proven to help teachers in presenting material more dynamically in the digital era.

Keywords: *Interactive Learning Media, Smart Apps Creator, Lithosphere Dynamics*